



Microsoft Band 2 Experience Design Guidelines

Published for Third Party
Version 2.0



Microsoft Band 2

Welcome

Microsoft Band 2 Experience Design Guidelines

These guidelines provide an overview of the Band, and define guidelines for the user experience for developers of third party apps.

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Microsoft Band 2

Experience Principals

The experience principles should be taken into consideration when creating app tiles for the Microsoft Band.

Direct, yet discrete.

Notifications are timely, not disruptive and quick to dismiss. Information passes from you to the cloud and back again in a direct, yet personal way.

Hyper-glanceable.

Buzz, ping, glance, swipe... Indoors or out, dark or bright, the information most important to you is always at arm's length.

Not a mini-phone.

Free your hands from the fear of missing out. Provide enough information in the moment so you know if and when you need to dig into your phone. It's all about the right amount of information, so you'll never miss the moments that are most important to you.

Forgiving.

Interactions are hyper-mobile. A nondestructive interface tailored for the range of human motion. Positive reactions to your actions. Compensates for error.

In and out in eight.

Never break the stride of life... Glance, peek, and decide all in less than eight seconds — the right type and amount of information at the right time.

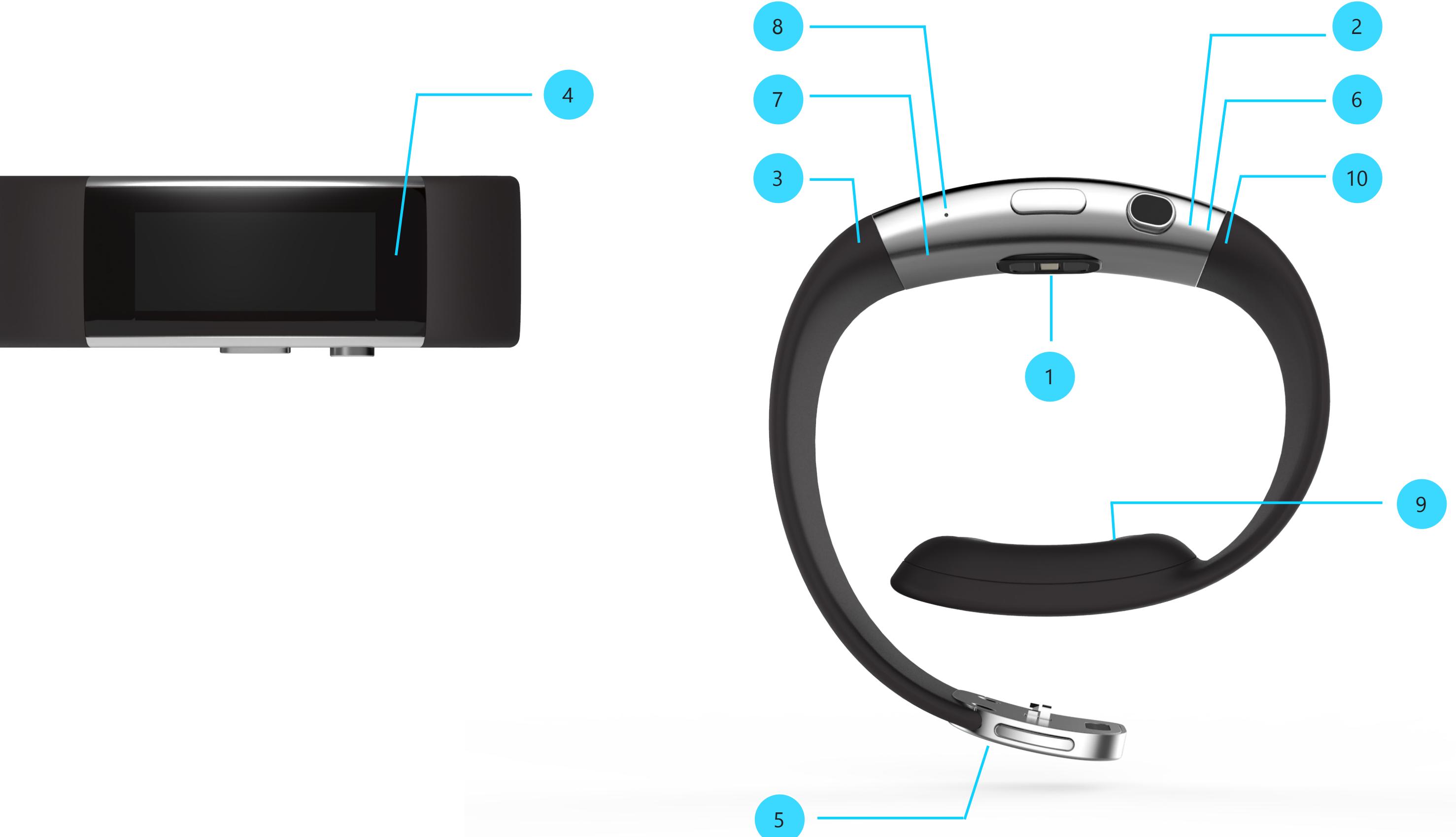
About you.

Knows your patterns and what you've done. Anticipates your needs through smart recommendations and tracking.

Technology

Understanding the technology and different inputs will help you design the best experience for your user.

- 1 Optical heart rate sensor
- 2 3-axis accelerometer/gyrometer
- 3 GPS
- 4 Ambient light sensor
- 5 UV sensor
- 6 Capacitive sensor
- 7 Haptic vibration motor
- 8 Microphone
- 9 Galvanic skin response
- 10 Barometer



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Haptic Vibration Motor

The Microsoft Band SDK exposes nine unique haptic vibration tones. These tones are used throughout the band experience, so use with care to align to the standard haptic experience. Note by using the device settings, users have control over the intensity of haptic levels and they can turn the haptic motor off.

