Design #WWDC15

Apple Watch Design Tips and Tricks

Session 805

Mike Stern User Experience Evangelist Rachel Roth User Experience Evangelist



Personal Communication

Holistic Design

Personal Communication

Holistic Design

Personal Communication

Holistic Design



Personal Communication

Personal Communication

Holistic Design

















Personal Communication

Holistic Design

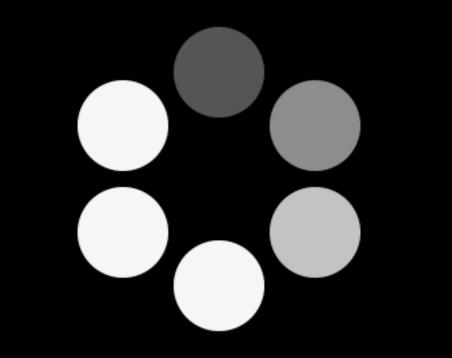
Personal Communication

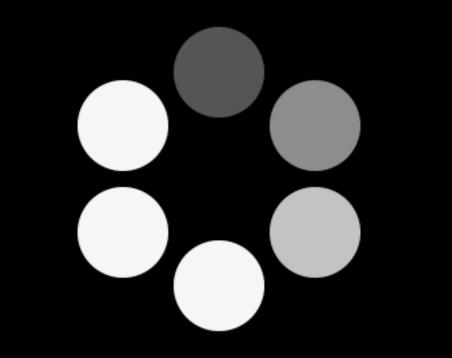
Holistic Design

Personal Communication

Holistic Design

Top 10 Common Pitfalls





10 Common Pitfalls

1. Slow apps

Designing for Performance

Designing for Performance

Progressive loading



















Designing for Performance

Progressive loading

Ordering content





Progressive loading

Ordering content

Progressive loading

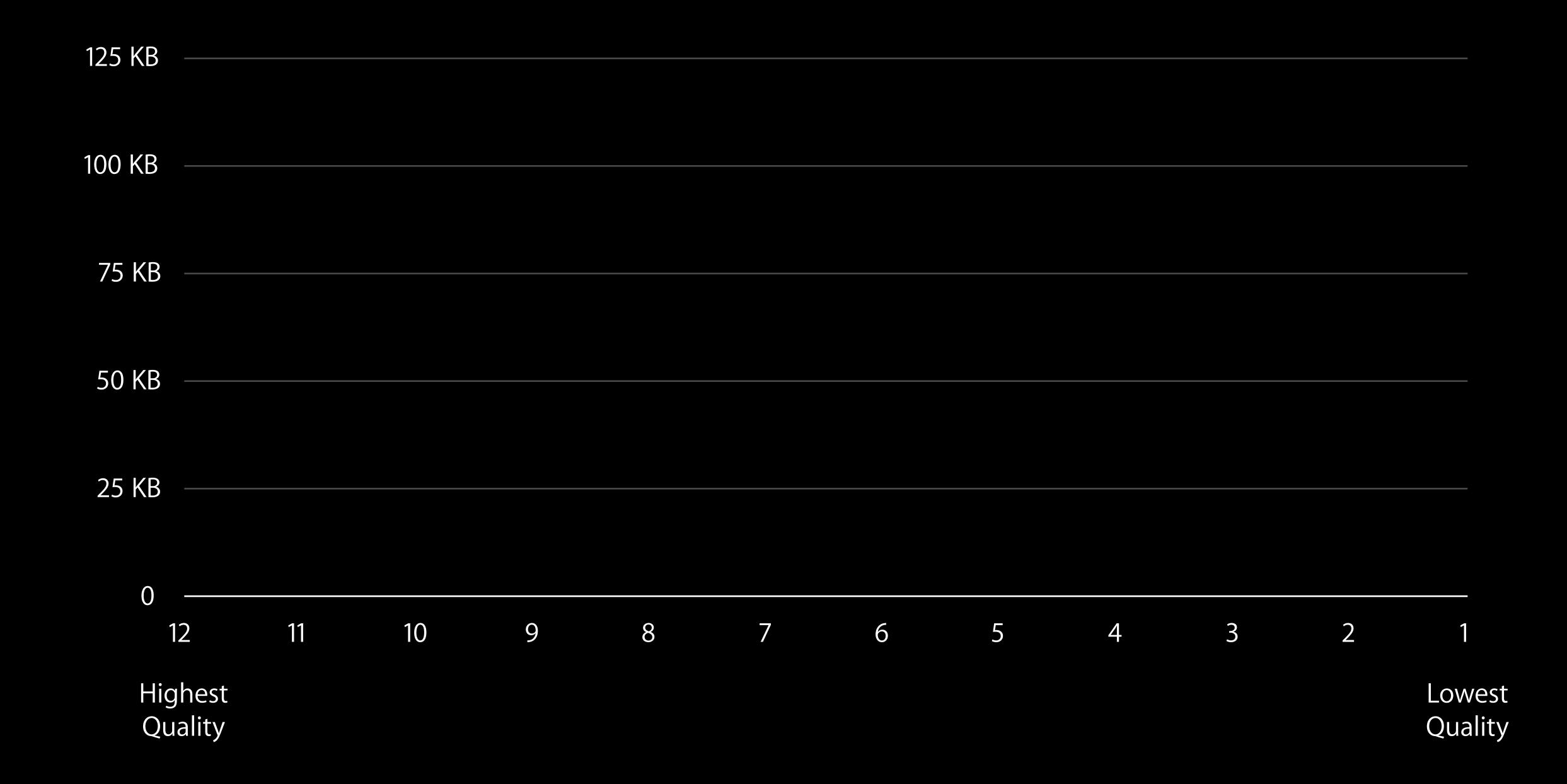
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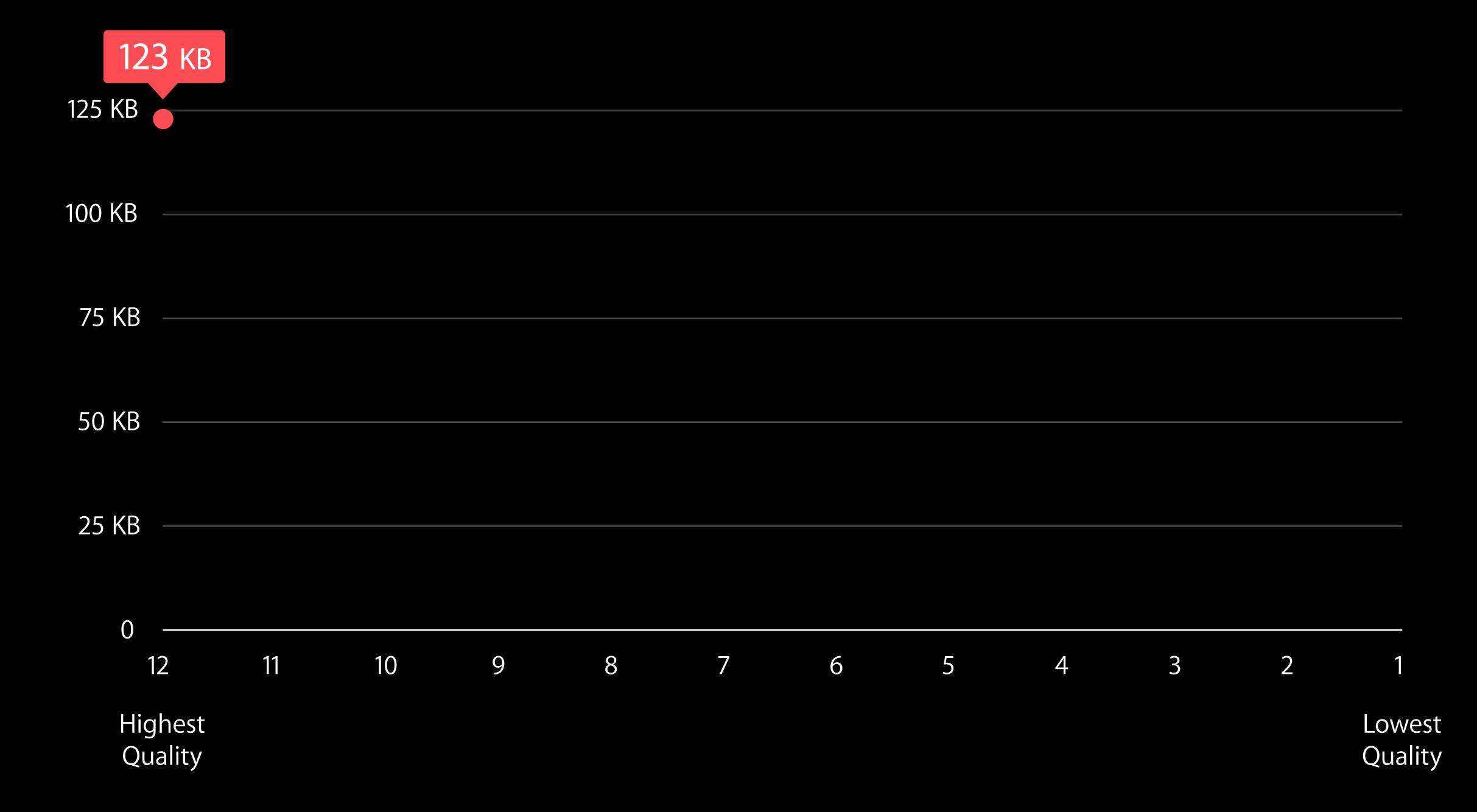
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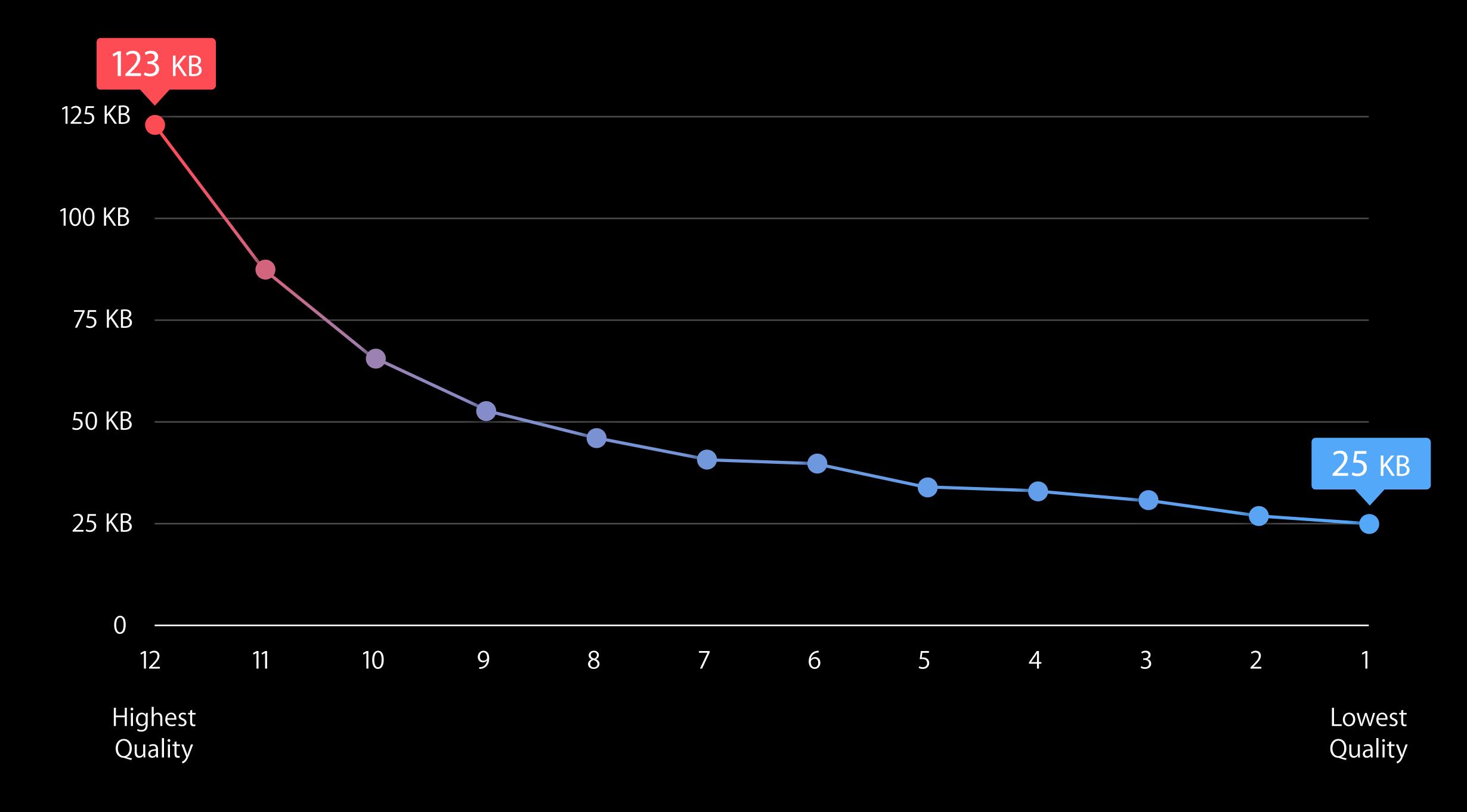
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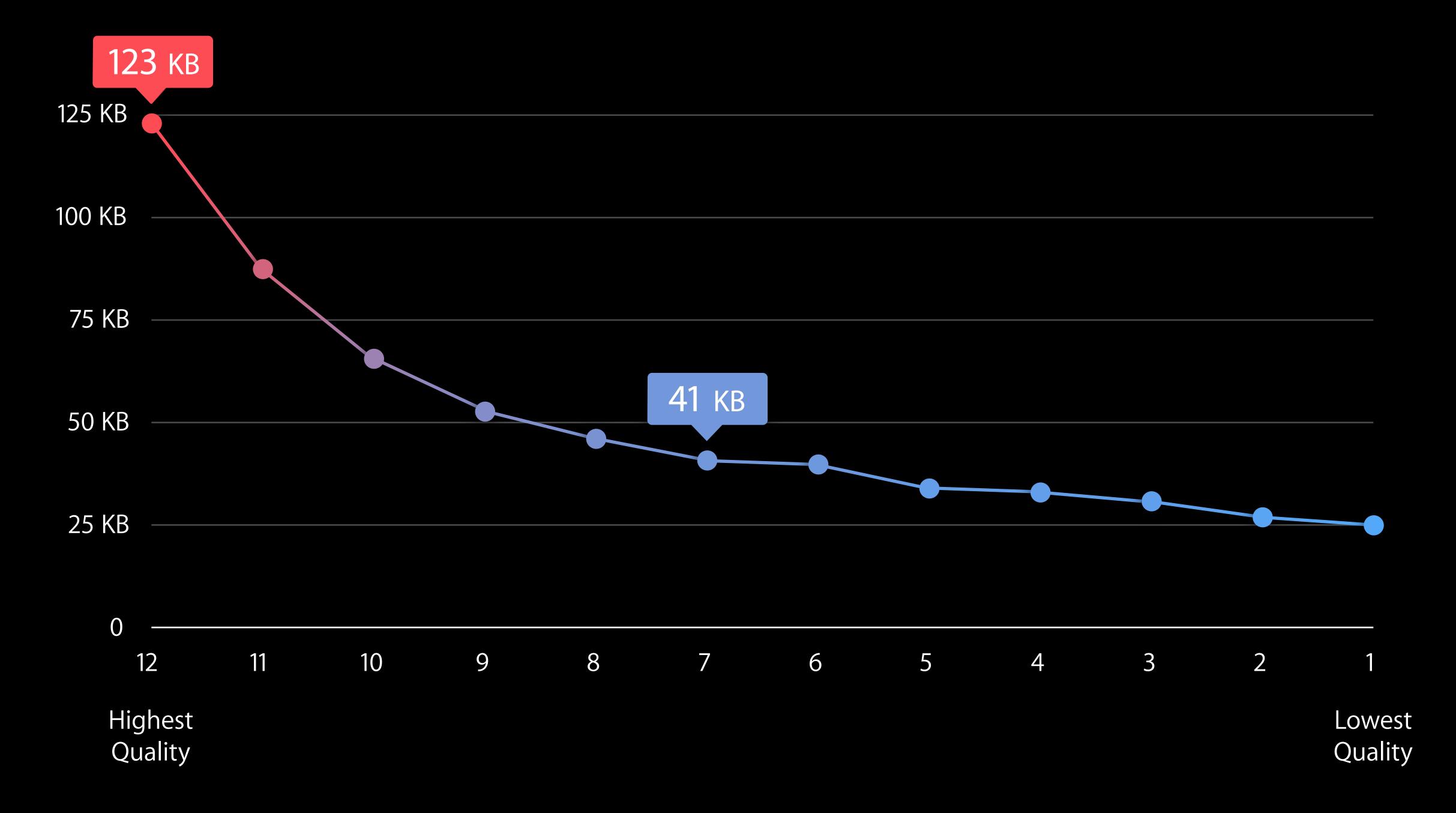












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41 KB



123 KB



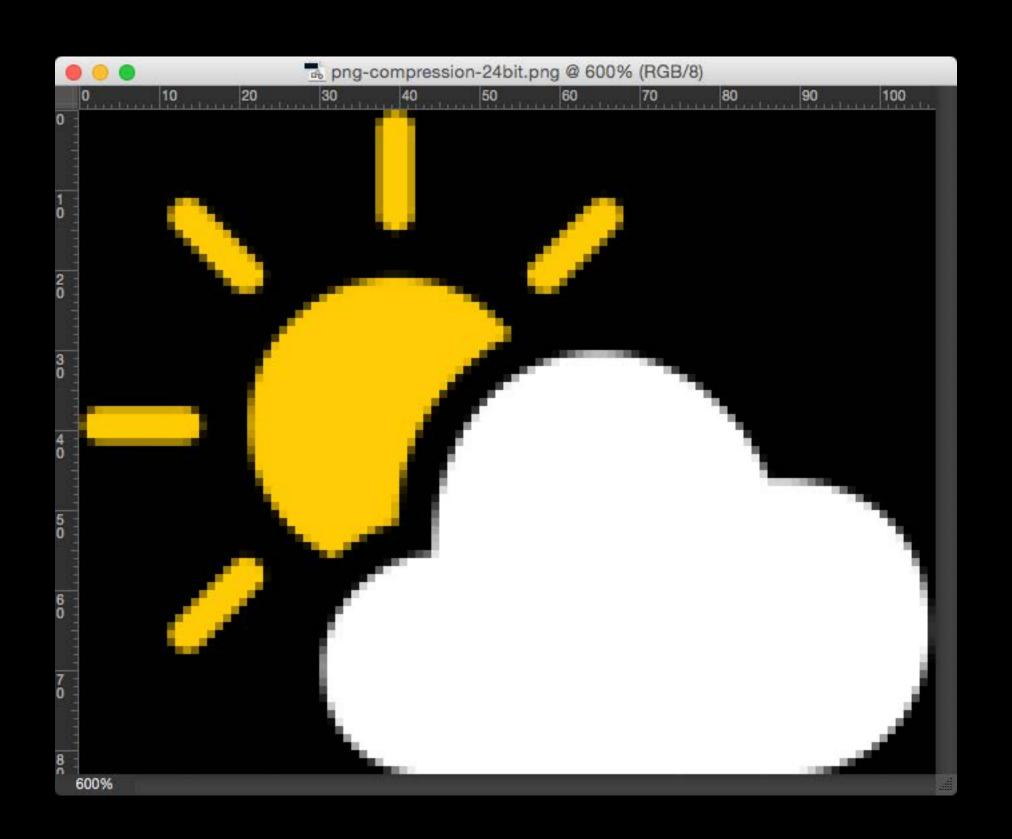
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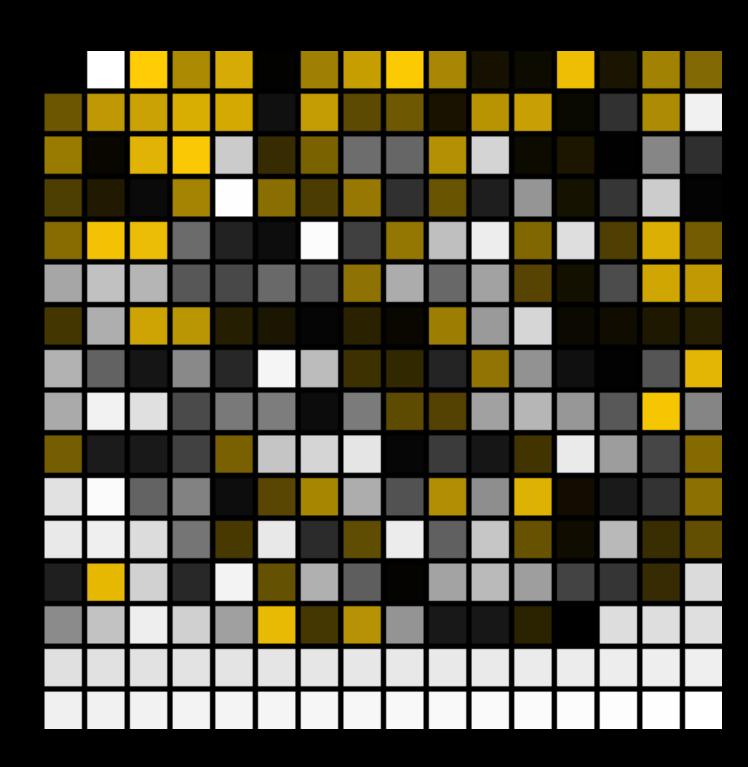


