DOWNLOAD PDF IOS HUMAN INTERFACE GUIDELINES

Chapter 1 : Do You (and Should You) Follow the iOS Human Interface Guidelines? â€” SitePoint

Aesthetic Integrity. Aesthetic integrity represents how well an app's appearance and behavior integrate with its function. For example, an app that helps people perform a serious task can keep them focused by using subtle, unobtrusive graphics, standard controls, and predictable behaviors.

Wallet iOS Design Themes As an app designer, you have the opportunity to deliver an extraordinary product that rises to the top of the App Store charts. Three primary themes differentiate iOS from other platforms: 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. 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. 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. For example, an app that helps people perform a serious task can keep them focused by using subtle, unobtrusive graphics, standard controls, and predictable behaviors. On the other hand, an immersive app, such as a game, can deliver a captivating appearance that promises fun and excitement, while encouraging discovery. Consistency A consistent app implements familiar standards and paradigms by using system-provided interface elements, well-known icons, standard text styles, and uniform terminology. The app incorporates features and behaviors in ways people expect. Direct Manipulation The direct manipulation of onscreen content engages people and facilitates understanding. Users experience direct manipulation when they rotate the device or use gestures to affect onscreen content. Through direct manipulation, they can see the immediate, visible results of their actions. Feedback Feedback acknowledges actions and shows results to keep people informed. The built-in iOS apps provide perceptible feedback in response to every user action. Interactive elements are highlighted briefly when tapped, progress indicators communicate the status of long-running operations, and animation and sound help clarify the results of actions. Metaphors work well in iOS because people physically interact with the screen. They move views out of the way to expose content beneath. They drag and swipe content. They toggle switches, move sliders, and scroll through picker values. They even flick through pages of books and magazines. User Control Throughout iOS, peopleâ€”not appsâ€”are in control. The best apps find the correct balance between enabling users and avoiding unwanted outcomes.

Chapter 2 : iOS Human Interface Guidelines: Research Apps

Apple UI Design Resources for iOS include Sketch, Photoshop, and Adobe XD templates, along with comprehensive UI resources that depict the full range of controls, views, and glyphs available to developers using the iOS SDK. These resources help you design apps that match the iOS design language.

Head into the iOS design guidelines. Mobile Apps are now the front and center for making the operations easy and fast. Almost for all purposes mobile applications have made their space and impelled people to use them every time. For Entertainment, Business, shopping, Gaming, Government departments, Education, Medical, Photography, news and media, lifestyle, banking, communication, finance and much more, you will find the best iOS applications to accomplish the tasks easier way. This kind of apps easily gets approved in the market. Apple has a variety of devices with the different resolution and display specifications. The size and resolution variations are there for the iPad devices as well. Designing of the iOS devices is done in points which are entities with the multiple pixels. App icons assets are generally added to the application. The plain, squared PNG files in various dimensions are added. From the iOS 7, the application icons have the shape of a superellipse. Still, there is not an official release of template for the shape. Hence, you can use any of the unofficial templates which may be more or less accurate. You must have noticed that the app icons will have a plain white background. The 1 Pixel border stroke with gray color can be added to make it easier to recognize the app icons. Make this change from the app settings, if your app is already listed in the Apple Appstore otherwise, wait till you do this. Typography and Color Palette: You have noticed Helvetica Neue as the default fonts on all previous versions before iOS 9. After its release, it has been replaced with the San Francisco. Consider the licenses, and you can use any True Type Font. Visit MYFonts as it consists the best collection of fonts. And according to your choice, you can purchase the license for mobile app usage. From the release of iOS 7, an interface of the OS and Pre-installed application applications are displayed with the vibrant color palette. And if you want to stand out differently, then you can use your own choice of colors as well. Follow the iOS app design trends and you can get the best out of the designs. The basic design elements used: Designers can easily utilize them to build the interfaces quickly. Among them, many can be customized and altered for a change with limitations or at a certain level. Before starting the app design, refer the set of tools and utilize them, if suitable. Put your eyes on some of the elements and controls with which you can make some changes in a customized way. Status bar is visually connected to the navigation bar and it can be visible with two different styles, dark and light. You can hide it as well. But, think before hiding it as it displays the current carrier, time, battery status, etc. Button is one of the most used control. After the release of iOS 7 the button control has become highly customized. The button can be styled with the different text, drop shadows, color and backgrounds, etc. Pickers are used to pick any one value from the list. The extended version of the picker is the datepicker. You can scroll trough the list of dates, time, month and select configurable day as well. The slider control is there, which allows users to pick one specific values from the range of values. It is the good control for setting the sound volume. Additionally, it is possible to set the icons for minimum and maximum value. The icons can be of your choice and will be there at the start and end edge of the slider control. Switch control is an easy way to toggle between the two available options or states. For iOS, switch control is there as the checkbox. Keyboard control is also there. The default keyboard is there. Clarity, Deference, and Depth: The important content is highlighted through the negative space, color, space, fonts, graphics, interface elements, etc. Above discussed is the best guide and you must design the iOS applications by keeping all the effective factors in mind. Hire a dedicated iOS app developer and shape up the best application considering the Human Interface Guidelines.

