

iPad and iPhone User Interface Design

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Design Matters



Without Design...











Design Takes Planning

Design Matters for Apps

"...the iPad becomes the app you're using... Switch to another app and the iPad becomes that app. If that's not magic, I don't know what is..."

Adam C. Engst, Tidbits



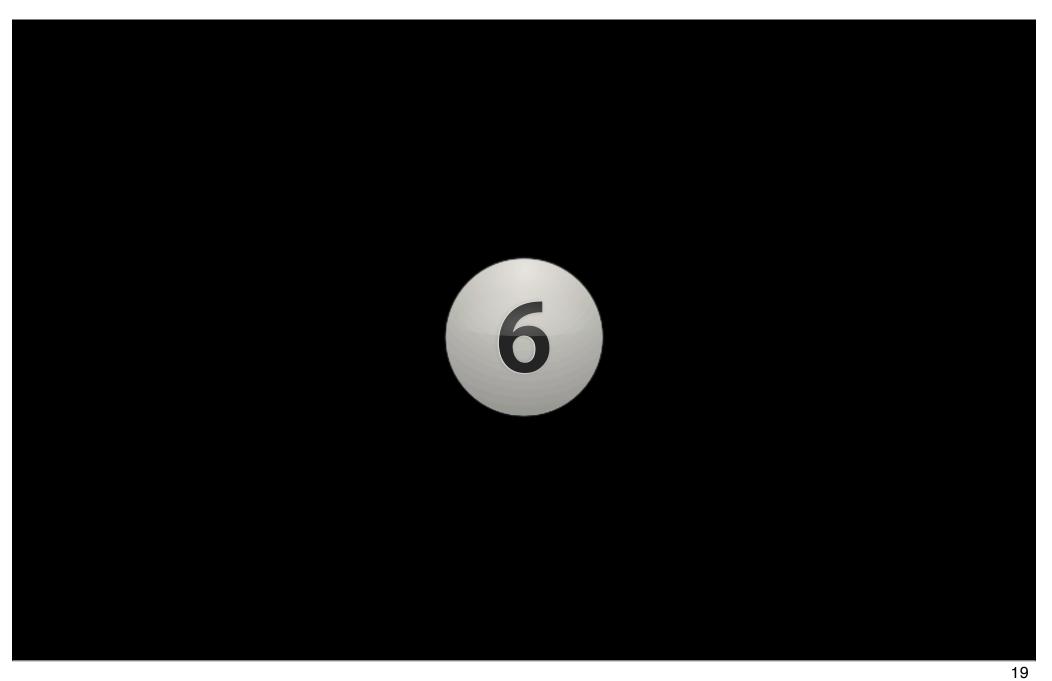












- 1 Structure
- 2 Navigation
- 3 Reduction
- 4 Appearance
- 5 Feedback
- 6 Optimization

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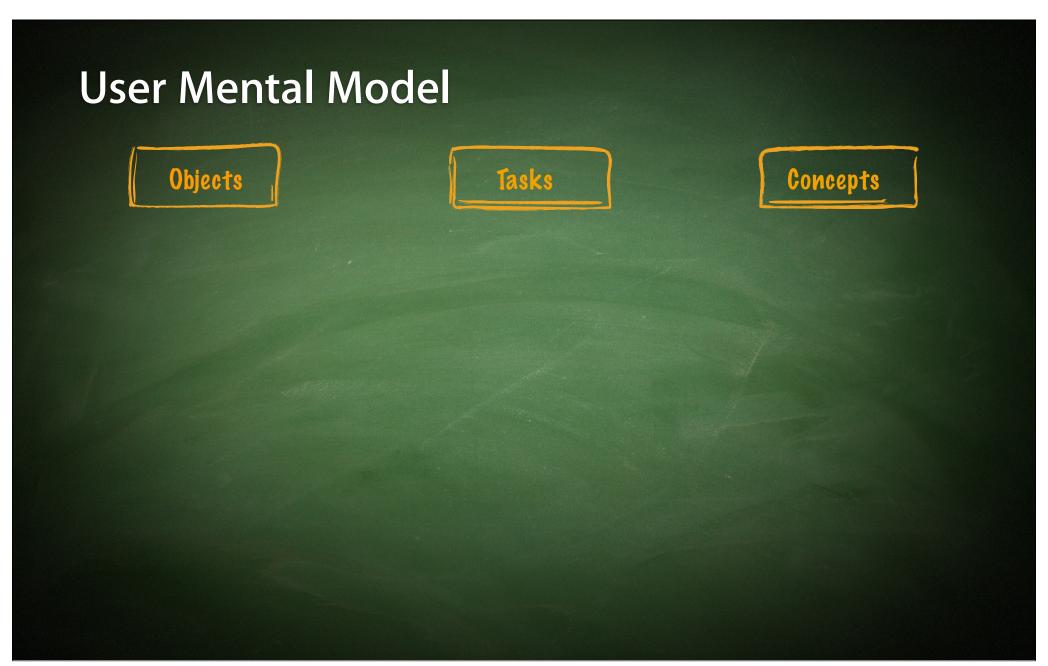


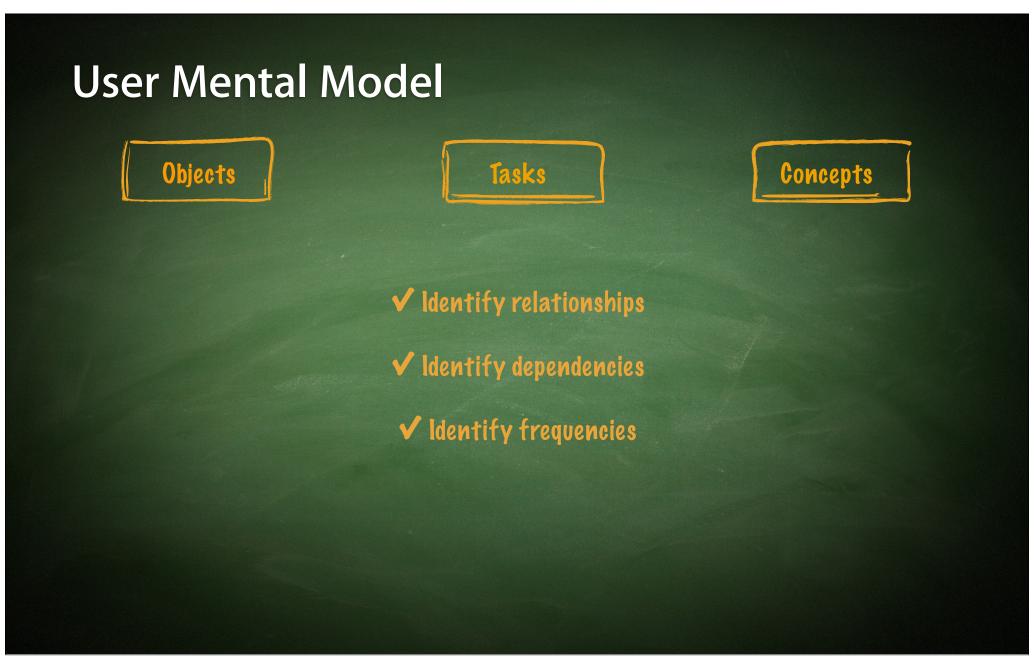
User Mental Model

The Way a Task is User Mental Model Perceived by People









Things Users Think About

Objects

Calendars

Days

Weeks

Months

Appointments

Reminders

Tasks

Filter

Create

Edit

Search

Manage

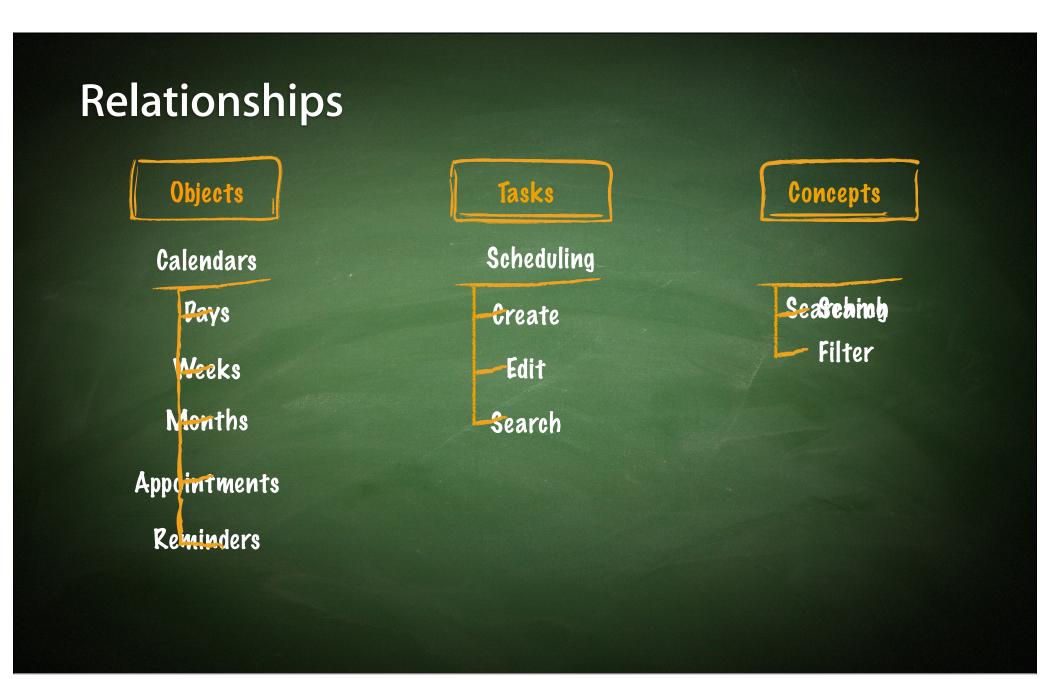
Change date

Concepts

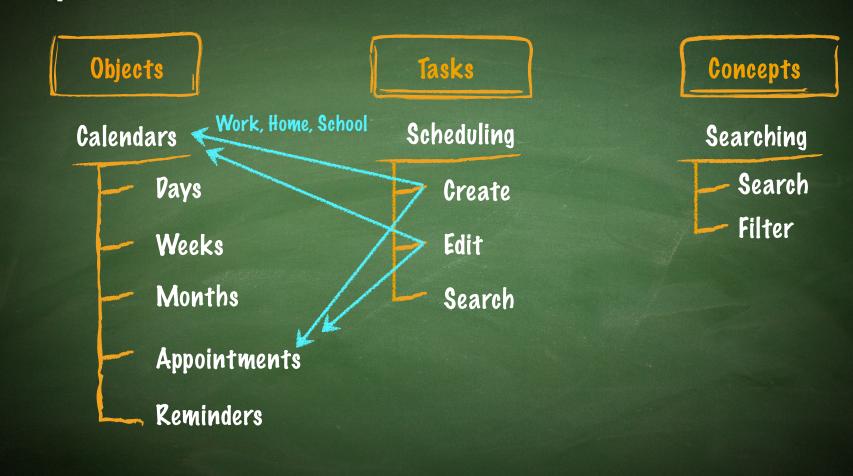
Scheduling

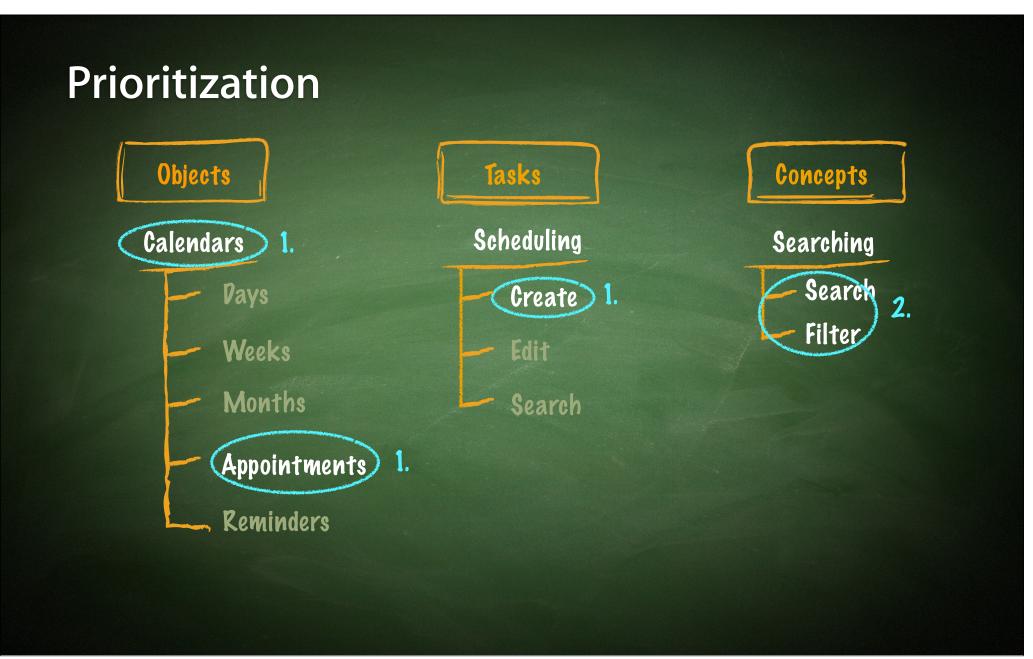
Searching

Managing



Dependencies







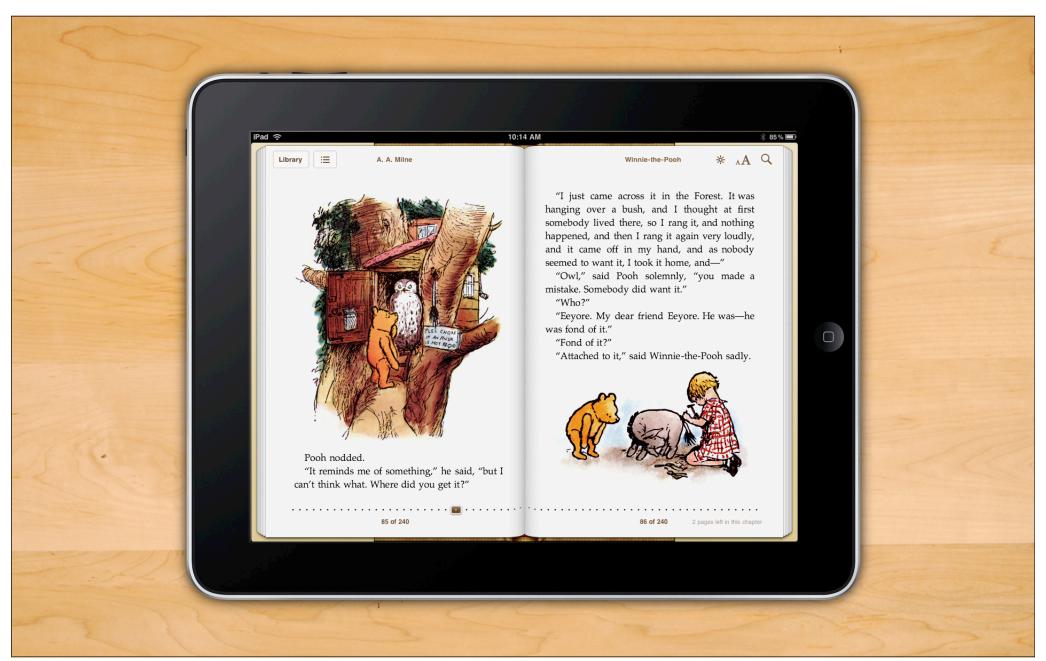
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Structure Impacts Navigation







Tabs

- Manage complexity
- Increase efficiency
- Switch between modes and collections
- Mostly permanent
- Customizable











Navigation is about Movement and Placement

Visual Design

- Each part of your app should be fine tuned for it's purpose
- Placement is a function of
 - Frequency of use
 - Importance to the user
 - Use visual emphasis and position
- Focus on purpose of each screen
 - Is this important now?
- How does **this** add to or take away?

