

Summary and principles

Summary

The e-government mobile standard framework defines the basic screen standards for the functions that need screens in the construction of a mobile web application, in order to provide a screen development guide for development and maintenance.

Standard definition principles

This document aims to test the mobile web applications included in the mobile common component and development framework construction project and to provide a guide to be applied for future e-government projects. Therefore only the required parts out of the screen standard definitions prepared in the general mobile web application development projects will be mentioned.

Directory structure definition

Anything else other than the web design image directory naming rule will be regulated by a separate "Management Environment Development Guide". The web design image directories are named as in the following (this guideline is an example and can be modified depending on the user's development environment.)

Web-root/images/standard code/image file name

Example) `/oe1/cms/com/confirm.gif`

-> Image file name

->Standard code- [system code]_[subsystem code]_[separator]

File naming rule definition

Anything else other than the web design image file naming rule will be regulated by the separate "Operation Environment Development Guide".

Image type classification code

Classify images for naming based on their intended use as on the following.

Image type	Shape
bt	Button image
bul	Bullet

Image type	Shape
Img	Image
img_event	Image for event page
txt	Text type image
title	Image for titles
title_s	Image for small titles
ttitle	Image for table titles
tab	Image for Tab Menu
topmn_	Image for utility menu (top main)
bttmn_	Image for Bottom (bottom)
ban_	Banner type image

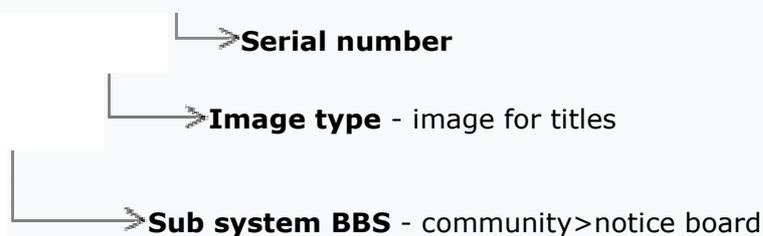
※ The types may be added or modified while configuring the screen.

File naming rule

A file name uses lower case letters and is composed of sub system code and type serial number.(this guideline is an example and can be modified depending on the user's development environment.)

[sub system code]_[image type]_serial number

Example.) bbs_title_001



Design principles

Images should be design to be quickly loaded

The use of visual elements such as images, graphic bullets and icons should be minimized to reduce the complexity of the pages. In order not to affect the page loading speed while maximizing the effect, the image sizes and colors should be reduced.

The representation method of images should be consistent.

Show a unified image concept to users and present a consistent image about the system.

The standard fonts provided by the system should be used.

Use the standard fonts provided by the system if possible not to be affected by whether to support certain fonts. Consider readability as the top priority in selecting fonts to prevent any inconvenience caused when reading texts that use visually unclear font.

Fonts should be differentially applied depending on the information classification, importance and purpose.

The bold and italic types should be only used where highly important or distinguished. If used too frequently, the information delivery may be interrupted.

The use of the underline should be restricted as it could be confused with the links.

The font styles and sizes should not exceed three types in a page.

If more than three types of fonts are used in a page, the consistency is interrupted and readability is lowered. They should be used while keeping the visual uniformity.

No more than five color groups are allowed in a page

If more than five color groups are used in a page, the page composition is interrupted and performance can be affected.

Colors should be able to apply the unique system Identity.

The colors that contain the system characteristics should be applied so as to show the users with a unique brand image about the systems and products.

Icons should be presented in connection with texts.

Icons have high visual effects but difficulties with expressing metaphors. Therefore they should be used with texts to increase accuracy.

One icon should have one function.

Do not give an icon more than one function.

Icons should be placed at the same locations.

If icons are placed at different locations every page, the use of pages could be interrupted as the users will have difficulties understanding them intuitively.