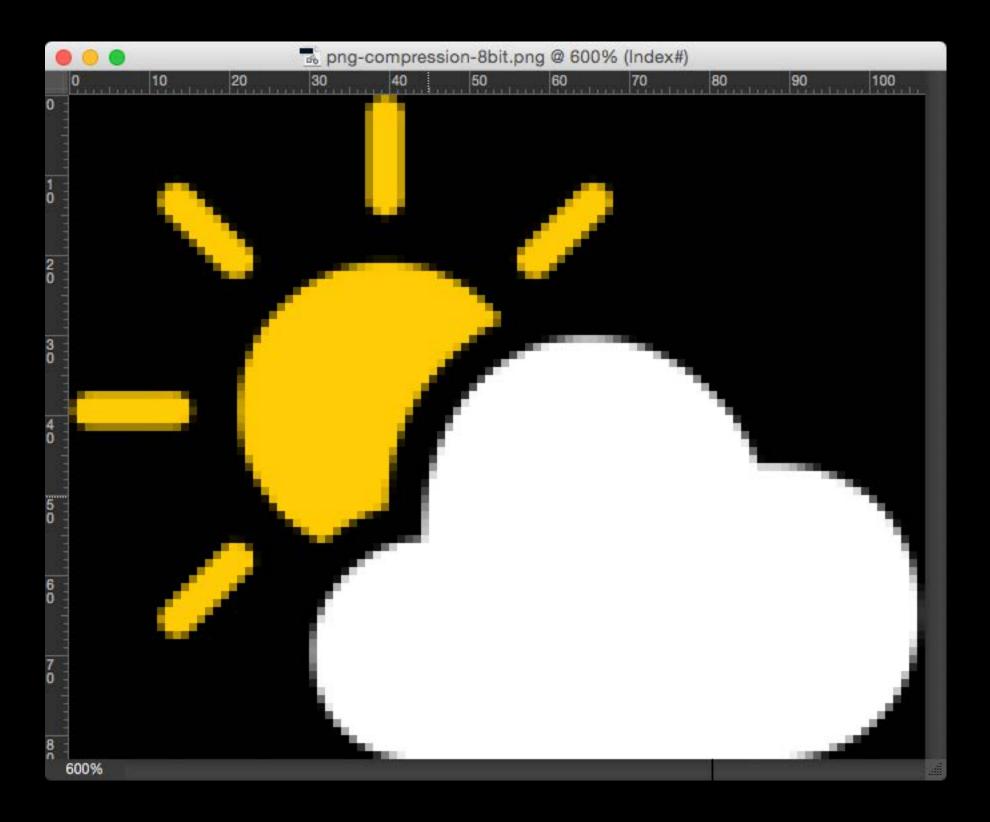




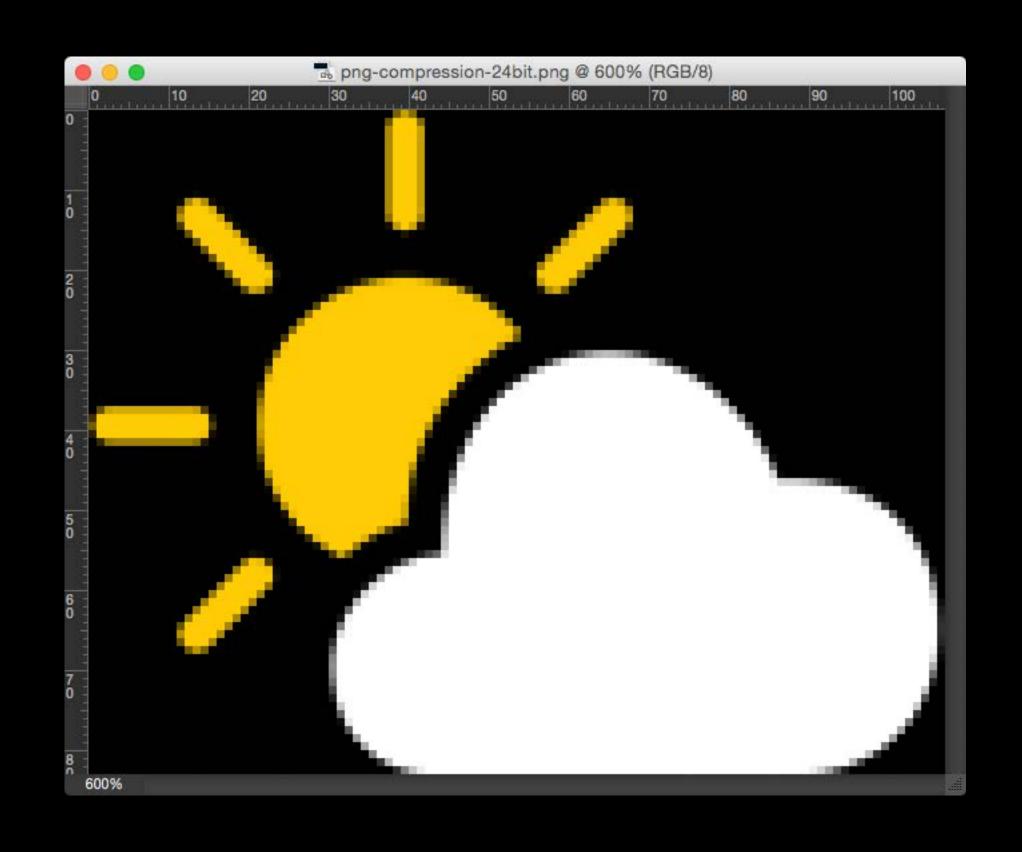


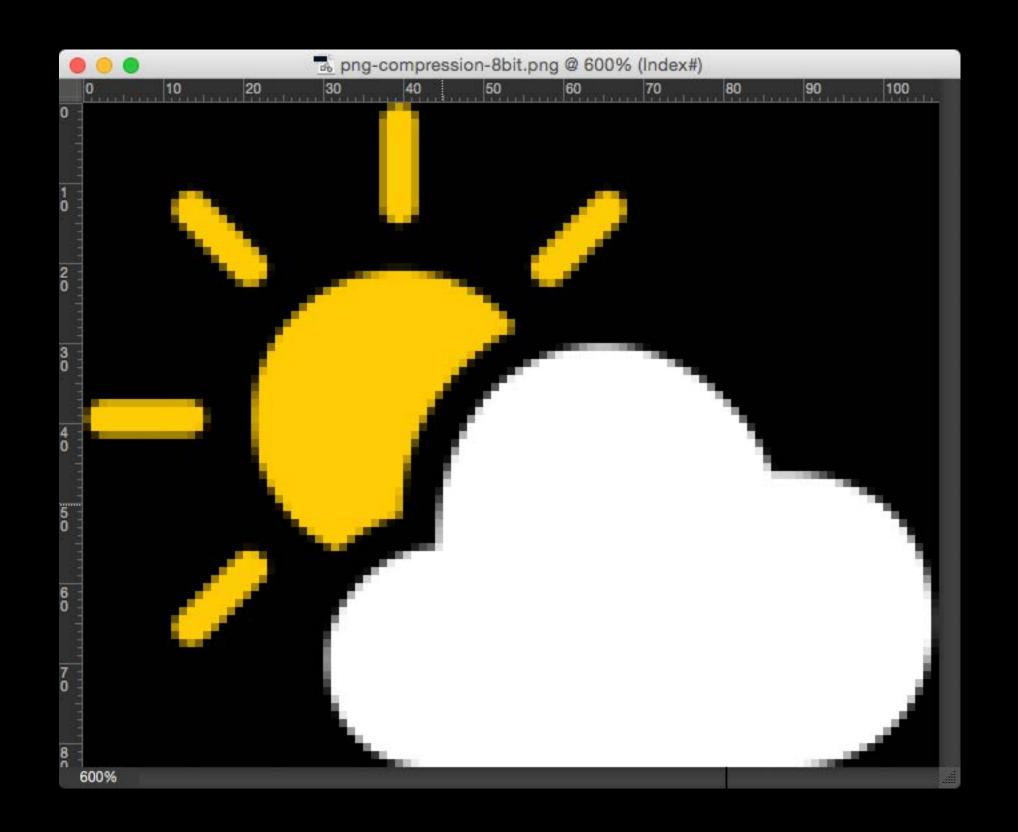






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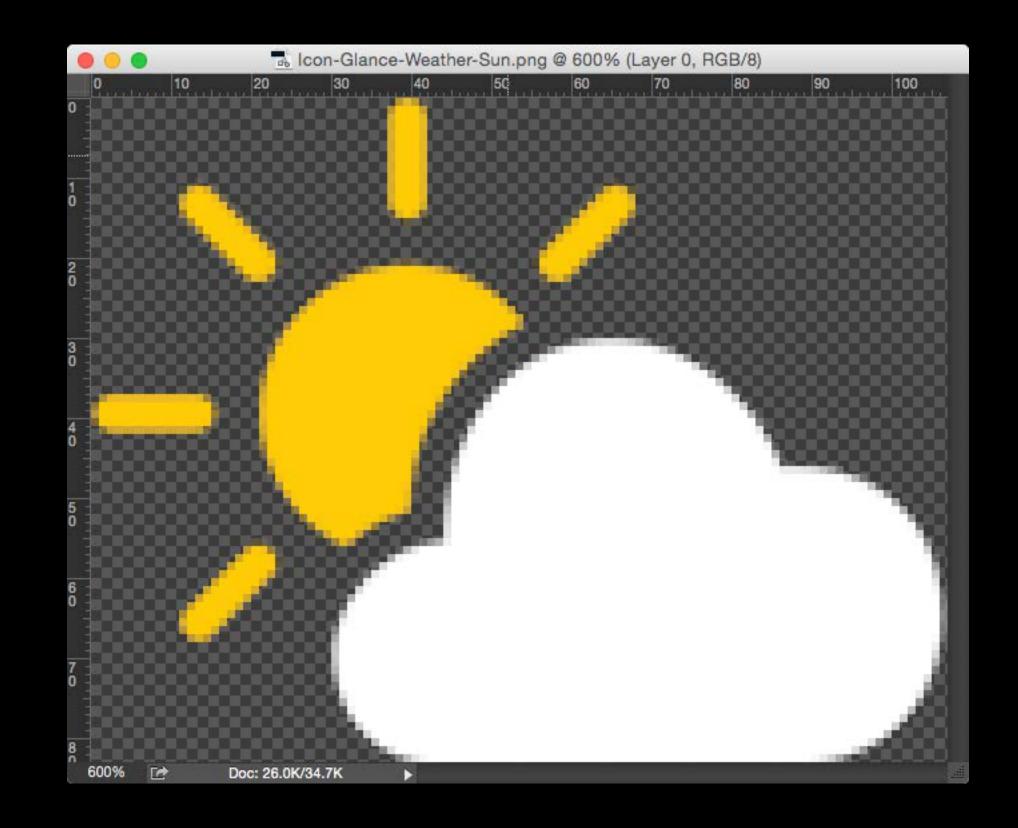
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Progressive loading

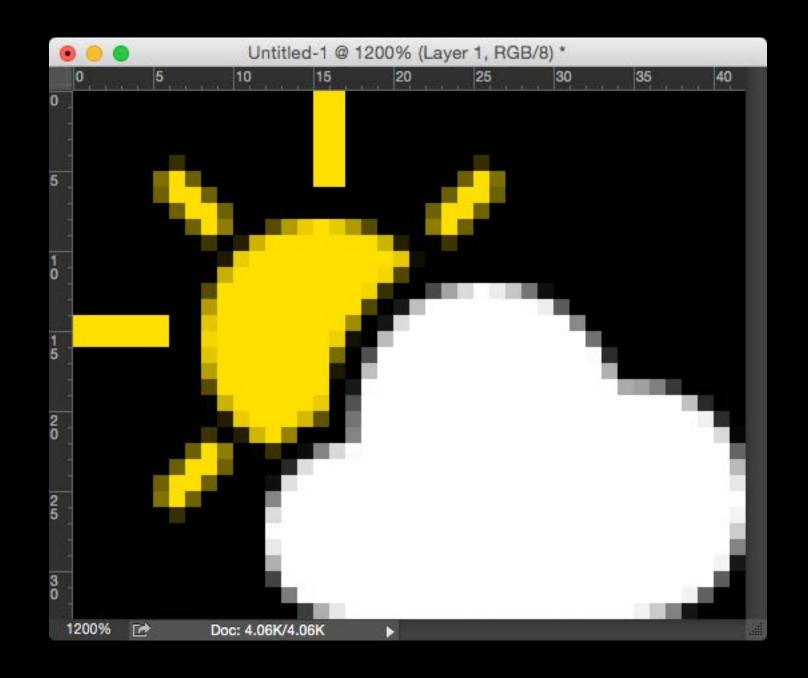
Ordering content

- Compress
- Avoid transparency



Transparent Background





Black Matte Background



Progressive loading

Ordering content

- Compress
- Avoid transparency
- Right size









Progressive loading

Ordering content

- Compress
- Avoid transparency
- Right size

Progressive loading

Ordering content

- Compress
- Avoid transparency
- Right size

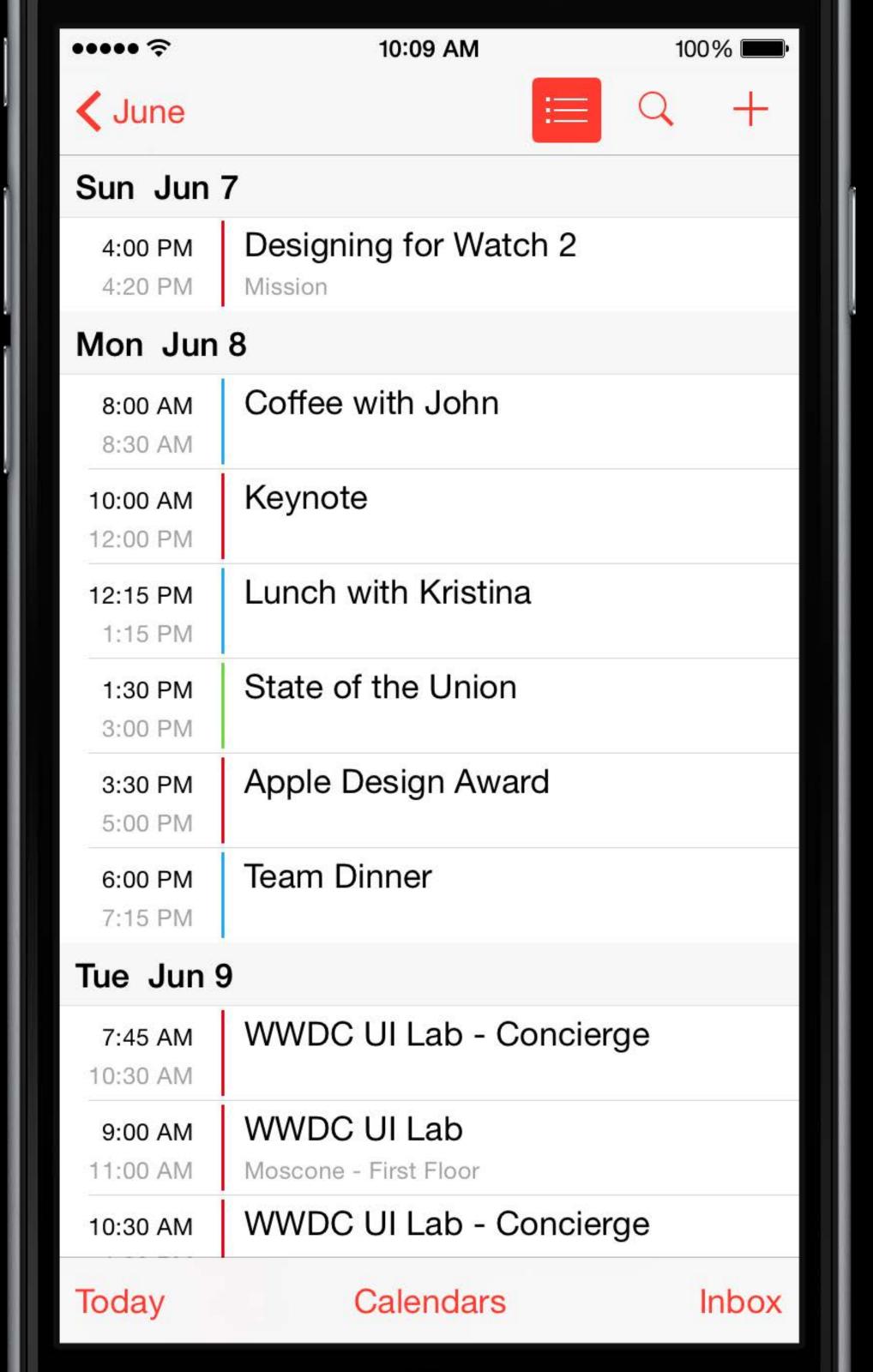
10 Common Pitfalls

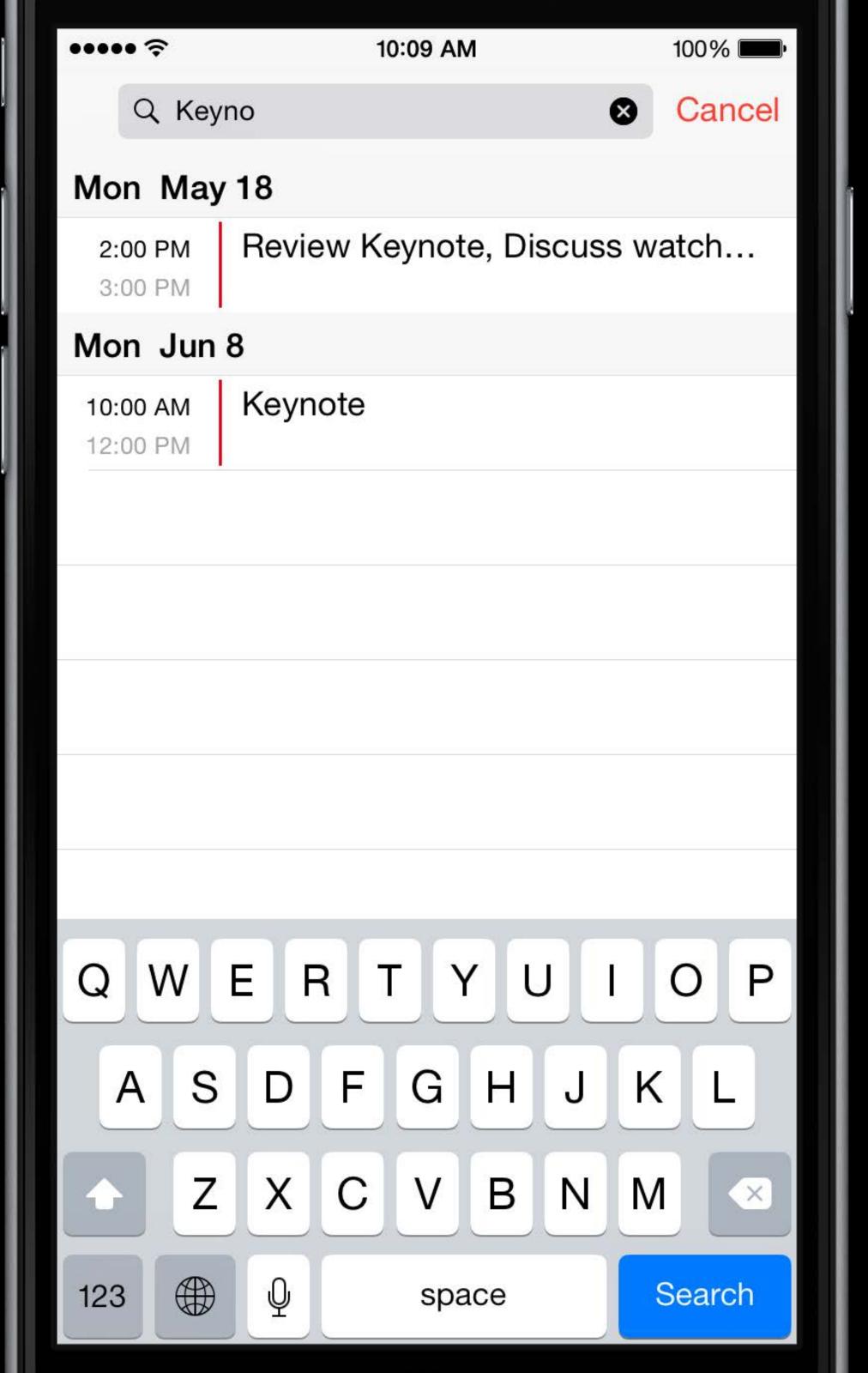
- 1. Slow apps
- 2. Complex apps

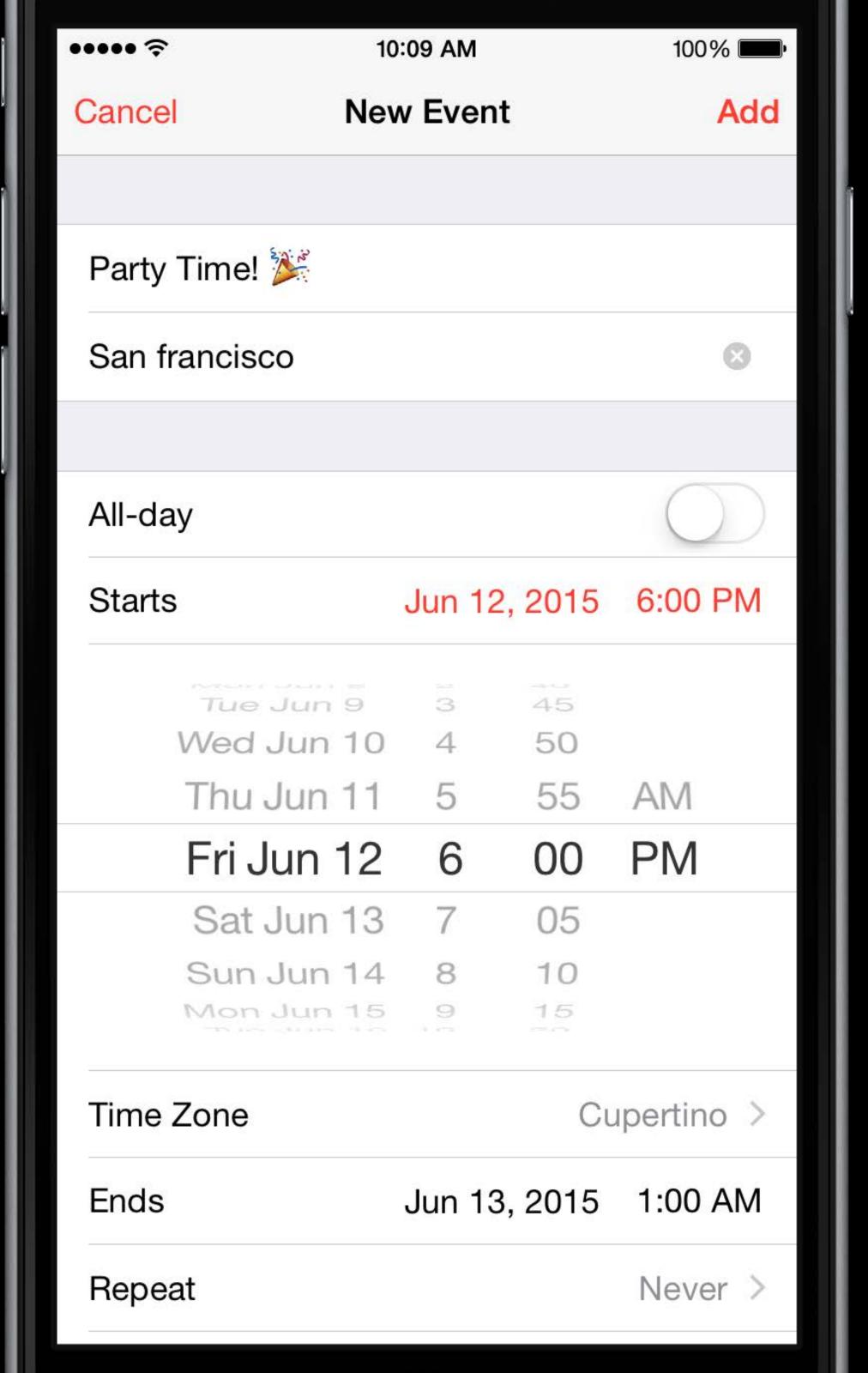
Apple Watch is Not a Miniature iPhone

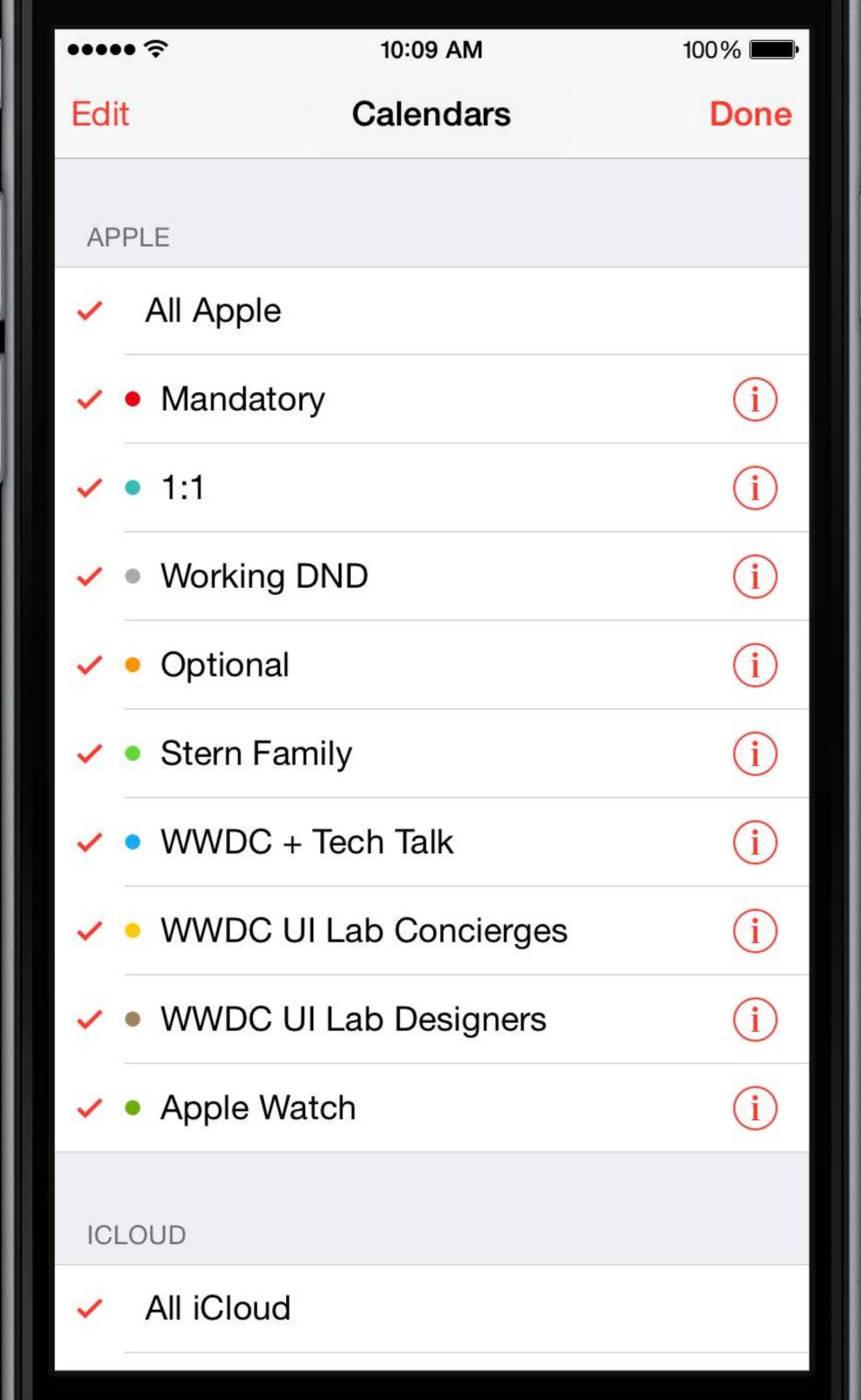
Quick and Convenient

Focus on the Essentials









2015

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FEB

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MAR

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APR

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MAY

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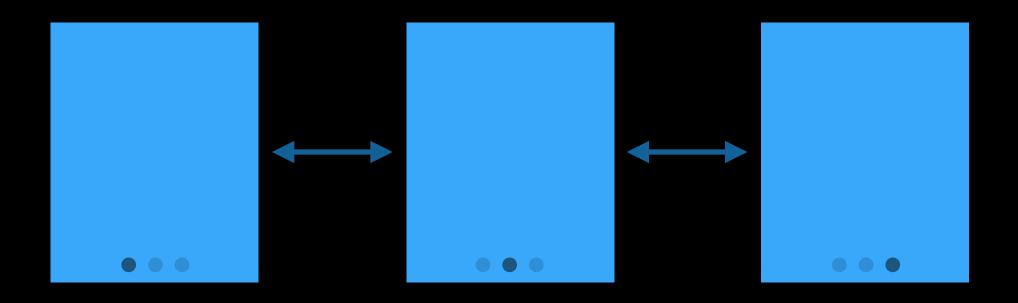