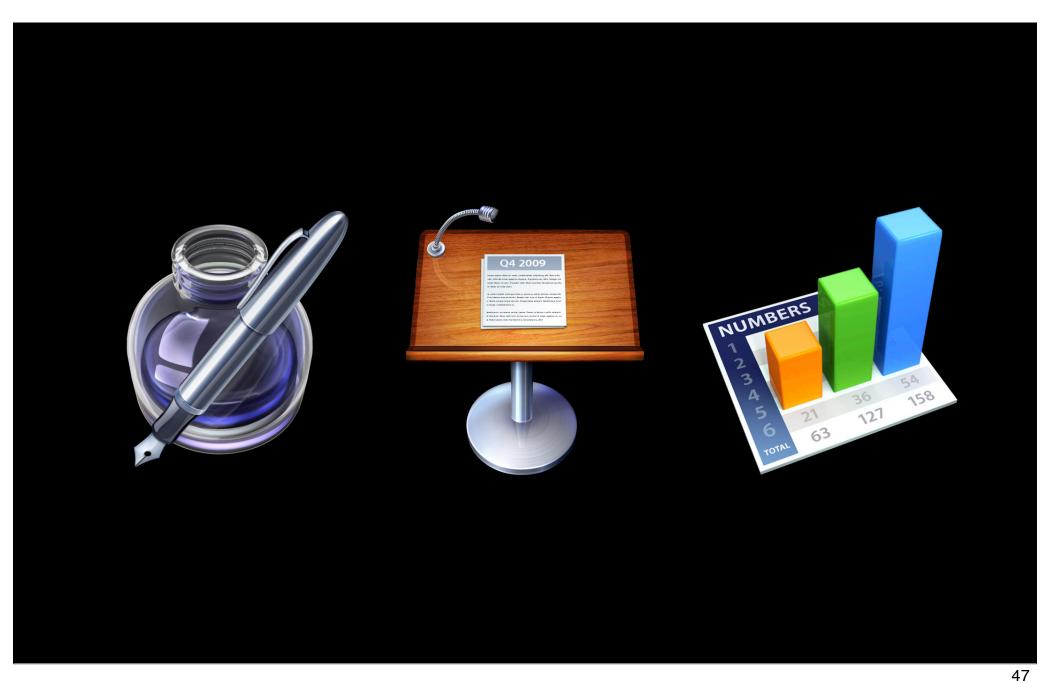
More frequently used or read items



Less frequently used or read items



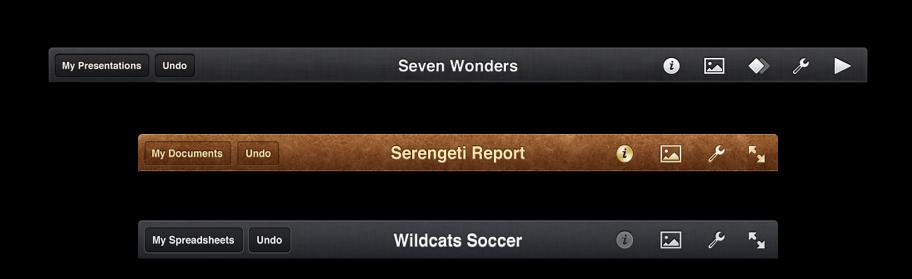
iWork

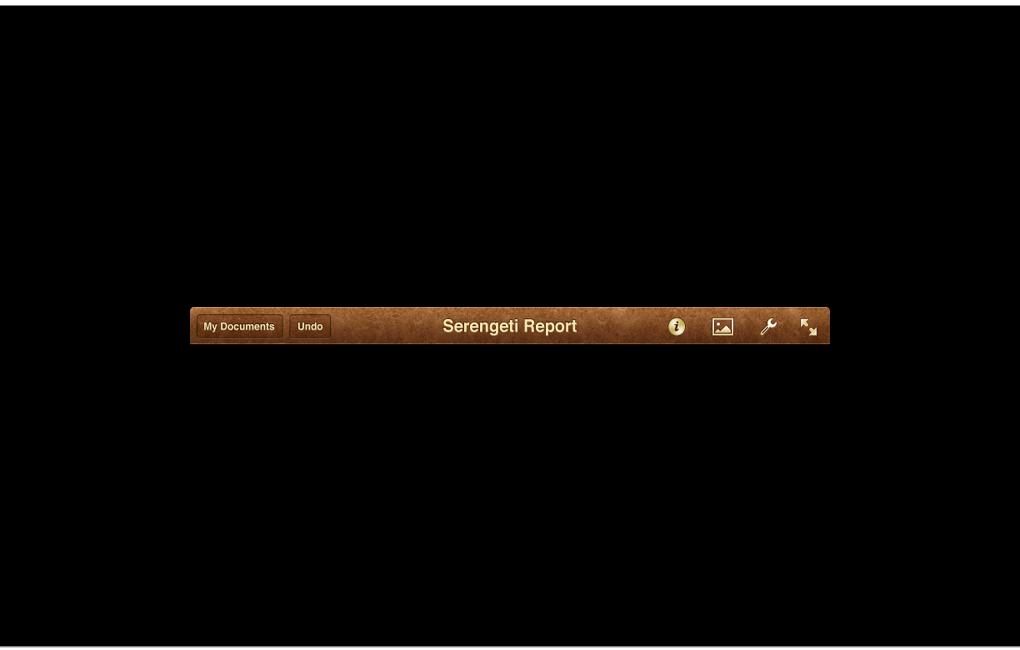


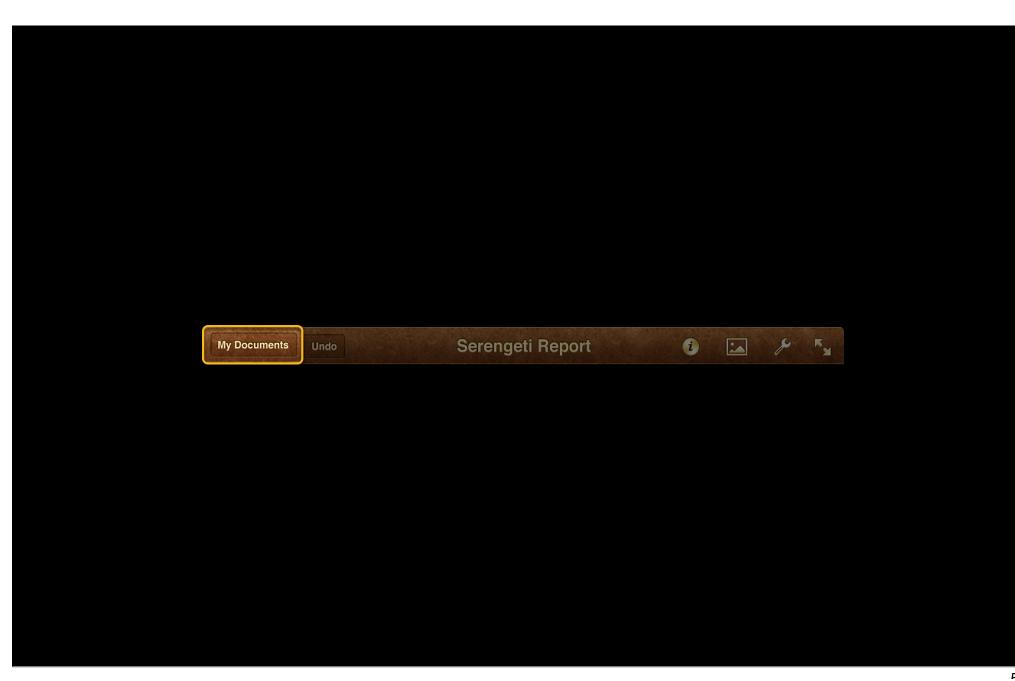


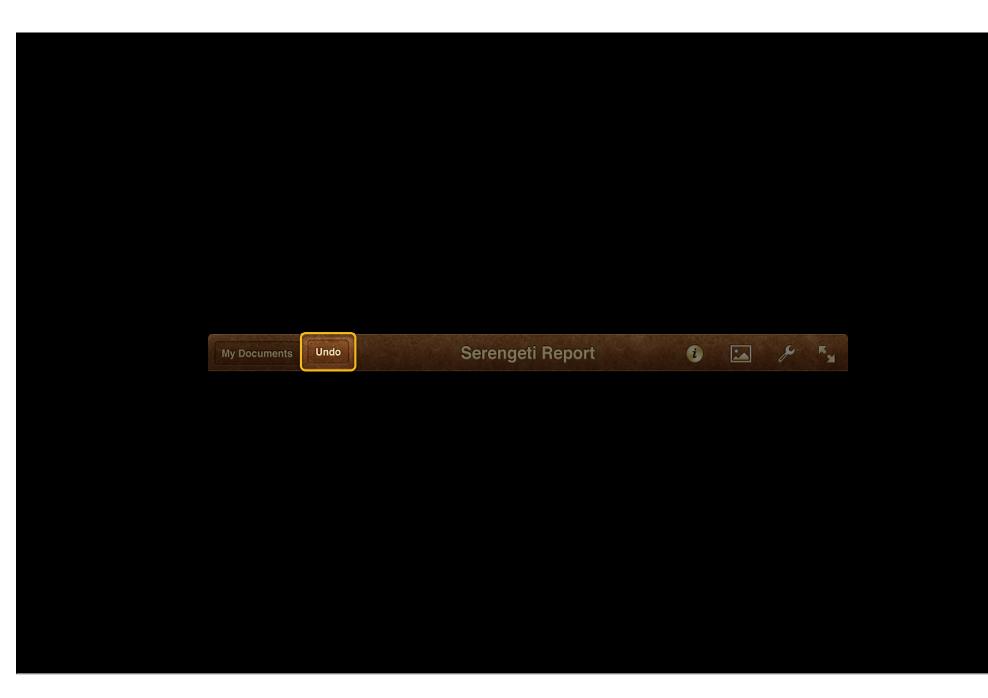


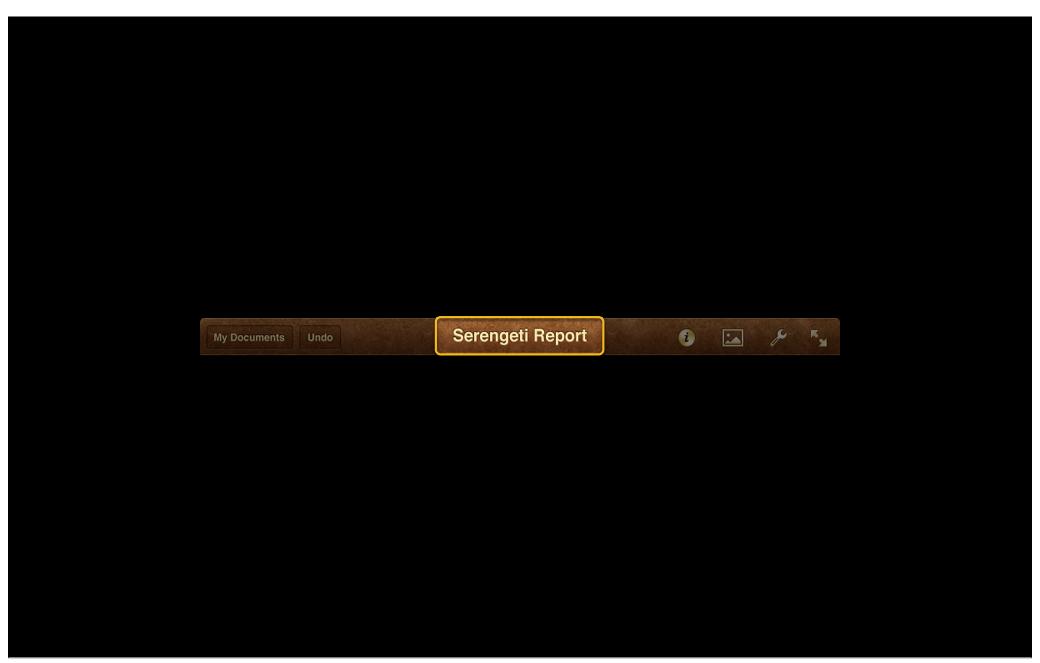


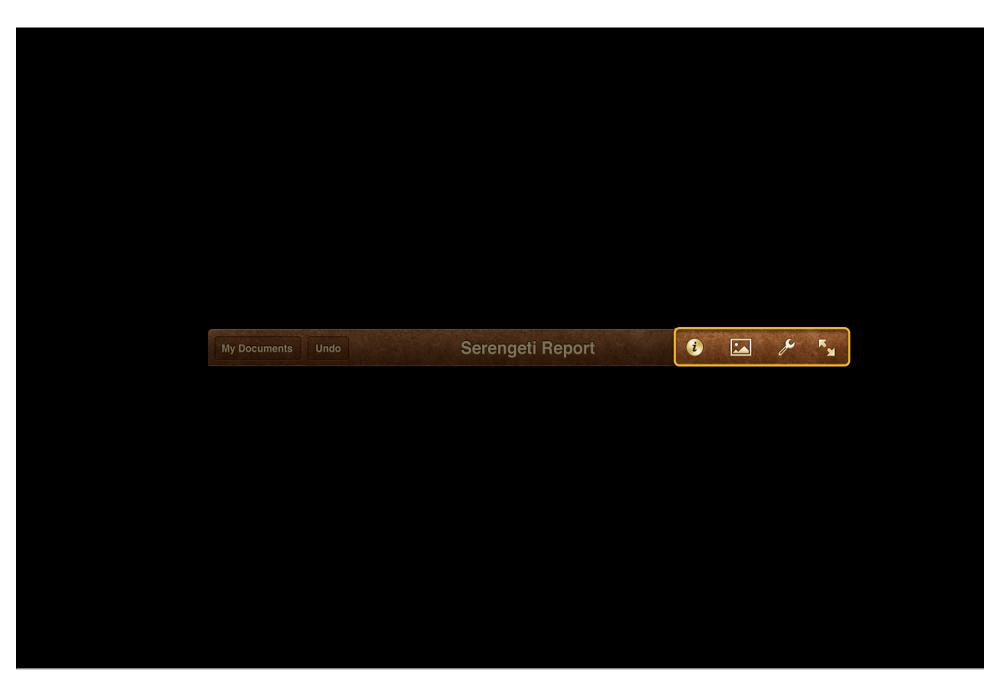


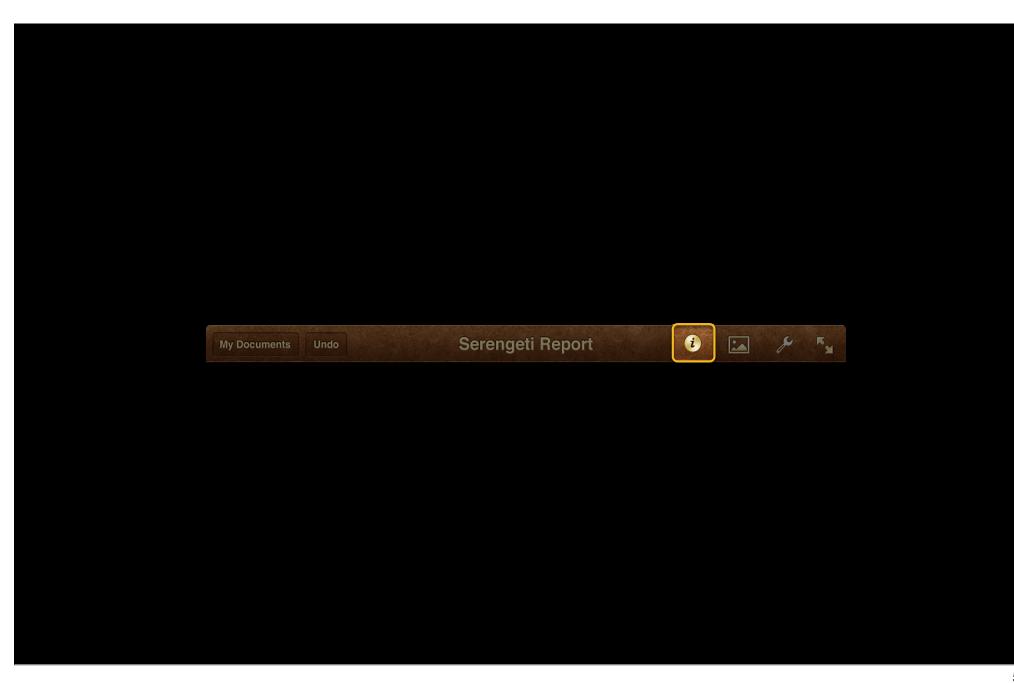


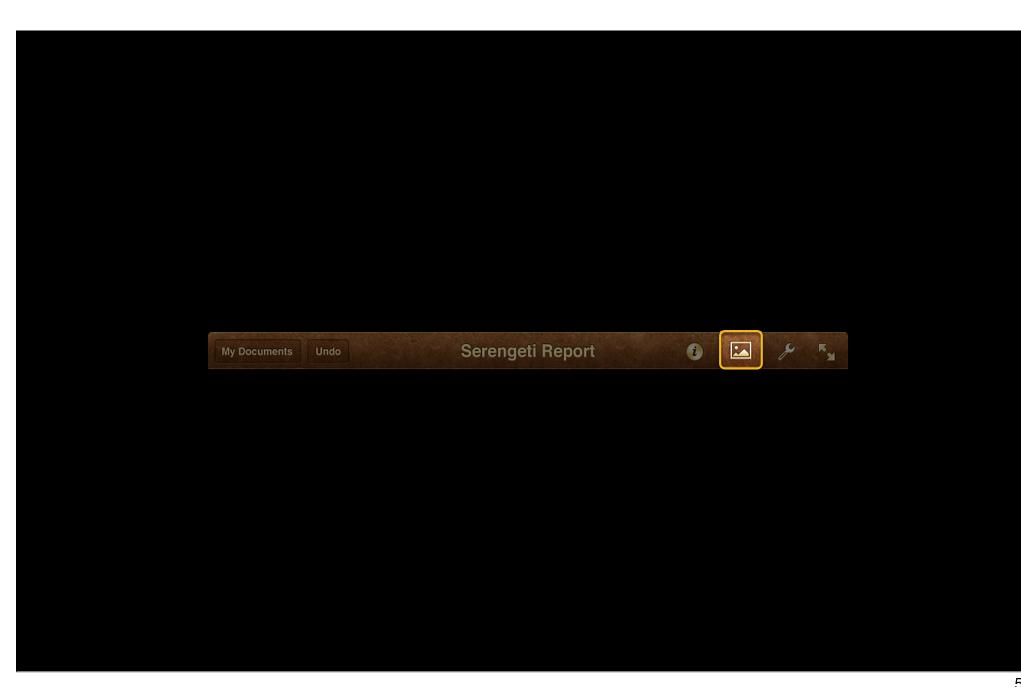