Tones

- 1. Notification one tone:** One gentle notification tone
- 2. Notification two tone:** Two gentle notification tones
- 3. Notification alarm:** Three long high intensity tones
- 4. Notification timer:** One long high intensity tone
- 5. One tone high:** One high intensity tone
- 6. Two tone high:** Two high intensity tones
- 7. Three tone high:** Three high intensity tones
- 8. Ramp up:** One tone with ascending intensity
- 9. Ramp down:** One tone with descending intensity

Interaction Inputs

There are the three primary physical interaction points with the Band:

- 1 **Screen**
The 254ppi screen size measures 320px wide by 128px high.
- 2 **Power Button**
The Power Button turns the screen on and off. Pressing and holding the button for three seconds initiates the Power Off modal dialog.
- 3 **Action Button**
The Action Button provides contextual actions for the user.



UI Layers

The UI system is comprised of the following layers:

1 System Notifications

Power Off, Low Battery notifications, and so on

2 Alarms

Remain on-screen until user interacts with them

3 Notifications

Time out after a few seconds

4 Activity Screens

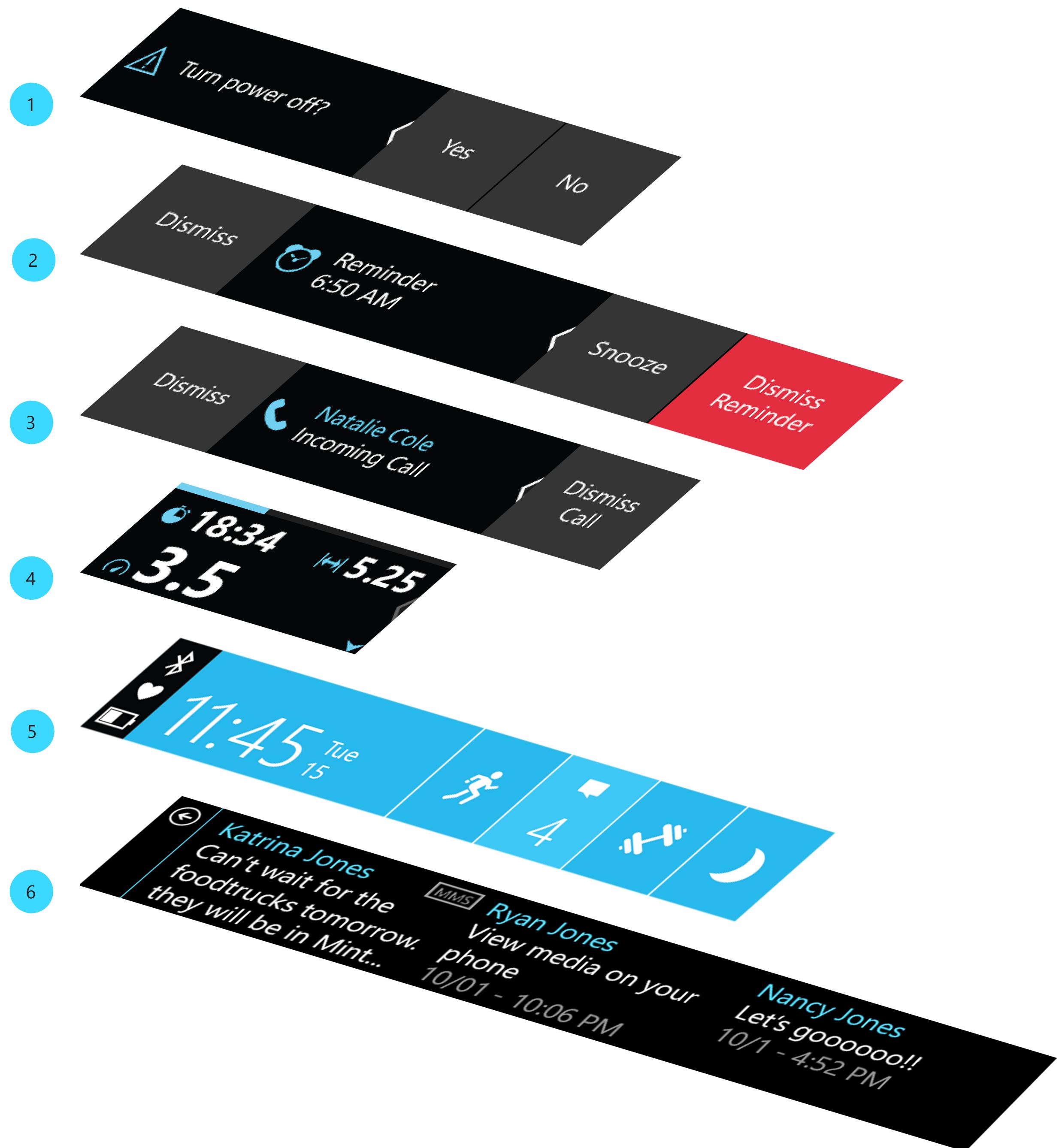
In-activity for tiles like Run, Workout, Guided Workout

5 Start Strip

Default landing screen (on the Me Tile)

6 Open Tile

Tapping on any Start Strip tile opens up this layer



Start Strip

The Start Strip is composed of three main pieces:

