

Designing User Interfaces for iOS and Mac OS X Apps

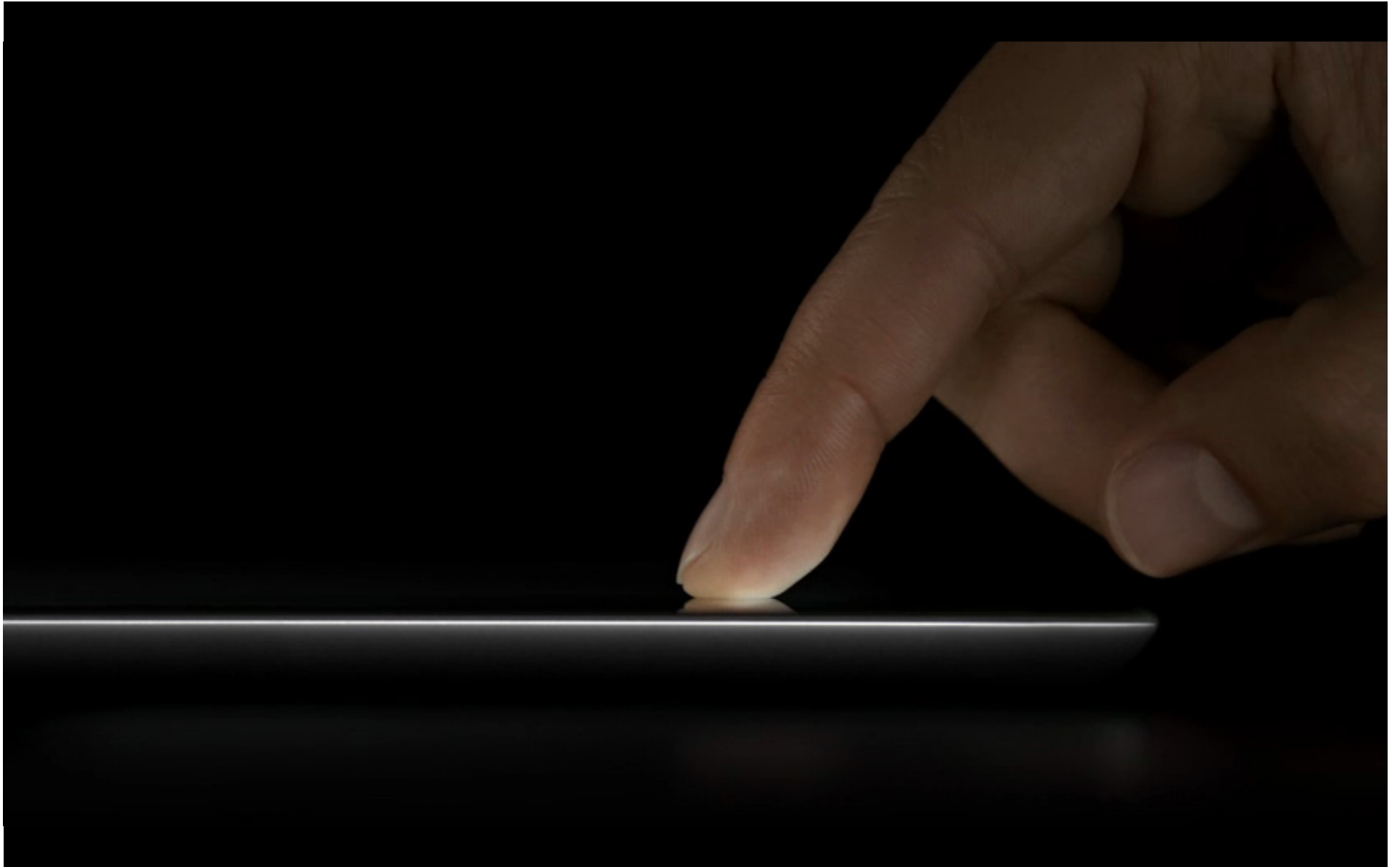
Session 110

Mark Kawano

User Experience Evangelist

These are confidential sessions—please refrain from streaming, blogging, or taking pictures