Complement Your iPhone App



10 Common Pitfalls

- 1. Slow apps
- 2. Complex apps
- 3. Tedious navigation



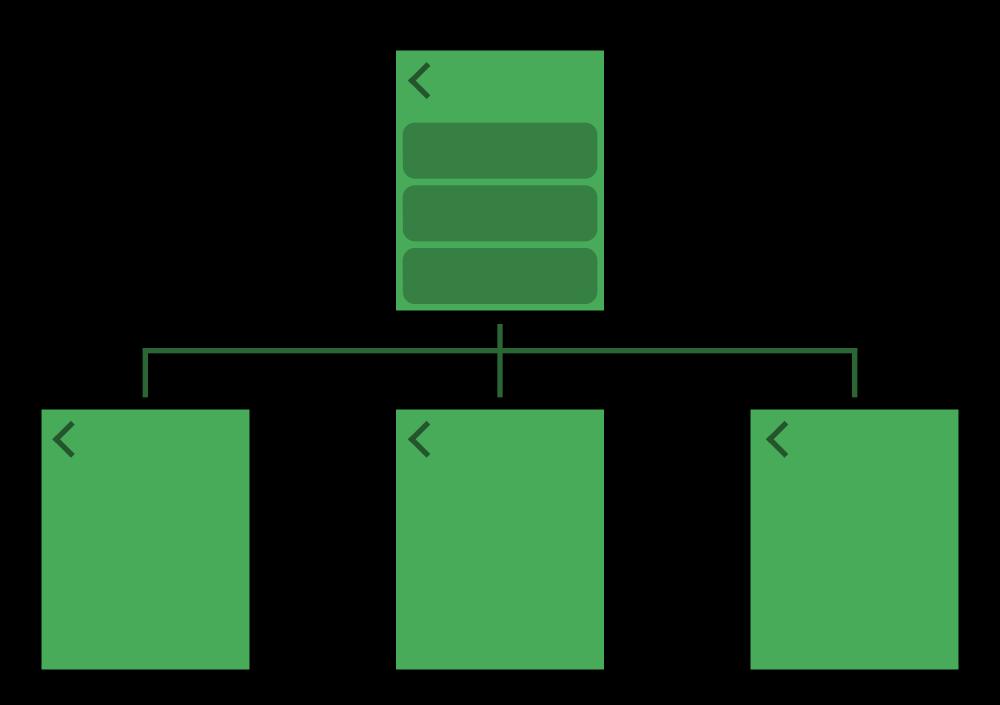
Page-based



Page-based



Page-based



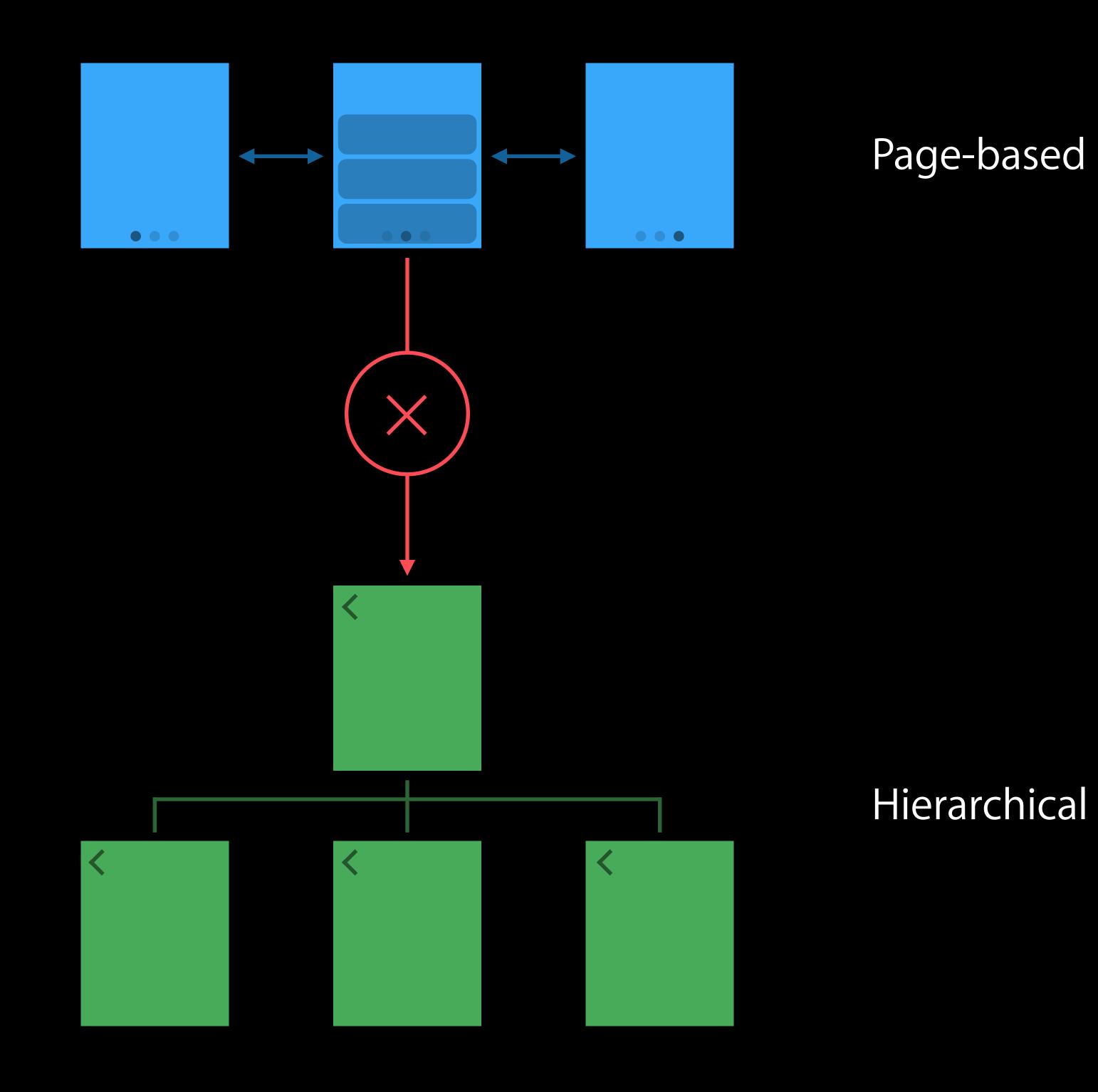
Hierarchical

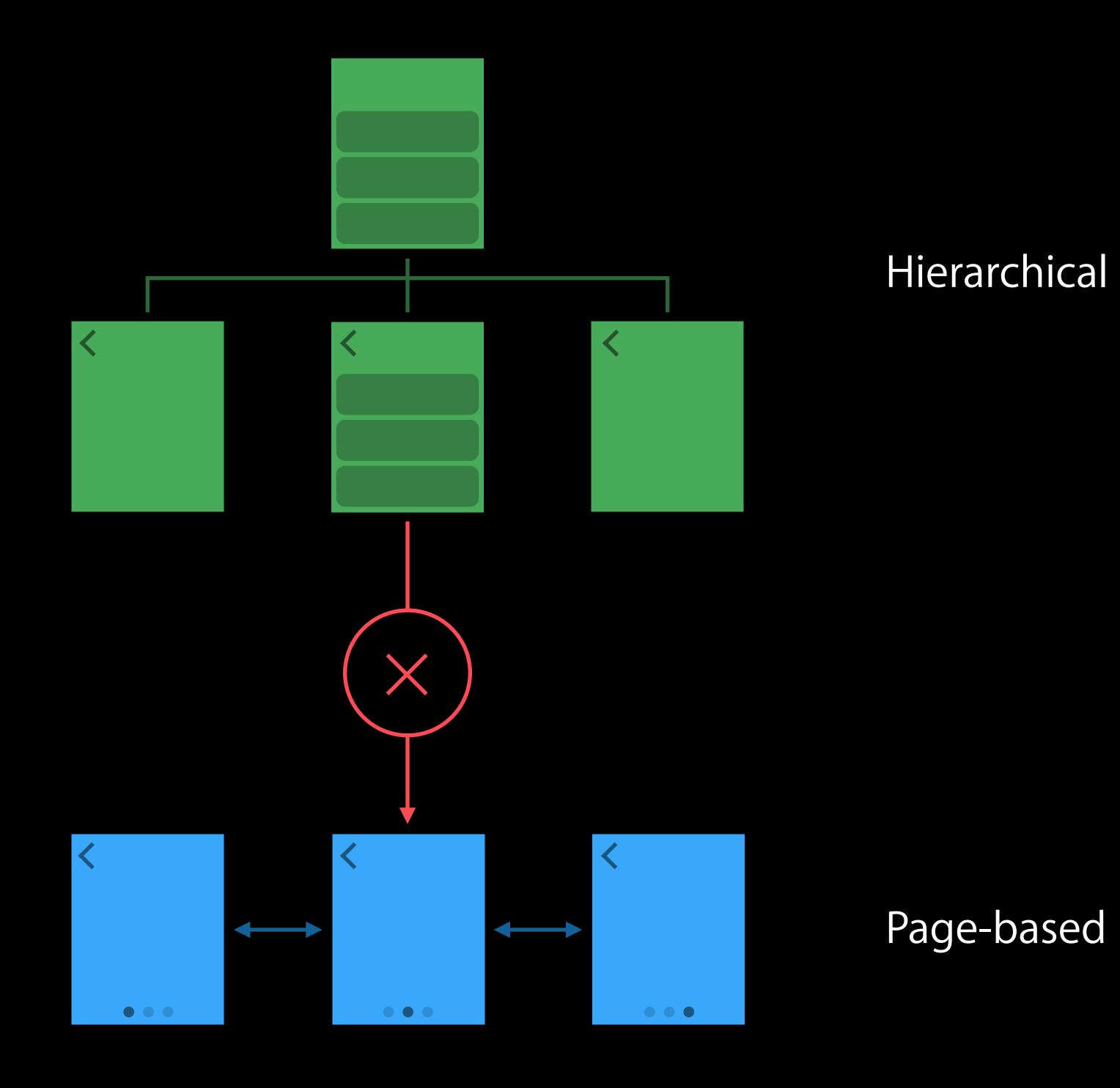


Hierarchical



Hierarchical

















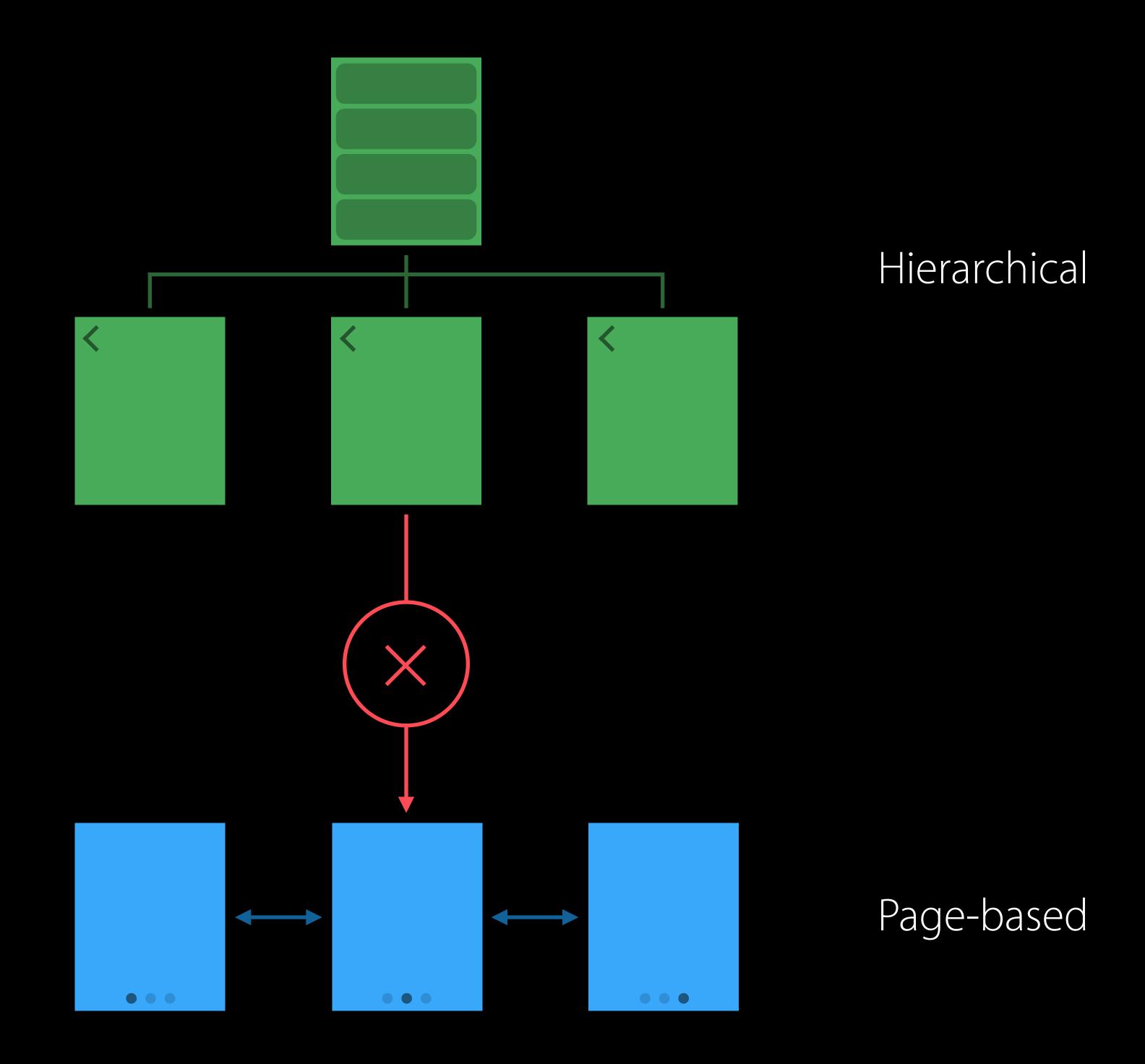


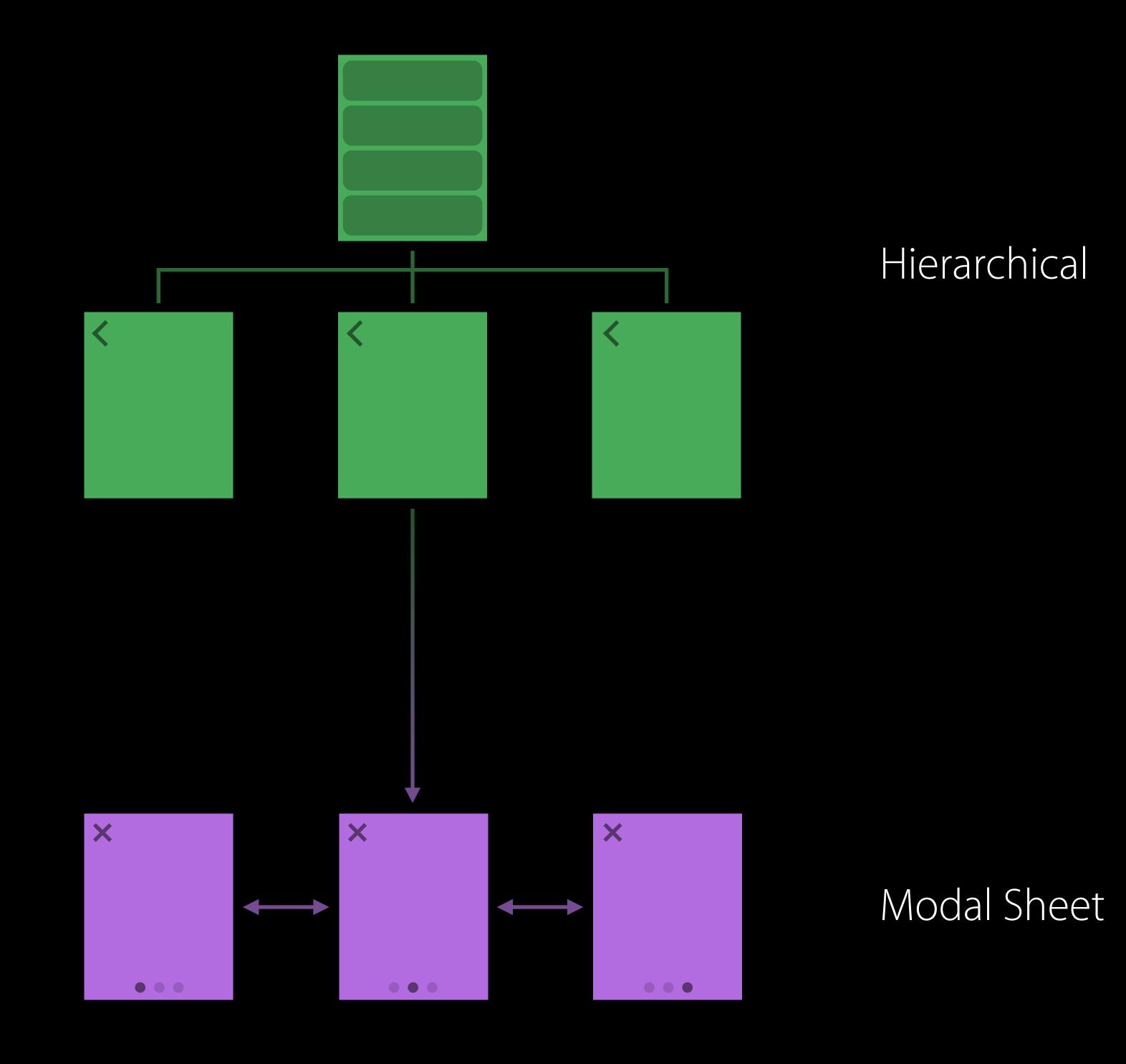
















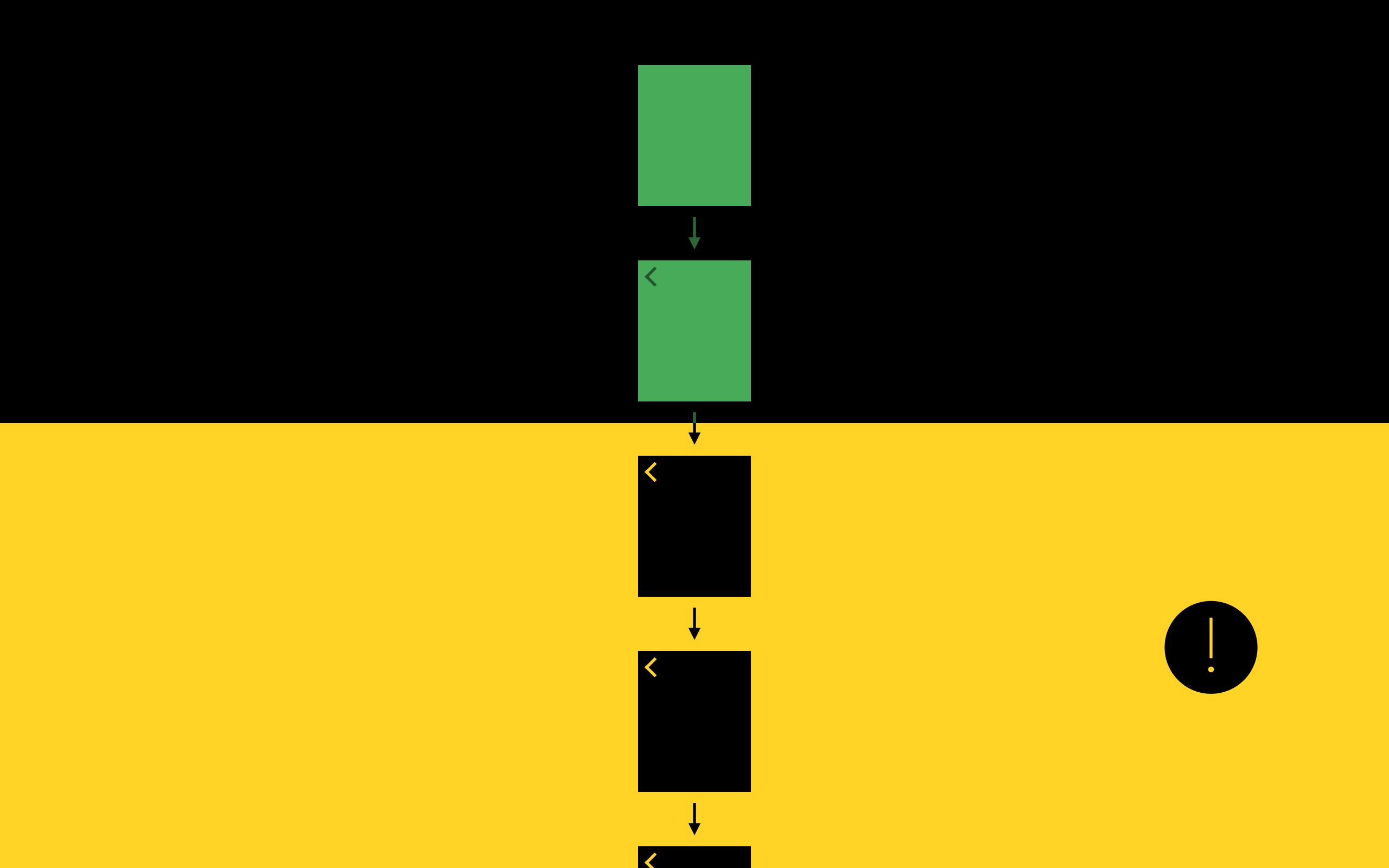


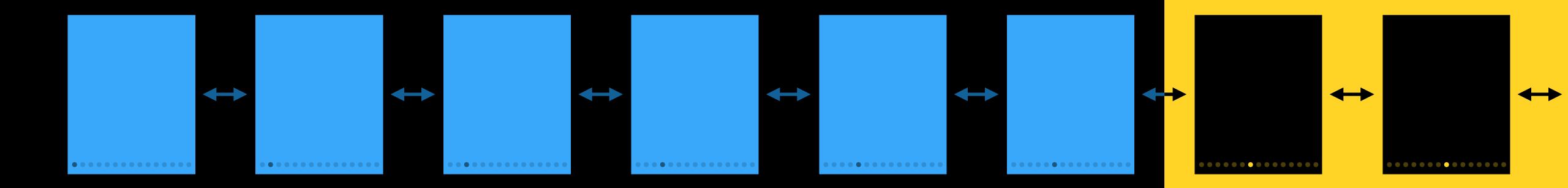






Keep It Simple





Tedious Navigation

10 Common Pitfalls

- 1. Slow apps
- 2. Complex apps
- 3. Tedious navigation
- 4. Confusing labels

























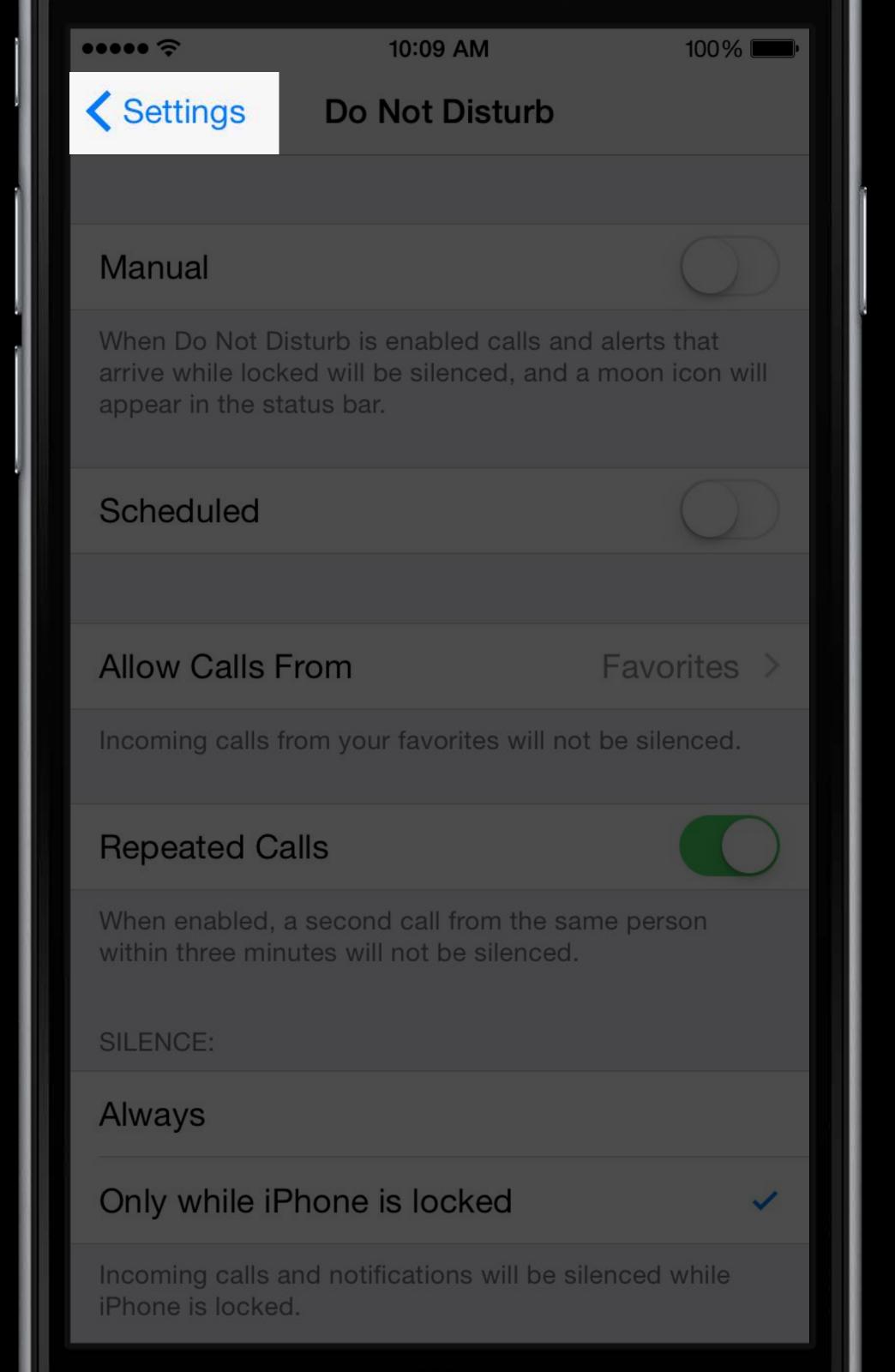


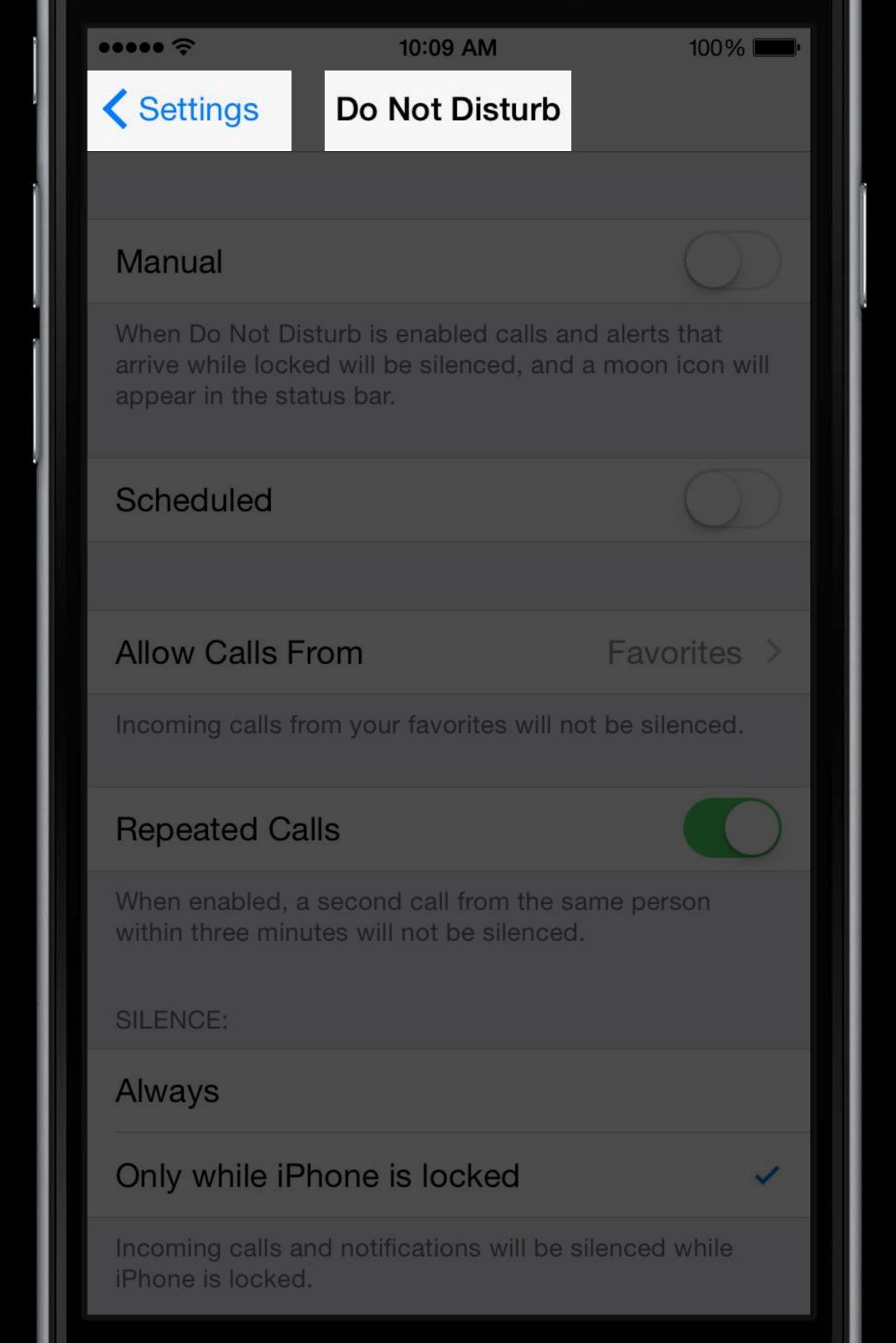








































