iOS Human Interface Guidelines

CS 4720 – Mobile Application Development

Human Interface Guidelines

• (... because we’re not worried about the robots using iPhones yet...)

• Main tenants:
  – Content over UI
  – Use the whole screen
  – Single / simple colors
  – Boarderless buttons and widgets
Themes of iOS

- **Clarity.** Throughout the system, text is legible at every size, icons are precise and lucid, adornments are subtle and appropriate, and a sharpened focus on functionality motivates the design. Negative space, color, fonts, graphics, and interface elements subtly highlight important content and convey interactivity.
Themes of iOS

• **Deference.** Fluid motion and a crisp, beautiful interface help people understand and interact with content while never competing with it. Content typically fills the entire screen, while translucency and blurring often hint at more. Minimal use of bezels, gradients, and drop shadows keep the interface light and airy, while ensuring that content is paramount.
Themes of iOS

• **Depth.** Distinct visual layers and realistic motion convey hierarchy, impart vitality, and facilitate understanding. Touch and discoverability heighten delight and enable access to functionality and additional content without losing context. Transitions provide a sense of depth as you navigate through content.
Basic UI Controls
Basic UI Controls

- **Bars** - Contain contextual information that tells users where they are and controls that help users navigate or initiate actions.

- **Content views** - Contain app-specific content and can enable behaviors such as scrolling, insertion, deletion, and rearrangement of items.
Basic UI Controls

- **Controls** – Perform actions or display information
- **Temporary views** - Appear briefly to give users important information or additional choices and functionality
UI Layers

- Navigation bar (drawn by the navigation controller)
- Window
- Slider (a view subclass)
- View
- Navigation controller (a view controller subclass)
Starting and Stopping

• Go straight into the app – no splash if possible
• Don’t ask for info up front – try to gather it from other sources
• Launch in the current device’s orientation
• There is no “quit” or “stop” – just an app switch
• Save fine detail state data as often as reasonable
Which would you rather see?

Welcome to

CALCULATOR

Start
Navigation

• Should be “natural”
• Nav bar to traverse hierarchy of data
• Tab bar for several peer categories or functionalities
• New page when that page is an instance of an item from another page
Basic UI Controls

- Navigation bar
- Segmented control
- Map view
- Tab bar
- Toolbar button
- Alert

Store
- My Top Rated
  - no songs
- Recently Added
  - no songs
- Recently Played
  - no songs
- Top 25 Most Played
  - no songs
- 90’s Music
  - no songs
- Purchased
  - 9 songs, 32 min

Bookmarks
- Favorites
- History
- iPhone User Guide

Turn On Location Services to Allow Maps to Determine Your Location

Settings  Cancel
Modals

Alert

Modal view

Share screen
Modals

• Modals are UI elements that grab control of the experience until they are dismissed
• Meant to grab attention and for doing one, small, specific task
• Usually asking a question with set answers
• Make sure there is a way to back out
• Record common options
• Respect notification wishes of the user
Interactivity

• Use a key color to denote interactive elements
• Highlight particular interactive elements if they do something different than the space around them
• Don’t overload gestures!
• Integrate status into your UI as much as possible
• Avoid unnecessary alerts / modals
• Use the easiest method to input data
# Interactivity

## Featured Apps Made by Apple

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<thead>
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<tbody>
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<tr>
<td>Find My iPhone Utilities</td>
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## Details

**Send invitations**

**Remind me on a day**

**Wednesday, Sep 10, 2014, 8:00 AM**

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**Wed Sep 10  8  00  AM**

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**Repeat**

**Never**
Branding

• It’s important to be distinctive... but...
• Be careful you don’t pull a user out of the iOS experience
• You don’t HAVE to make your app look like the built in apps... but...
Branding

Attractions

Arc de Triomphe
Arco de la Victoria
Avenue
28040 Madrid

The Arc de Triomphe de l'Étoile is one of the most famous monuments in Paris. It stands in the centre of the Place Charles de Gaulle (originally named Place de l'Étoile), at the western end of the Champs-Élysées.

The Arc de Triomphe was built between 1806 and 1836. Even though there were many modifications from the original plans, reflecting political changes and power struggles, the Arch still retains the essence of the original concept which was a powerful, unified ensemble.

The Arc de Triomphe stands at the centre of the Place Charles de Gaulle, also known as the "Place de l'Étoile". It's located at the
Color Pallet and Typography

- San Francisco is the new font
- Don’t have to use it... but...
- Colors are bold and clean
Iconography

• A good app icon is actually pretty important
• iOS provides a lot of built-in small icons for use in your app
How to Use UI Elements