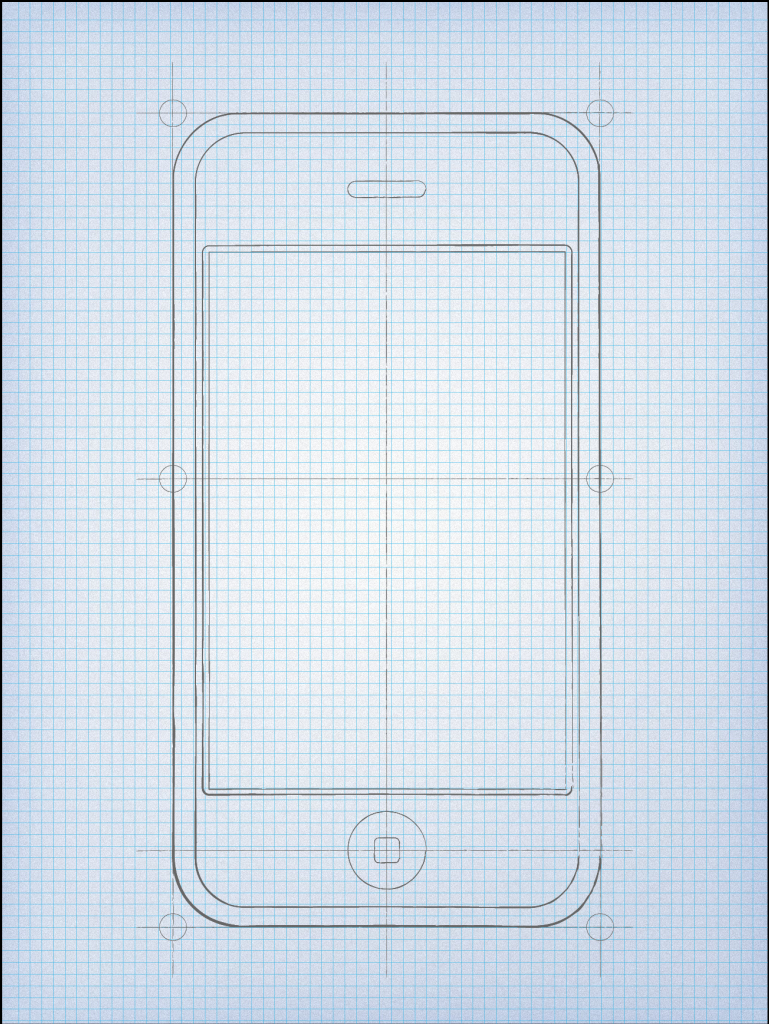




**“When technology gets out of the way,
everything becomes more delightful—
even magical.”**







Each Device Is Unique

1. Device Characteristics

2. Design Tips



Simple



Quick



Reliable





Highly Visual



Immersive



Realistic



Flexible





Visually Appealing



Full Screen



Gestures







Multi-Touch



Make Controls Finger Tip-Sized



Make Controls Finger Tip-Sized

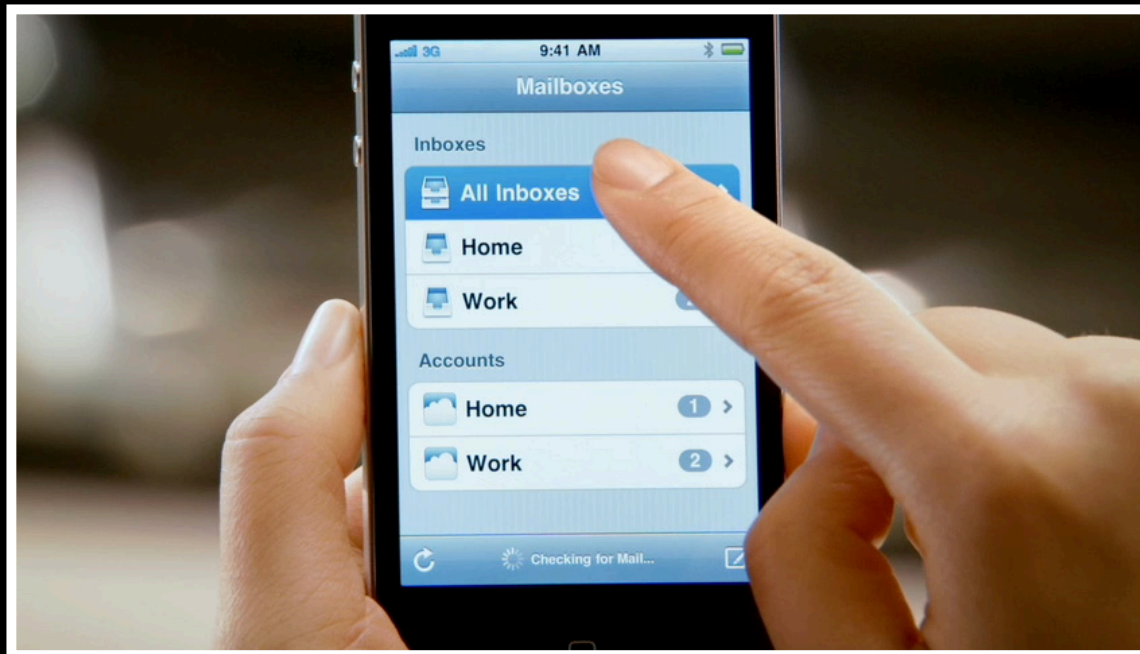
Comfortable minimum size: 44 x 44 points



Vary Control Size Based on Usage



Streamline Navigation



Swiping



Swiping



- Ensure all items are equal

Swiping



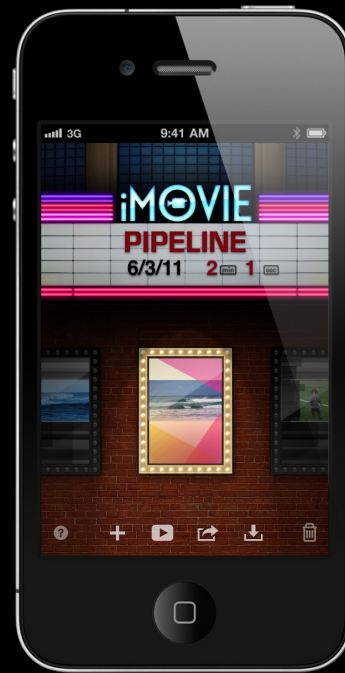
- Ensure all items are equal
- Make sure content does not scroll