10 Common Pitfalls

- 1. Slow apps
- 2. Complex apps
- 3. Tedious navigation
- 4. Confusing labels
- 5. Using Menus for navigation





















10 Common Pitfalls

- 1. Slow apps
- 2. Complex apps
- 3. Tedious navigation
- 4. Confusing labels
- 5. Using Menus for navigation

Bonus Pitfall









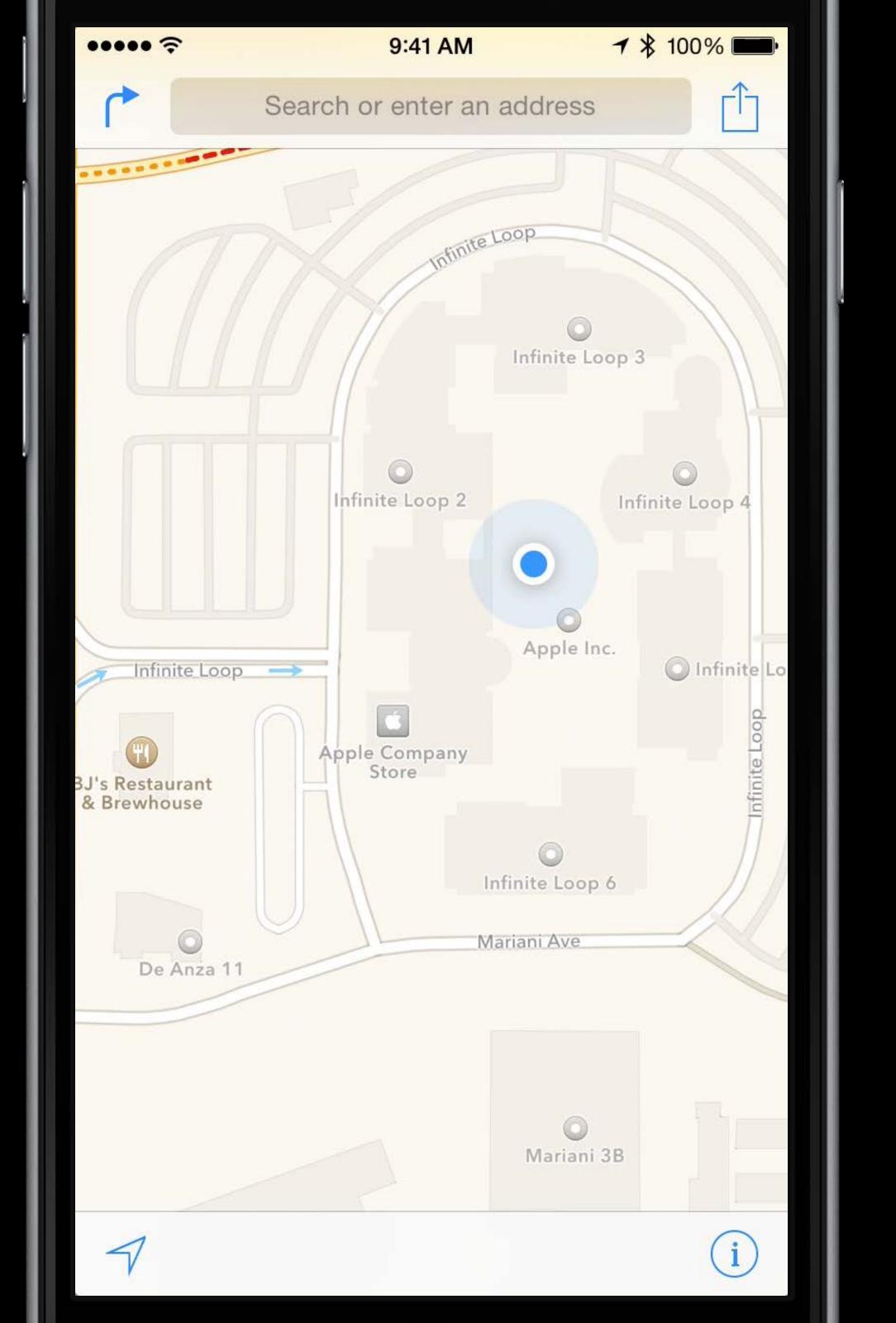


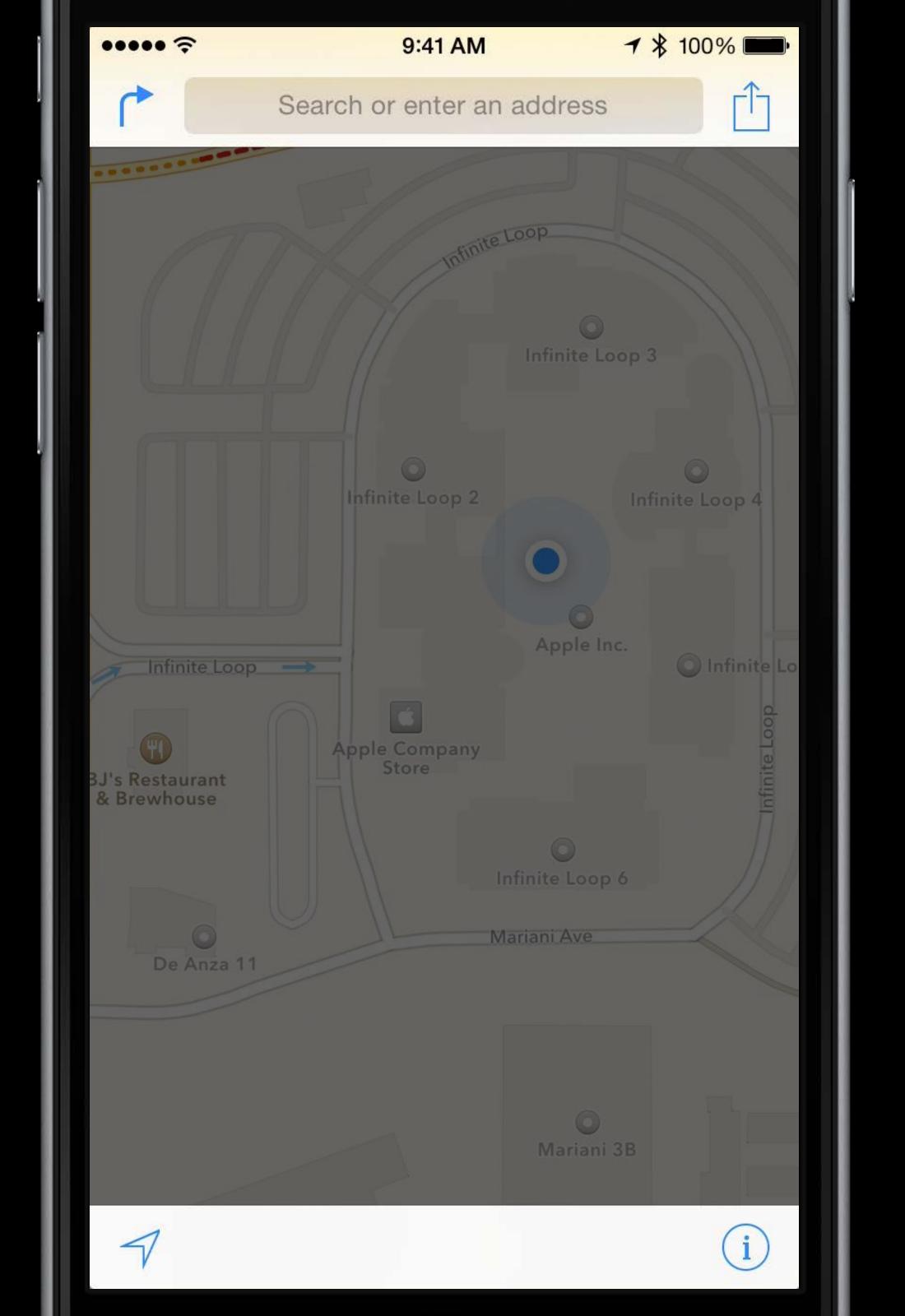
10 Common Pitfalls

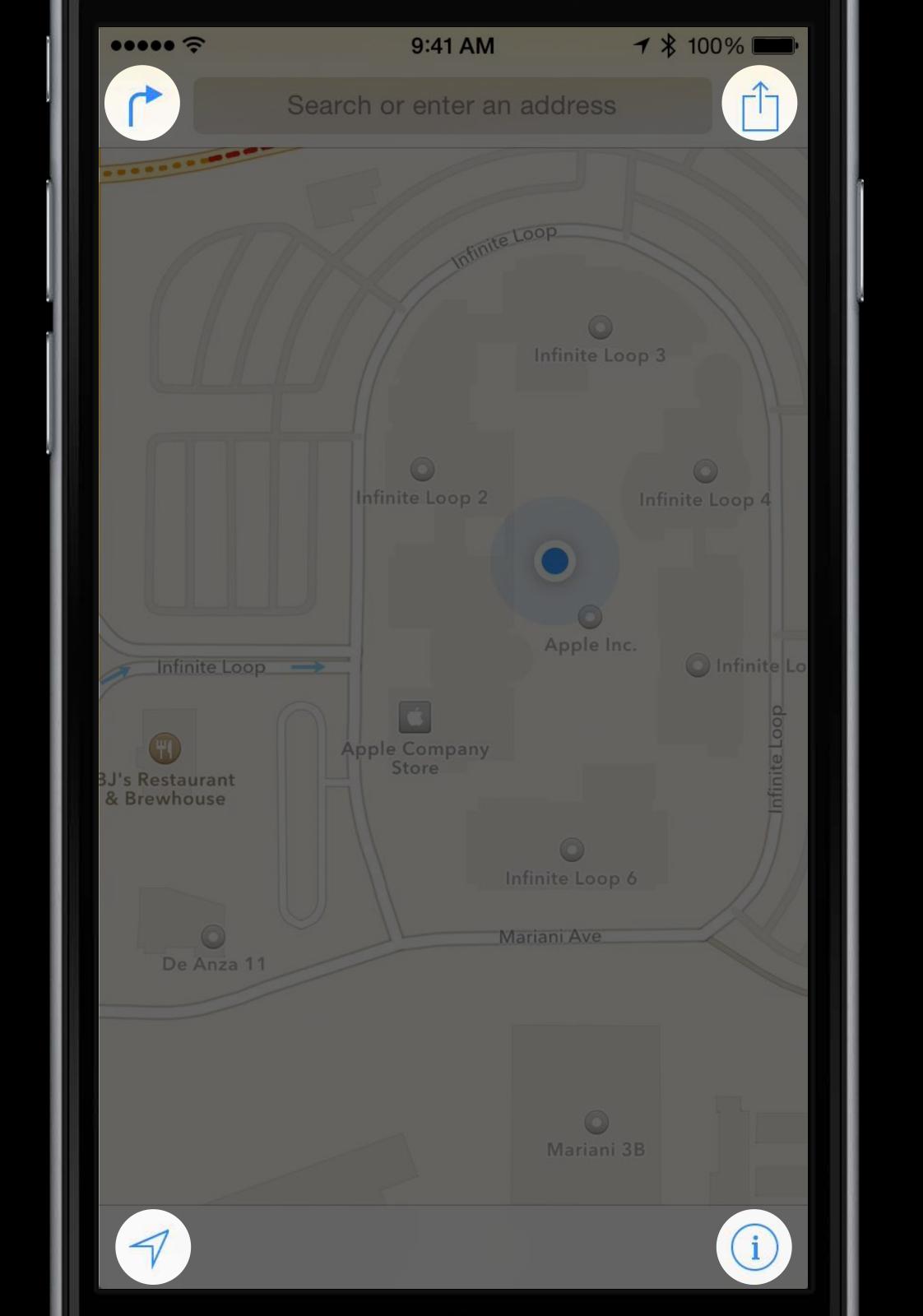
- 1. Slow apps
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- 4. Confusing labels
- 5. Using Menus for navigation

10 Common Pitfalls

- 1. Slow apps
- 2. Complex apps
- 3. Tedious navigation
- 4. Confusing labels
- 5. Using Menus for navigation
- 6. Buttons that don't look like buttons











