

Implementing Mobile Services: Does the Platform Really Make a Difference?

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This paper discusses an investigation into two different platforms for developing mobile services, namely Microsoft .NET Mobile and J2ME. A mobile student information and services (MSS) application was developed in both platforms. Comparisons were made based on various criteria, both from the developer and the user perspective. The results show that both platforms have certain advantages and that selection of the appropriate platform will depend on the specific situation. Several implications for future developers are provided as well as recommendations as to when each platform is more appropriate.

Categories and Subject Descriptors: H5.2 [**Information Interfaces and Presentation**]: User Interfaces – *Evaluation; Graphical user interfaces*

(*GUI*); *Input devices and strategies; Interaction styles; Prototyping; Screen design; User-centred design*

General Terms: Design, Experimentation, Human factors, Performance

Additional Key Words and Phrases: Mobile services, User interface design, Usability