Swiping

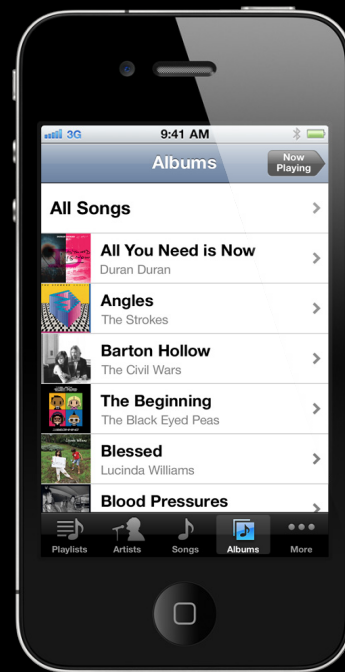


- Ensure all items are equal
- Make sure content does not scroll
- Provide visual indicators

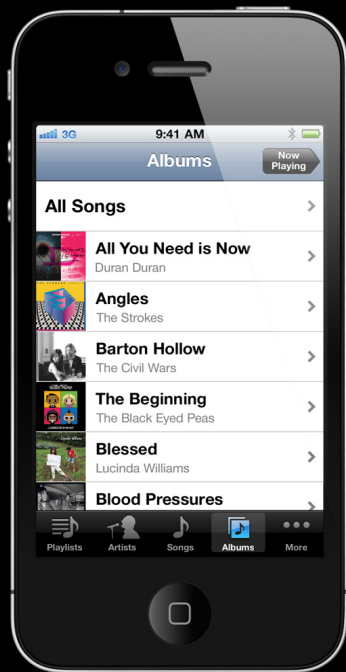
Swiping



Tab Bars

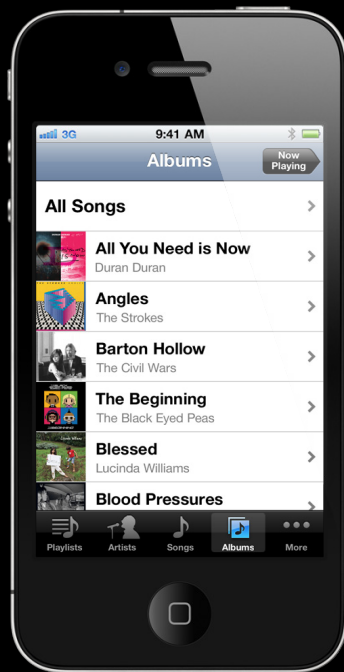


Tab Bars



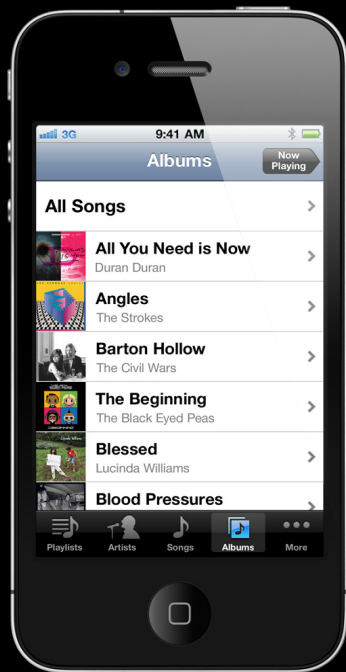
- One Tab Bar at the highest level

Tab Bars



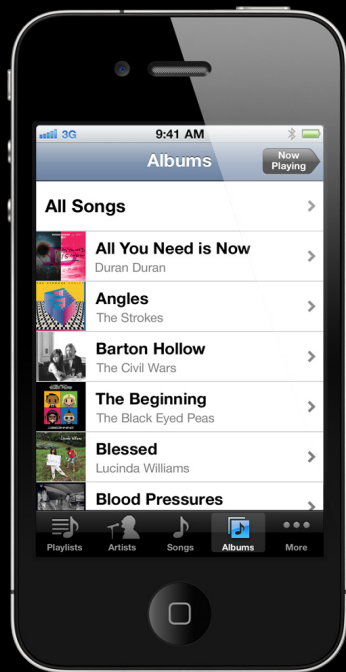
- One Tab Bar at the highest level
- Mostly permanent

Tab Bars



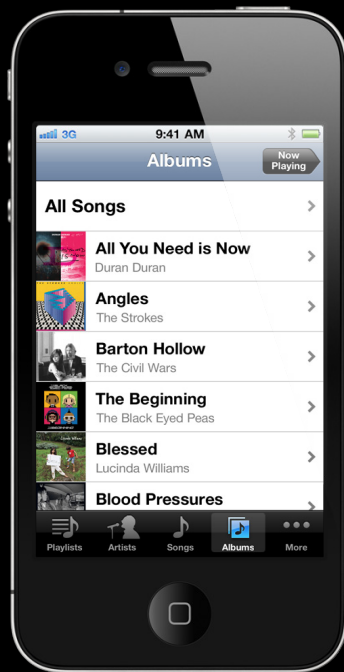
- One Tab Bar at the highest level
- Mostly permanent
- Good icons and labels

Tab Bars



- One Tab Bar at the highest level
- Mostly permanent
- Good icons and labels
- Customize in UIKit