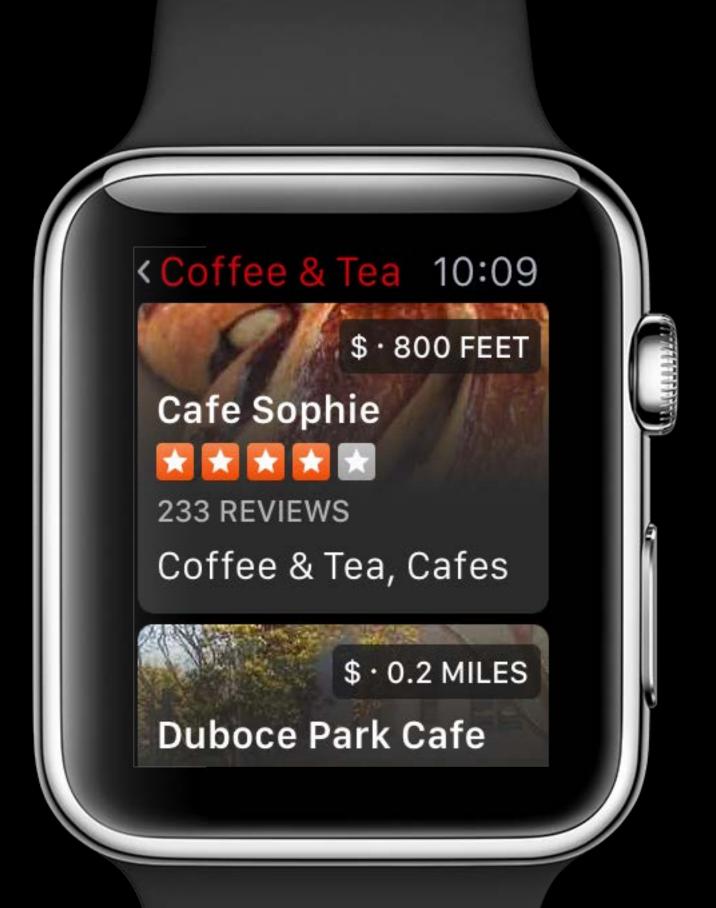










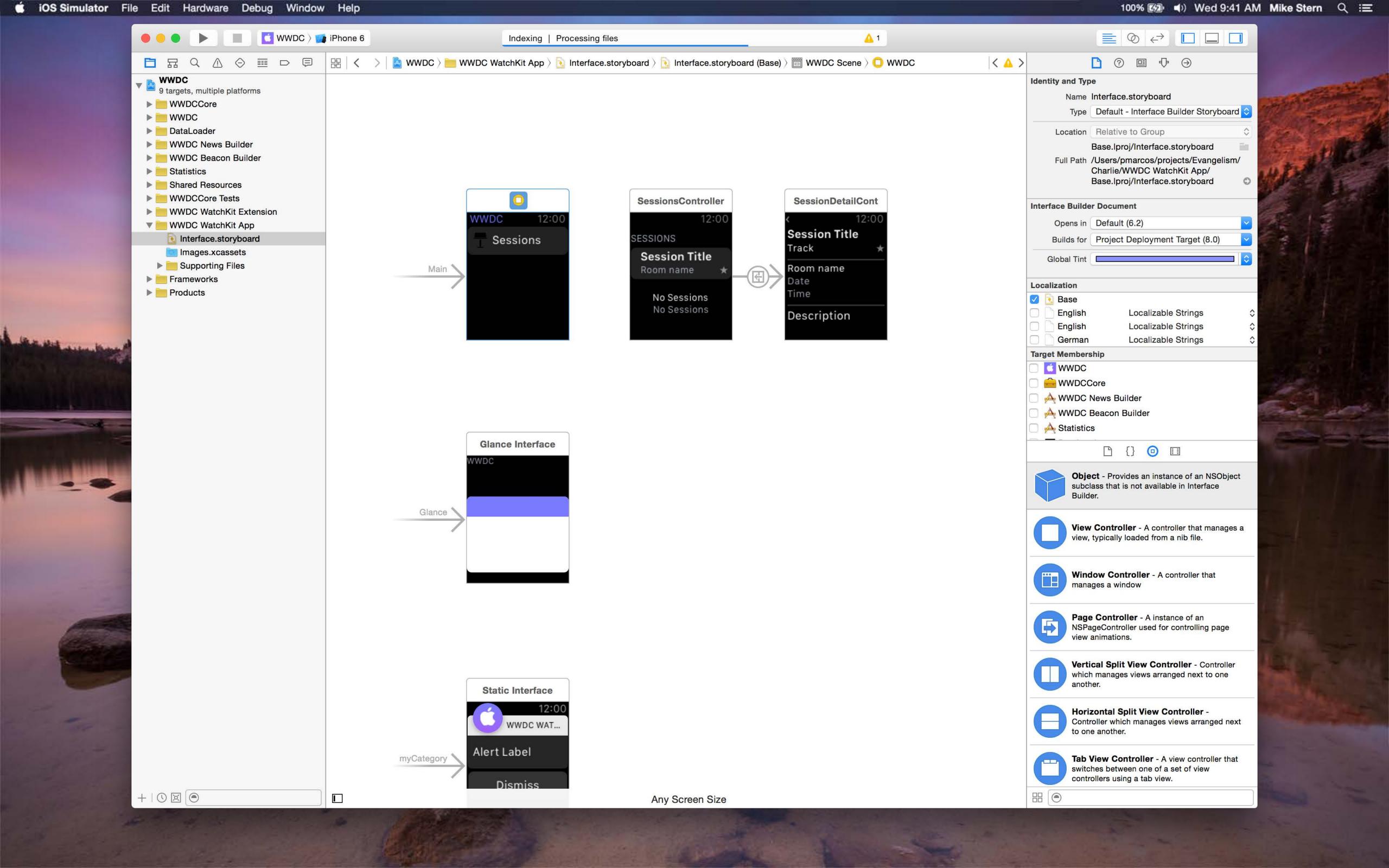


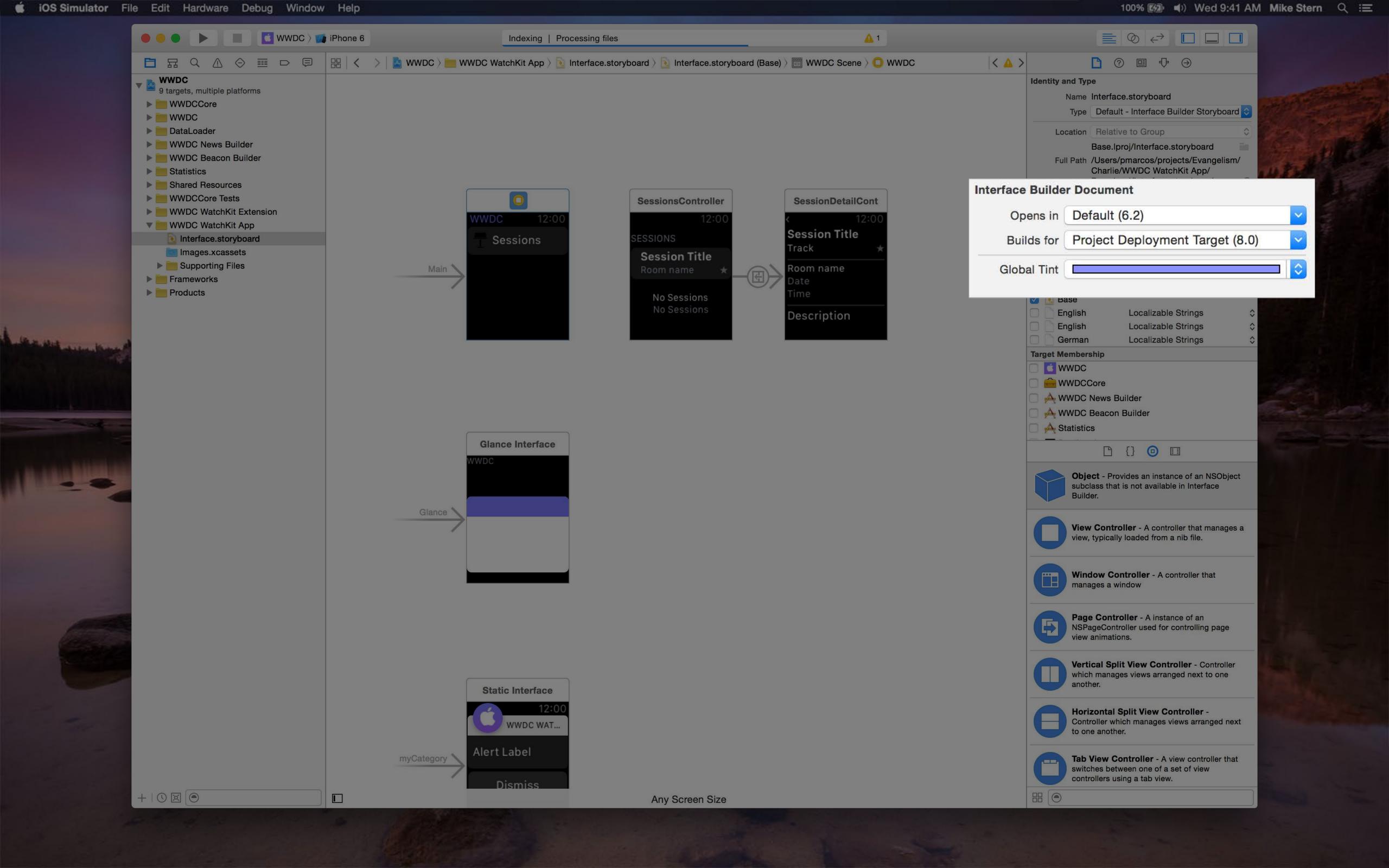


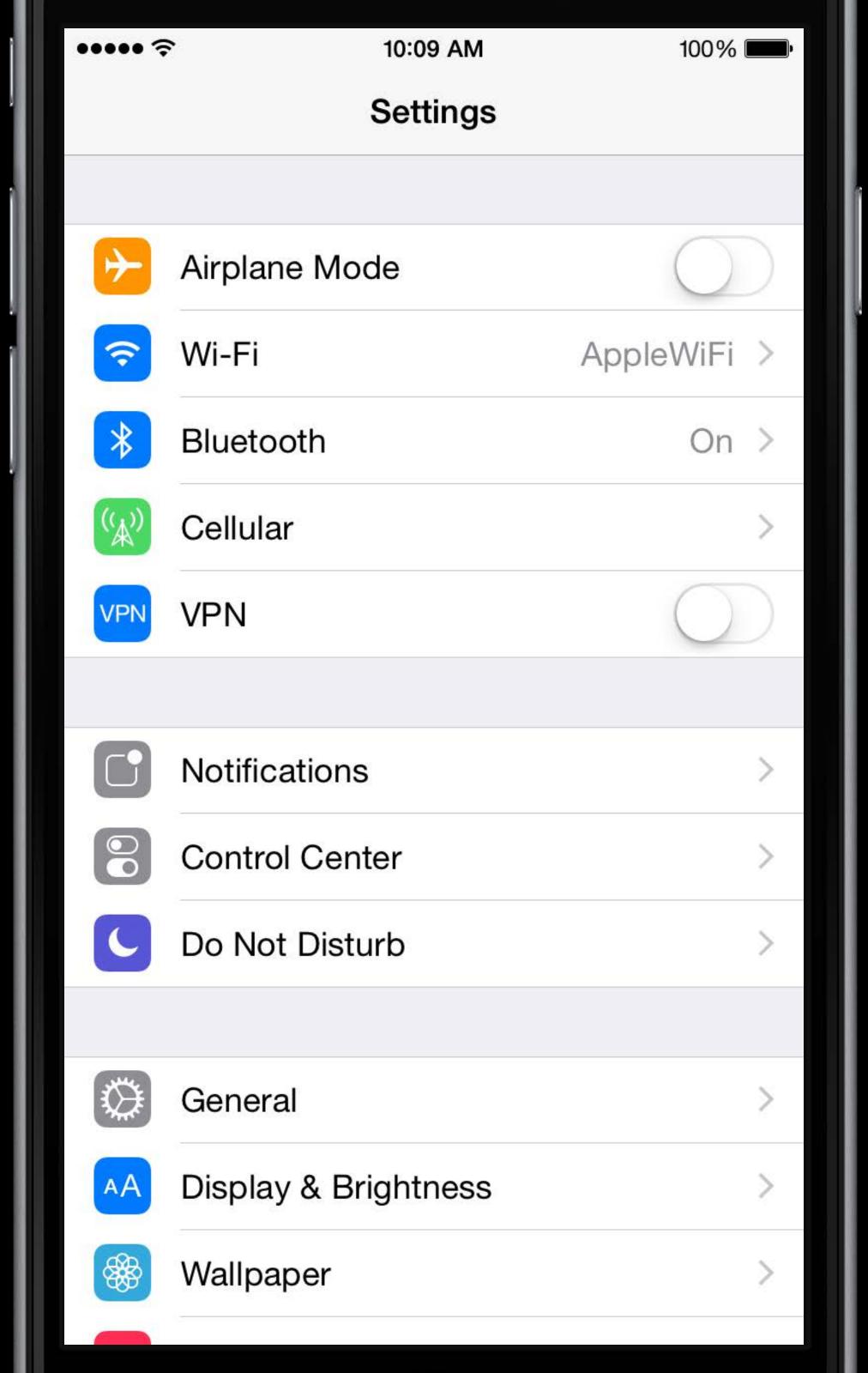


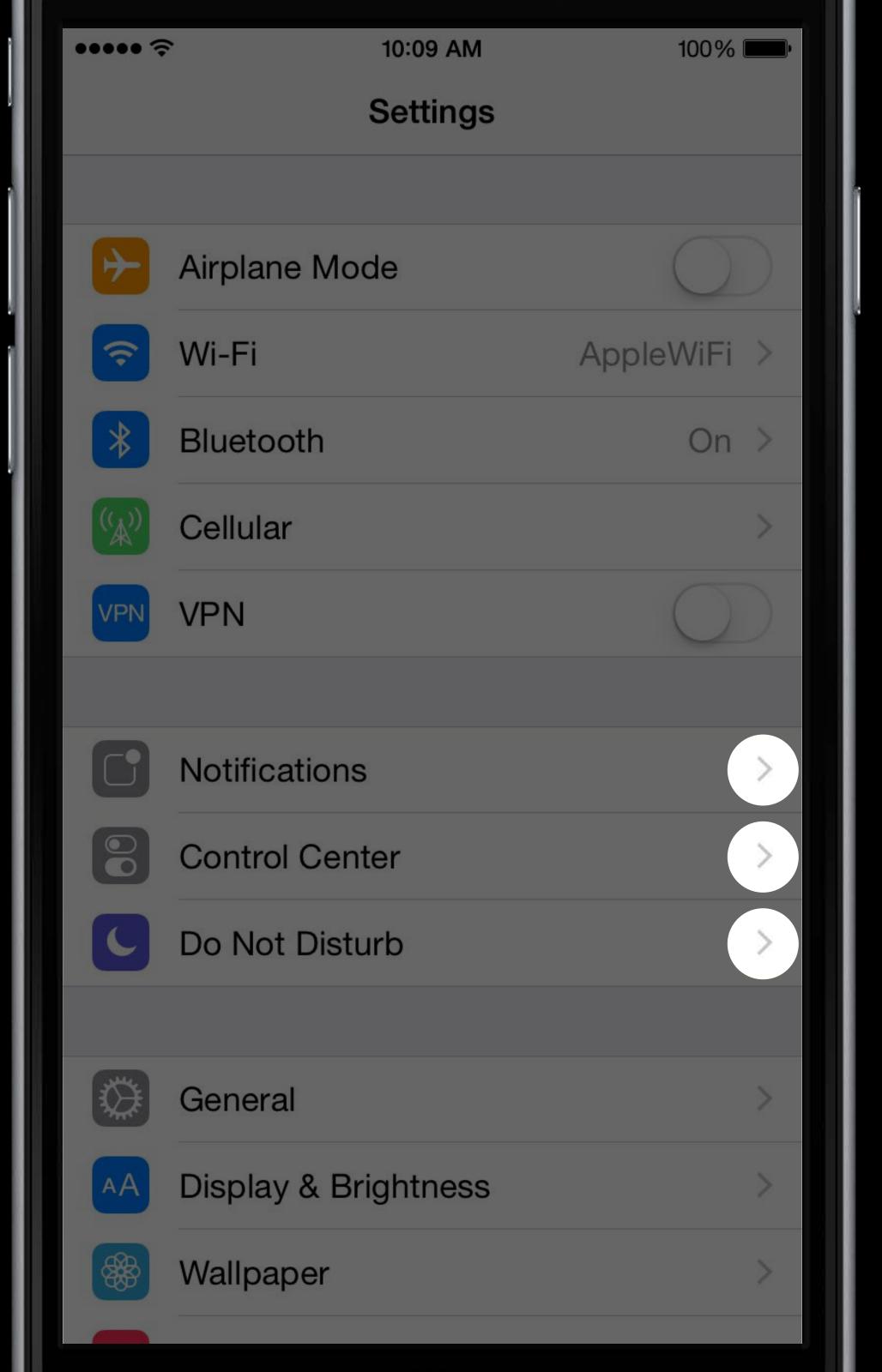


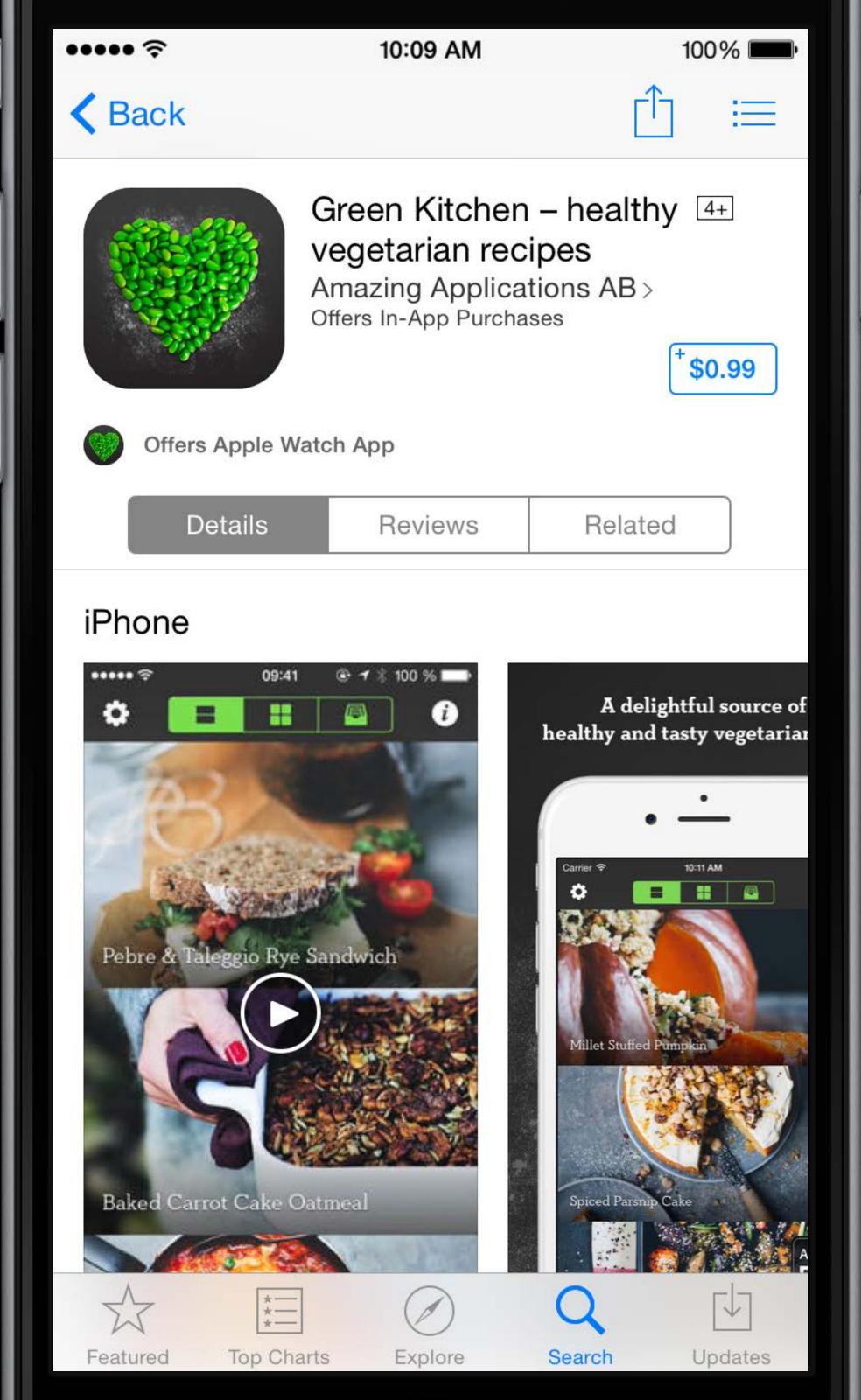


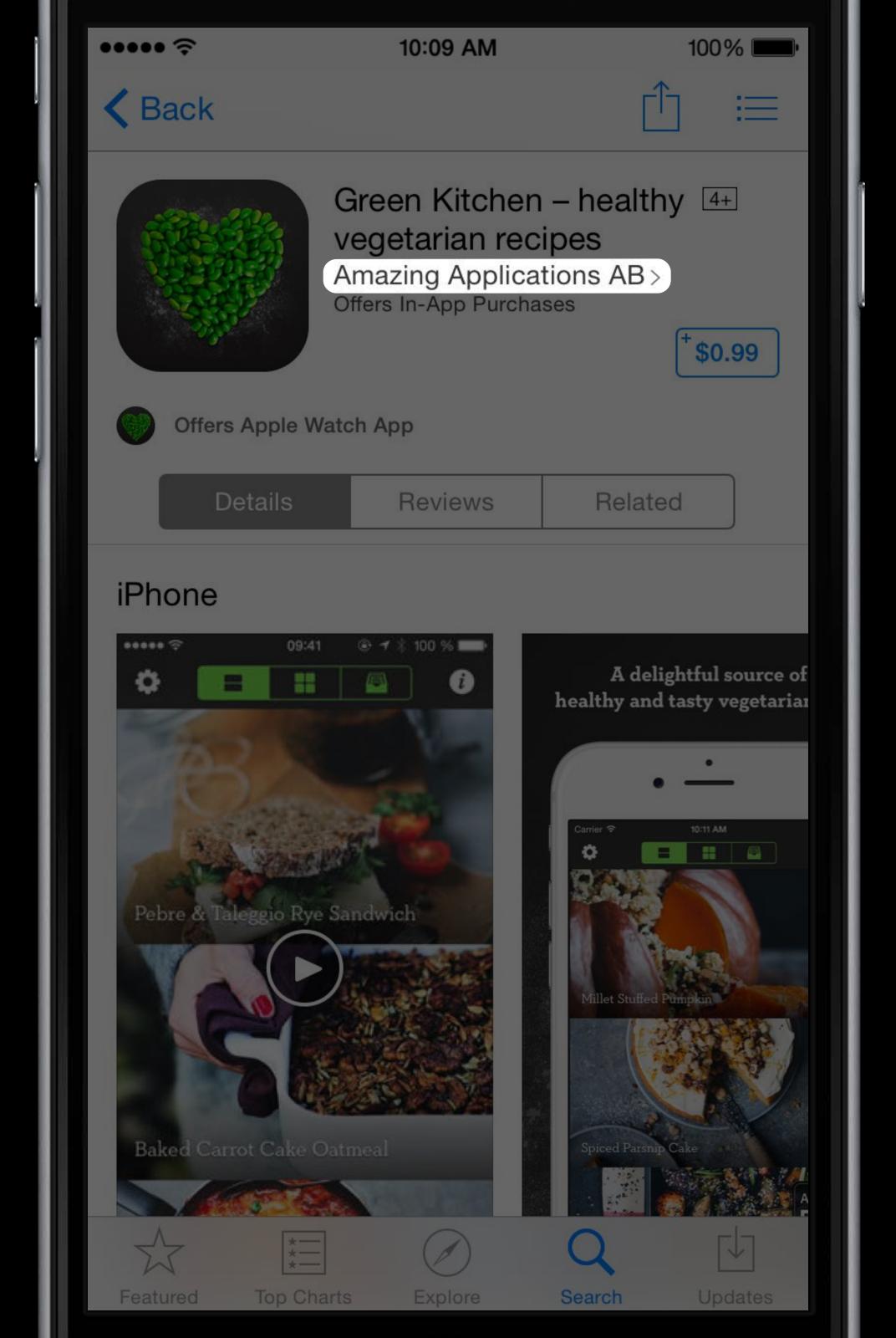






















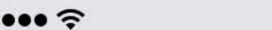












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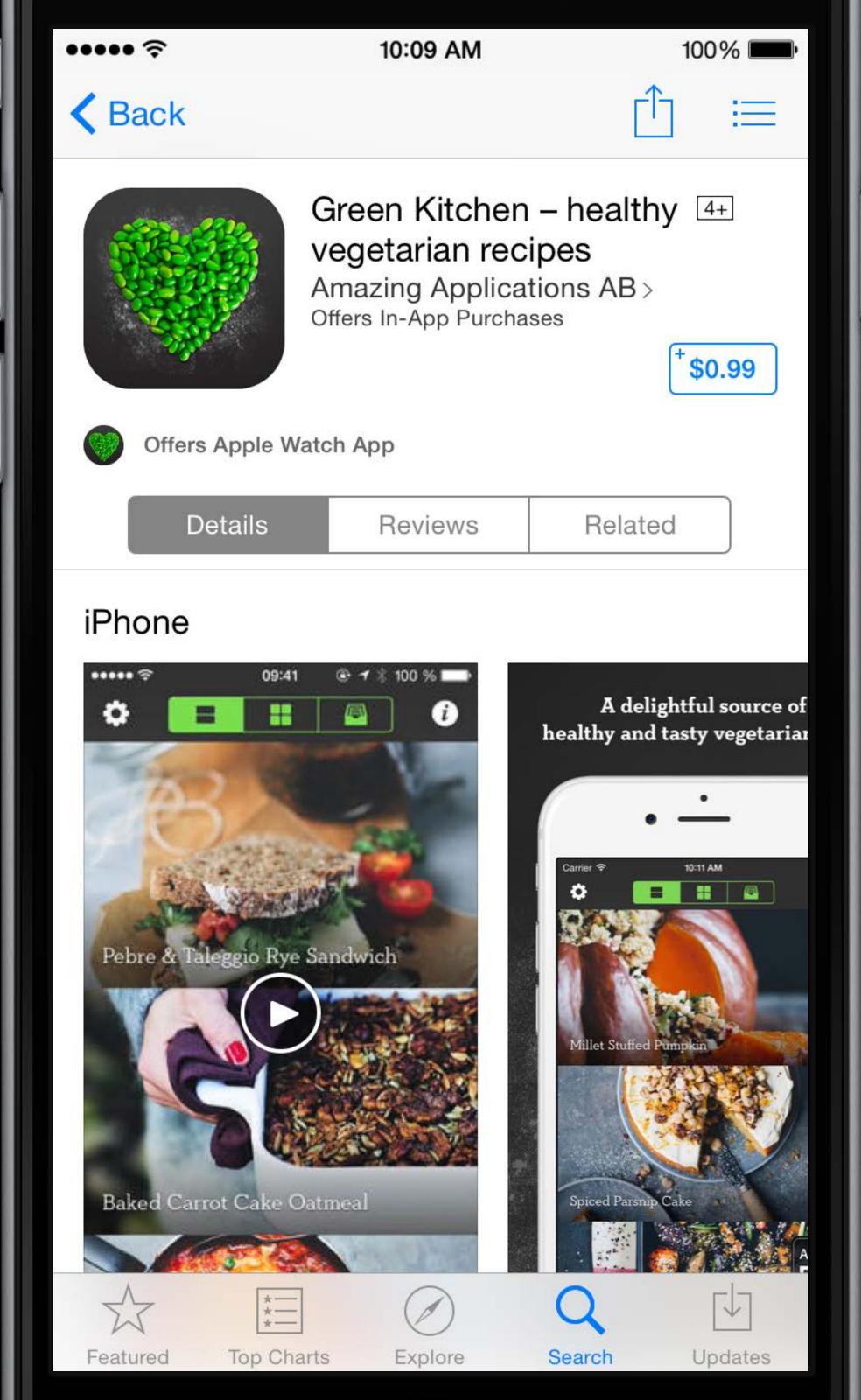