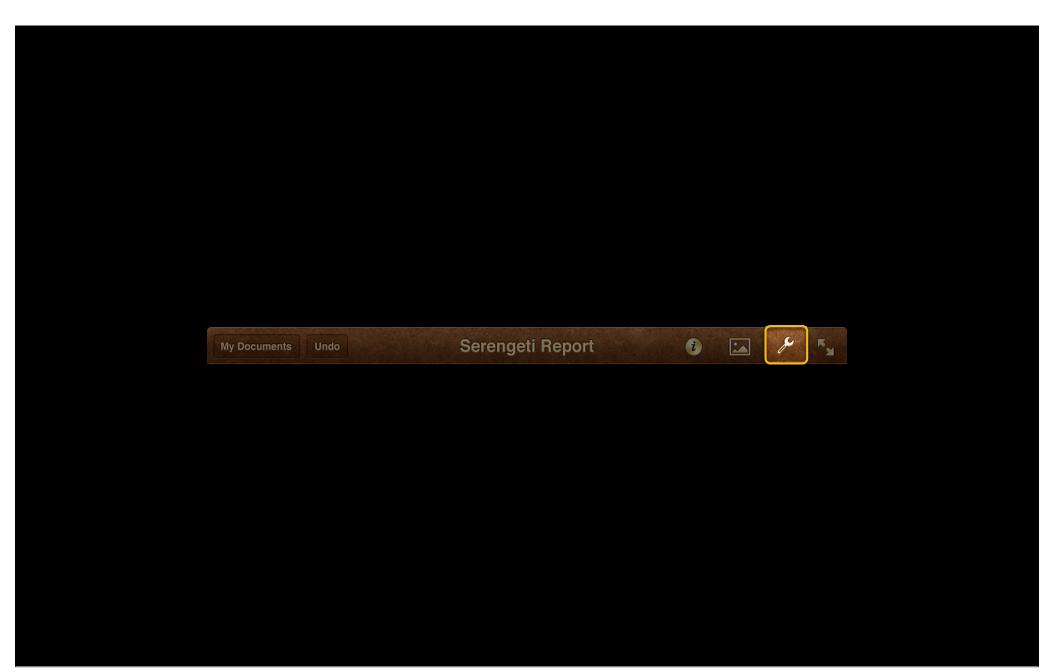


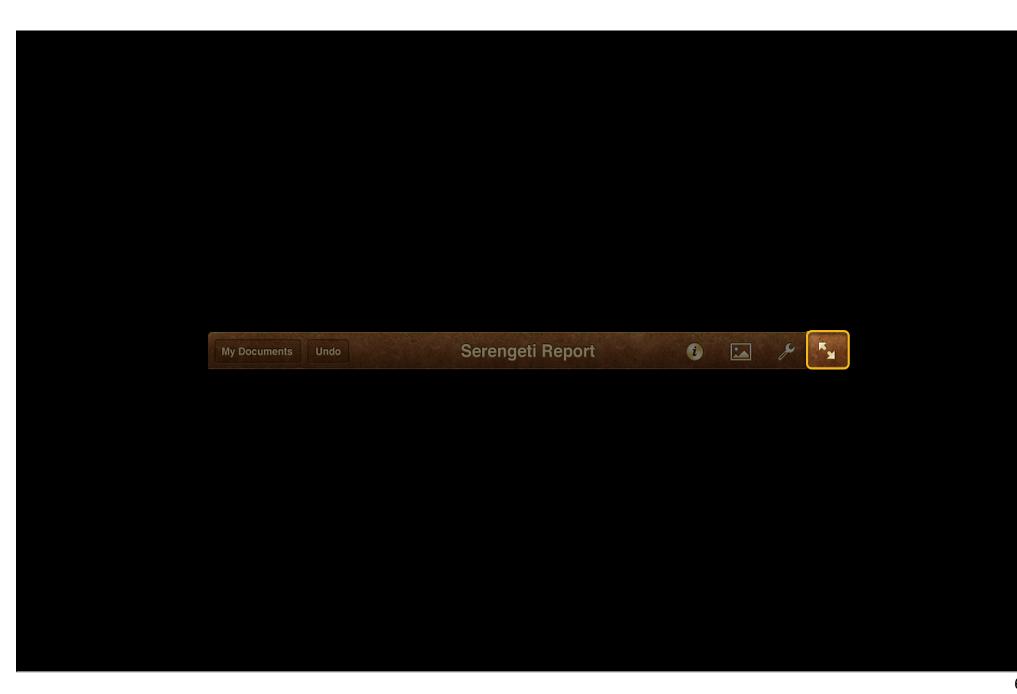






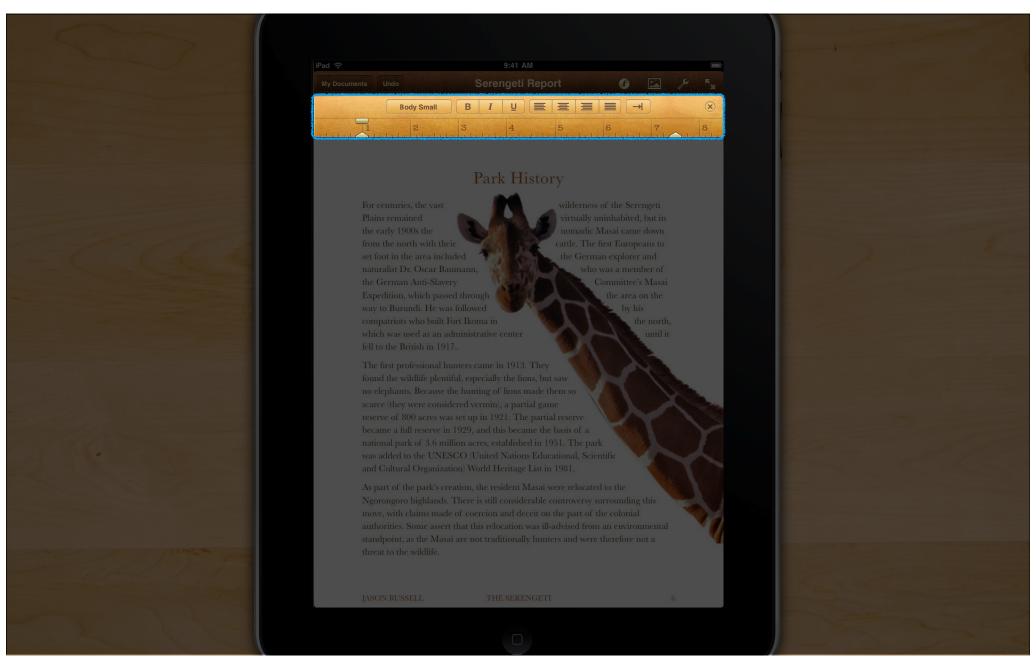


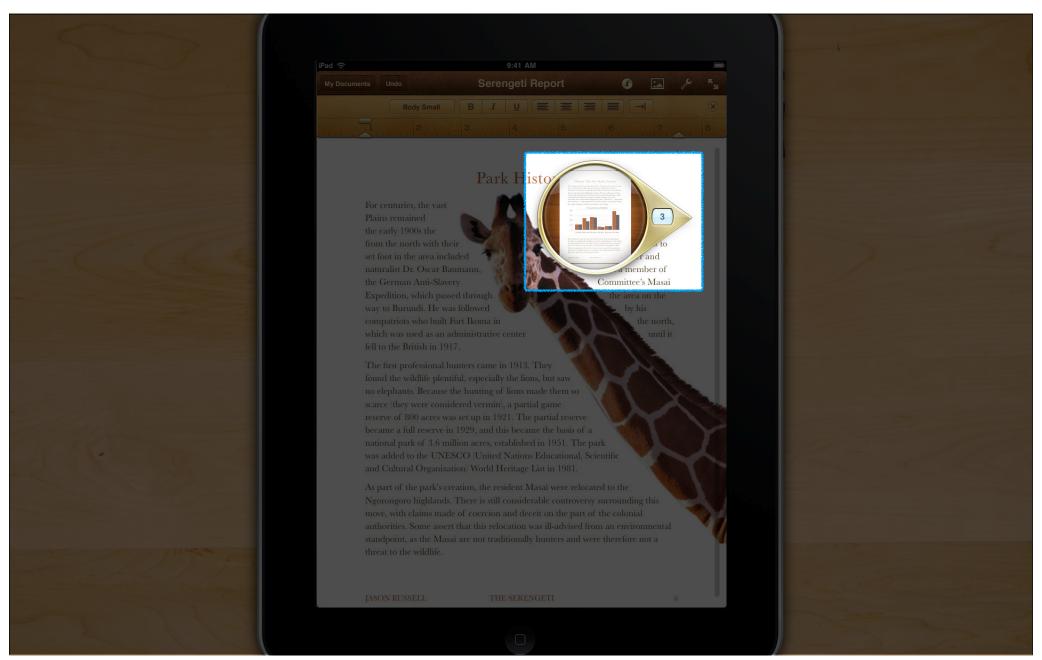
















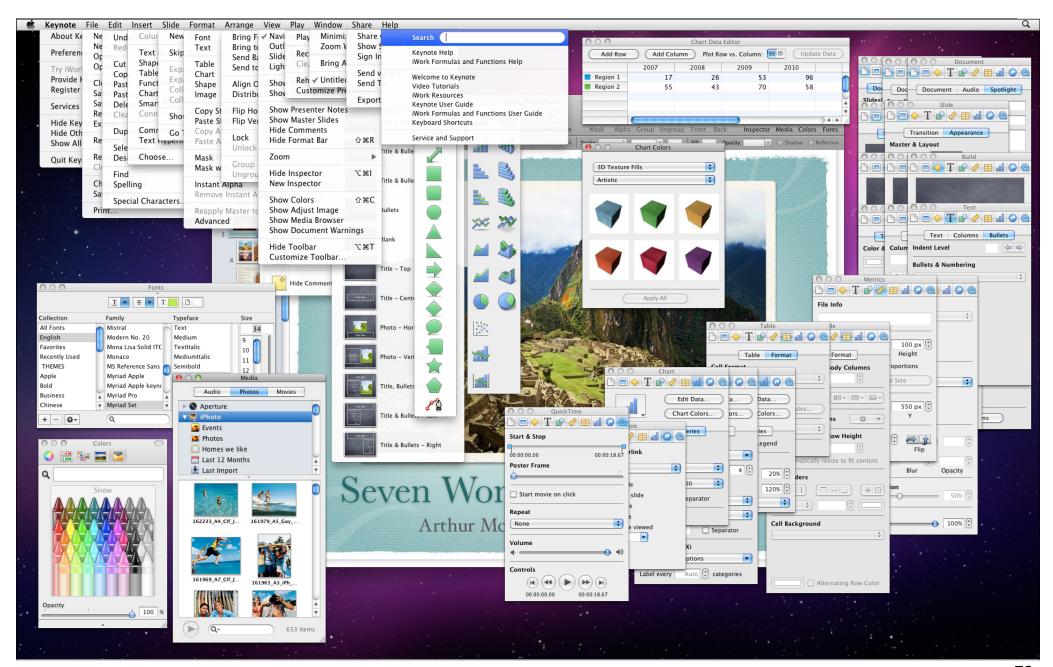
- 1 Structure
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- Support the User Mental Model
- Presents the Main workflows
- Efficient and Uncluttered
- Easy to Read and Understand

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Simplify Prioritize Innovate

