Notes on "How Native Mobile Development Changed the Way I Write Web Apps", w/ TJ VanToll"

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Posted by [Andy Peterson](#)
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TJ's Tips

TJ VanToll is a frontend developer, author, and a Principal Developer Advocate for Progress. **TJ** has over a decade of web development experience, including a few years working on the jQuery and NativeScript teams. Nowadays he helps web developers build awesome UIs with KendoReact.

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Why you should watch

TJ works for Progress, which is a company that is growing and that you may do business with. TJ had a fun intro reviewing his background in development. Eventually his career took him to NativeScript. Now he is back to working in the web development world, and he has some tips for us!

Four Tips

- List scrolling performance is extremely important
- Testing on real devices matters
- Use subtle animations more
- Minimize asset downloads

List scrolling performance is extremely important. KendoUI creates stuff for Angular and React. There is no real infinite scroll for the web, and yet several options do exist to speed things up. iOS and Android do all the work for us, whereas it is just not native to the web/browser.

Testing on real physical devices. Can use JetStream2 to look into speed. Also showed some cool Chrome tools to look at mobile rendering. But prefers to have the mobile device in hand for real world reasons. Not a fan of the mobile banner, which pushes everything down. And the second is the small tap targets. Apple recommends 44 x 44 touch targets, incidentally.

Pragmatic advice

- Check your analytics. Google has a mobile testing section.
- Identify a few popular devices

3. Use subtle animations more.

"When UI animations are subtle, unobtrusive, and brief they can improve the user experience and can communicate feedback and state changes, prevent disorientation and strengthen signifiers." https://nngroup.com/articles/animation-purpose-ux See YouTube, buttons, etc. Now the web can do this too. photos.google.com, etc.

There is a library called Lottie.js that is tiny animations, and they are .json and javascript subtle animations. sounds too.

4. Minimize asset downloads.

Several resources are listed to show how to do this.

5. Try iOS or Android development. When I helped develop my one and only app, I found many of the things above to be true. For me, the pain points were dealing with configurations and working with licensing.

Links to slides and Charlie's YouTube video forthcoming.

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