Tab Bars

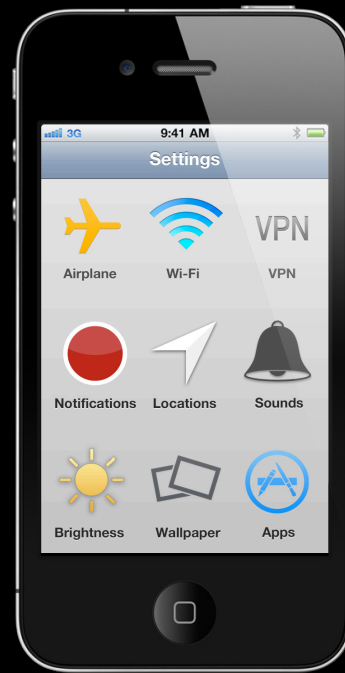


- One Tab Bar at the highest level
- Mostly permanent
- Good icons and labels
- Customize in UIKit
- Up to five visible items

Lists



Avoid a Springboard of Icons



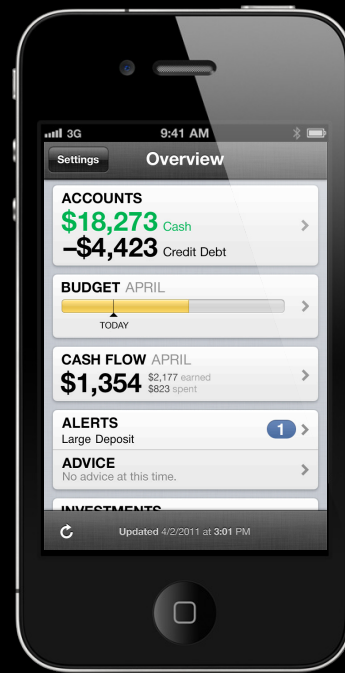
Avoid a Springboard of Icons



Lists



Get to Content Quickly



Make Text Very Legible

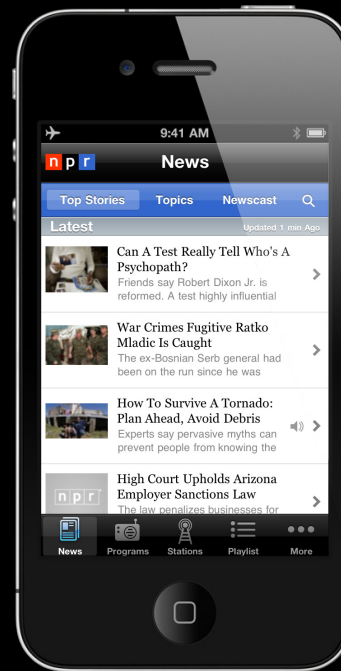


Plan for Slow Internet Connections

Design to feel fast



Plan for No Internet Connection







9.7-inch Screen







Contents  

New Signal Process

coolhunting.com • Harness iOS music-making potential with new interface pedals

New Signal Process made a splash in the digital music scene last year with their Break-Out pedal, allowing musicians to interface their instruments directly with the plethora of iPad and iPhone apps. This week they dropped two new pedals which deliver even more options to digital music masters.

The BreakOut Stomp was birthed in response to guitarists and bassists badgering NSP with product suggestions. Fusing the concept for the original device with a classic stomphox, the new model incorporates an easily foot-toggled switch which allows it to seamlessly integrate with a pedal board. Indistinguishable from any high-grade audio pedal from your local music shop, the difference is the ability to access innumerable effects—limited only by how comprehensive of an app collection you have.



Valentine

coolhunting.com • Leather backs add a touch of style to iPhone 4s

Smartphones seem to be capable of just about everything—other than having any sort of personality. Valentine premium leather phone backs bring individuality and texture to the ...

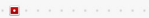
Middle West Spirits

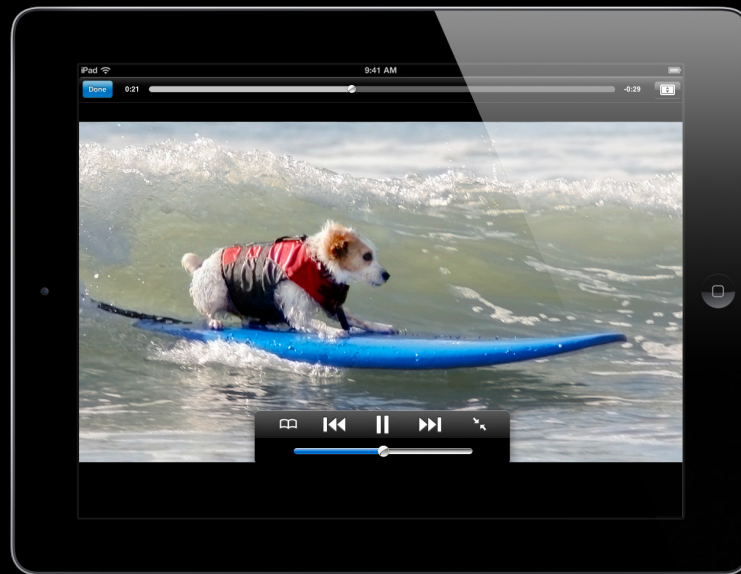
coolhunting.com • Ohio's only artisanal micro-distillery turns out small-batch spirits using local ingredients

You may know that a few big brands (The Limited and Abercrombie & Fitch) call Columbus, Ohio home, but more recently small-batch operations (Jen's Splendid Ice Cream and Homage) have been helping get the Middle West Spirits some of the recognition it deserves. Now, a new creatively-minded business, Middle West Spirits, is the latest to join the movement. Ohio's first and only grain-to-bottle micro-distillery, the upstart brews their distinctly smooth Oyo vodkas and whiskey from soft red winter wheat that's sourced locally.