1 System Bar

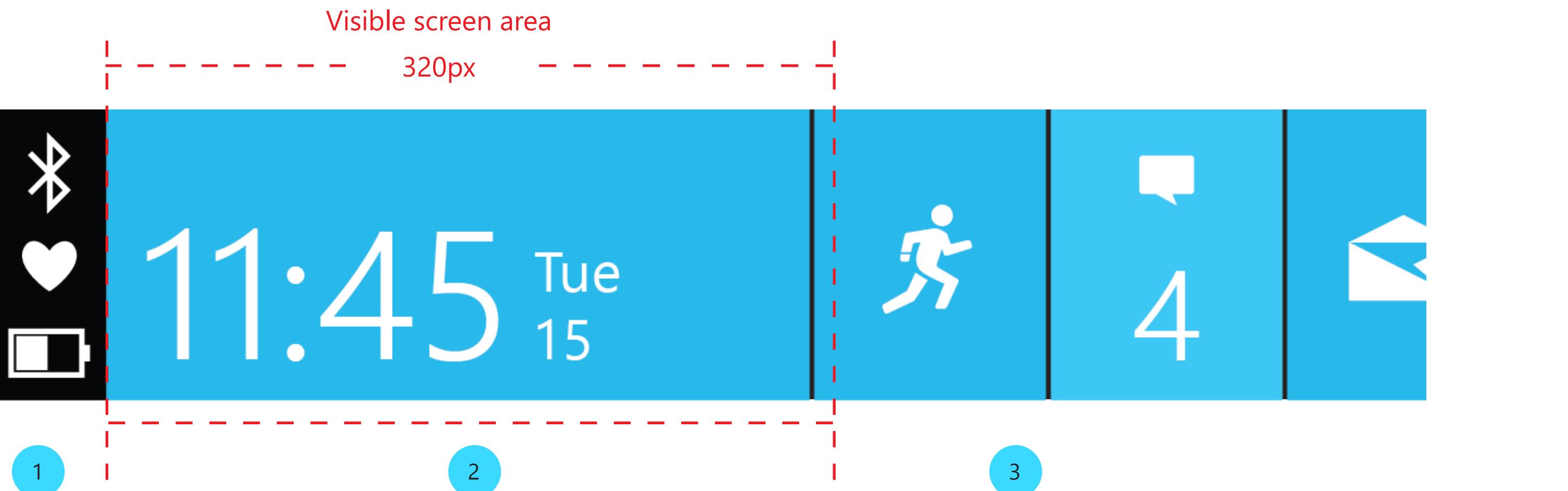
The System Bar offers a quick peek of battery, heart rate, and Bluetooth connectivity.

2 Me Tile

The primary tile on the Start Strip. The Me Tile displays the current time, metrics, and system states.

3 App Tiles

Opening a tile launches you into a specific experience or controls.



Open Tile

When a tile is open, it's composed of the following elements:

1 Back Bar

The back bar stays fixed on the screen in an open tile, with content scrolling behind it. The 40px back bar includes a 1px line in theme-color highlight.

2 Page 1

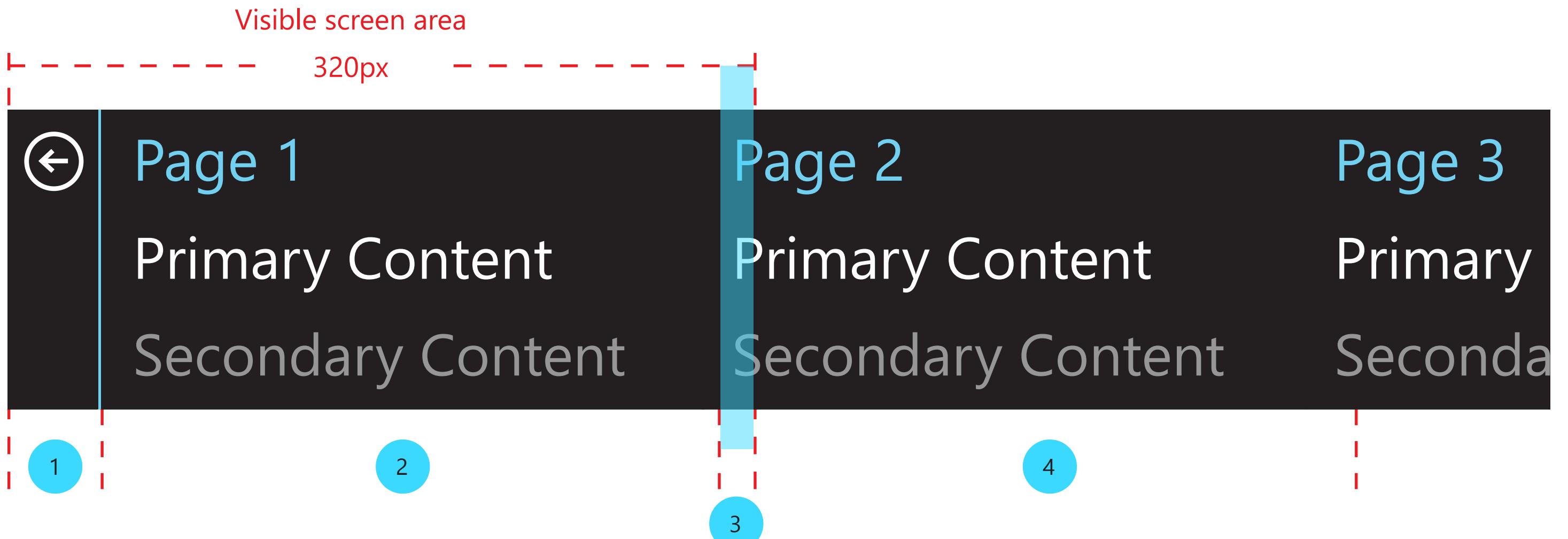
The first page in the tile.