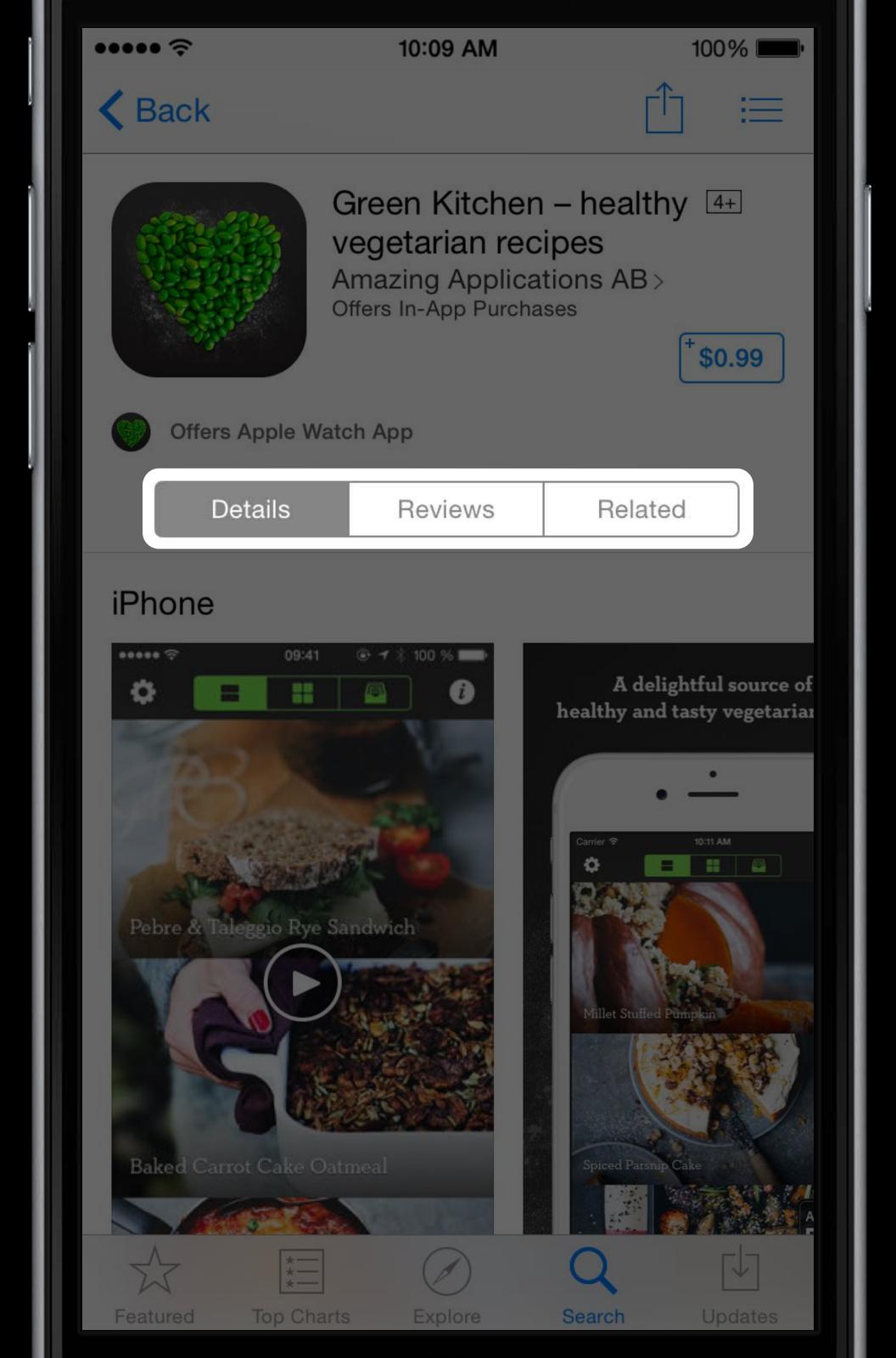


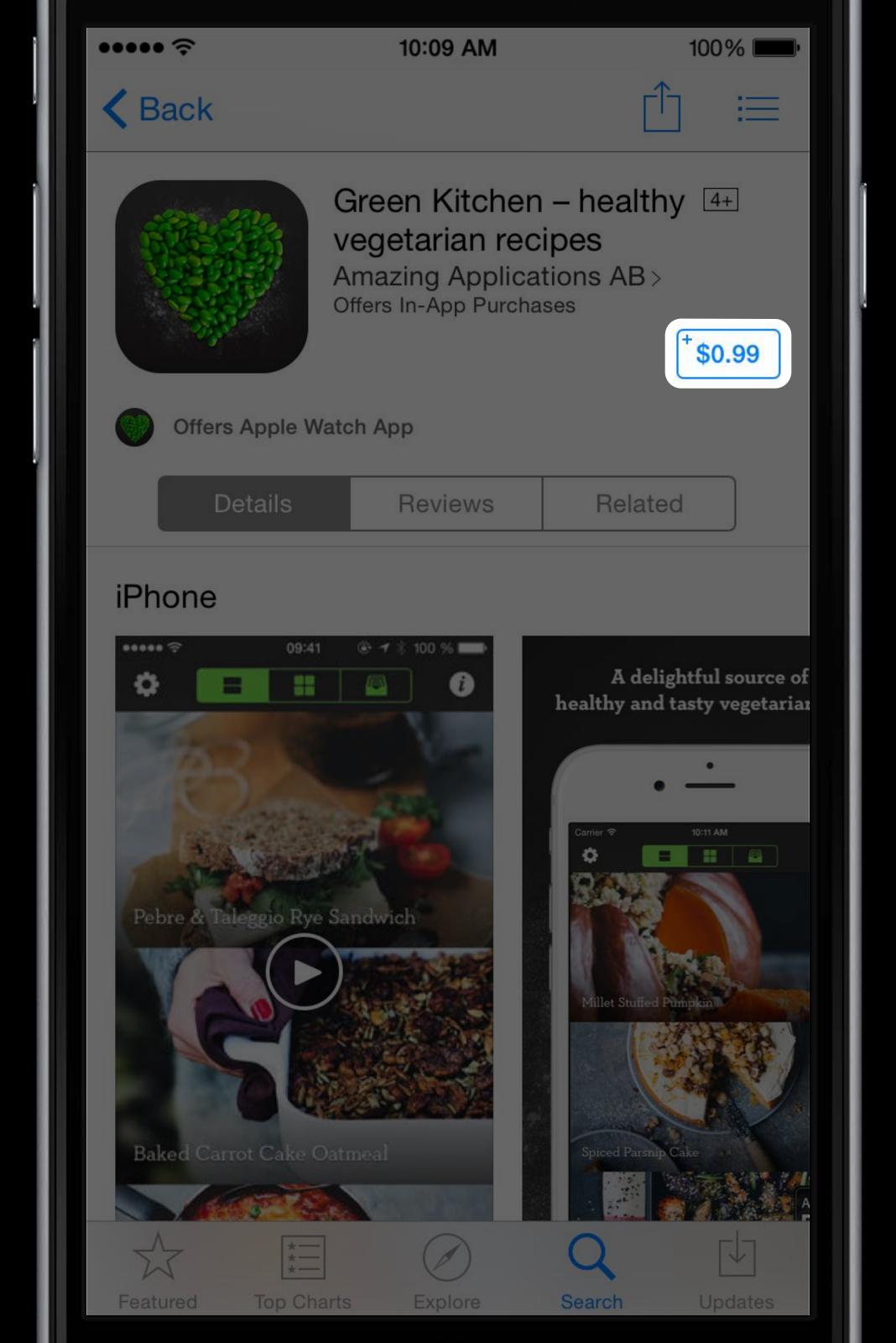


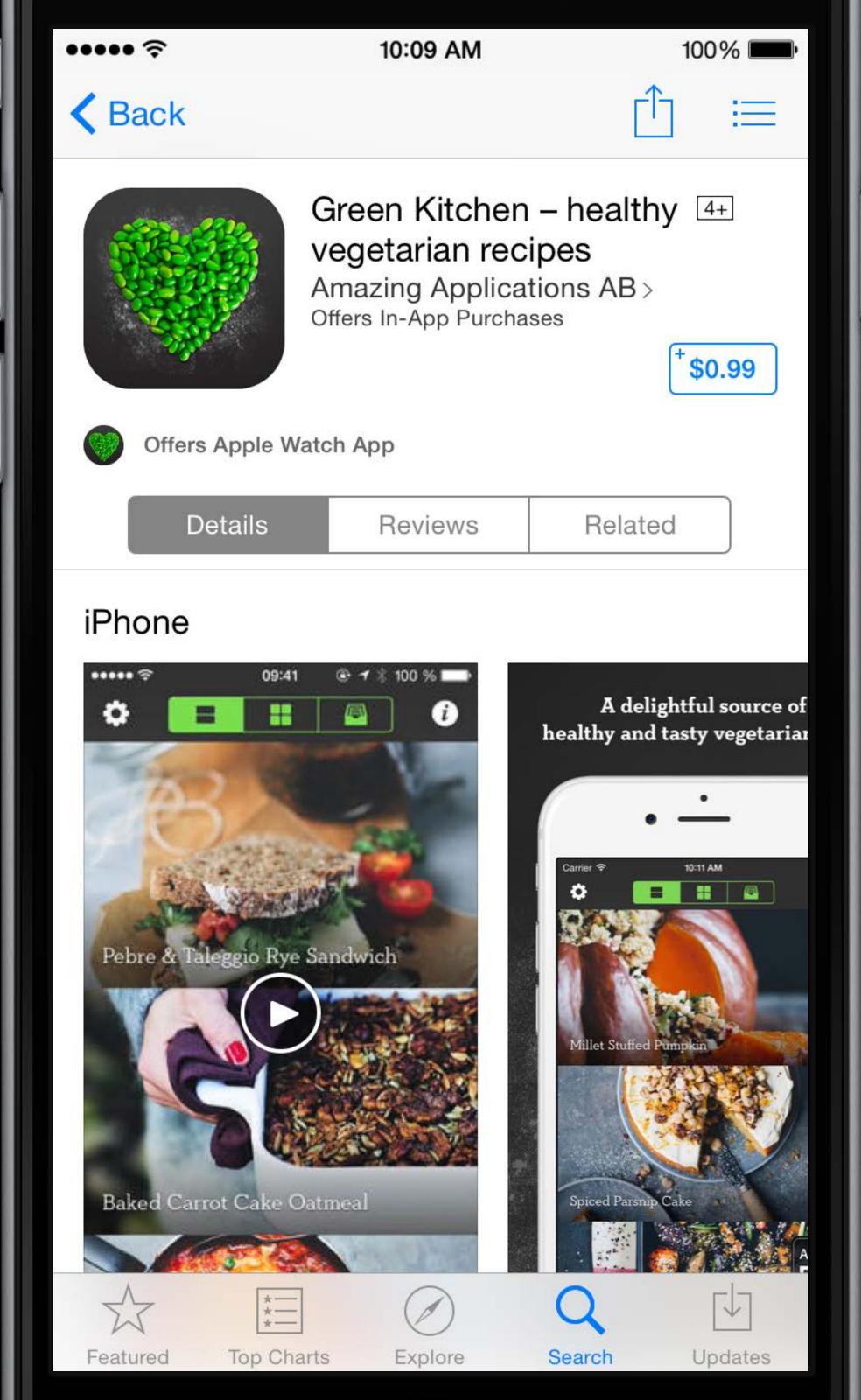














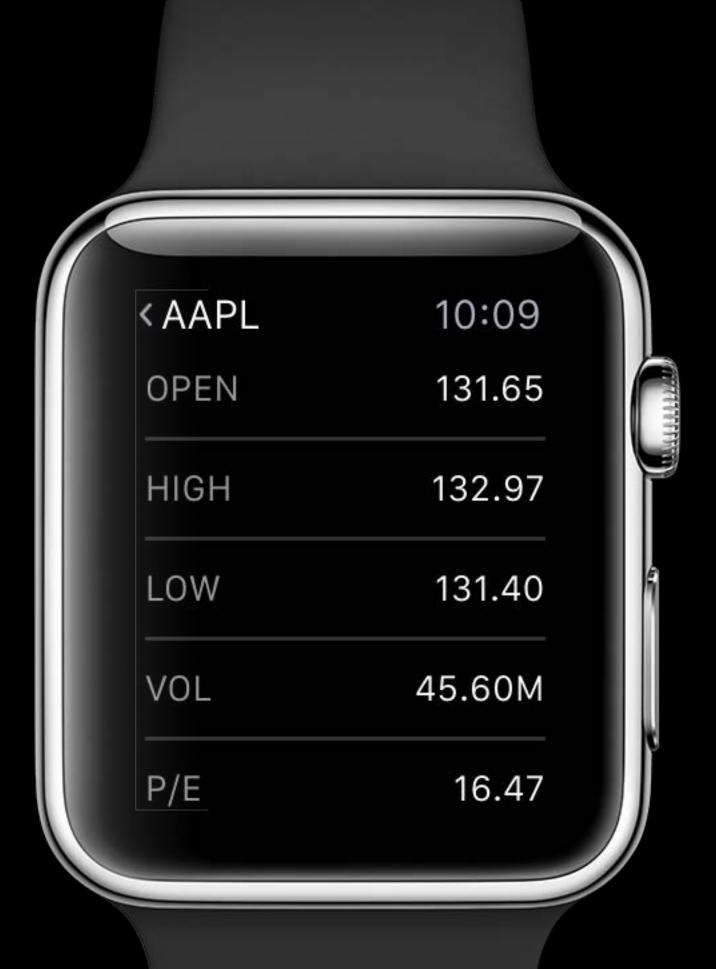












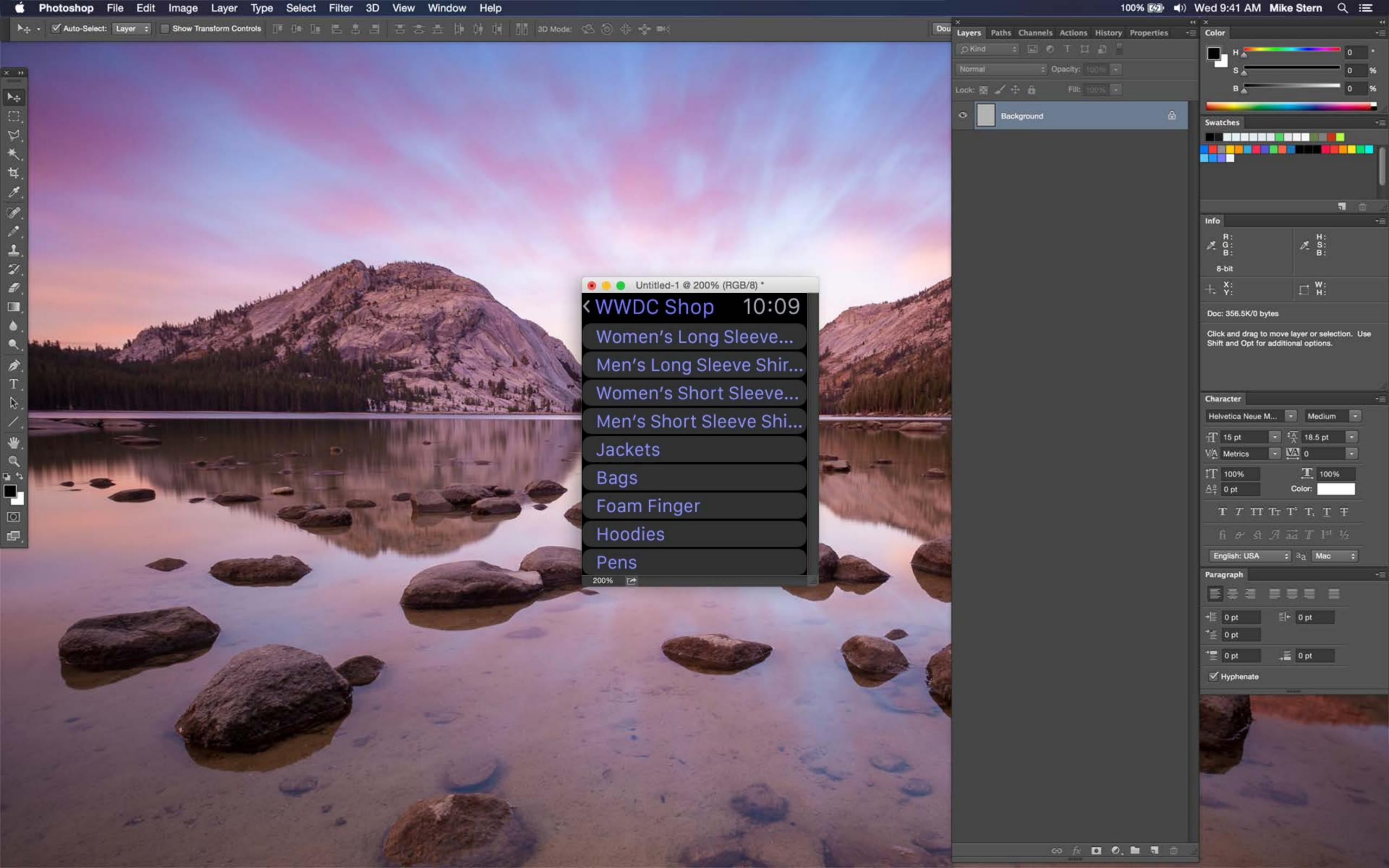


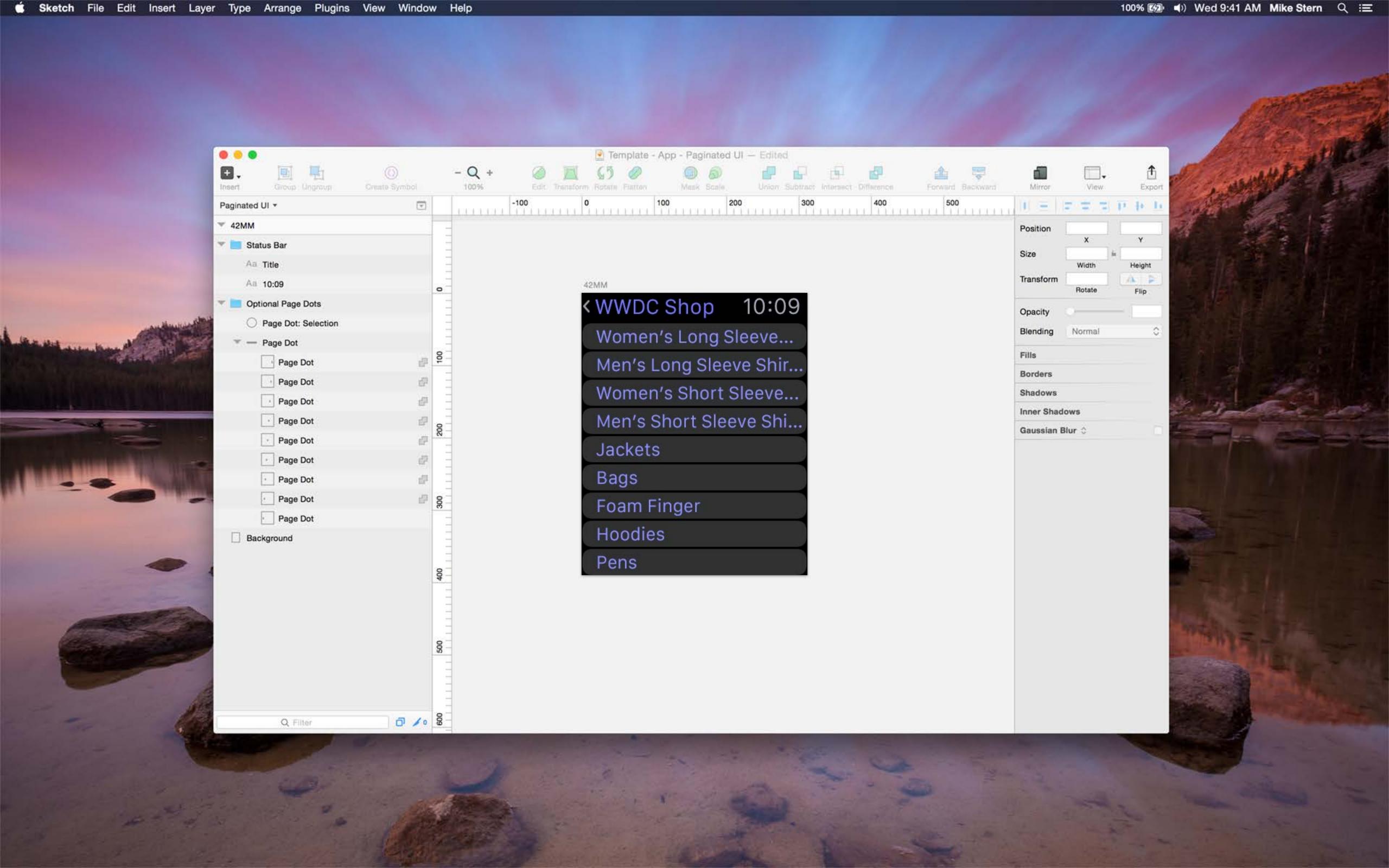


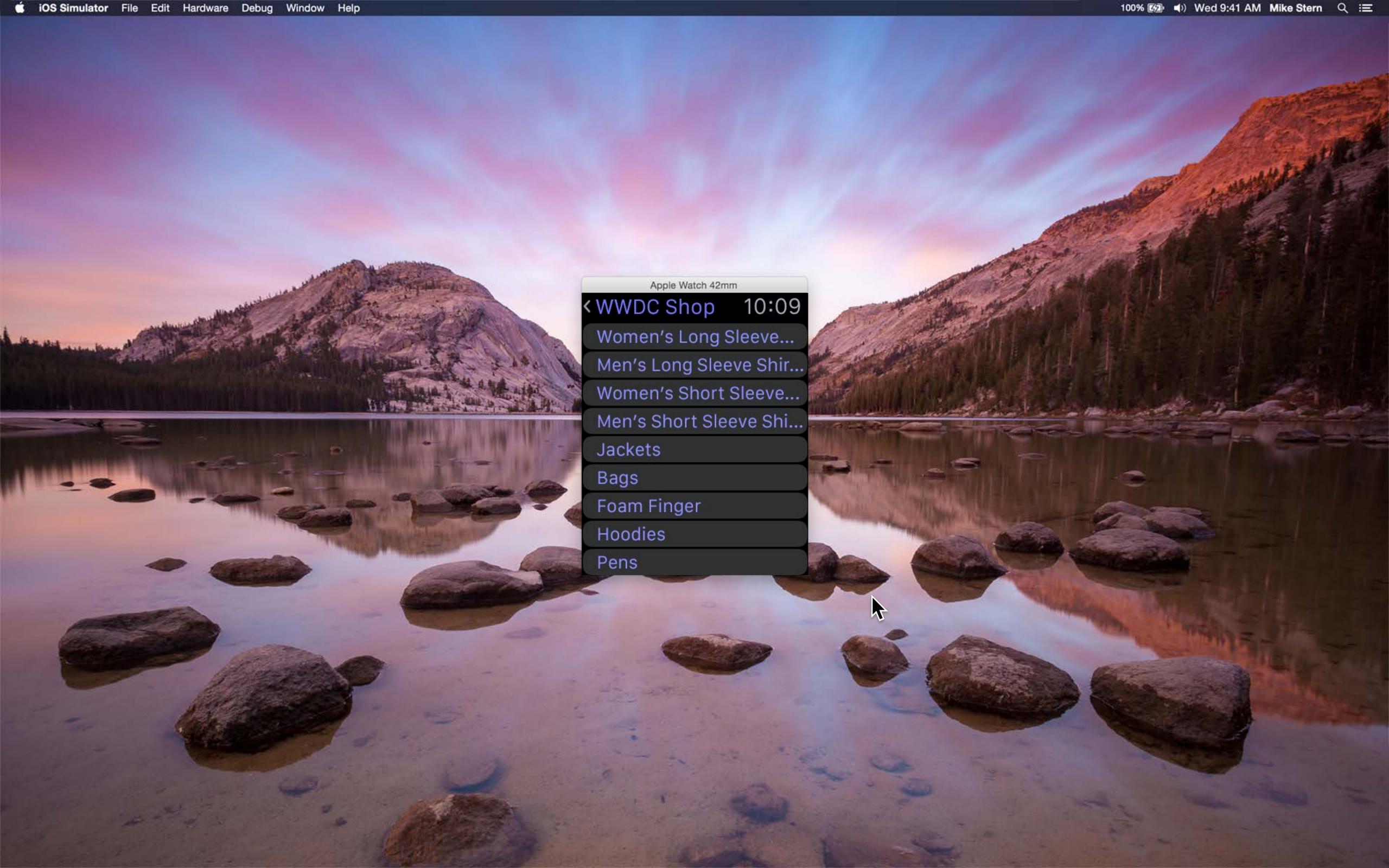


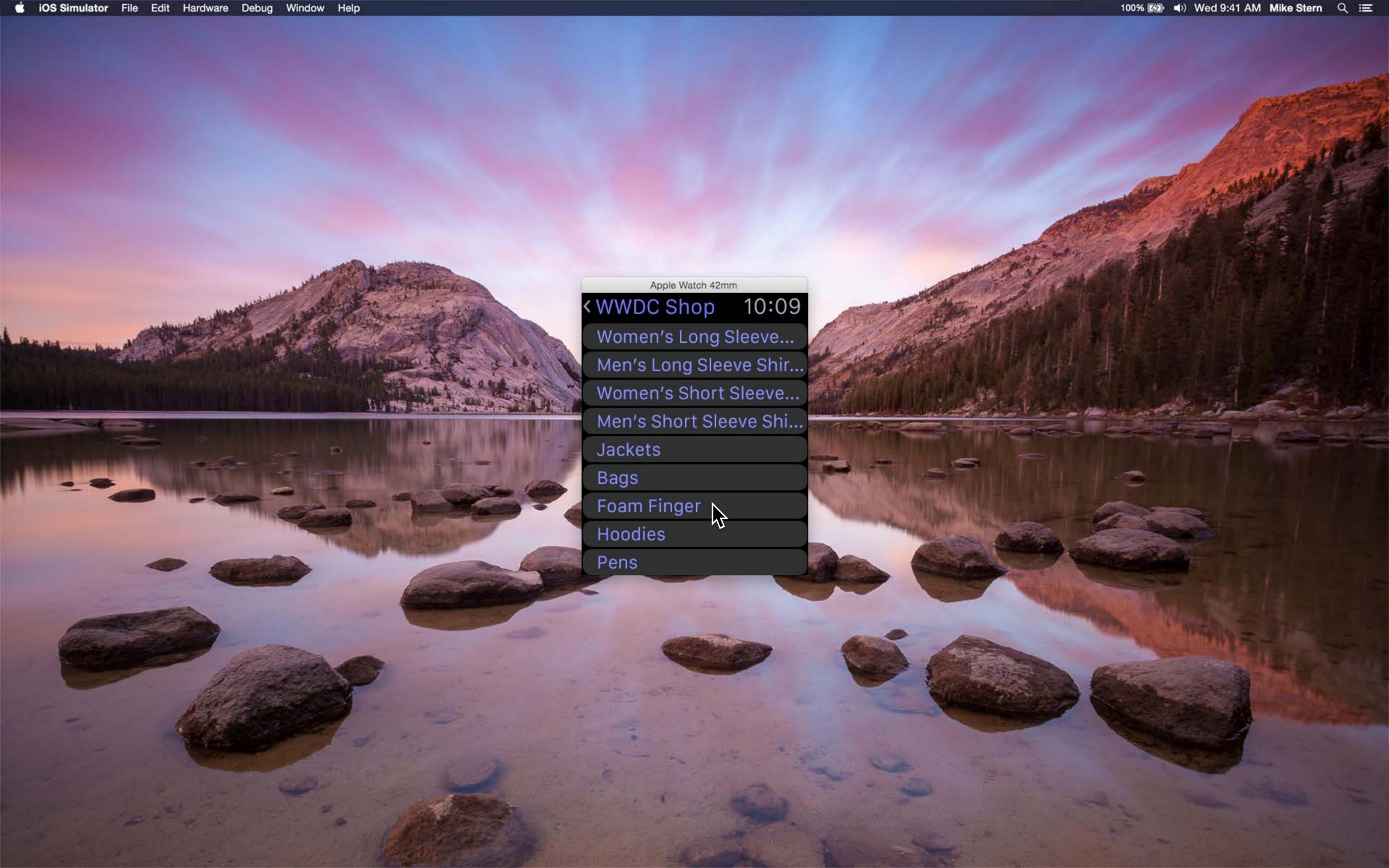
10 Common Pitfalls

- 1. Slow apps
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- 3. Tedious navigation
- 4. Confusing labels
- 5. Using Menus for navigation
- 6. Buttons that don't look like buttons
- 7. Inadequate tap targets





