Founders Brady Konya and Ryan Lang imported a 600-liter copper and stainless steel distillation system from Germany, which German master-craftsmen (in the business for over ...



Latest  May 16





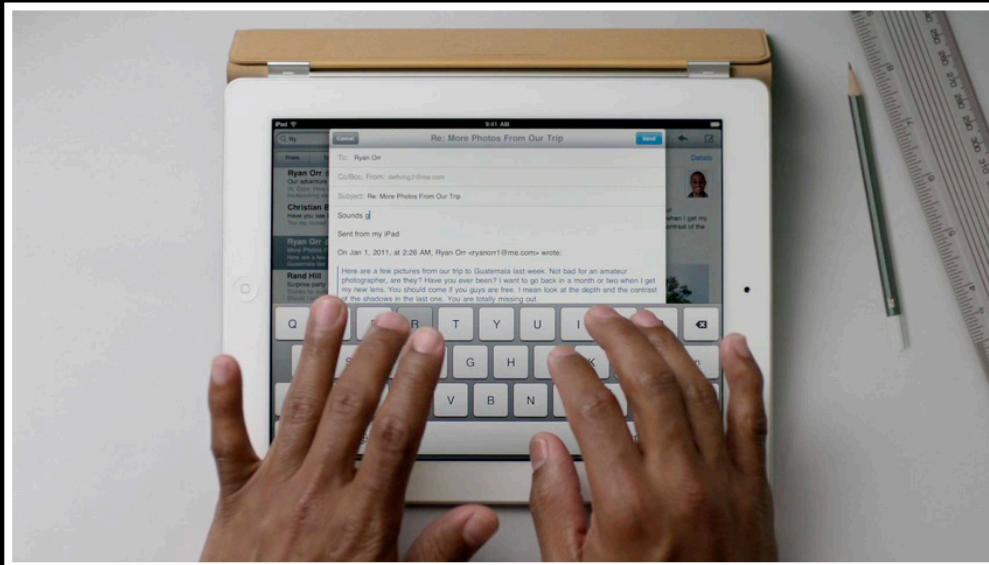
iPad

Just a big iPod touch?



“Calling an iPad a big iPod touch is like calling a heated swimming pool a big bathtub.”