3 Peek

The peek is the first 22px of the next page that provides a visual cue that there is more content to the right.

4 Page 2

The second page of the tile.



Microsoft Band 2

Personality

Personality

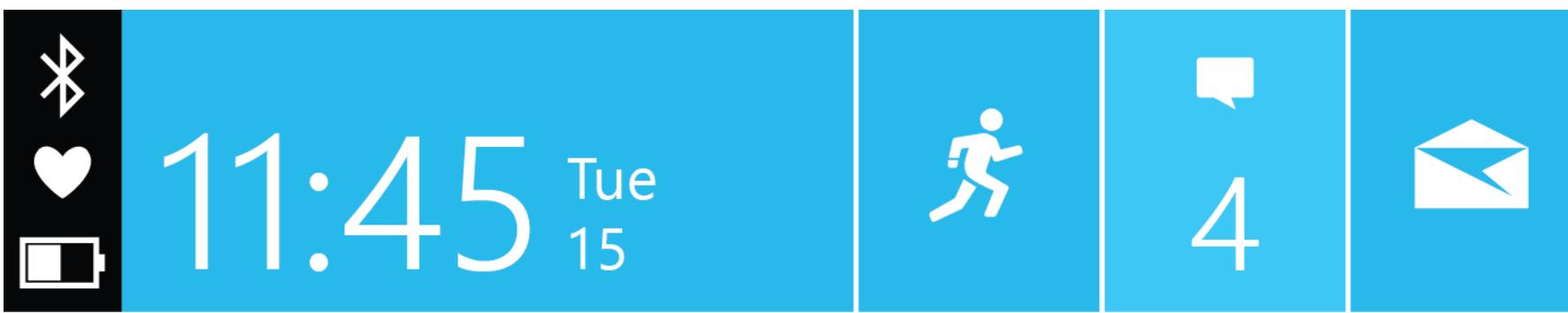
Microsoft Band communicates in a straightforward, honest and intimate way, like the voice of a trusted friend. It speaks to you in the same way that you'd talk to other people. Your Band should show empathy and excitement.

Microsoft Band has more than one way of communicating:

- UI text
- Iconography
- Haptics vibrations

Personality Goals

- Stickiness: provide reasons to come back
- Likeability: always have a positive attitude
- Facilitation of understanding: keep communication simple
- Enable a sense of control



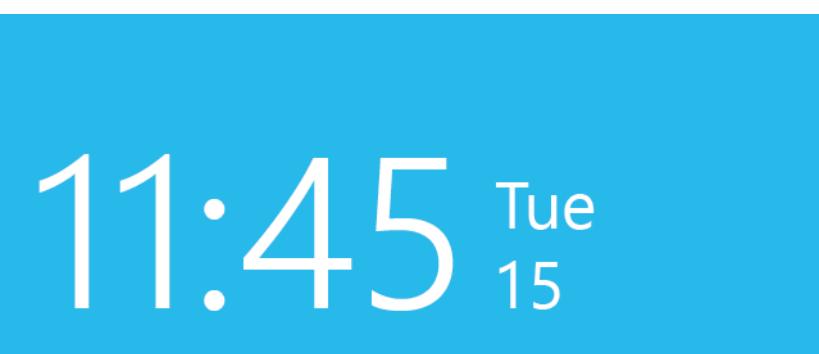
Glossary

These are examples of common elements that will be referred to throughout this document.



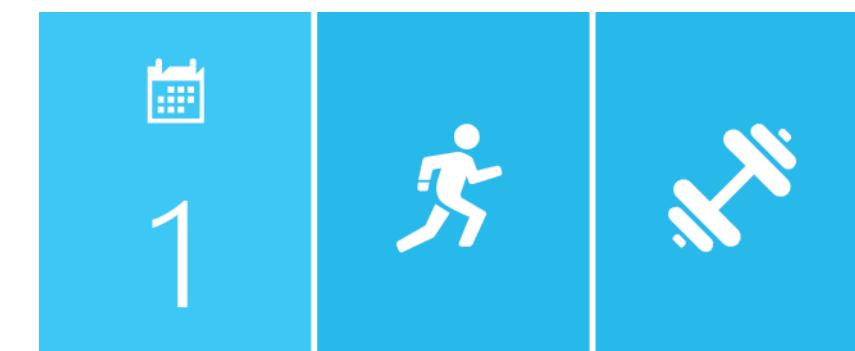
System Bar

The section located at the left end of the Start Strip that contains the status of the battery life, biometric sensors, and Bluetooth connection.



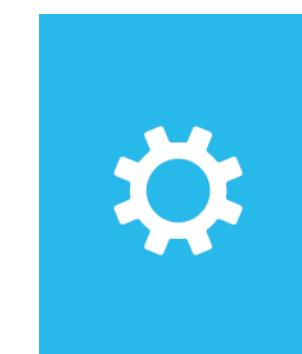
Me Tile

The Me Tile is the default view of the Start Strip. It's the tile that contains the user's steps, distance, calories, floors climbed, heart rate, and today's date. The Me Tile also displays the state of the Band.