Chapter 3 : hig - iOS Human Interface Guidelines - Stack Overflow

iOS Human Interface Guidelines has 25 ratings and 5 reviews. Jordan said: This book explains the guidelines an iOS app should follow. It includes example.

Follow the guidelines for the sections that comprise each of these experiences so that you can design a research app that helps participants feel comfortable and stay engaged. Onboarding The onboarding experience consists of a series of sections that introduce the study to potential participants and allow you to get their consent. The onboarding experience includes the following sections: You should present the sections in the onboarding experience in the order shown hereâ€”that is, introduction, eligibility, consent, and if appropriate permission to access data. Create an introduction that informs and provides a call to action. The introduction section should help people learn more about your study and tell them how to become a participant. Determine eligibility as soon as possible. Be sure to present only the eligibility requirements that are necessary for your study. Use simple, straightforward language to describe the requirements and make it easy for people to enter information. Make sure participants understand your study before you get their consent. ResearchKit helps you make the consent process concise and friendly, while still allowing you to incorporate into the consent any legal requirements or requirements set by an institutional review board or ethics review board. If your app involves conducting human subjects research, you must make sure that your app complies with the applicable App Store Guidelines, including the consent requirements. Typically, the consent section: Each subsection can cover one aspect of the study, such as data gathering, data use, potential benefits, possible risks, time commitment, how to withdraw, and so on. For each subsection, use simple, straightforward language to provide a high-level overview. If necessary, provide a more detailed explanation of the subsection that participants can read by tapping a Learn More button. Participants should be able to view the full consent content before they agree to participate. After agreeing to join the study, participants receive a confirmation dialog, which should be followed by screens in which they provide their signature and contact details. Most research apps email participants a PDF version of the consent form for their records. Prepare participants to grant access to data, such as Health app data Let participants choose the data they want to share with you Study-Specific Investigation To get input from participants, your study might use surveys, active tasks, or a combination of both. Depending on the architecture of your study, participants may interact with each section multiple times or only once. Create surveys that keep participants focused and engaged. ResearchKit makes it easy to present survey questions that require different types of answers, such as true or false, multiple choice, dates and times, sliding scales, and open ended text entry. As you use ResearchKit screens to create a survey, follow these guidelines to provide a great user experience: Tell participants how many questions there are and about how long it will take to complete the survey. Use one screen per question. Show participants their progress in the survey. Keep the survey as short as possible. Several short surveys tend to work better than one long survey. For questions that require some additional explanation, use the standard font for the question and a slightly smaller font for the explanatory text. Tell participants when the survey is complete. ResearchKit provides many customizable screens you can use in your surveys. Here are a few examples of survey screens. Make active tasks easy to understand. An active task requires participants to engage in an activity, such as speaking into the microphone, tapping their fingers on the screen, walking, or performing a memory test. Follow these guidelines to encourage participants to perform an active task and give them the best chance of success: Describe how to perform the task using clear, simple language that everyone can understand. Mention if the task must be performed at a particular time or under specific circumstances. Make sure that participants can tell when the task is complete. Here are two examples of active tasks that ResearchKit supports. For the most part, participants should be able to access both of these areas at any time. Use a profile to help participants manage personal data that relates to your study. A profile screen can let participants edit data that can change during the course of the studyâ€”such as weight or sleep habitsâ€”and remind them of upcoming activities. Use a dashboard to motivate participants and show progress.

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Chapter 4 : iOS Human Interface Guidelines by Apple Inc.

This is the seventh part in a series of summaries from Apple's Human Interface Guidelines on designing for iOS. Source. First Launch Experience â€" onboard new users, reconnect with returning users.

Chapter 5 : Crack the iOS Human Interface Guidelines for app design

Apps that do not use system provided items, such as buttons and icons, correctly and as described in the Apple iOS Human Interface Guidelines may be rejected Apple and our customers place a high value on simple, refined, creative, well thought through interfaces.

Chapter 6 : Introducing the New SAP Fiori Design Guidelines for iOS | SAP Blogs

The iOS developers must know at least some specifications declared in the official Human Interface Guidelines (HIG). Head into the iOS design guidelines. Mobile Apps are now the front and center for making the operations easy and fast.

Chapter 7 : Apple Design Resources - Apple Developer

Apple's Human Interface Guidelines can help you in developing your applications in the way that Apple wants. This is important because Apple can reject your app for sale in the App Store if you don't follow Apple's Human Interface Guidelines.

Chapter 8 : iOS Human Interface Guidelines - InSync Tech-Fin Solutions Ltd

ç¿»è¯'è‹¹æžœå®˜æ–¹æ–‡æ¡£ã€ŠiOS Human Interface Guidelinesã€‹. Contribute to Cloudox/iOS-Human-Interface-Guidelines development by creating an account on GitHub.

Chapter 9 : iOS íœ´ë¨¼ ì•¸í„°íŽ˜ì´ìŠ¤ ê°€ì´ë“œë¼ì¸ ìš”ì•½

The iOS Design Guidelines Design great-looking apps for Apple iOS devices. Designing iOS apps can be difficult sometimes, but finding correct and up-to-date information about all of Apples' devices shouldn't be.