Source Unknown

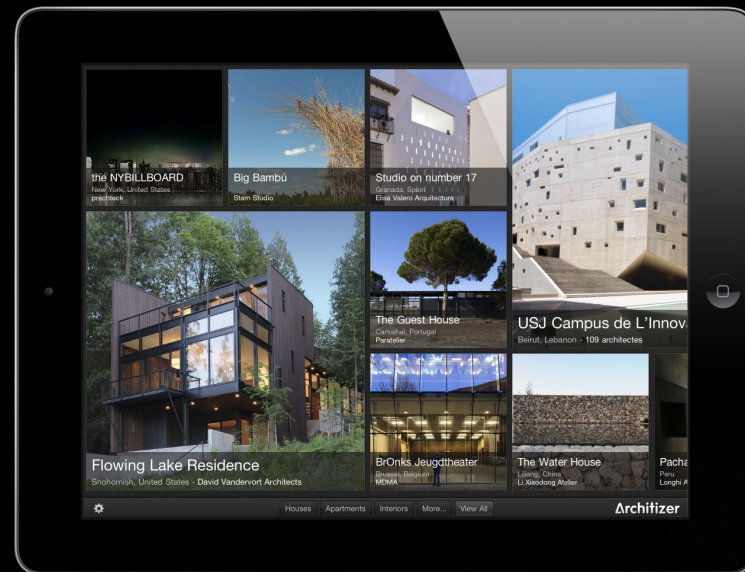




Showcase Content



Showcase Content



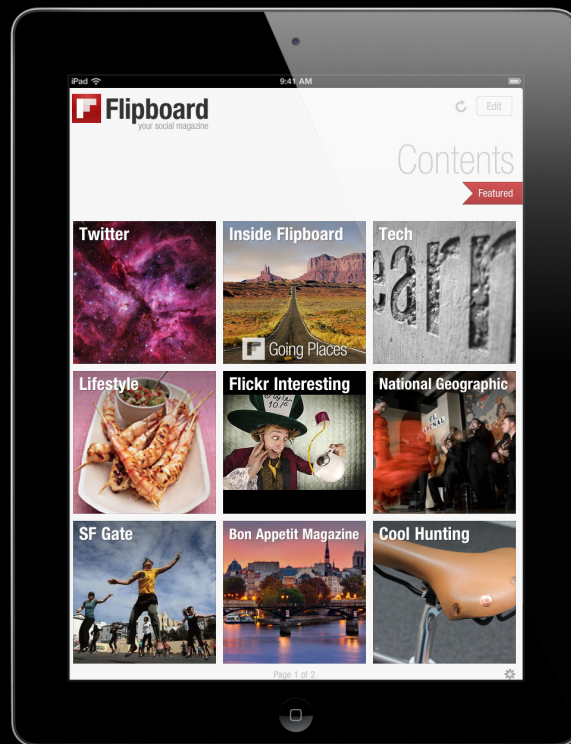
Enhance Interactivity



Enhance Interactivity

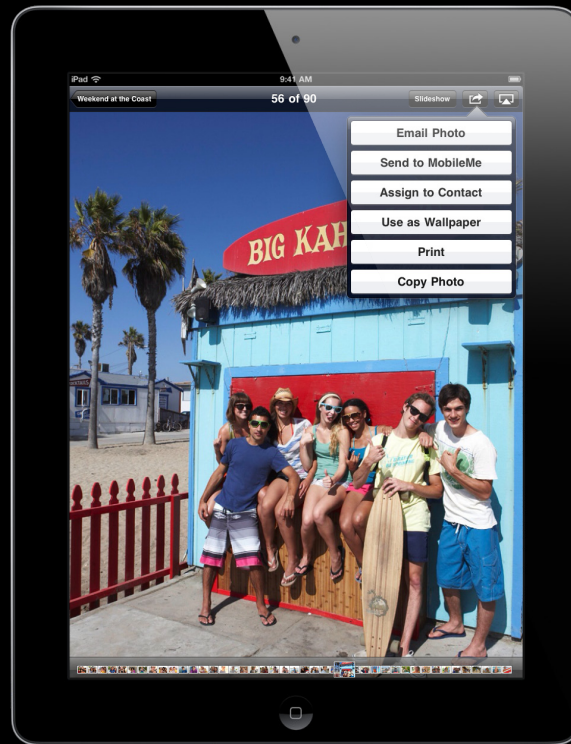


Enhance Interactivity



Use Popovers

Provide context



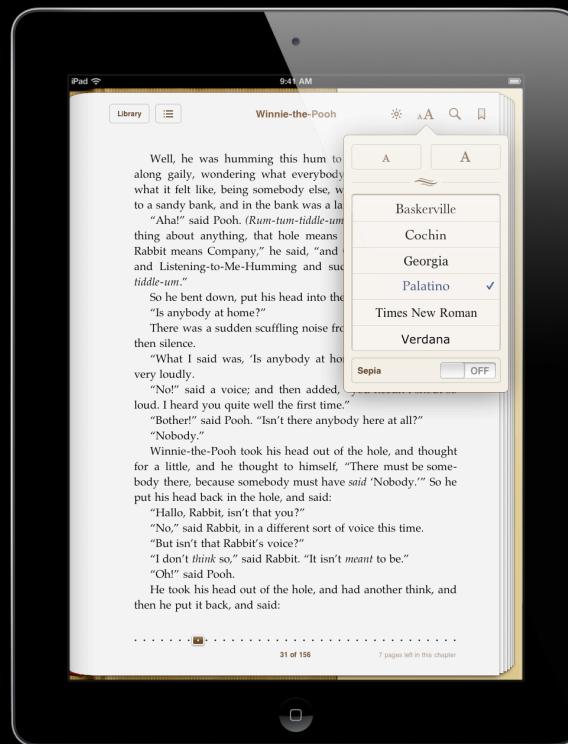
Use Popovers

Manage complexity



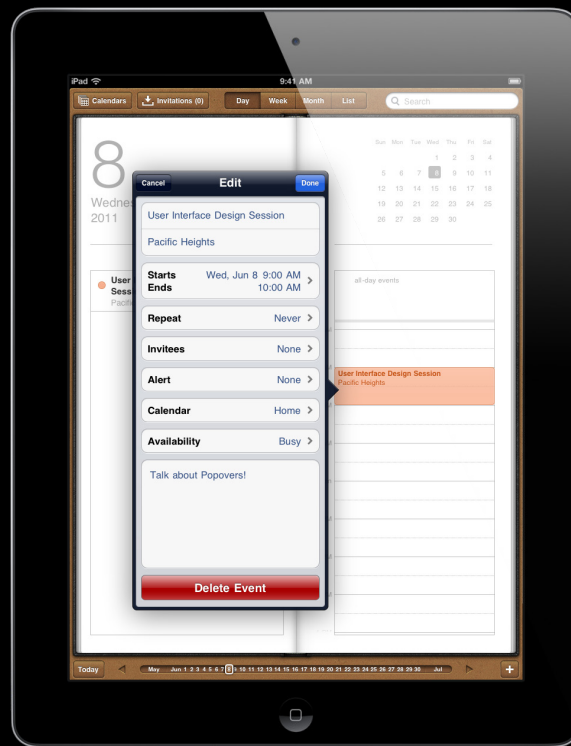
Use Popovers

Display options



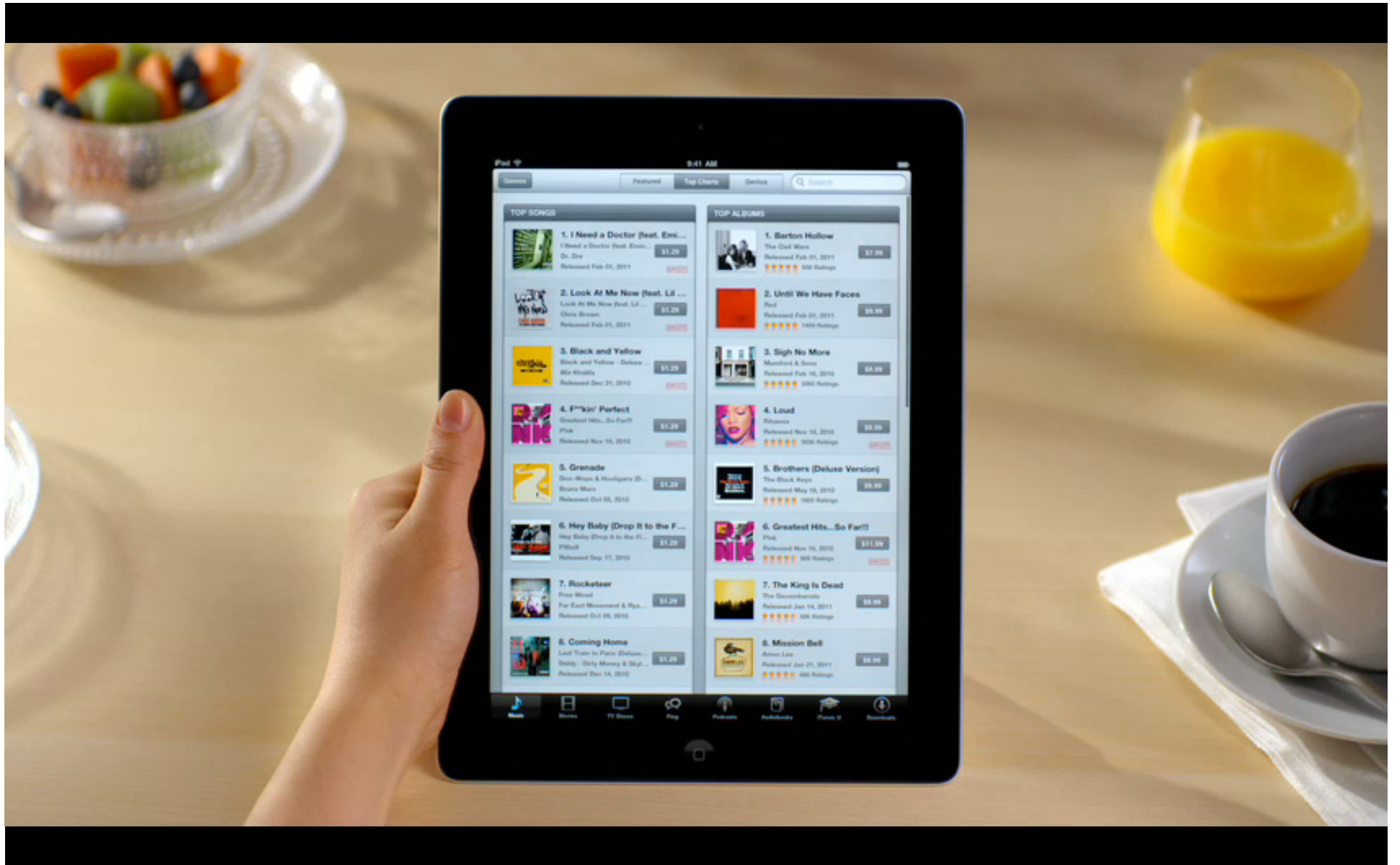
Use Popovers

Manage modality



Always Provide Feedback

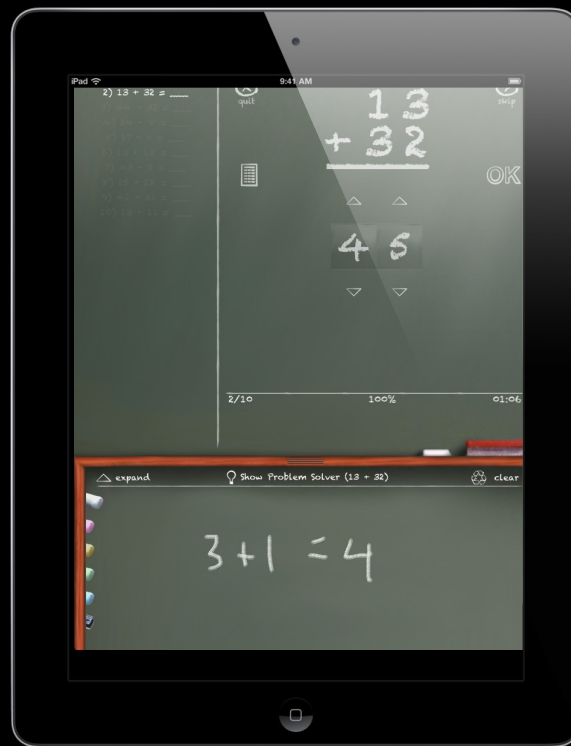




Add Physicality and Realism



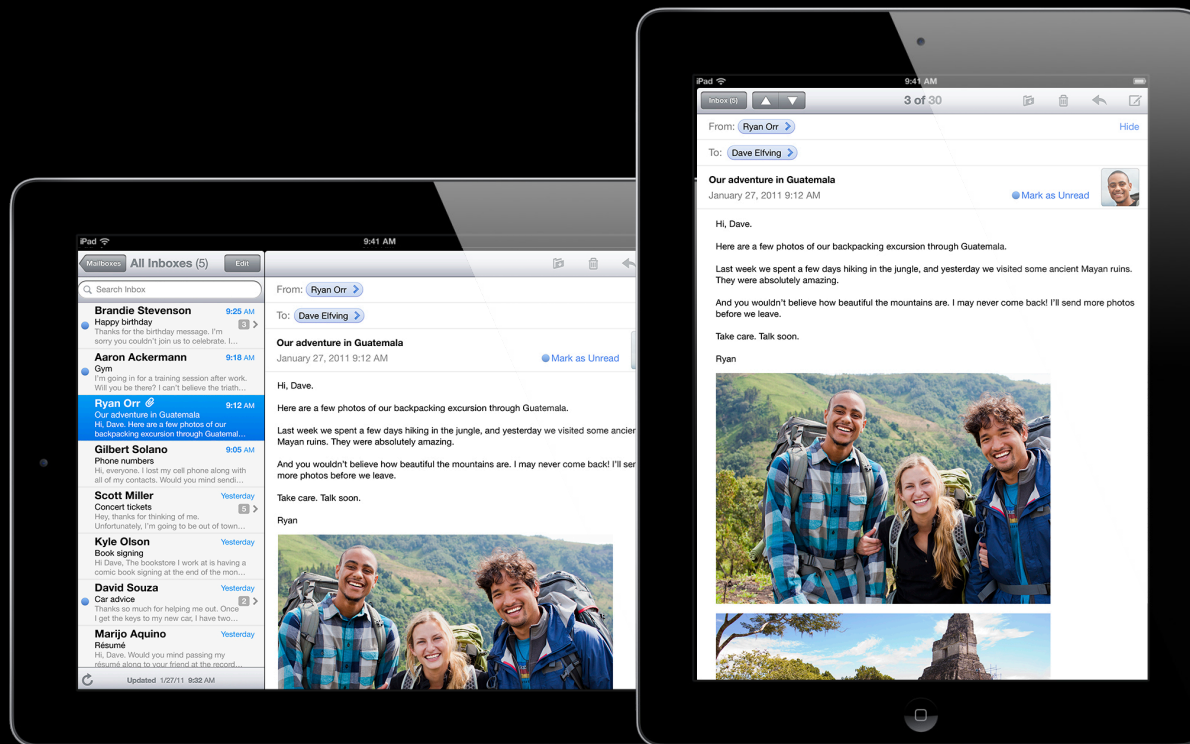
Add Physicality and Realism



Consider Both Orientations



Consider Both Orientations



Supporting Orientation Changes on iPad

- Show users more content, not different content