Simplify



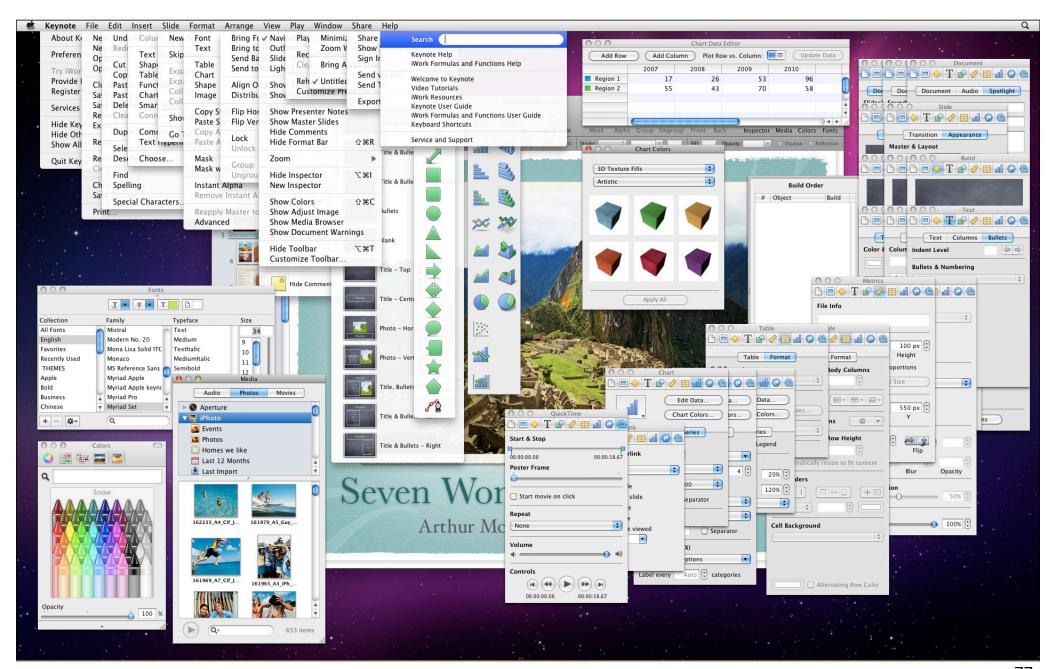
335+ Menu Items

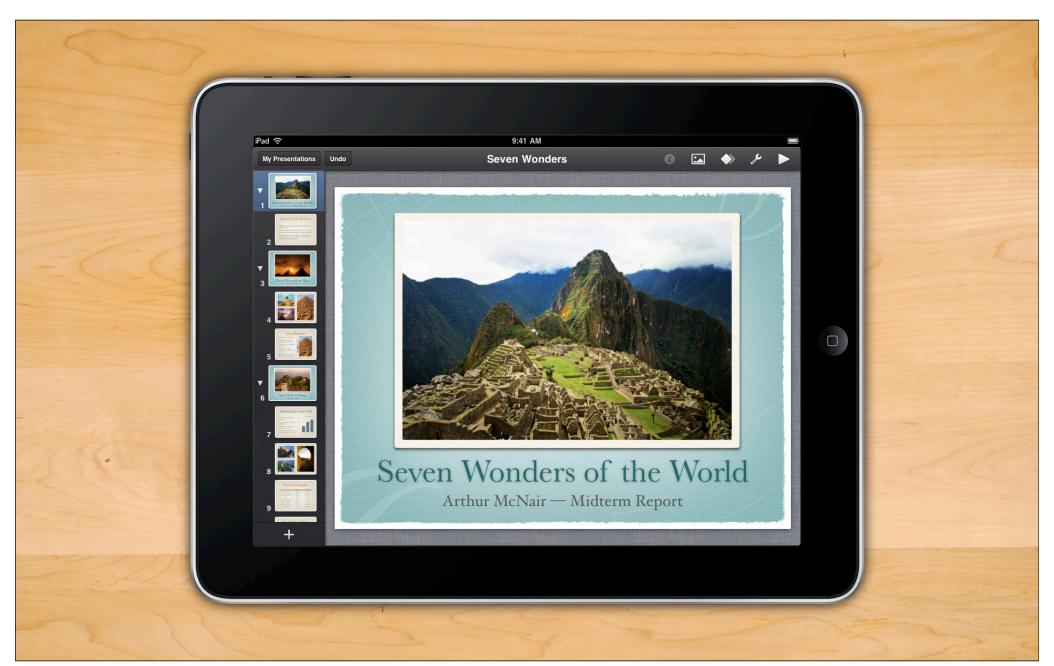
150+

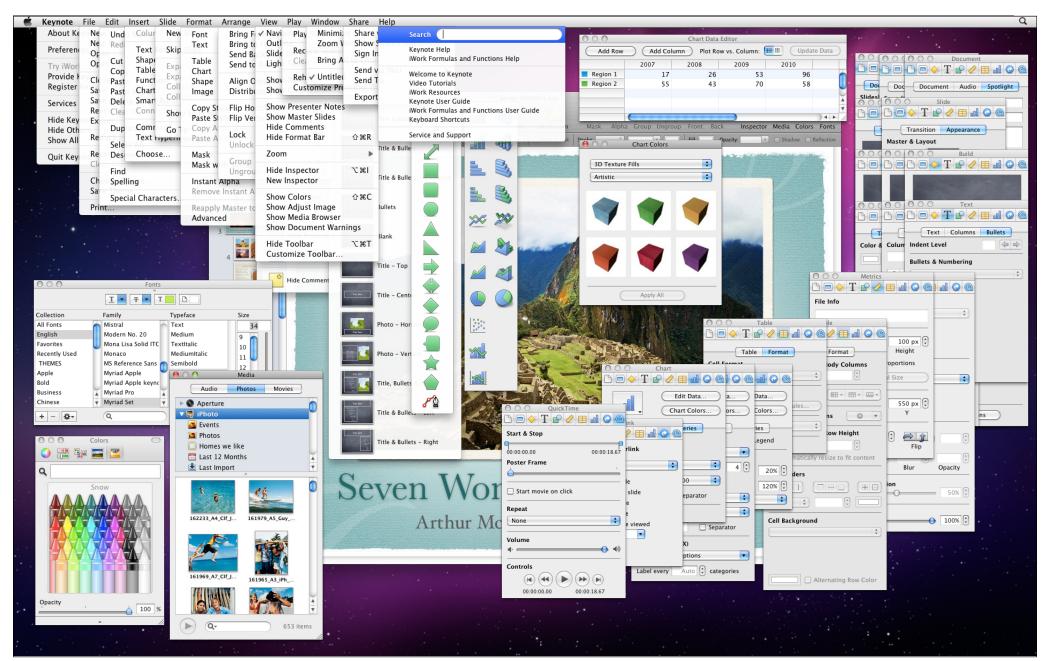
Format Bar Items

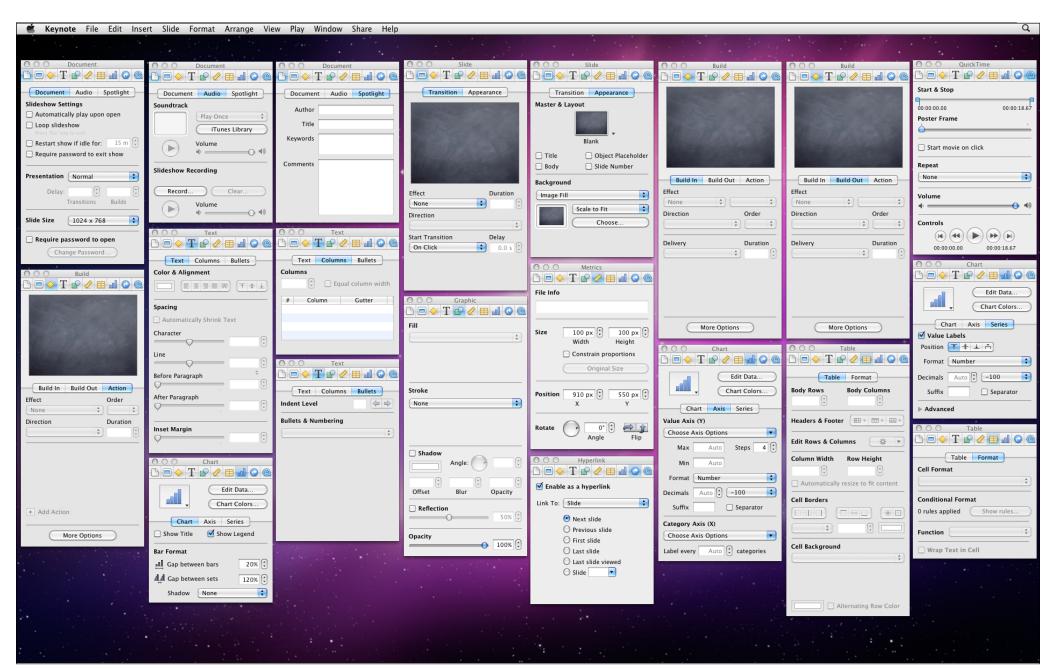
64++Shortcuts

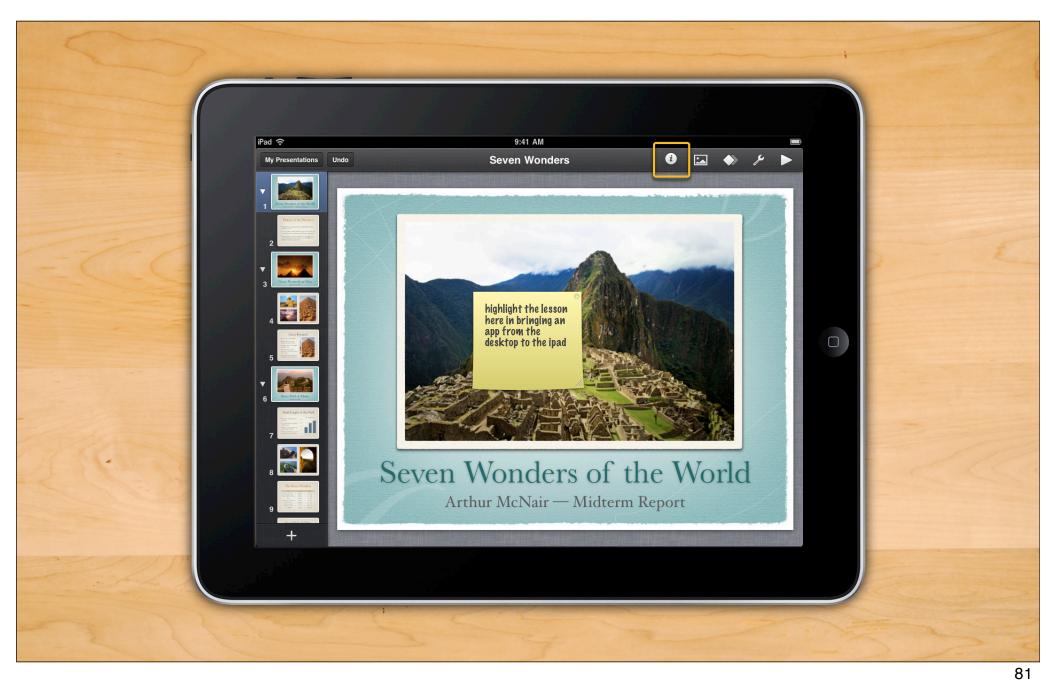
1 100 H-Places to Click



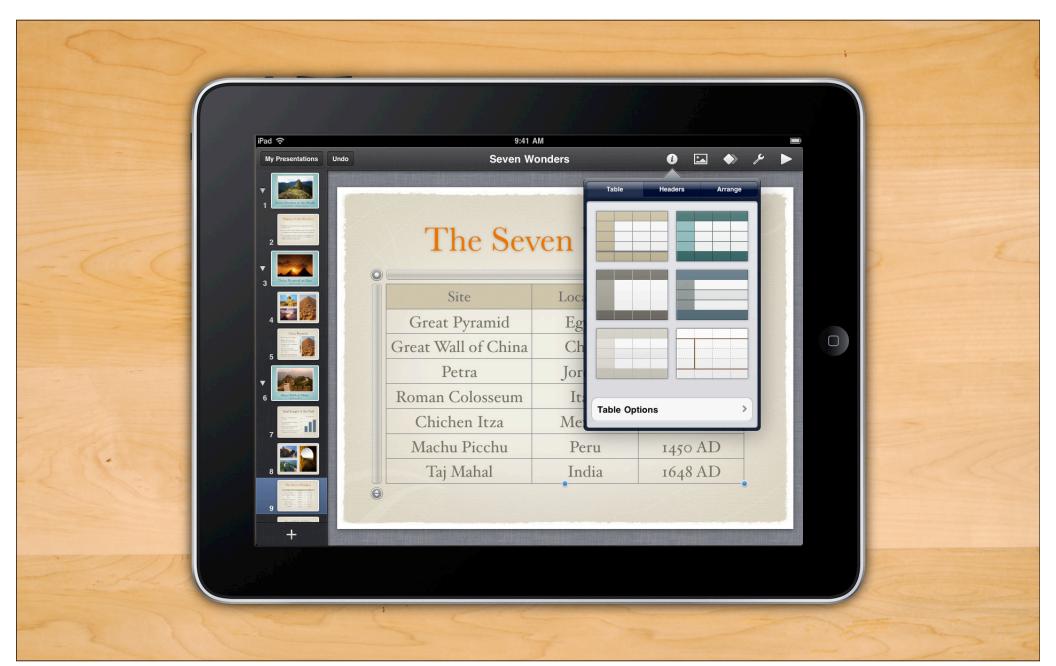


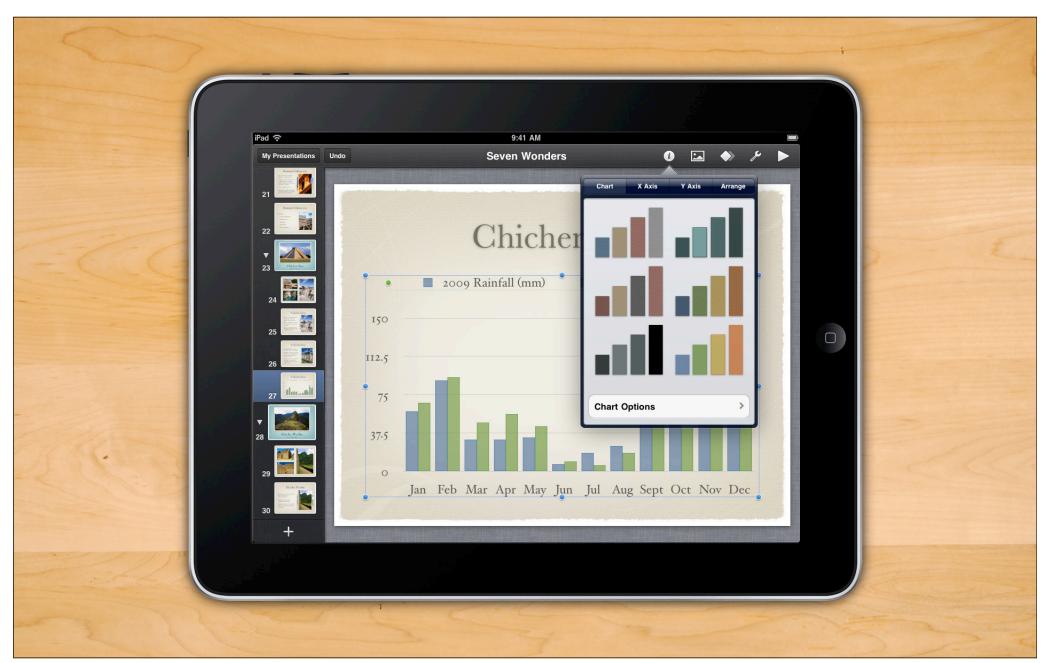




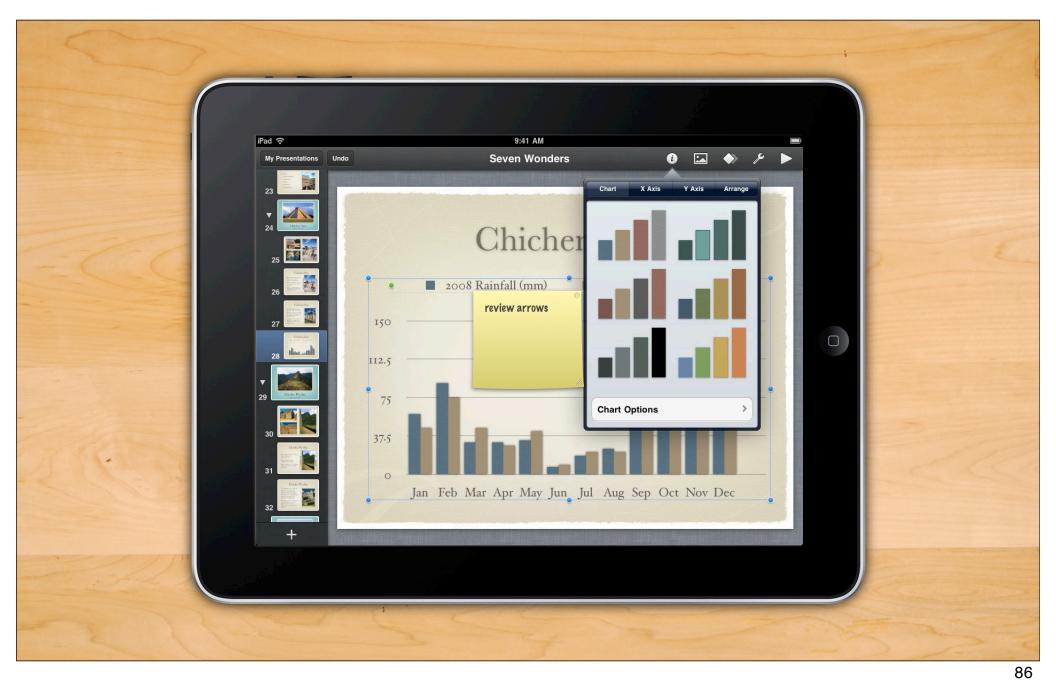


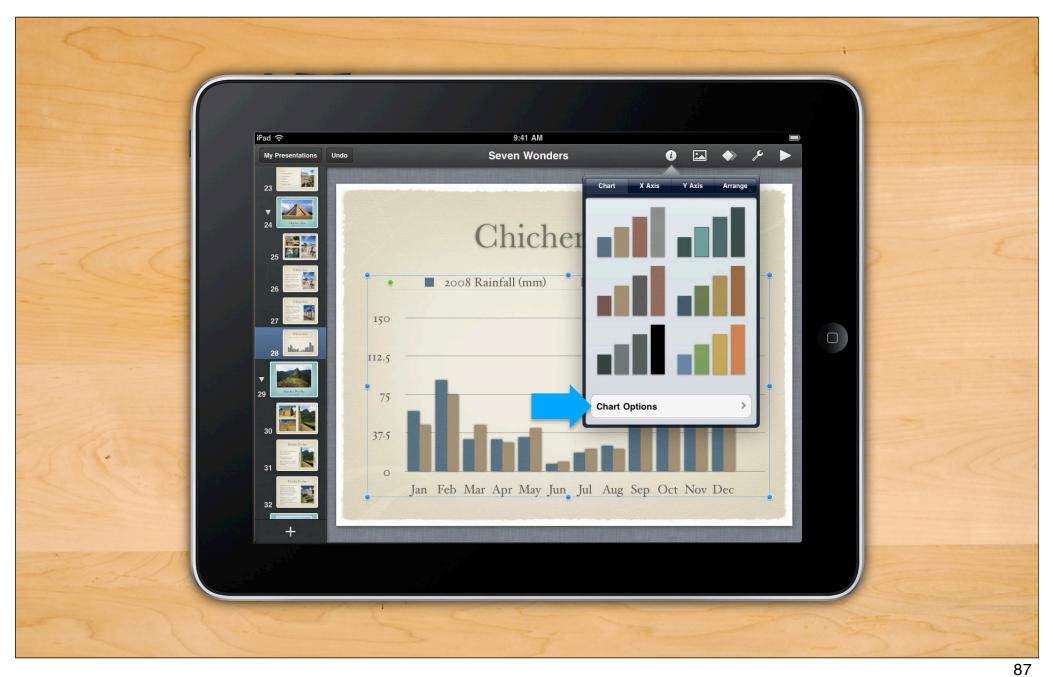


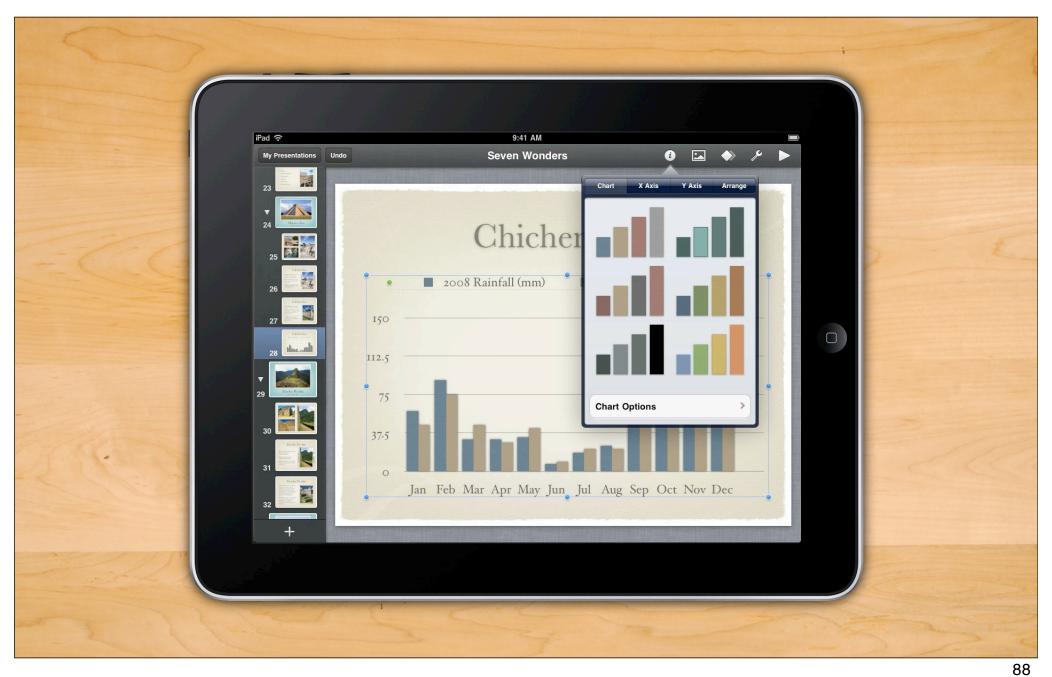


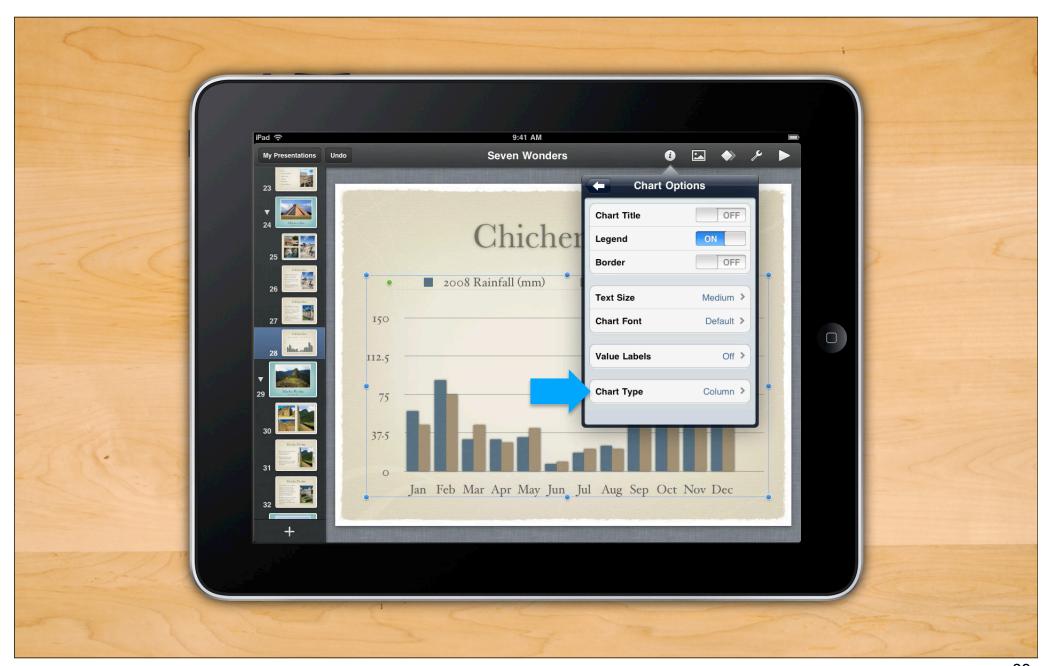


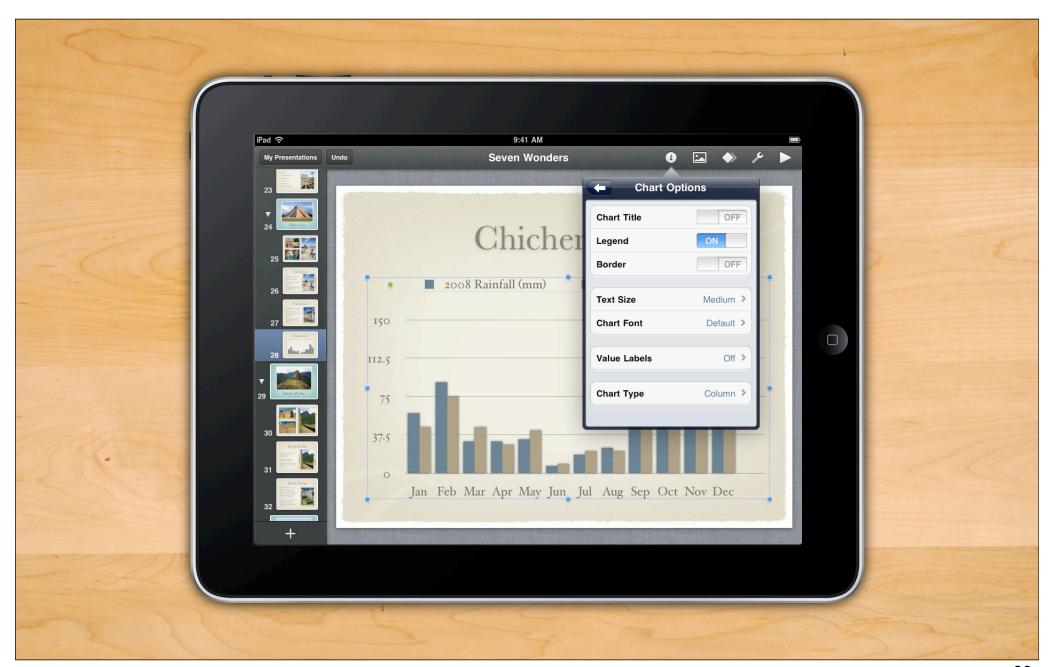
Prioritize

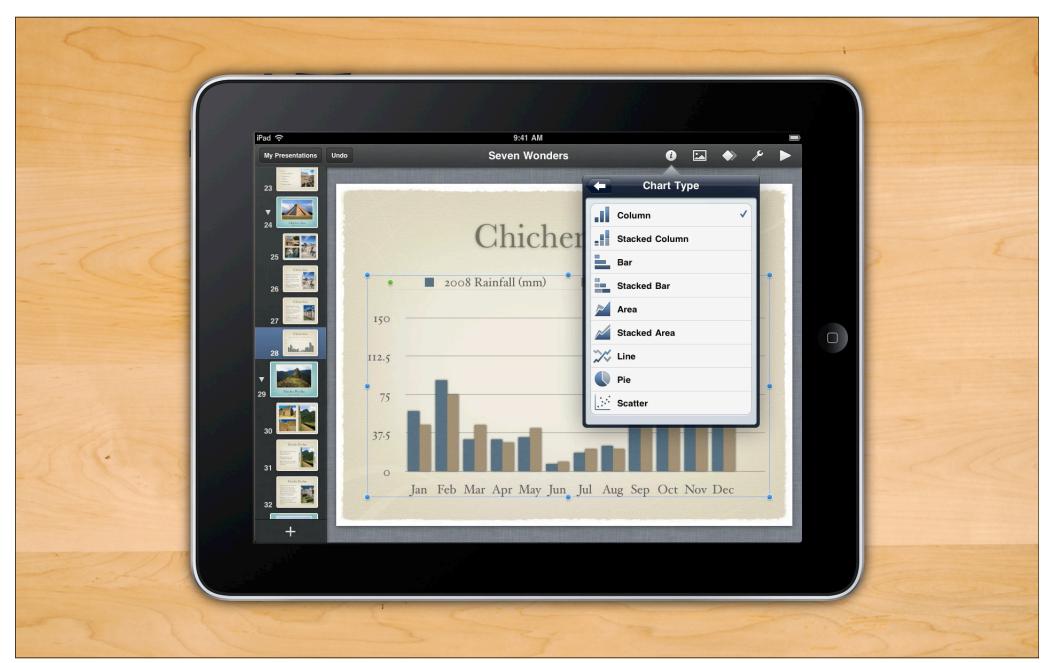


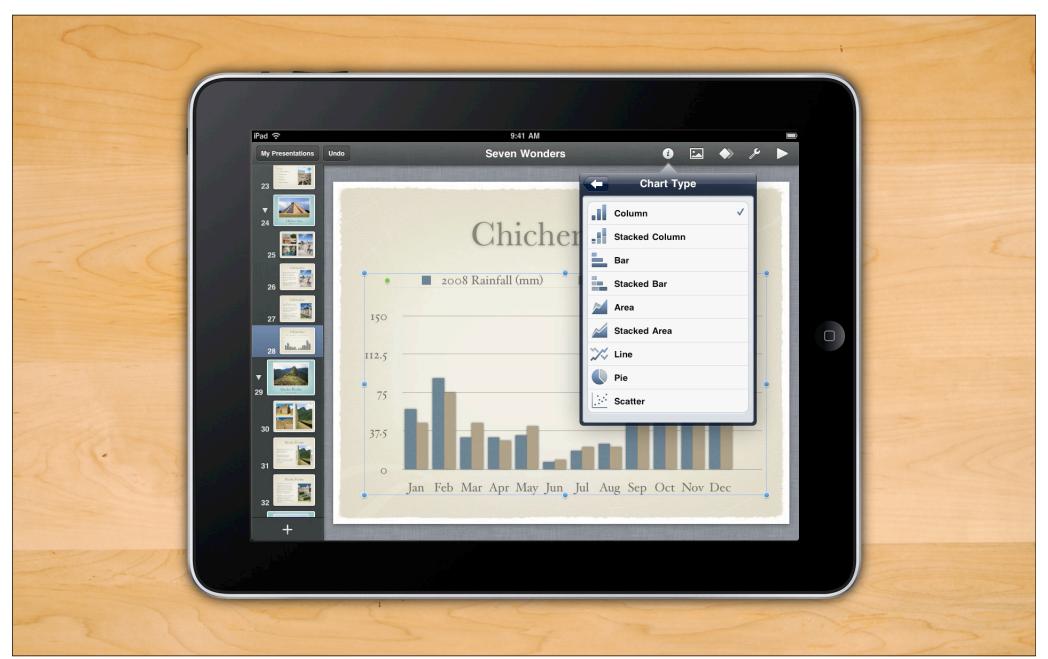




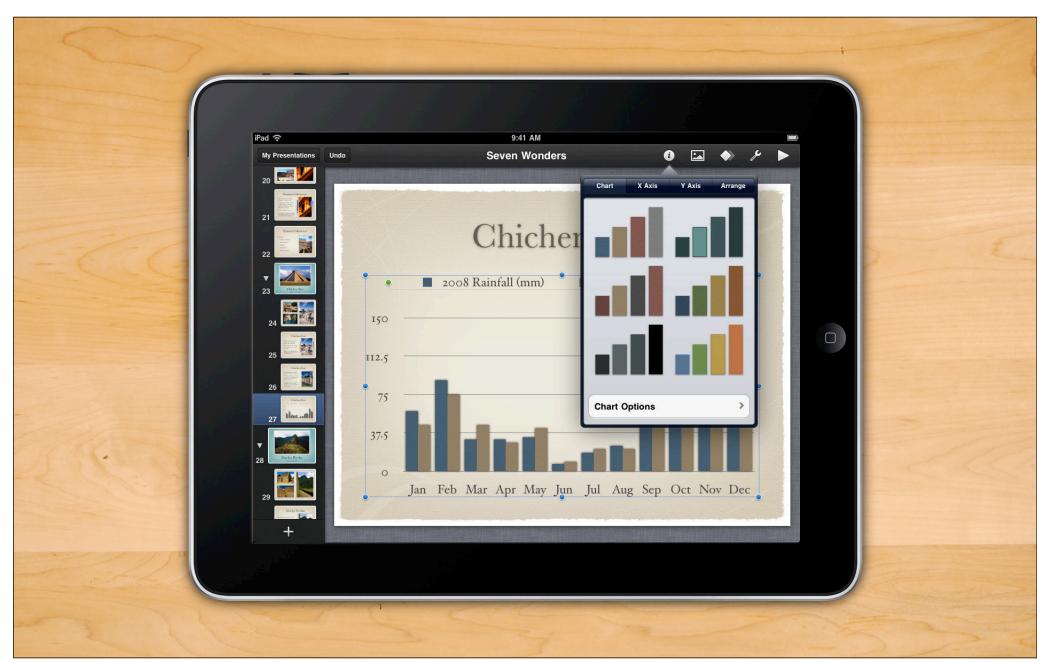


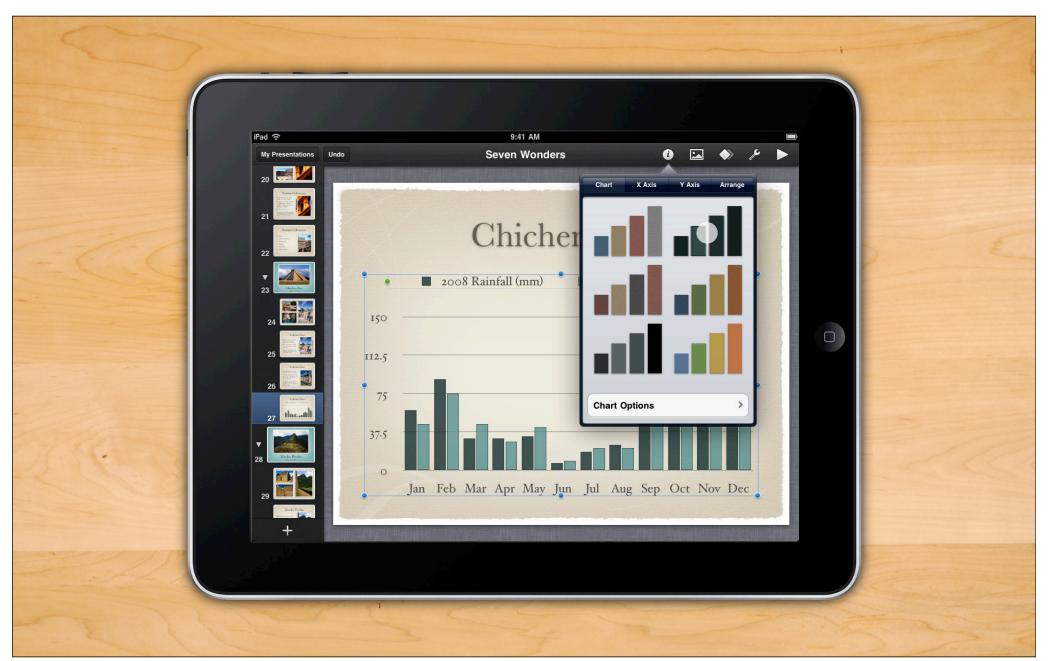


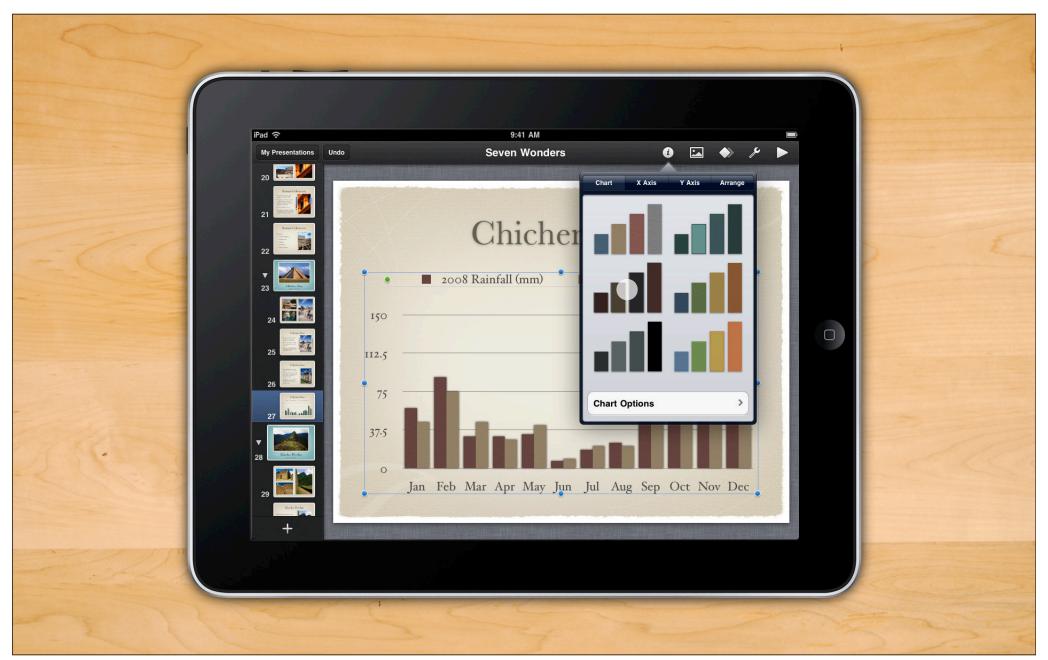


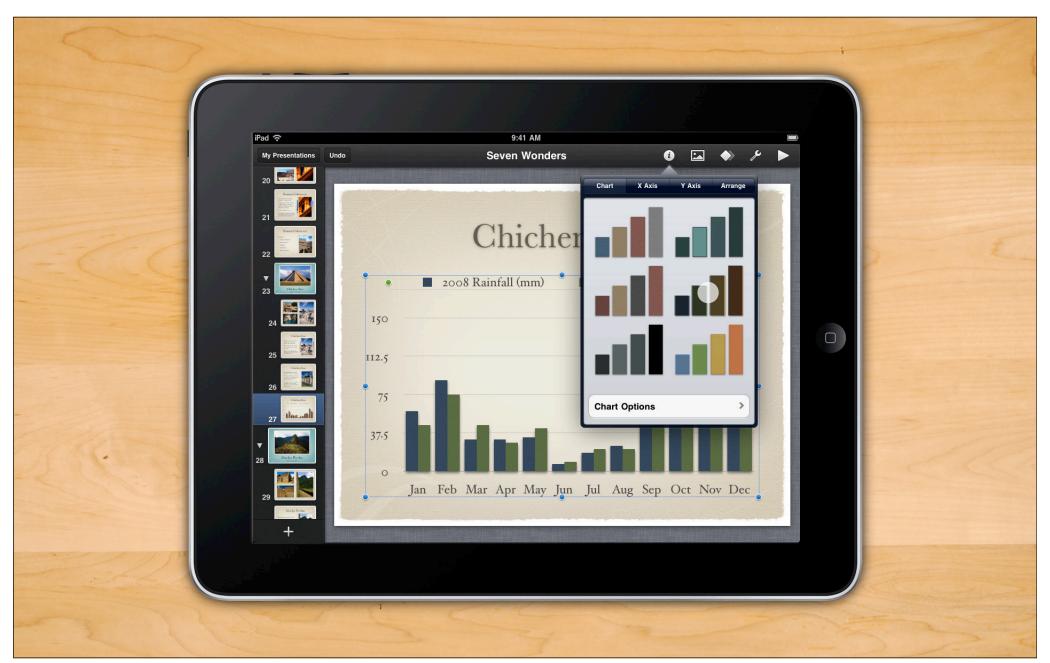


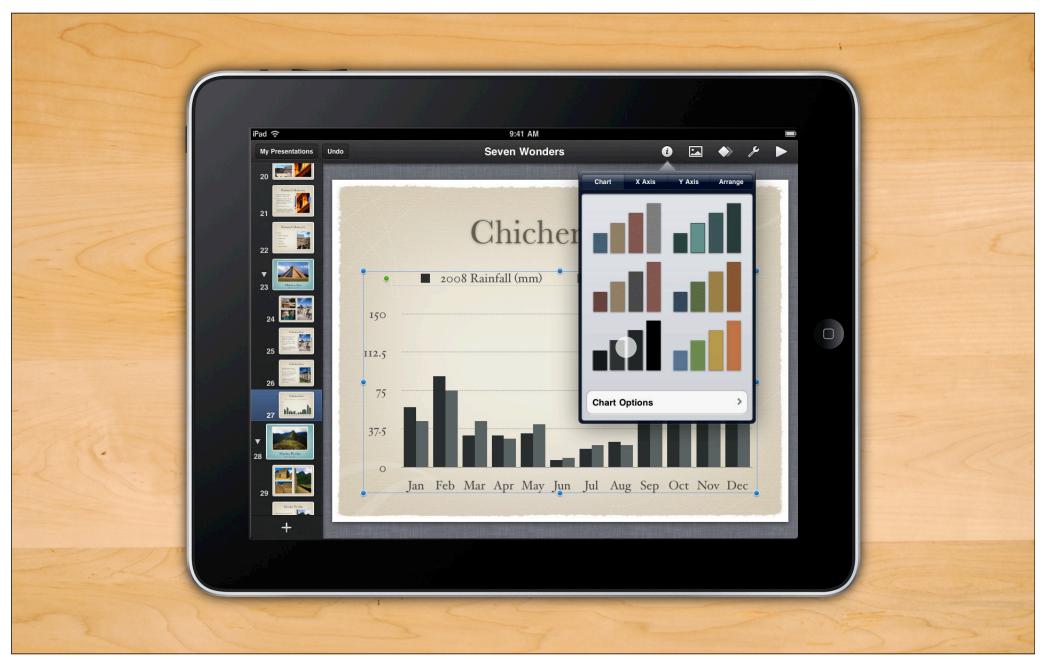
Innovate

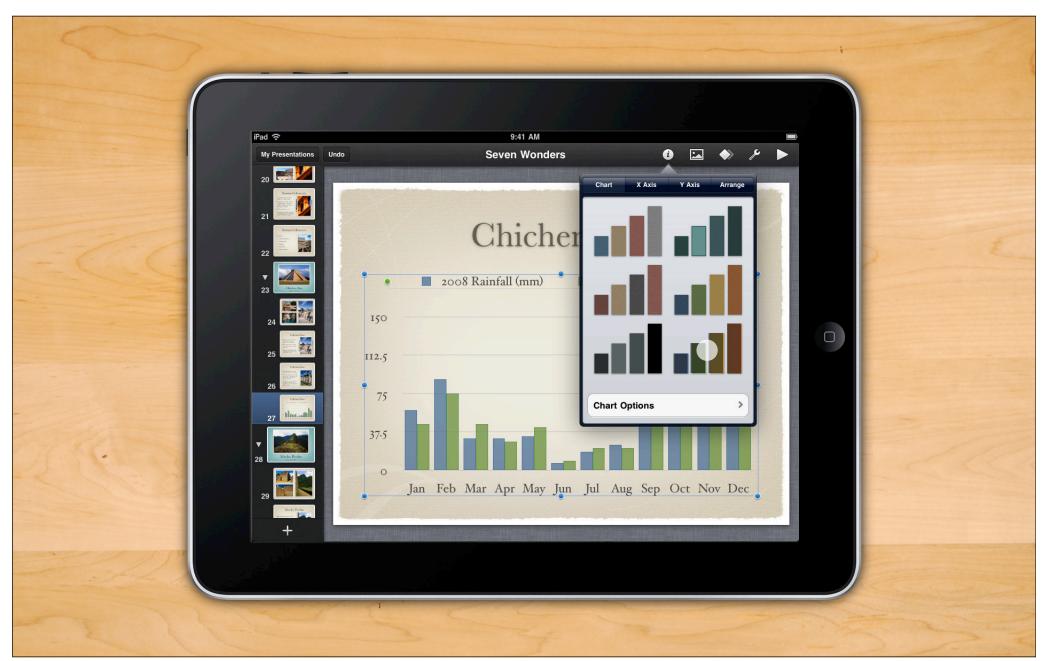


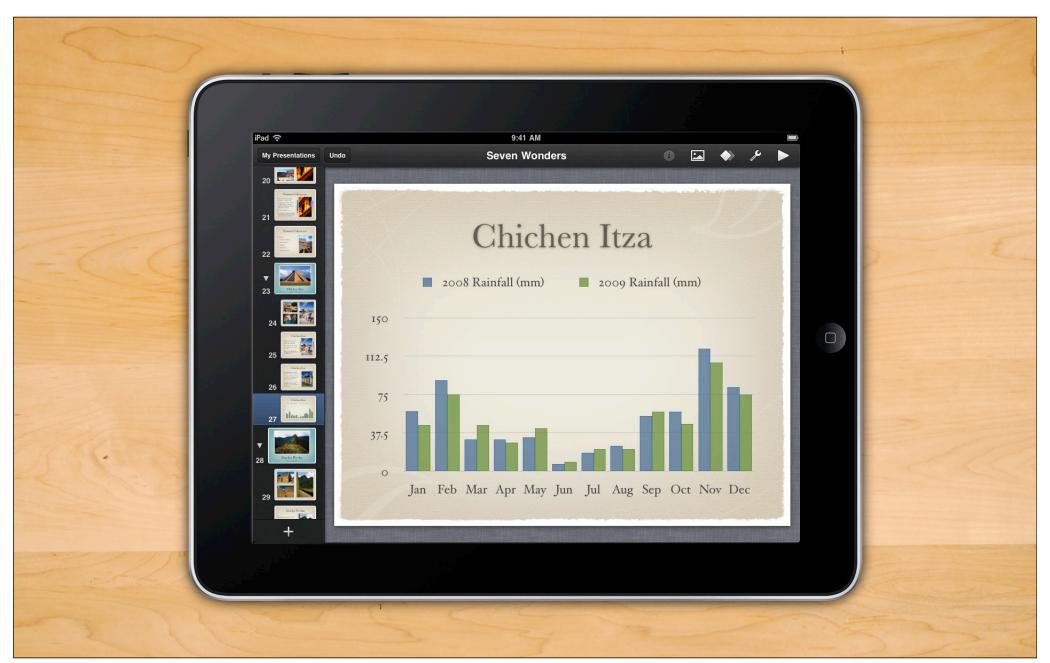