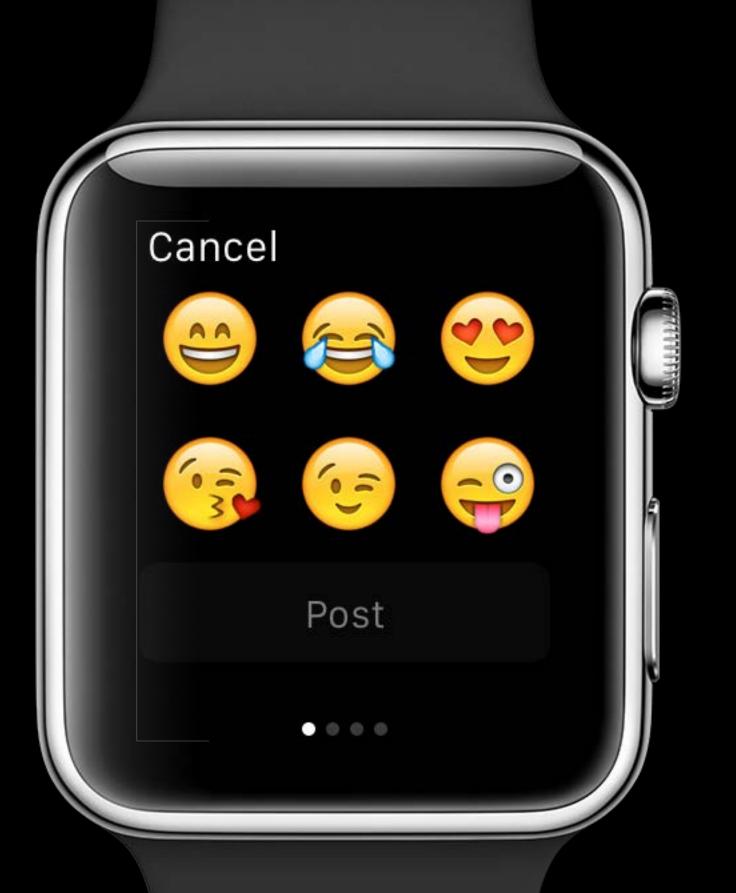












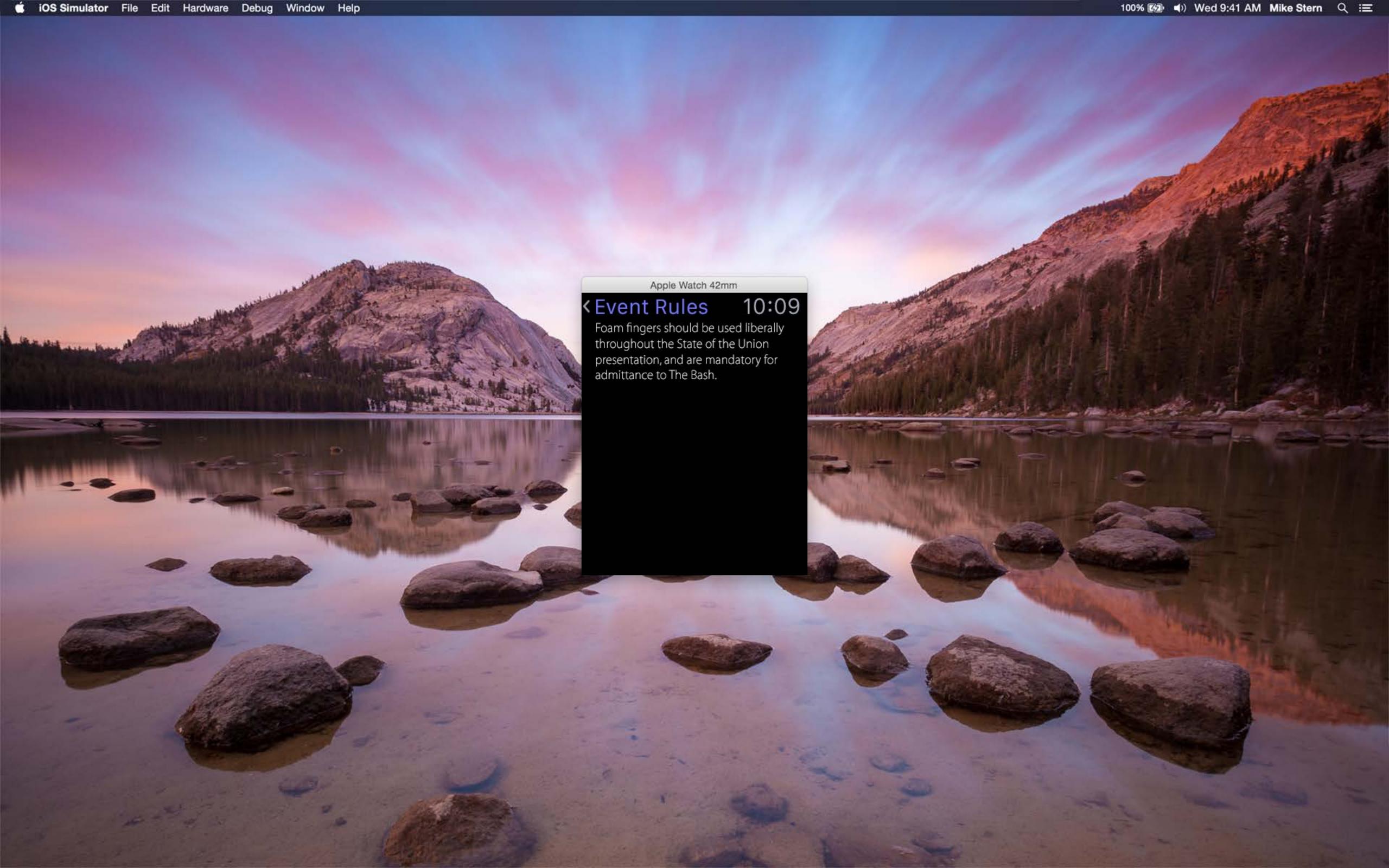




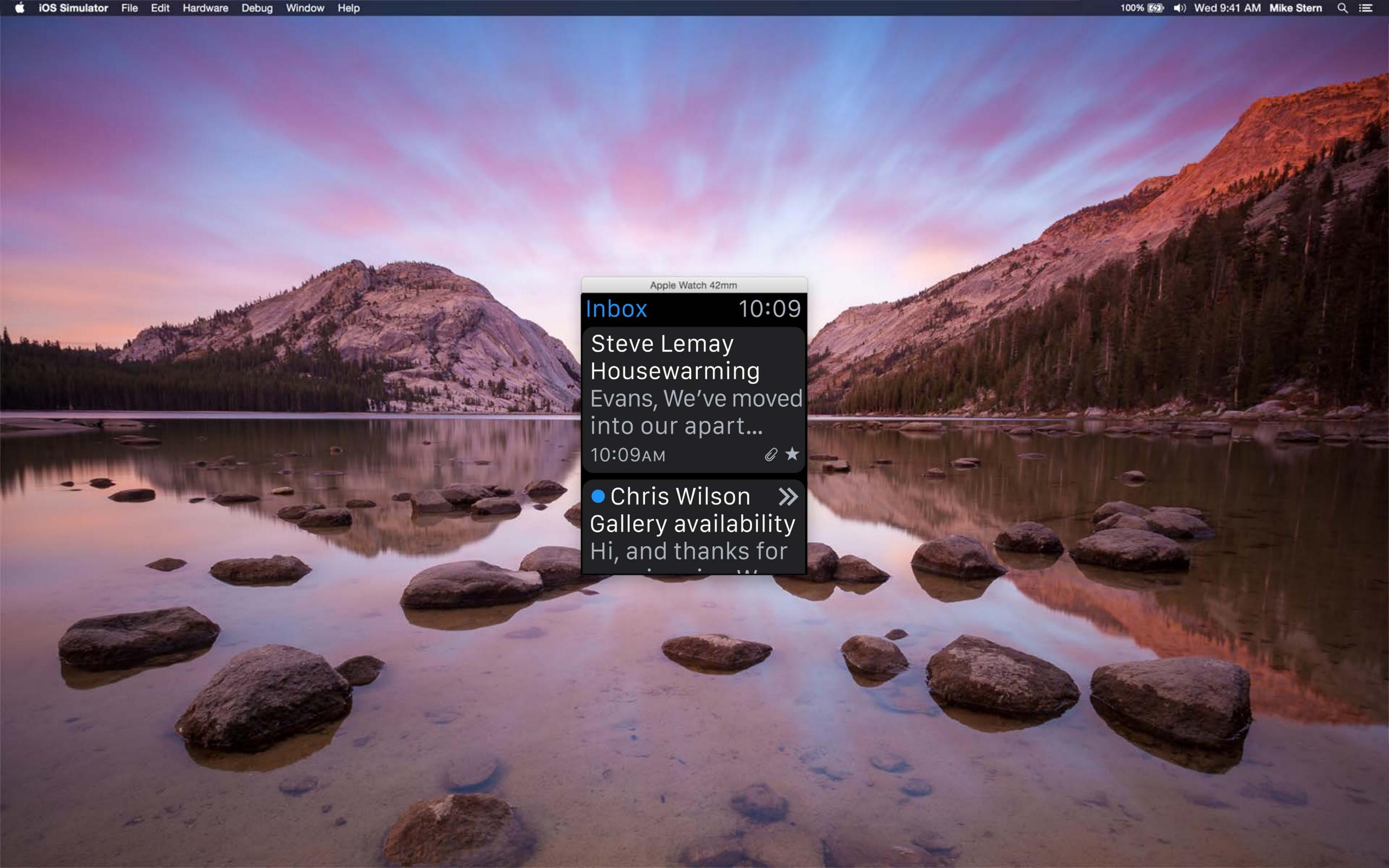


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- 8. Tiny fonts



















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Foam fingers should be used liberally throughout the State of the Union presentation, and are mandatory for admittance to The Bash.

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Event Rules 10:09

Foam fingers should be used liberally throughout the State of the Union presentation, and are mandatory for admittance to The Bash.

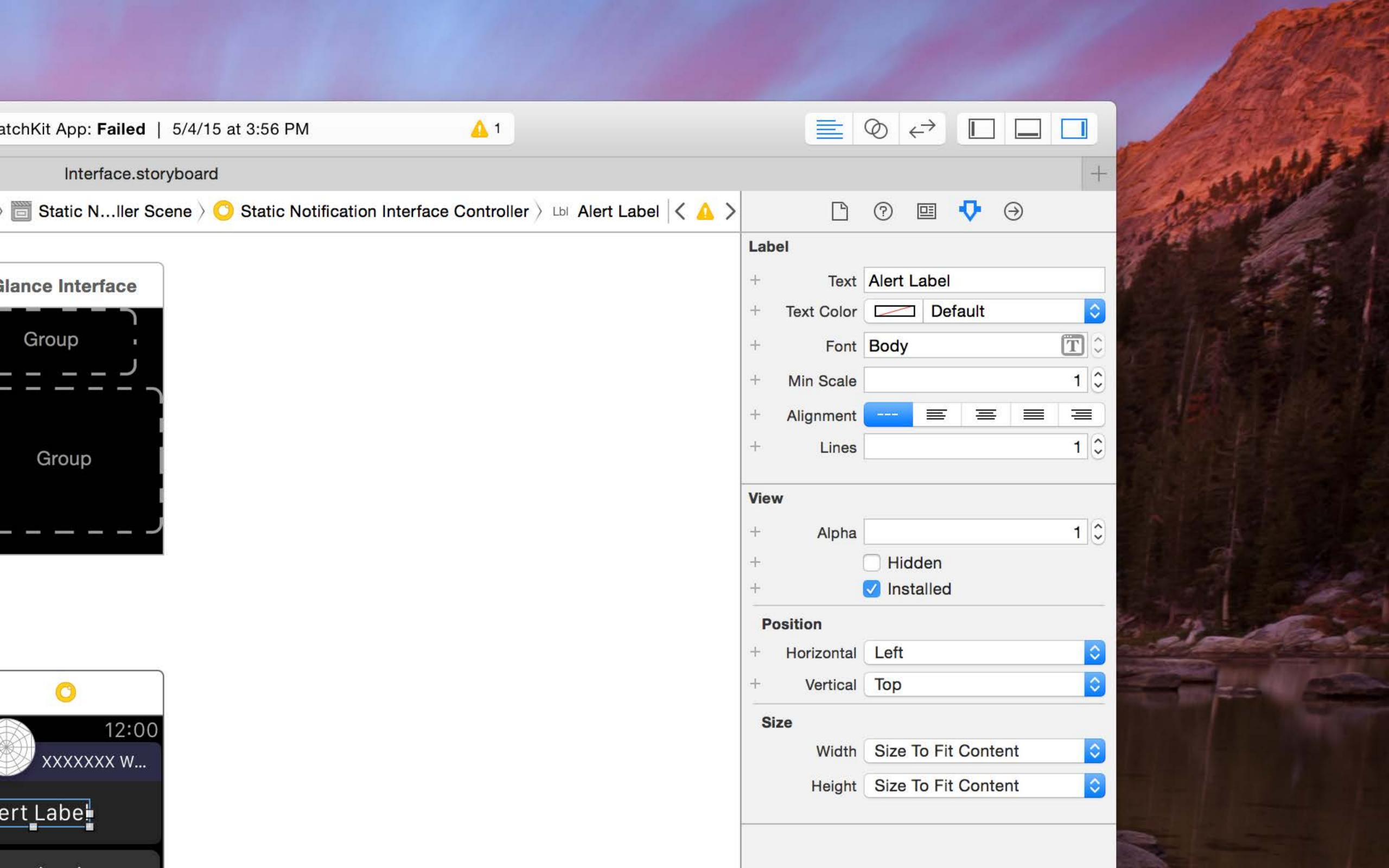
Related Sessions

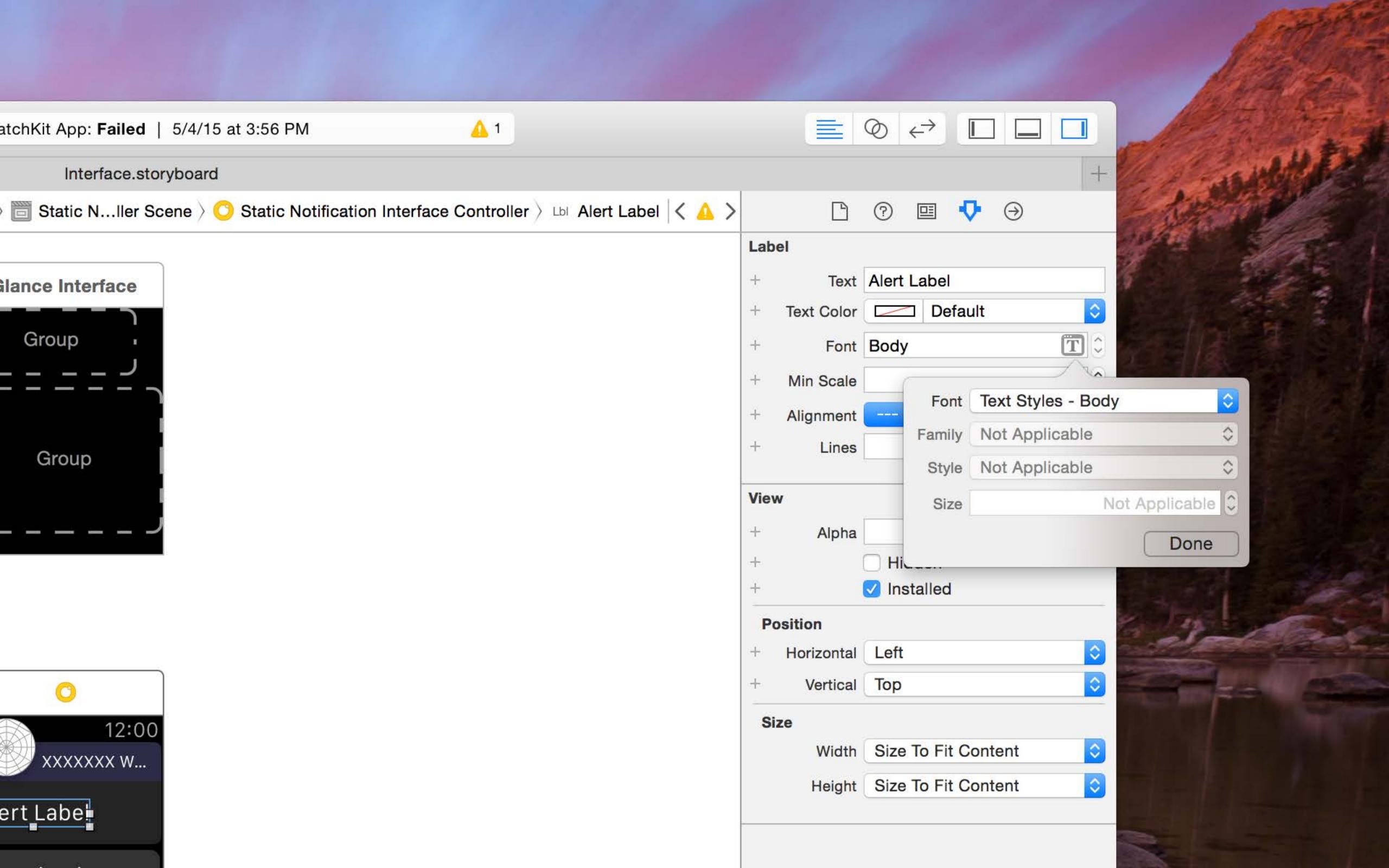
Introducing the New System Fonts

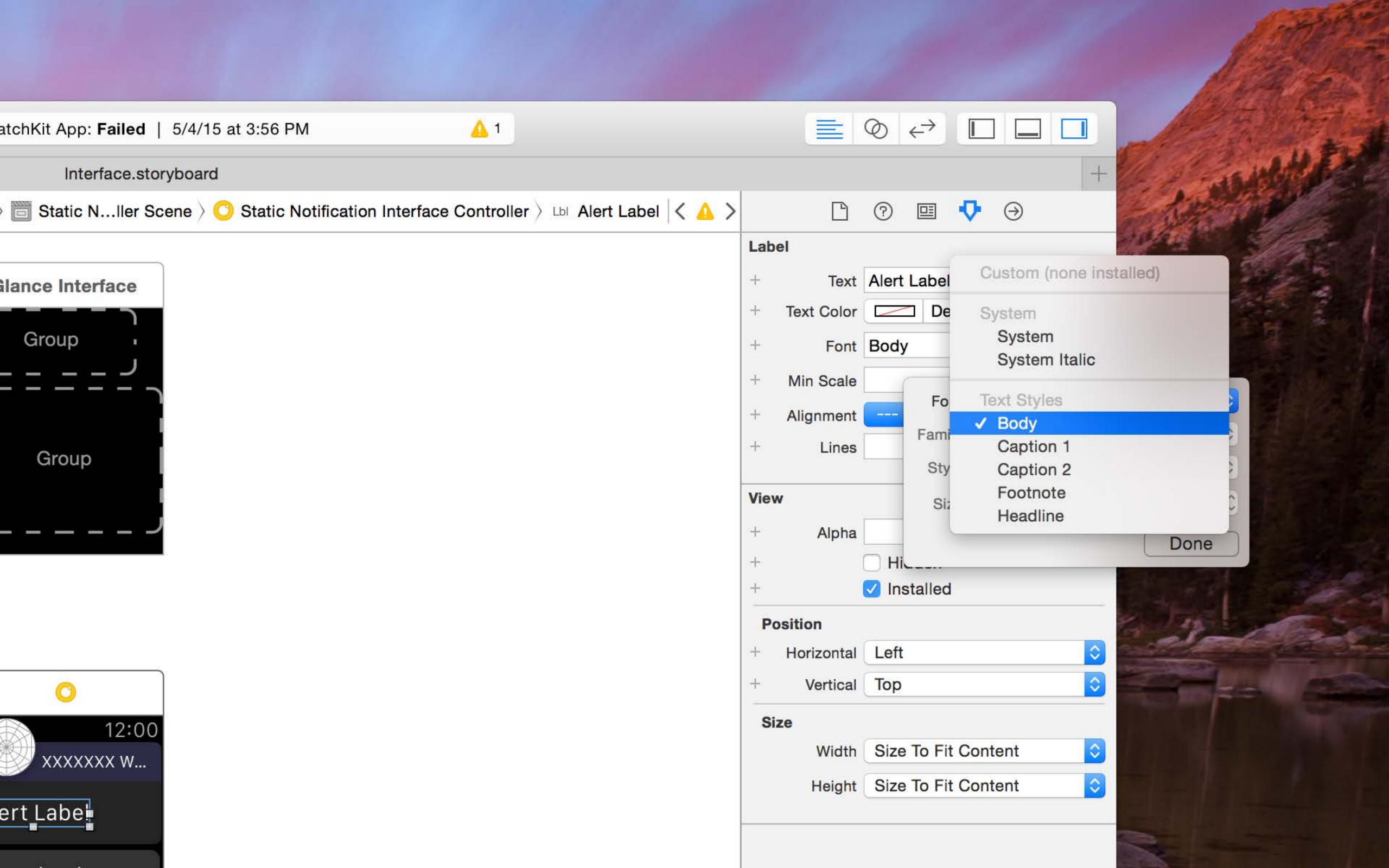
Friday 2:30PM

















Size

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Leading

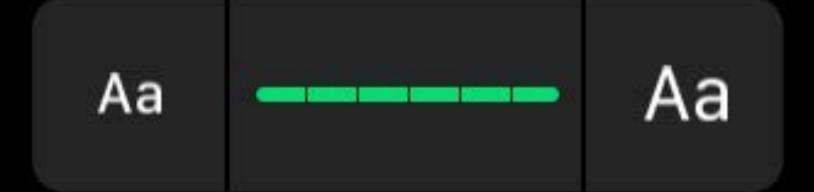
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Tracking

xSmall

Abcdef Abcdef

xxxLarge

Tracking



xSmall

Headline SB 14PT, 16.5 PT L, 14 T

Body R 14 pt, 16.5 pt L, 14 T

Caption 1 R 14 PT, 15.5 PT L, 16 T

Caption2 R 12 pt, 14.5 pt L, 20 T

Footnote R 11 pt, 13.5 pt L, 24 T

Large

Headline SB 16PT, 18.5 PT L, 0 T

Body R 16 pt, 18.5 pt L, 0 T

Caption 1 R 15 pt, 17.5 pt L, 4 T

Caption2 R 14 pt, 16.5 pt L, 14 T

Footnote R 13 pt, 15.5 pt L, 16 T

xxxLarge

Headline SB 19 PT, 21.5 PT L, -12 T

Body R 19 pt, 21.5 pt L, -12 T

Caption 1 R 18 pt, 20.5 pt L, -8 T

Caption2 R 17 pt, 19.5 pt L, -4 T

Footnote R 16 pt, 18.5 pt L, 0 T



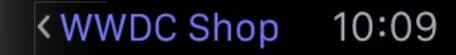




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- 6. Buttons that don't look like buttons
- 7. Inadequate tap targets
- 8. Tiny fonts
- 9. Background colors and unnecessary padding