Supporting Orientation Changes on iPad

- Show users more content, not different content
- Do not require users to change orientations

Supporting Orientation Changes on iPad

- Show users more content, not different content
- Do not require users to change orientations
- Maintain focus on the primary content





Refresh Your Interface



Showcase Content



Showcase Content



Design a Beautiful Icon



Design a Beautiful Icon



Use Popovers

Manage complexity



Use Popovers

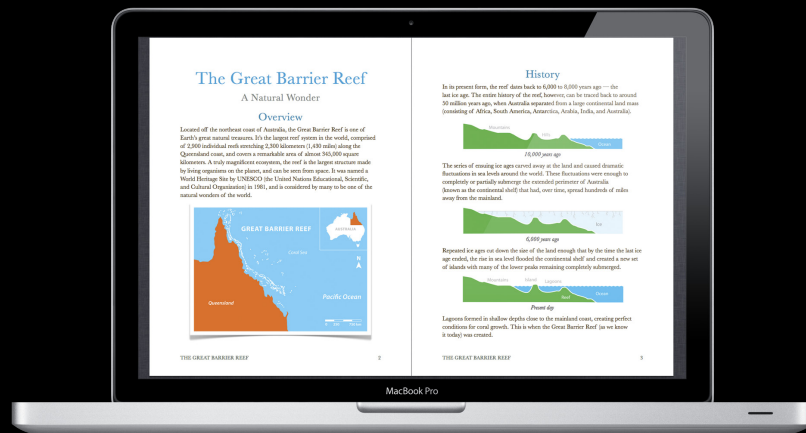
Manage complexity



Full Screen



Full Screen



- Think about user context

Full Screen



- Think about user context
- Do not remove features

Full Screen



- Think about user context
- Do not remove features
- Focus on content

Full Screen



- Think about user context
- Do not remove features
- Focus on content
- Take advantage of horizontal screen real estate

Engaging



Engaging



Gestures



Gestures



- Support standard behaviors

Gestures



- Support standard behaviors
- Do not rely on gestures alone

Gestures



- Support standard behaviors
- Do not rely on gestures alone
- Provide responsive feedback

Gestures



- Support standard behaviors
- Do not rely on gestures alone
- Provide responsive feedback
- Be careful to define custom gestures





Design for a Specific Device



Refine Your Feature Set



Delight Your Users

More Information

Mark Kawano

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mkawano@apple.com

Documentation

iOS Human Interface Guidelines
<http://developer.apple.com/library/ios>

Mac OS X Human Interface Guidelines
<http://developer.apple.com/library/mac>