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- 4 Appearance
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- 6 Optimization

- Simplify
- Prioritize
- Innovate

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It's your Apps Identity

Structure Influences Appearance

CHAPTER 8

Table Views, Text Views, and Web Views

Table views, text views, and web views are versatile elements that lend themselves to different uses in your iPhone application. For example, table views can be configured to display short lists of choices, grouped lists of detailed information, or long, indeed lists of fiems. Text views and web views are relatively unconstrained containers you can use to accept and display content. This chapter provides guidance for using these elements in your iPhone application.

Table Views

A **table view** presents data in a single-column list of multiple rows. Each row can contain some combination of text, images, and controls, and rows can be divided into sections or groups. Users flick or drag to scroll through large numbers of rows or groups of rows. Figure 8-1 shows how different styles of table views can display lists in different ways.

Figure 8-1 Three ways to display lists using table views

A simple list in a regular style table view

An indexed list in a regular style table view

A grouped list in a grouped table view





Pleast All Settings

Erase All Content and Settings

Reset Keyboard Dictionary

Reset Network Settings

Reset Home Screen Layout

This section covers what table views support and how to use them in your application. Then, it describes two styles of table view: the regular style (two variations of which are shown in on the left and in the middle in figure 8-1) and the grouped style (shown on the right in Figure 8-1).

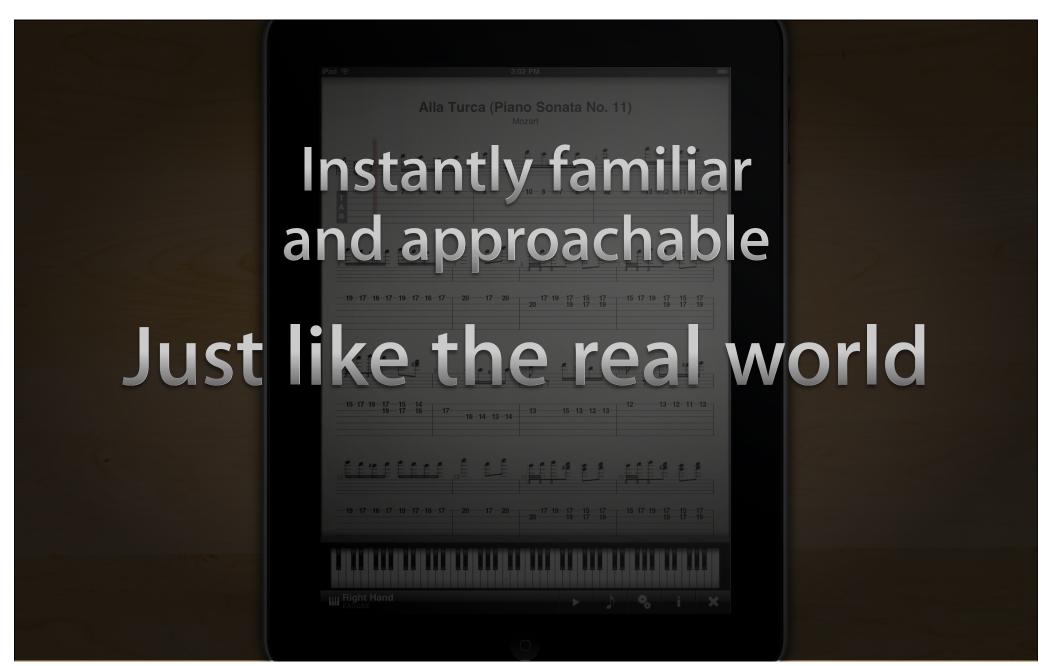
Table Views 2009-03-04 | © 2009 Apple Inc. All Rights Reserved 7

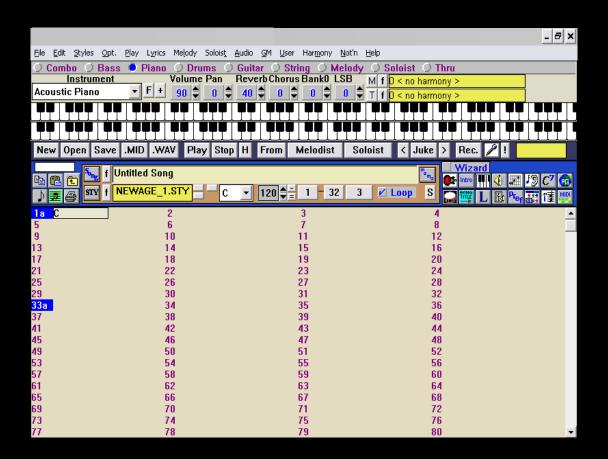
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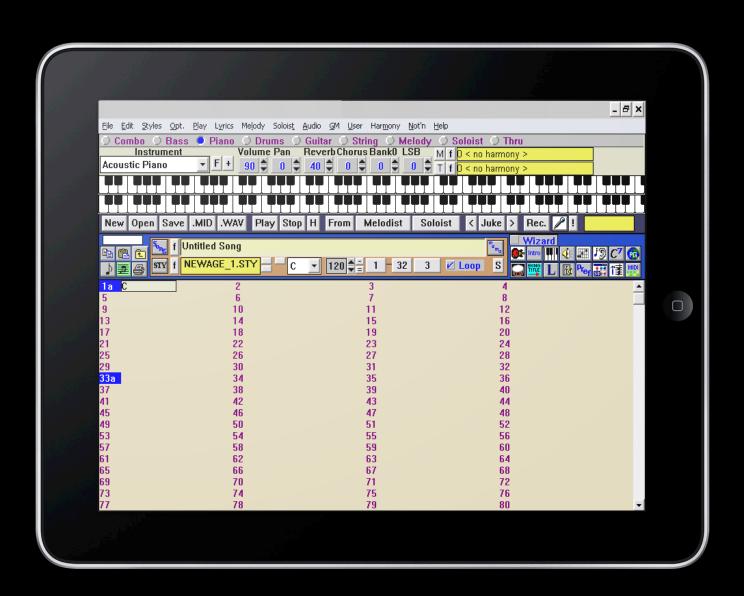