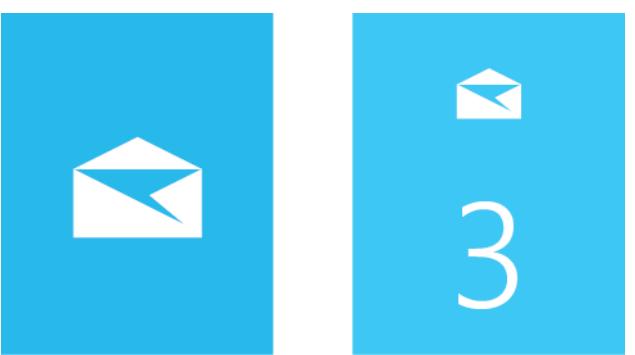
App Tile

App tiles are the tiles on the Start Strip that represent apps. Pressing an app tile opens up that app on the band.



Settings Tile

The Settings Tile gives the user access to the settings of the Band. The Settings Tile is always the right-most tile on the Start Strip.



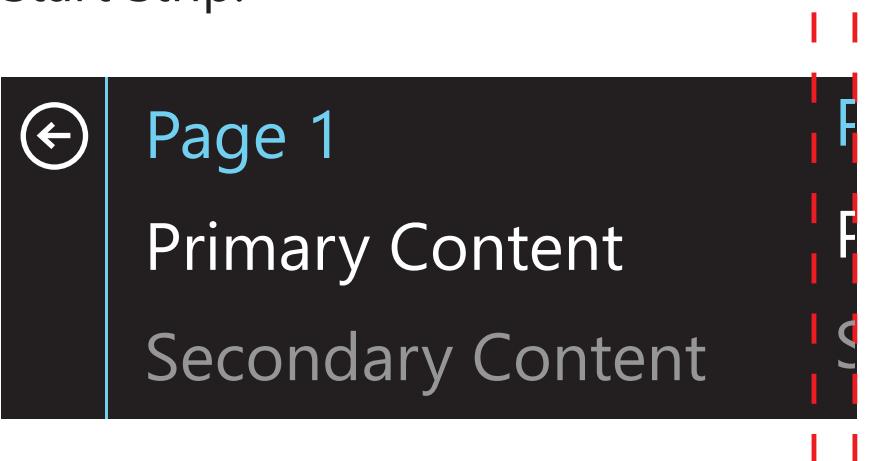
Badged Tiles

Tiles badge with numbers and a shift in background color to show that new content is available to the user.



Back Bar

In open tiles, the back bar allows the user to close the tile and return to the Start Strip.



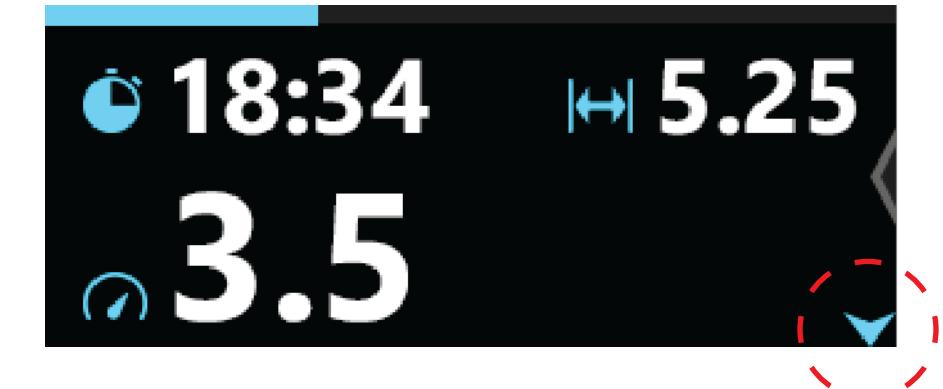
Peek

The peek is the first 22px of the next page that provides a visual cue that there is more content to the right.



Action Button

The hardware button that performs contextual actions when pressed.



Action Button Indicator

The blinking arrow acts as a visual cue that a contextual action is available.

Interaction Patterns

The Band has a simple horizontal navigation structure. Swiping right from the Me Tile, a user can interact with a tile app by tapping on the corresponding tile. The Start Strip tile order is configured in the "Manage Tiles" menu in the Microsoft Health app.

Inside a tile, users are greeted by their most recent content and can swipe over to see older information or additional controls. Tapping on the Back Bar sends the user back to the Start Strip.

Interaction

There are 6 common patterns performed when interacting with the Band:

