

Abstract

This diploma thesis deals with the use of animations in the user interface (UI) of mobile devices. The thesis is divided into five parts. The first part presents the theoretical basics of designing user interfaces for mobile devices, the second part is dedicated to the definition of animation, its usage, functions and the perception of animation in user interface. The third part summarizes existing research dedicated to the related field and research methods used in this thesis. The fourth part is focused on the research which was conducted as comparative study based on prototype user testing examining the different types of animation and their impact on the users. The last, fifth section, presents main research findings and answers the research questions. The results reflect the impact of animation on the UI and shows what are the advantages and limits of the use of animation.