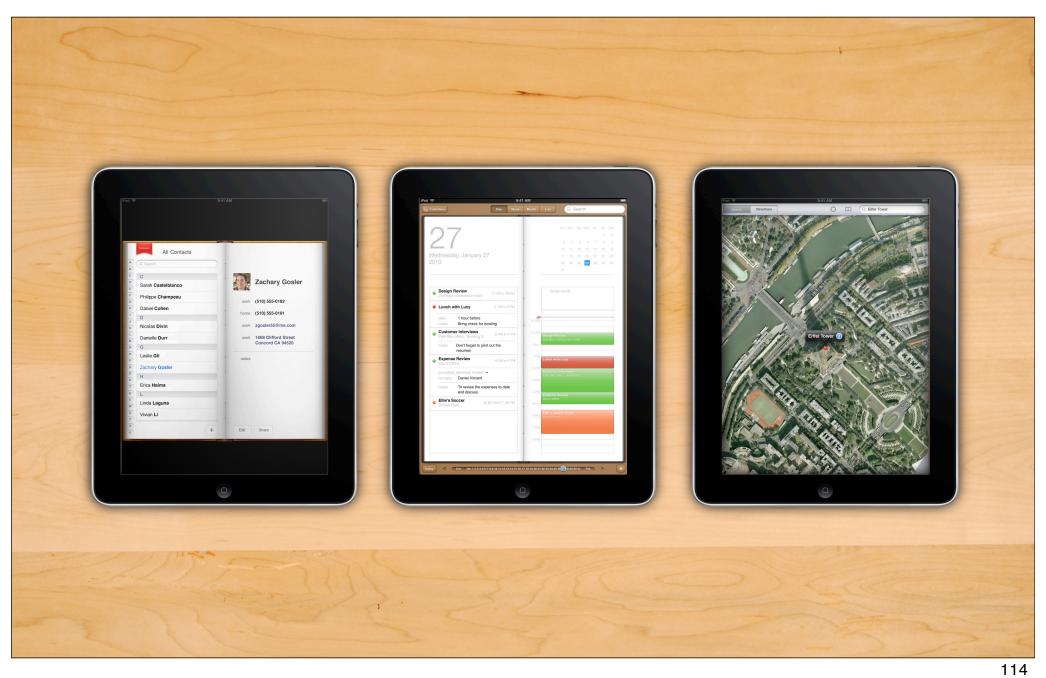












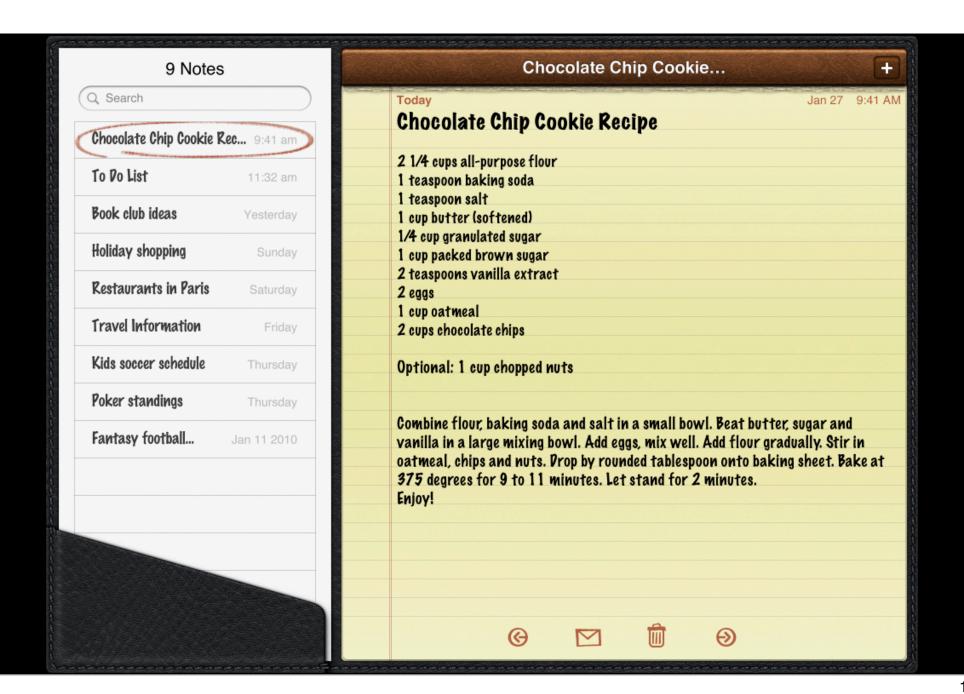
Metaphors

- Be careful to not force them
- Enhance the understanding of your app
- Real world is limited sometimes
- It's a frame of reference
- Doesn't need to be a literal interpretation

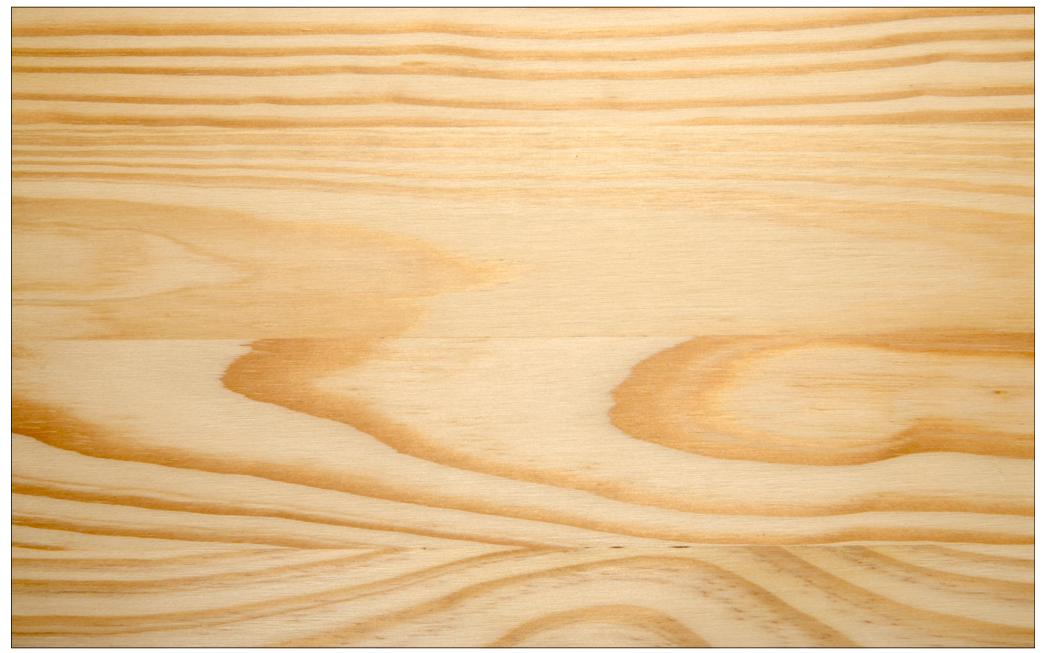


Real Visual Scenes

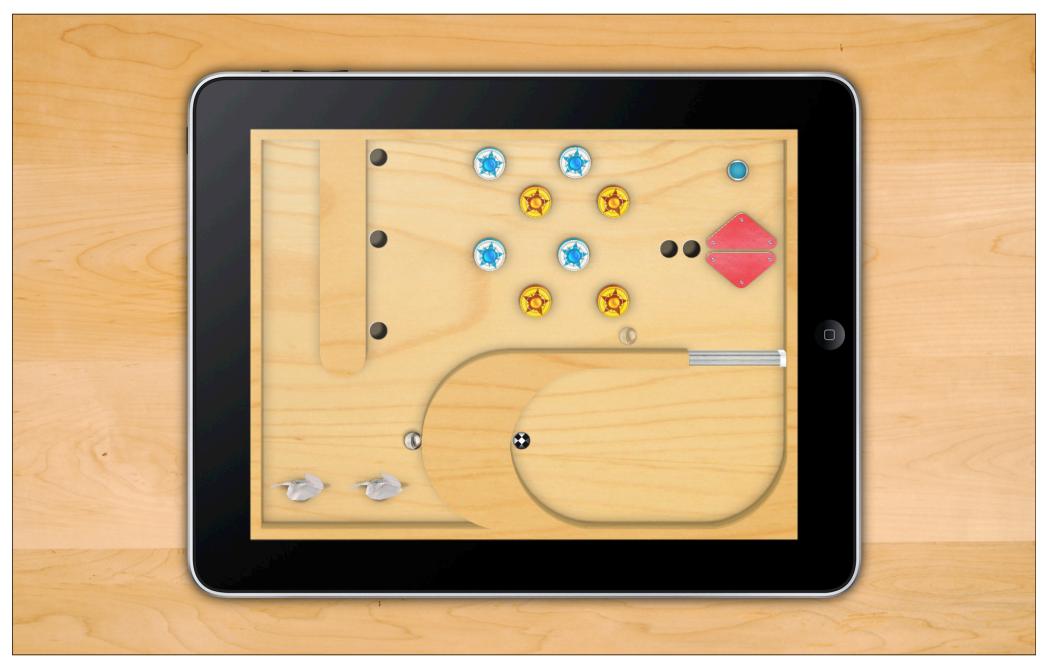
Non-straight Lines

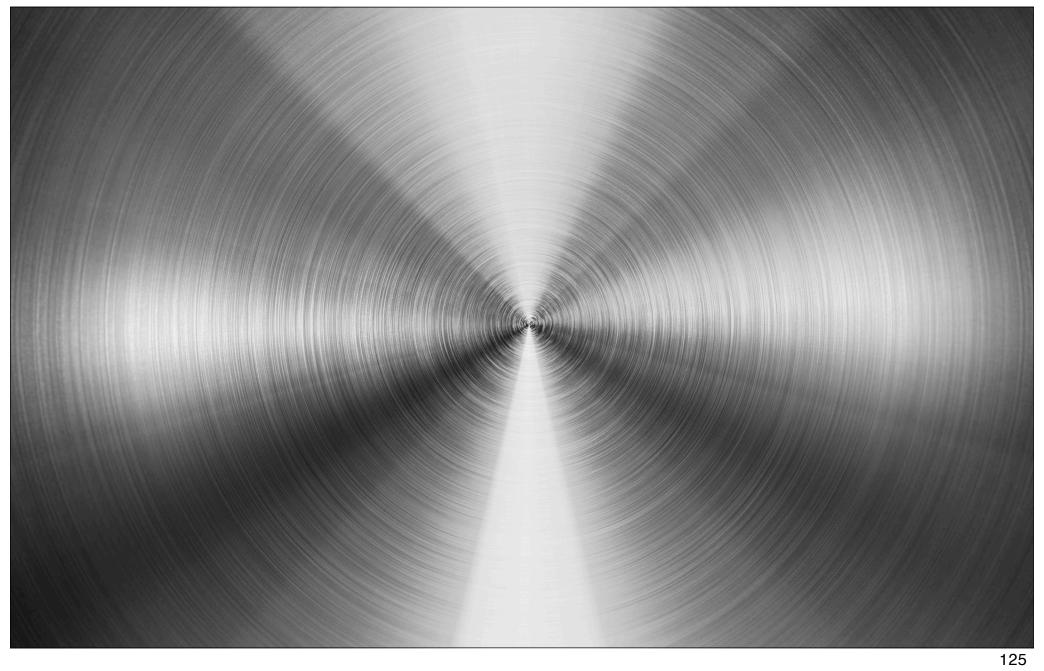


Gradients and Textures















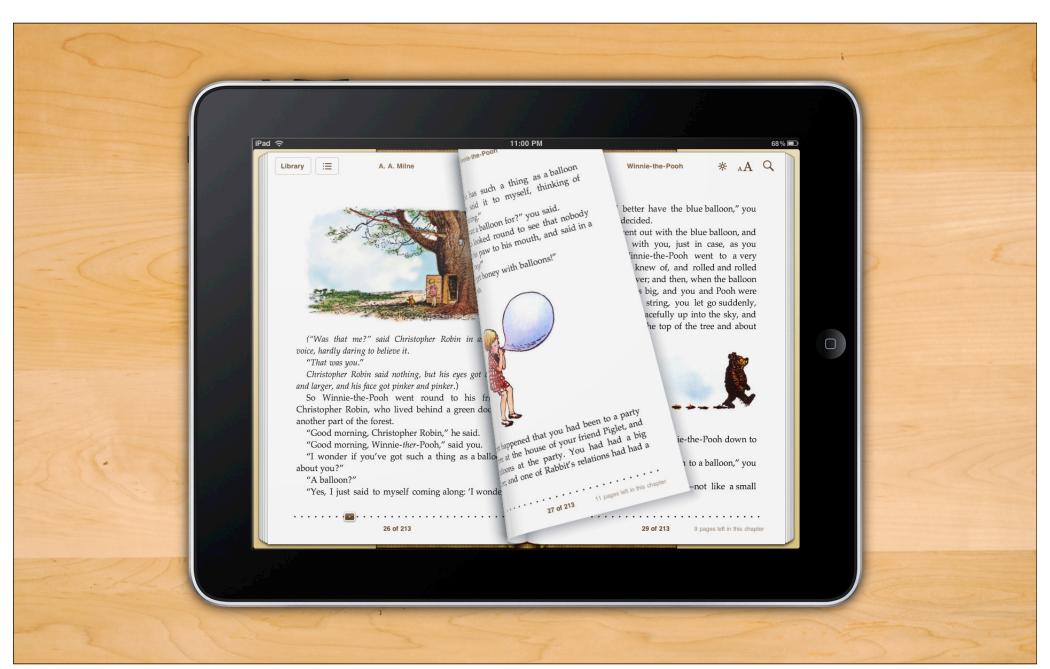


Shadows





Perspective

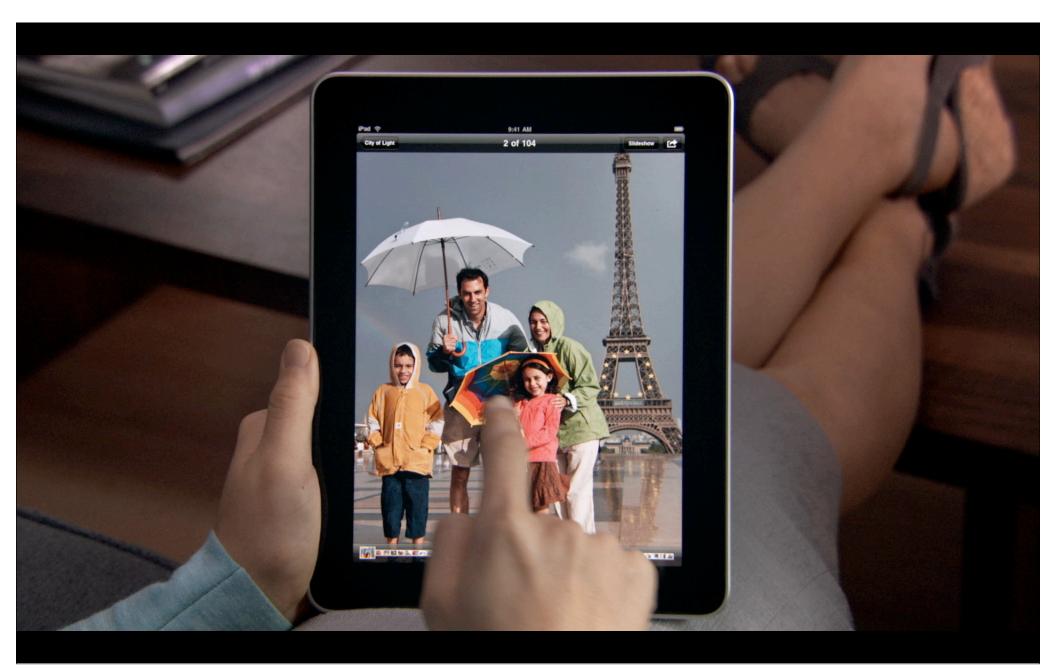


- Use metaphors when appropriate
- Mimic the real world
- Deliver high fidelity art