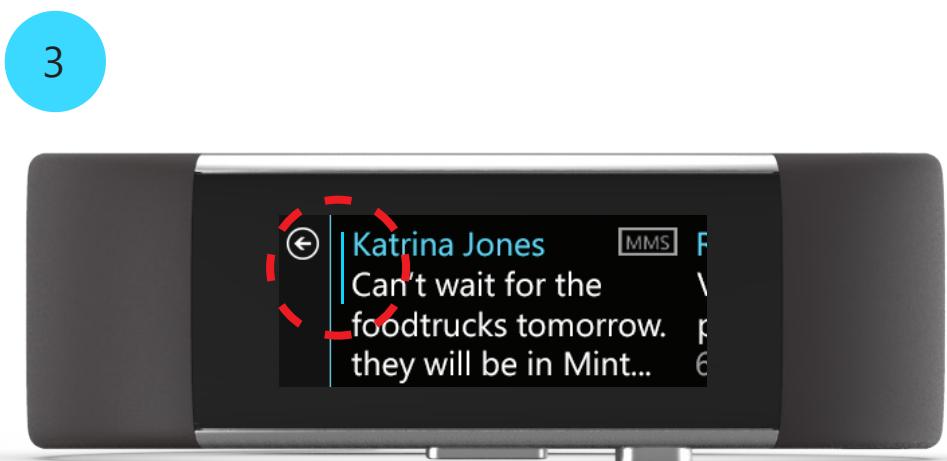
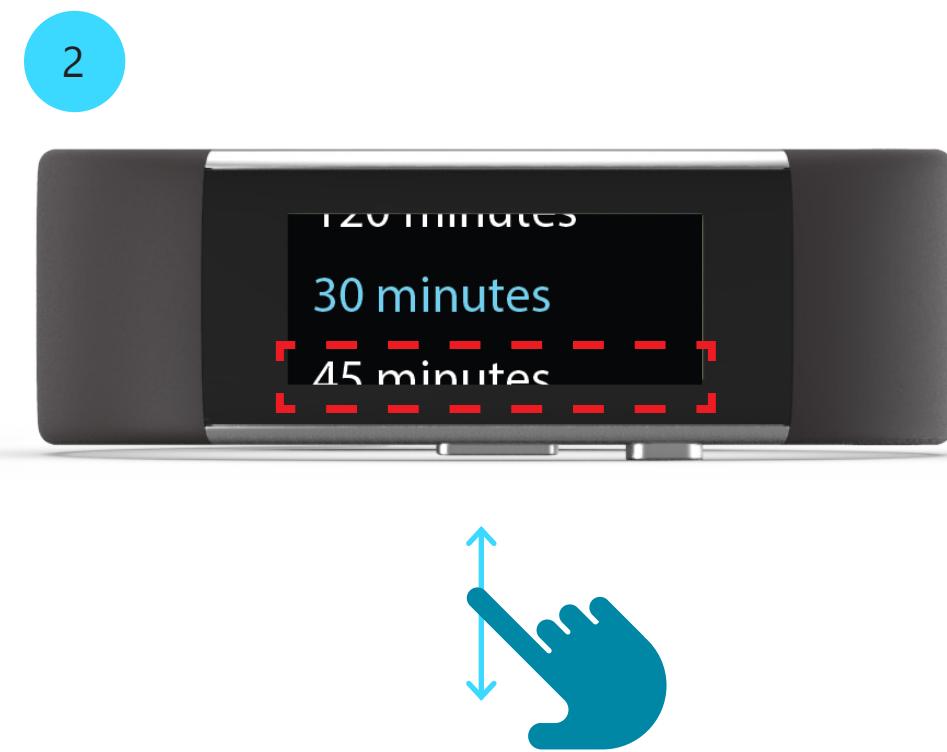
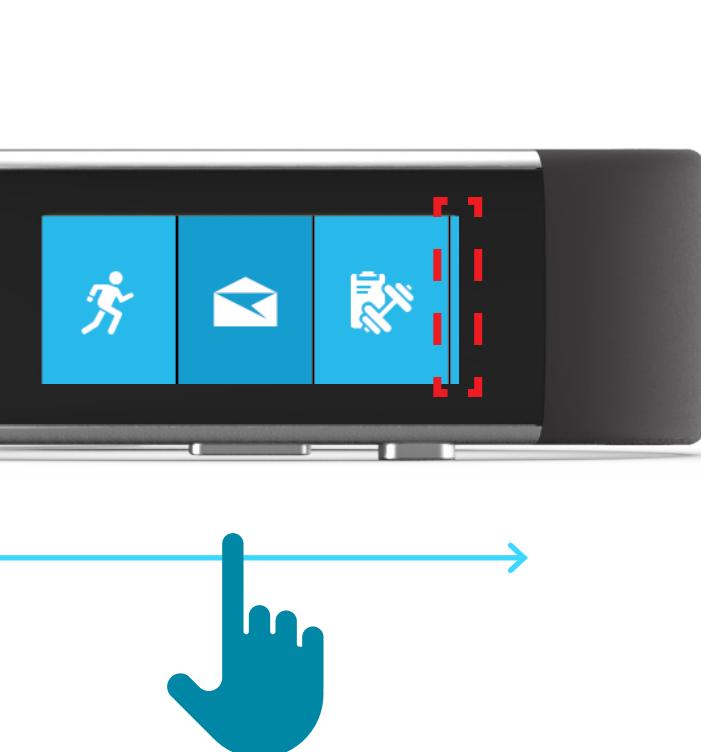
- 1 **Tap**
Tap for selection.
 - 2 **Horizontal Swipe**
Swipe left and right to navigate.
 - 3 **Vertical Swipe**
Swiping up and down to read more text.
 - 4 **Action Button: Single Press**
Press to perform primary action in given context.
 - 5 **Action Button: Double Press**
Double-press to perform a secondary action in given context.
 - 6 **Action Button: Press and Hold**
Press and hold for 3 seconds to access voice commands.
-
- The diagram illustrates six interaction patterns for the Microsoft Band 2 smartwatch. Each pattern is numbered 1 through 6 and shows a hand icon performing a specific touch gesture on the band's screen. Pattern 1: Tap (single tap). Pattern 2: Horizontal Swipe (swipe left and right). Pattern 3: Vertical Swipe (swipe up and down). Pattern 4: Action Button: Single Press (single press). Pattern 5: Action Button: Double Press (double press). Pattern 6: Action Button: Press and Hold (long press).

Visual Cues

To help guide users through the experience, visual cues are used to hint at available interactions.

