Design patterns are guidelines that provide more context than regular guidelines. For this reason, users can more easily determine when and how a guideline applies (or does not apply) to the user’s design project. Design patterns, often in the form of web-hosted pattern libraries, have become prevalent in many domains including web design, UX, and software engineering.

The Design Patterns Research Group began by looking closely at a numerous design pattern libraries and the patterns that comprise them. Then, each group member set out to design and build a pattern library for an area of his/her professional interest. Week by week we shared experiences and insights. Below David Knapp, Rebecca Shore, and Suneetha Sivasankaran explain their pattern libraries.

**Design Patterns for Enterprise Applications**  
David Knapp, Rebecca Shore, and Suneetha Sivasankaran

David K. Farkas, instructor

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**A Design Pattern Library For Ruggedized Mobile Devices in Aviation**  
Rebecca Shore

The Ruggedized Design Pattern Library is intended to help hardware manufacturers improve the design of handheld devices used in the aviation industry. It shows how devices can be built to withstand harsh conditions while being ergonomically designed and user-friendly. Although intended for the airline manufacturing and maintenance environment, this pattern library is open to the public and may find uses I have not anticipated.

**Design Pattern Library for Mobile Devices with Touch Interface**  
Suneetha Sivasankaran

The Mobile Devices Pattern Library is a wiki that hosts a library of design patterns for mobile devices with a touch interface. Design patterns are “known solutions to common design problems.” They provide an ideal starting point for newcomers to design and are an excellent reference for more experienced designers. Design patterns are particularly useful in the mobile context as they challenge designers to re-examine and adapt common desktop patterns with the mobile experience in mind.

WikiSpaces, an online wiki site, was used to create the pattern library. This pattern library is public. Anyone can contribute to the library or submit requests for patterns they are interested in.

**Navigation**  
The wiki can be navigated by searching for a specific topic or by browsing through the categories.

**Problem, Solution**  
Each pattern follows a problem-solution structure.

**How to Use**  
Many concrete examples are included.

**Considerations**  
This section enables pattern users to determine whether and how the pattern applies to their specific situation.

**Need**  
Designing mobile user interfaces grows more interesting due to the rapid changes in technology. Device and network capabilities are improving, platforms are providing more features to help the user, privacy and security are becoming more important, and device proliferation is increasing. This wiki is a resource for designers of mobile interfaces and, more broadly, for anyone interested in UX. The wiki shows a variety of published sources on mobile UX.

**Nature**  
The nature of the pattern library is open and its form is a wiki so that anyone can contribute to the library and submit requests for patterns that they are interested in. This pattern library is not meant to be a comprehensive list of mobile design patterns, but rather a list of design patterns that were interesting to me and more relevant now due to the changing trend in technology. The wiki can be navigated by searching for a specific topic or by browsing through the categories.

**Next Steps**  
I plan to add more patterns based on user requests and changes in technology. I also plan to publicize this pattern library to build a wider audience and gain more community participation.