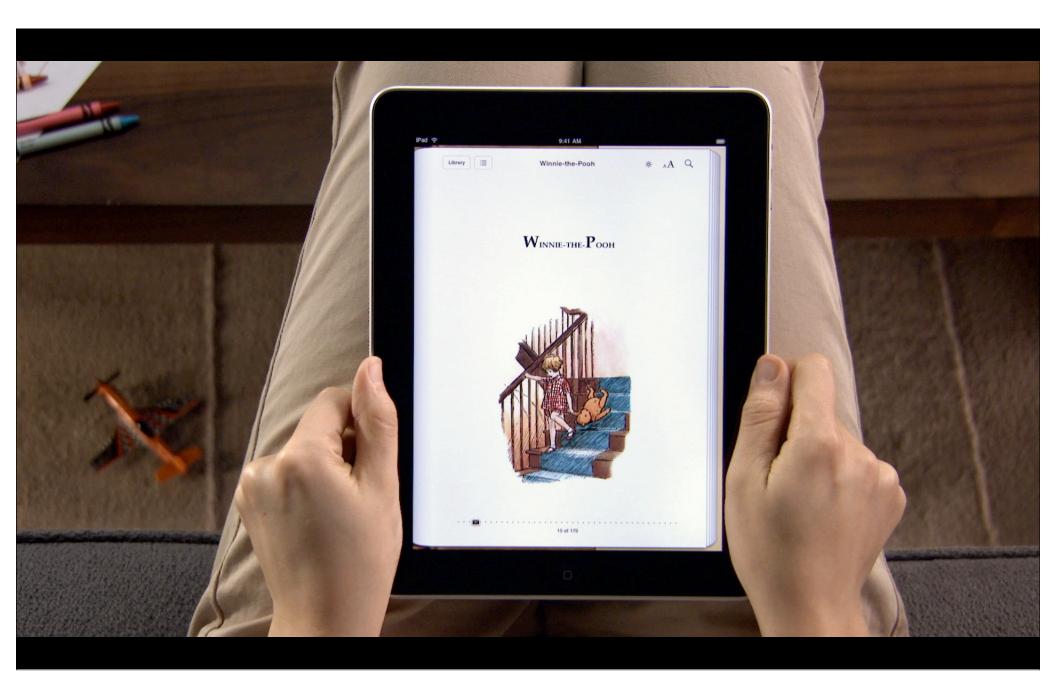
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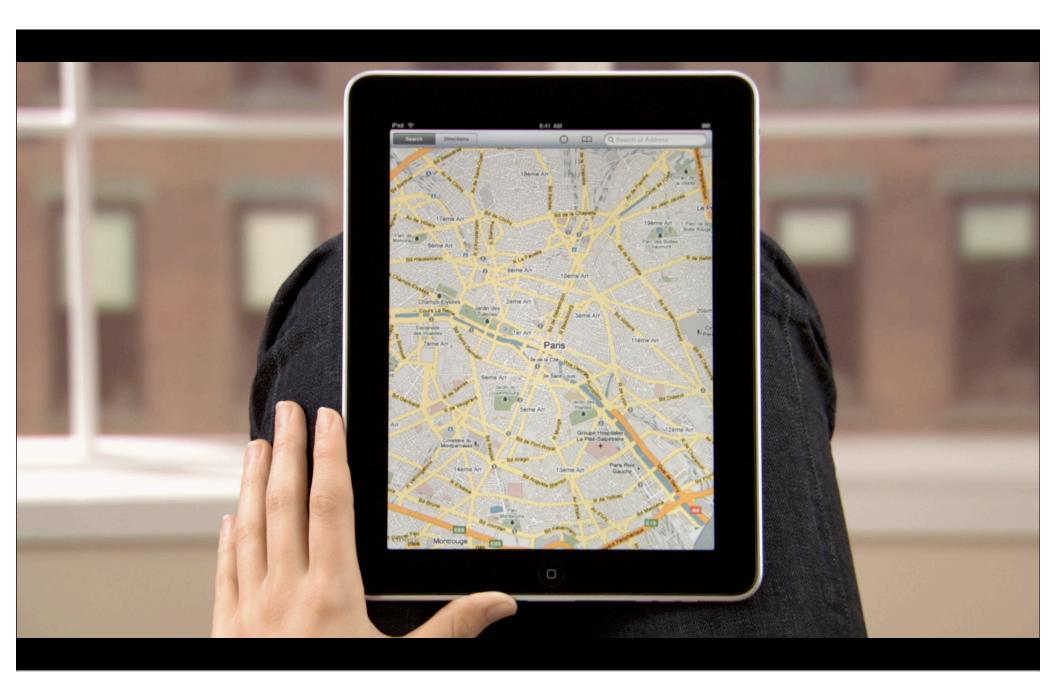
Immediate Cinematic Appropriate



Immediate



Cinematic

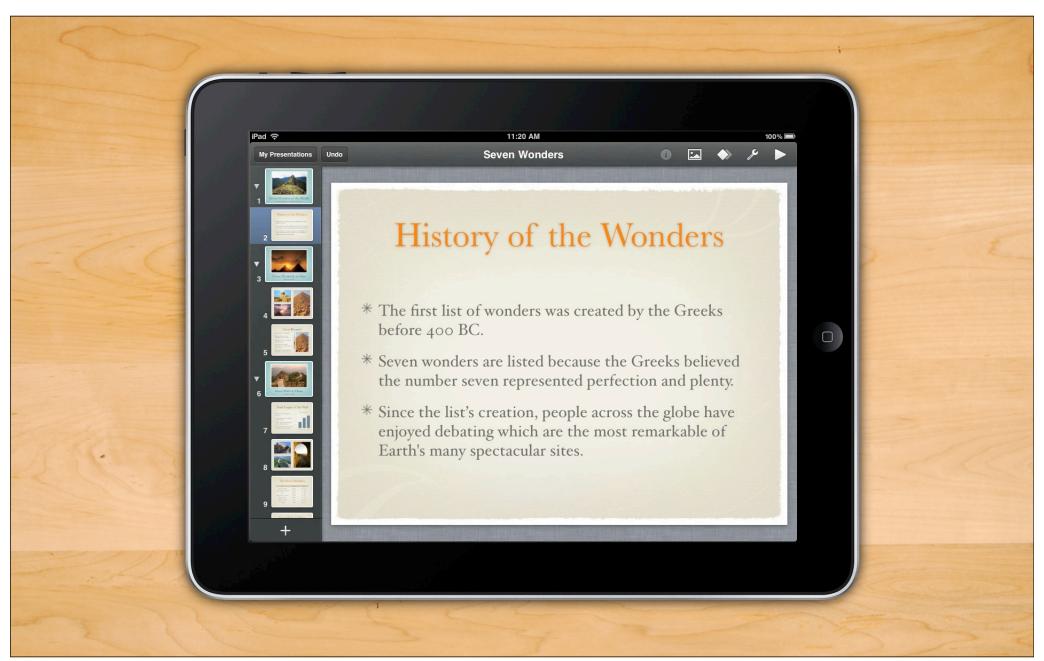


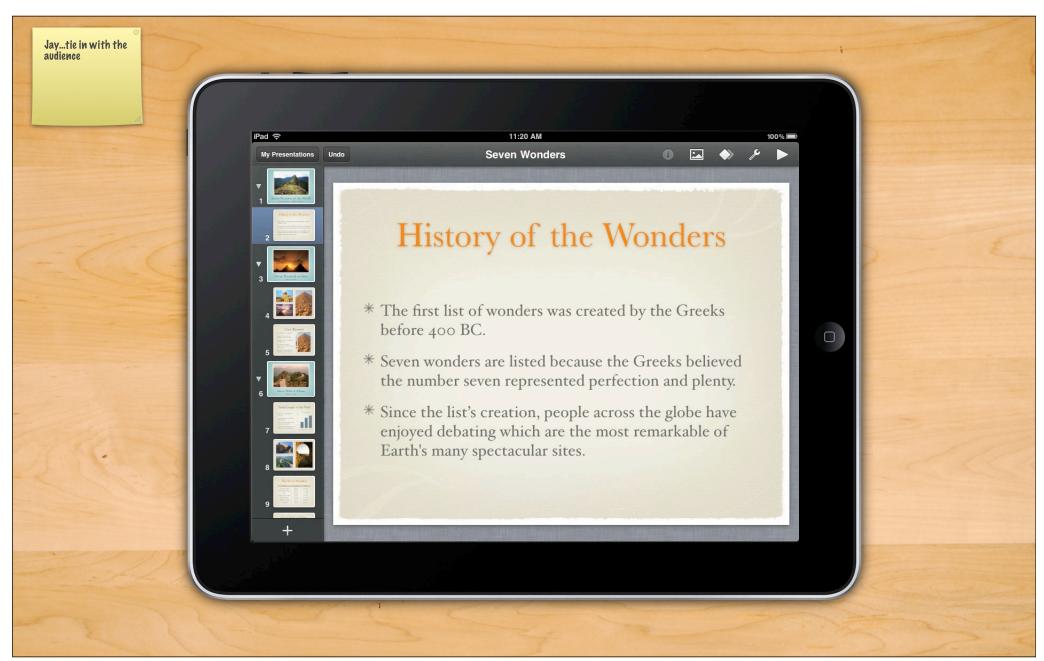


Appropriate









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- Immediate
- Cinematic
- Appropriate

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Respond
Obsess
Facilitate
Invent

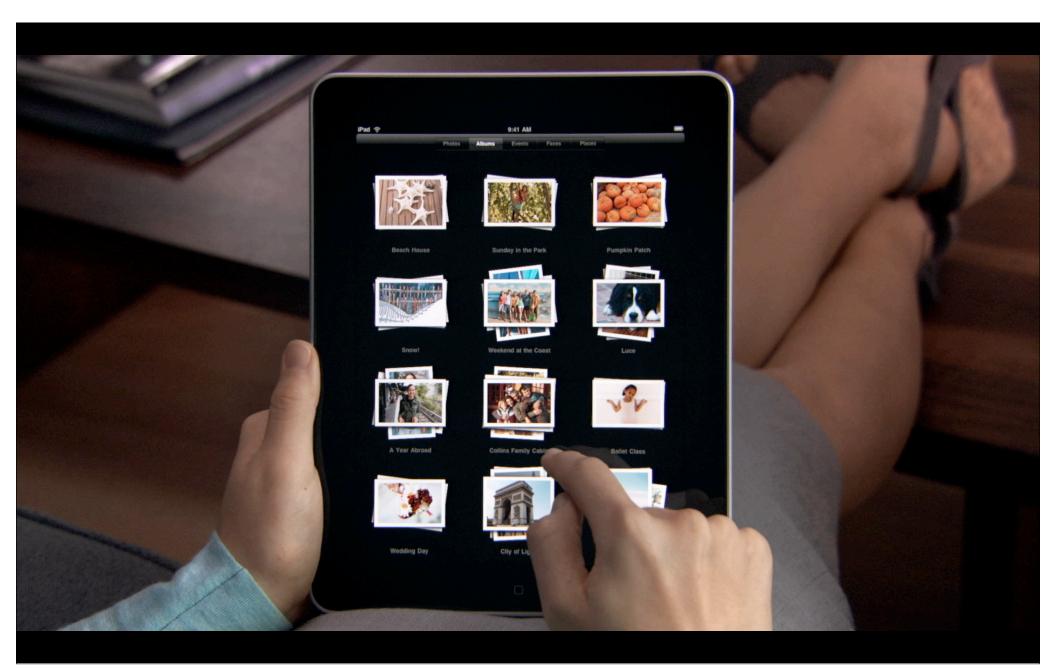


Respond





Obsess



Facilitate

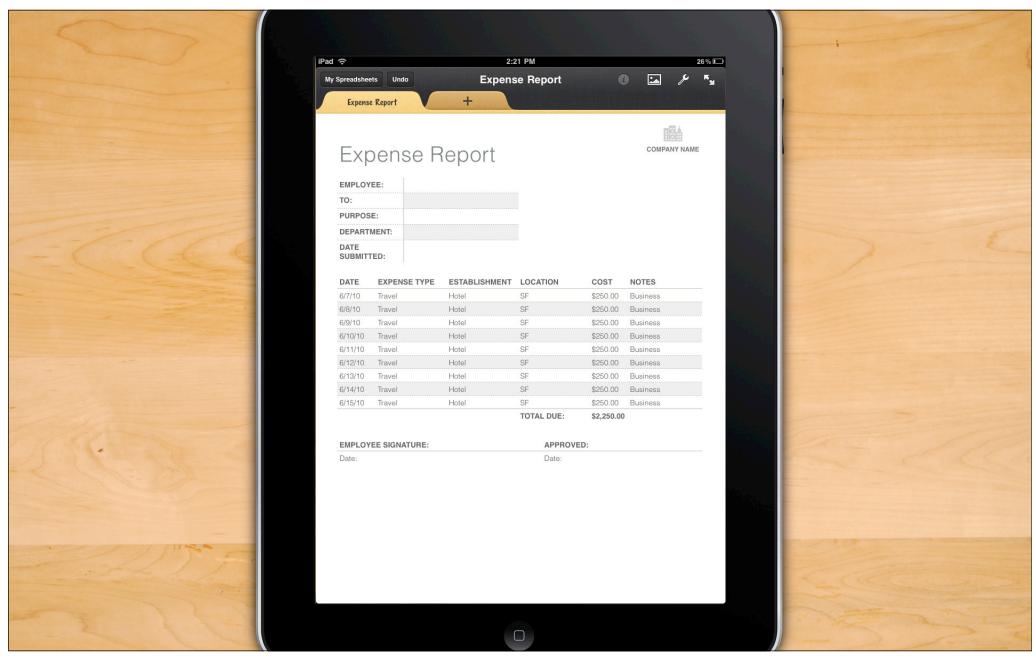


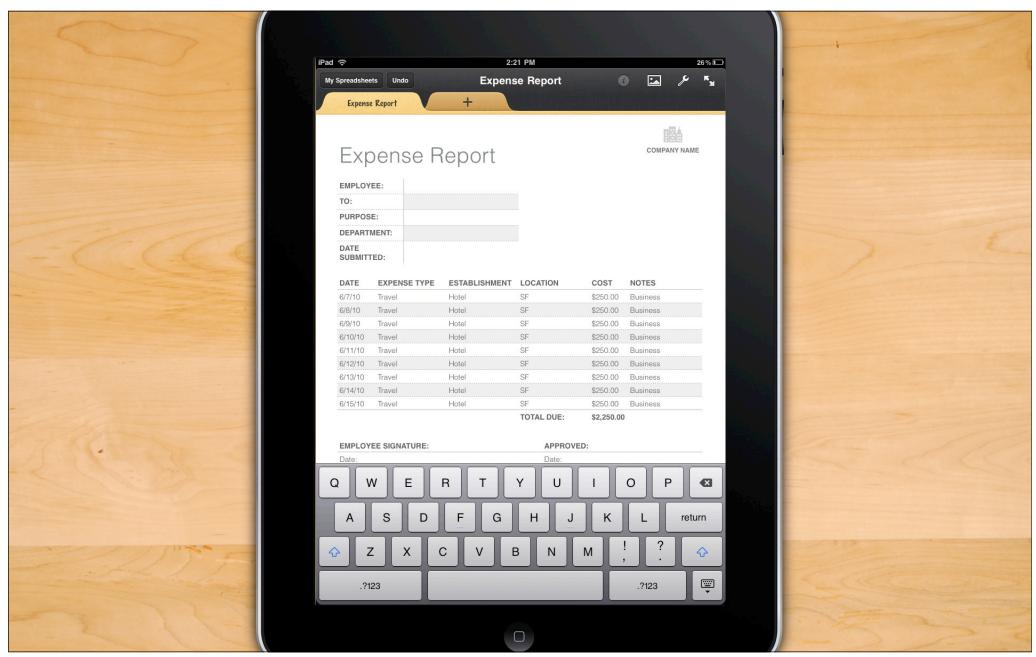






Invent











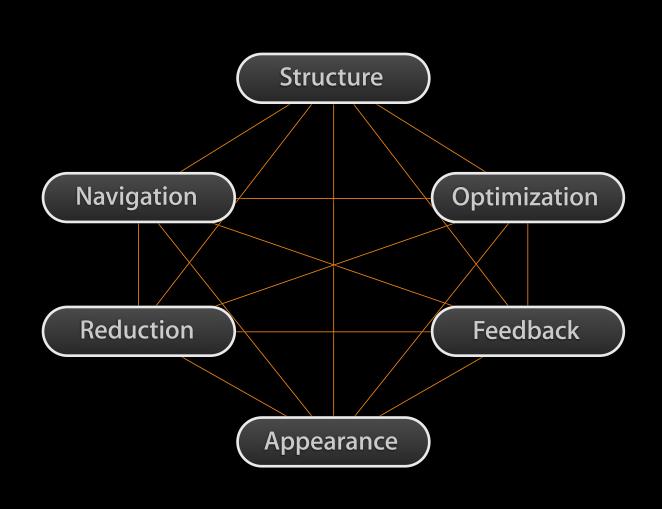
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- Respond
- Obsess
- **✓** Facilitate
- Invent

- 1 Structure
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Lastly...

- 1 Structure
- 2 Navigation
- Reduction
- 4 Appearance
- 5 Feedback
- 6 Optimization



Make it Great

More Information

John Geleynse

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Documentation

iPad and iPhone Human Interface Guidelines http://developer.apple.com/iphone

WWDC10

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