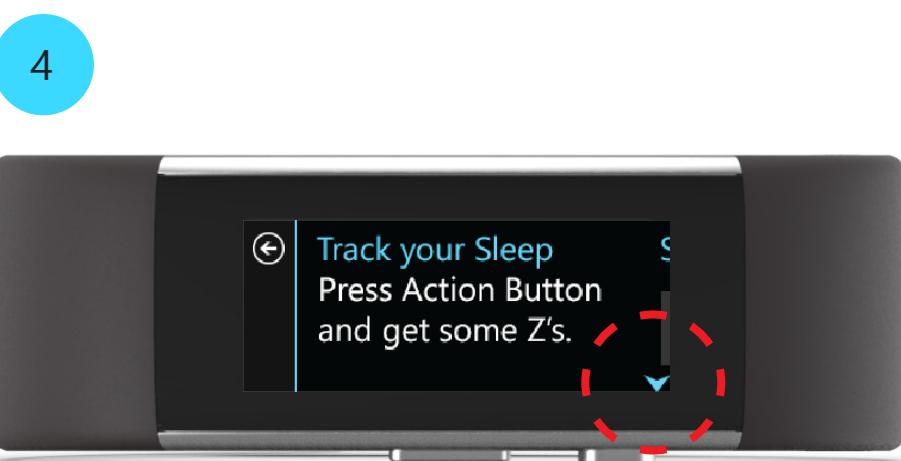
1 Peek (Horizontal)

The Peek shows the user that there is more content available by swiping horizontally.



2 Peek (Vertical)

In a vertical list picker, there is a peek of the options above and below.

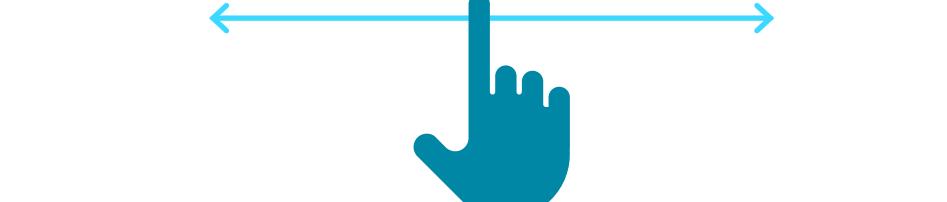


3 Scroll Bar

Upon a screen press, a scroll bar appears to provide added context that there is more text available by swiping up and down.

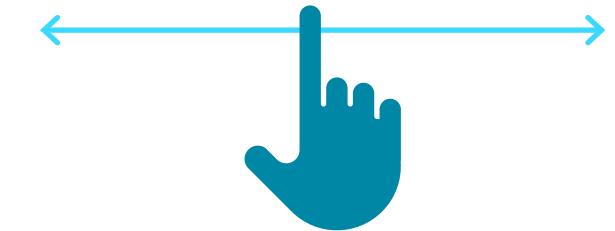
4 Action Button Indicator

The Action Button indicator arrow will always appear when a primary action is available.



5 Chevron Indicator

When there are button options to the right, there is an arrow peek indicator.



Typography

As the visual representation of language, typography's main task is to be clear. Its style should never get in the way of that goal. But typography also has an important role as a layout component, with a powerful effect on the density and complexity of the design and on the user's experience of that design.

Our aim for services is rigor and reduction. We use a minimum amount of weights and sizes and strive for the most efficient approach across all screens. We align with Microsoft's brand personality and help to build a voice that's friendly, authentic, and conversational. And we ensure that the particulars of our typography type ramp, sizes, and leading work in harmony with tiles and other elements.

Typography

The Microsoft Band contains 7 different font styles. Of these 7 font styles, 2 have full character sets and 5 contain only numbers and punctuation.