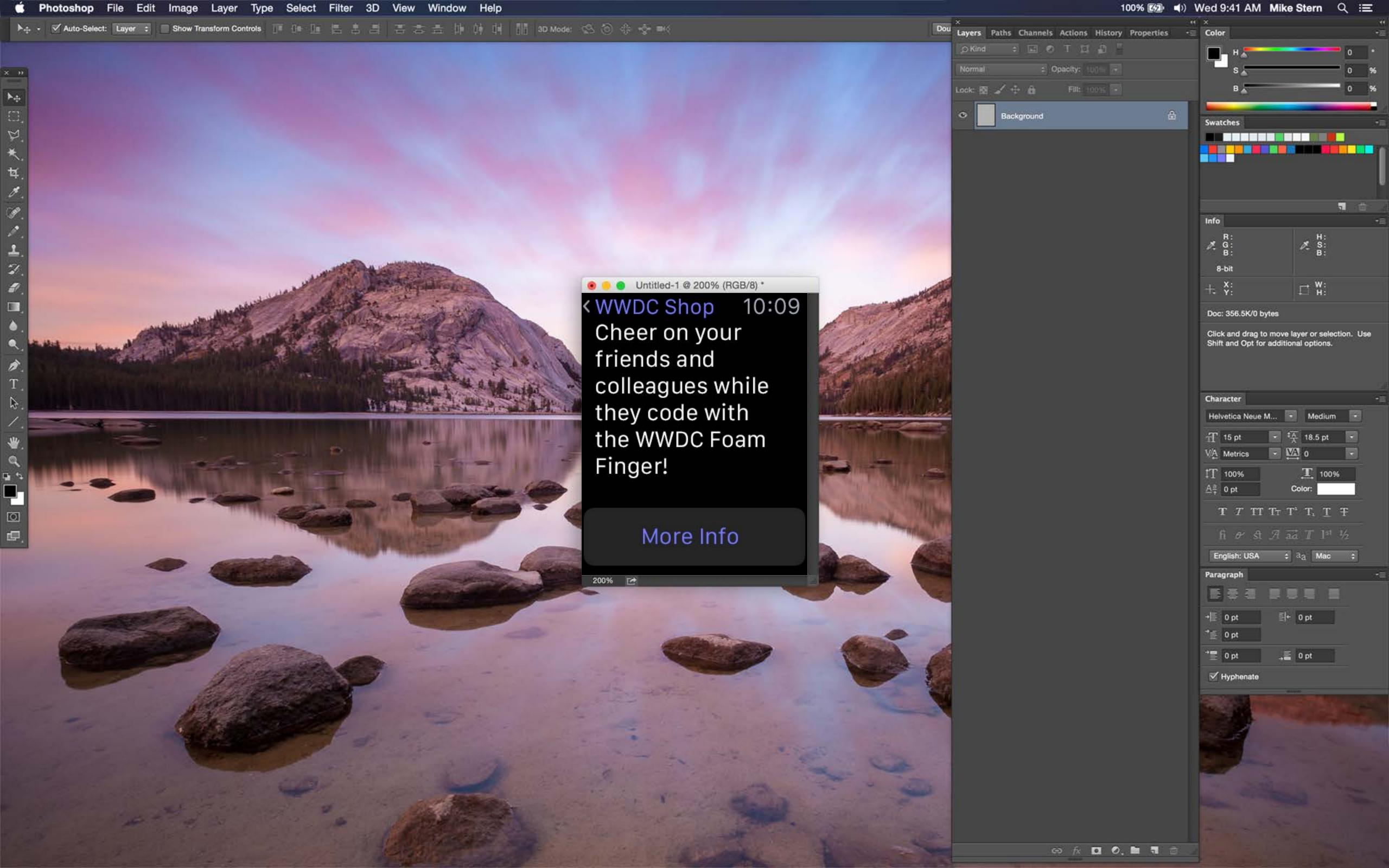
Cheer on your friends and colleagues while they code with the WWDC Foam Finger!

More Info



















Hailo







Citymapper







Rules!





Rules!





Lifesum











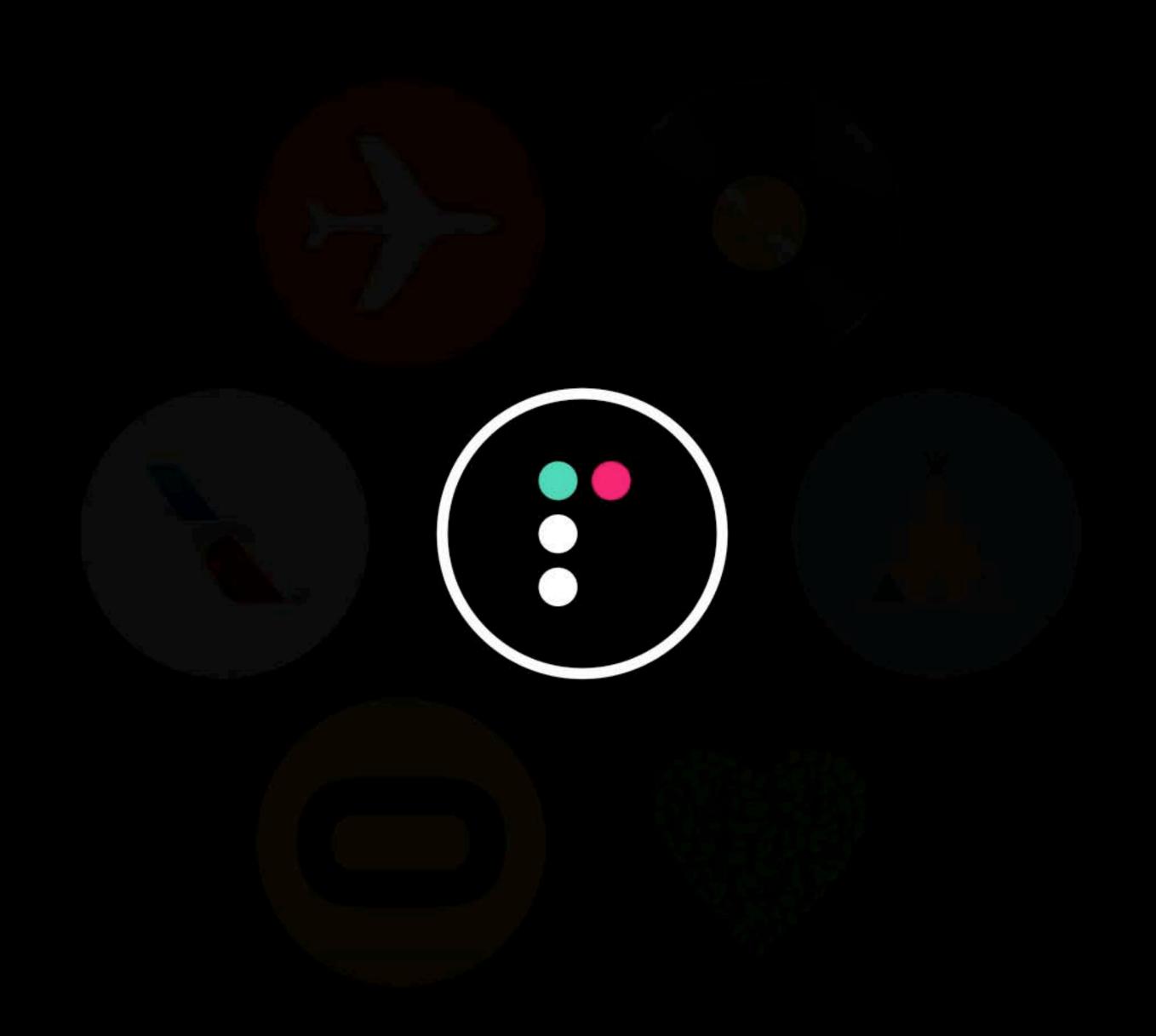


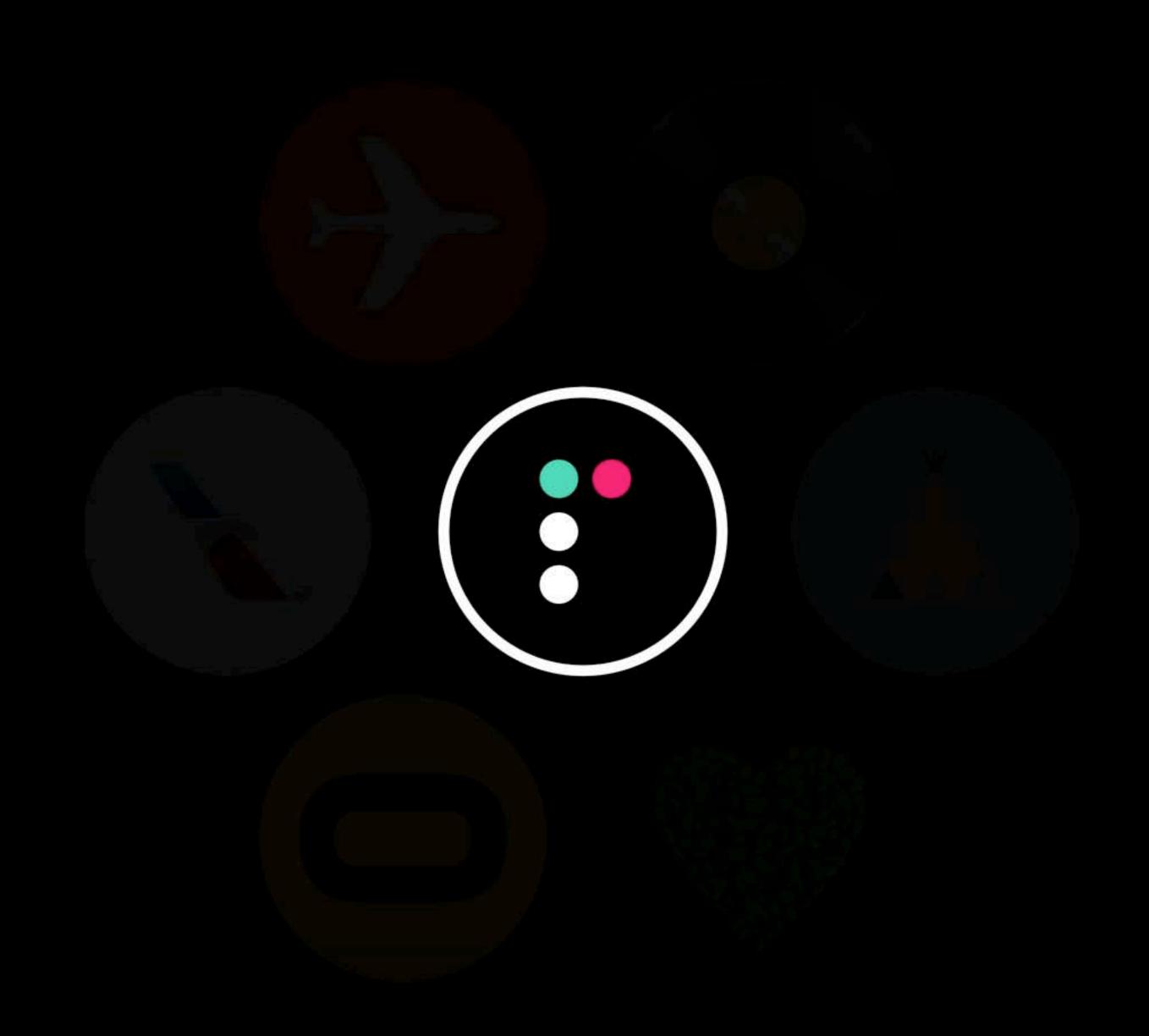


10 Common Pitfalls

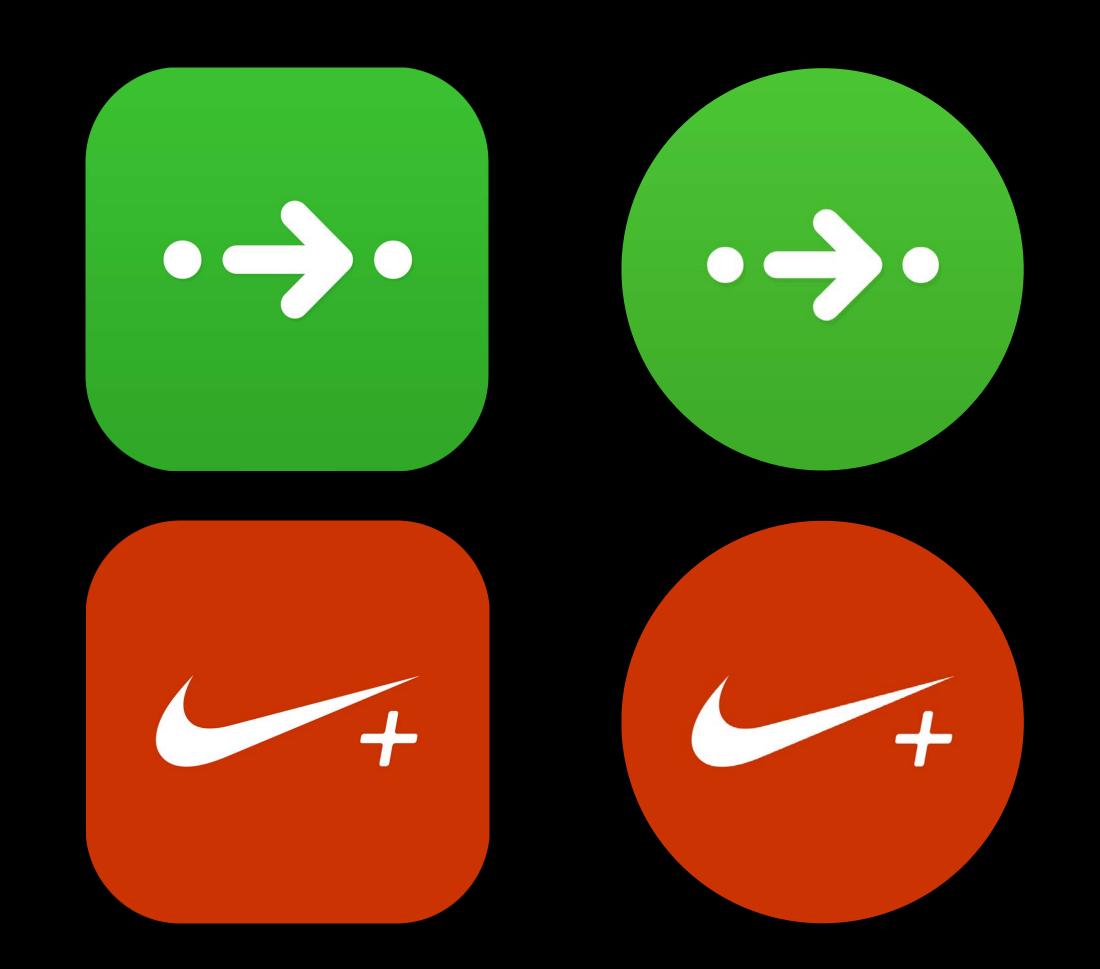
- 1. Slow apps
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- 7. Inadequate tap targets
- 8. Tiny fonts
- 9. Background colors and unnecessary padding
- 10. Mismatched app icons

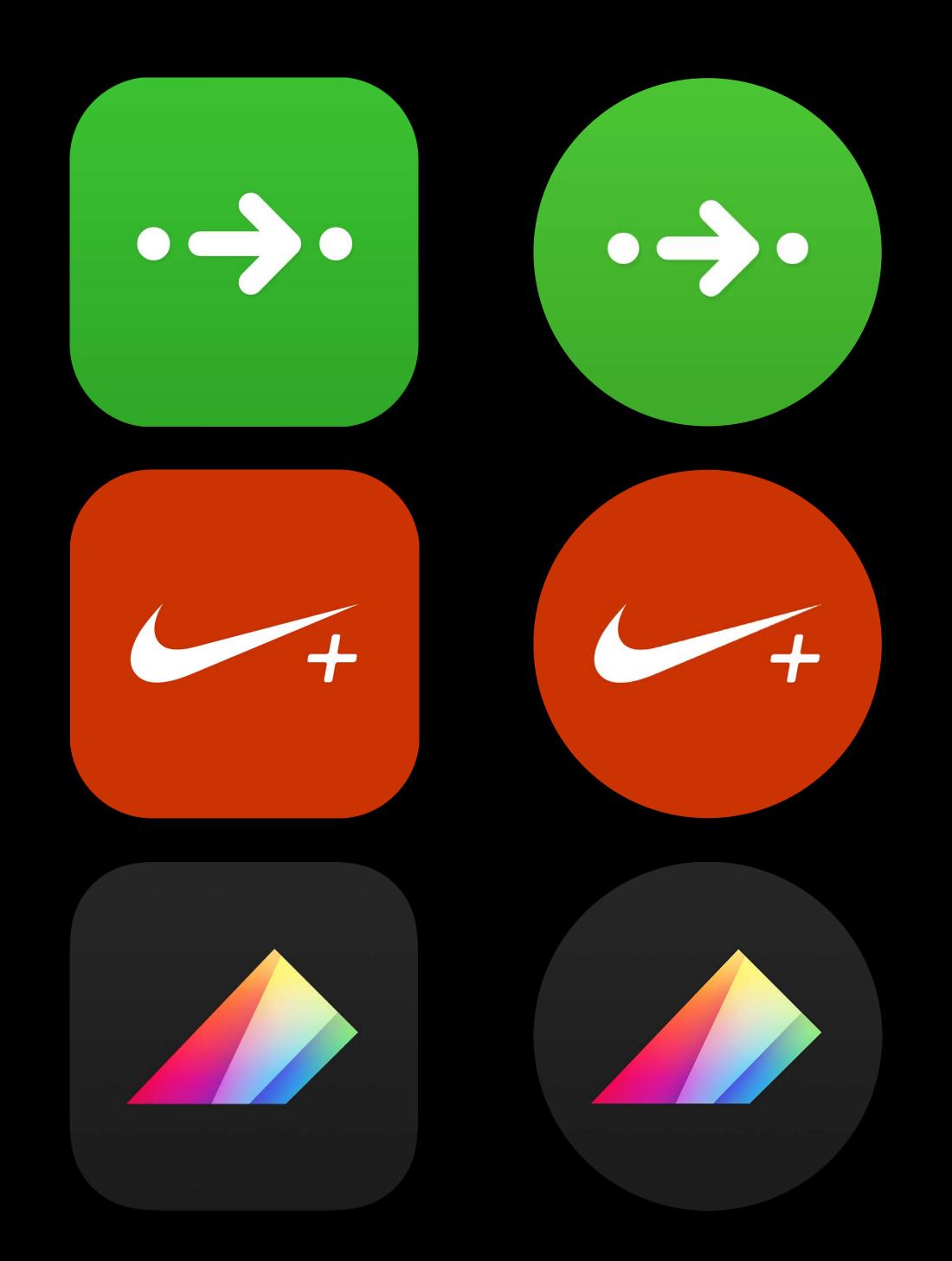












Remove text





Remove text

Remove text

Simplify glyphs











Remove text

Simplify glyphs

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Simplify glyphs

Retain color and style









Remove text

Simplify glyphs

Retain color and style

Remove text

Simplify glyphs

Retain color and style

Create a complementary concept



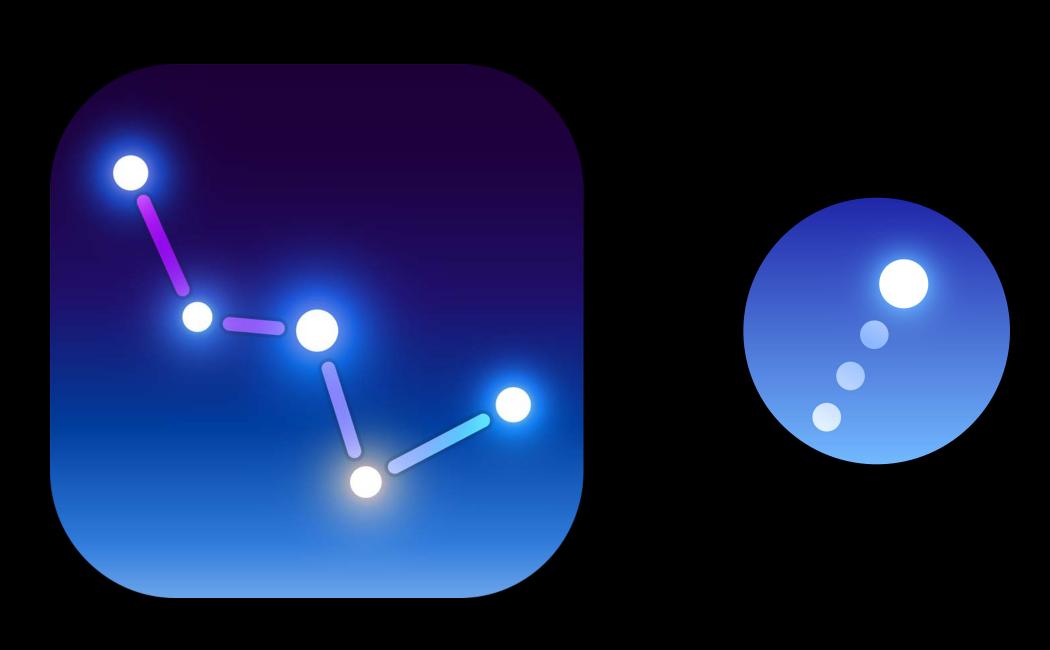












Remove text

Simplify glyphs

Retain color and style

Create a complementary concept

















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Related Sessions

Designing for Apple Watch	Wednesday 4:30PM
Introducing the New System Fonts	Friday 2:30PM
Designing for Future Hardware	Wednesday 2:30PM
Designing with Animation	Thursday 3:30PM
WatchKit Tips and Tricks	Friday 10:00AM

More Information

Documentation and Support

Designing Great Apps

http://developer.apple.com/design/

Apple Watch Human Interface Guidelines http://developer.apple.com/watch/human-interface-guidelines/

General Inquiries

Mike Stern, User Experience Evangelist stern@apple.com

Rachel Roth, User Experience Evangelist rroth@apple.com

See you next year!

ÓWWDC15