<http://msdn.microsoft.com/en-us/goglobal/cc305145.aspx>

Full Set

7R

Segoe UI P Regular 7px

11SB

Segoe UI P Semibold 11px

Limited Set

11B

Segoe UI P Bold 11px

14SL

Segoe UI P Semilight 14px

19SL

Segoe UI P Semilight 19px

19B

Segoe UI P Bold 19px

23SL

Segoe UI P Semilight 24px

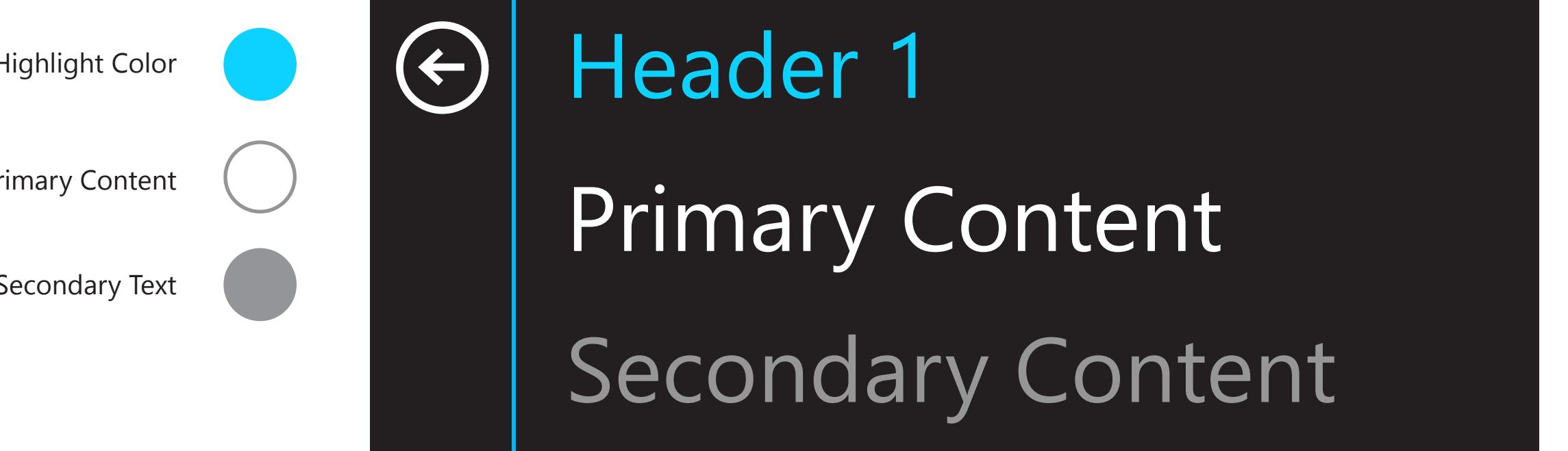
Limited Character Set

SP + 0 4 8 €
" - 1 5 9 №
% . 2 6 : :
' / 3 7 °

Typographic Hierarchy

Typographic hierarchy within content is achieved with color. Headers use the chosen color theme's highlight color. Primary content uses white to give it the most visual prominence and focus. Secondary content is slightly toned down by using a gray color class called "Secondary Text."

For more information on color themes and classes, reference the Color section of this document that begins on page 23.



Letter Spacing

At this time, custom letter spacing (tracking or kerning) can't be achieved on the band. Keep this in mind when creating your app to be as realistic as possible.

Do

Segoe UI P Default Spacing

Default Tracking 0
1234567890

TRACKING SET AT 0

Don't

Segoe UI P Custom Spacing

~~Tracking set at -20~~
~~1234567890~~

~~TRACKING SET AT 100~~

Color

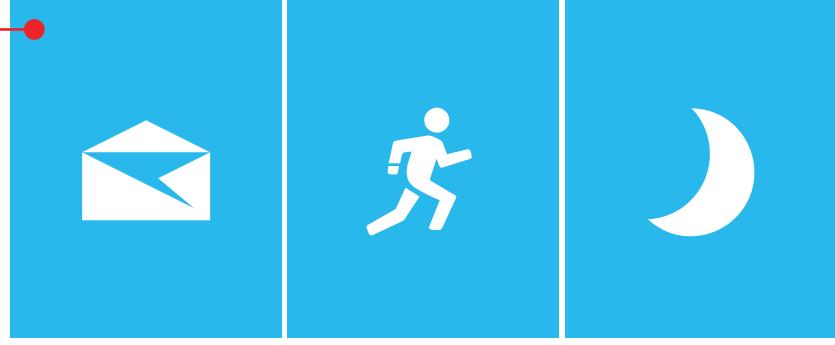
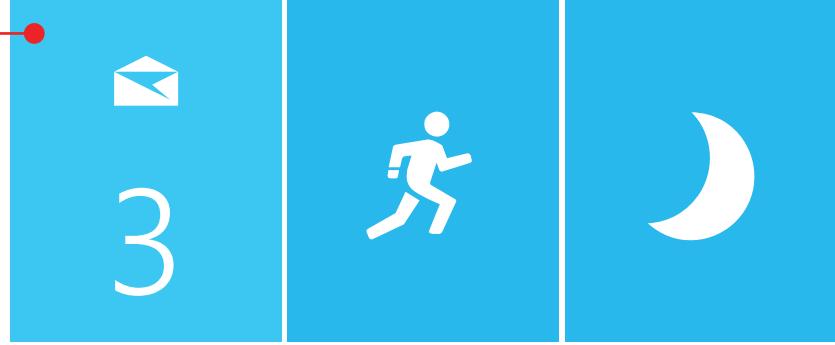
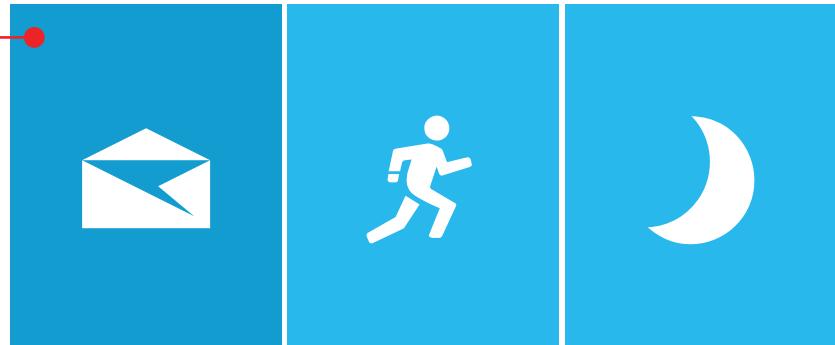
Color provides intuitive wayfinding through the Band's various levels of information, and serves as a crucial tool for reinforcing the interaction model. Color should be applied in consistent patterns across the Band and is the primary way for users to personalize their Band. First selected in the initial set-up process, Theme Color controls and Me Tile background images are accessible in the Microsoft Health app setting menu. Theme Colors are used as the background of all tiles and should be used internally in apps for content headers and icons.

Because the Band hosts a "wearable UI," it is important to protect the aesthetic decisions of the user and allow for the reflections of their tastes. We strongly recommend the use of the user-selected Theme Color in your app.

The Band operates in the 16-bit RGB 565 color space.

Essentials															Discreet				
	Electric	Skyline	Kale	Cyber	Lime	Tangerine	Tang	Coral	Kool-Aid	Berry	Cargo	Tuxedo	Storm	DJ	California	Killa Bee	Plzza	Lasertag	
App	Preview																		
Start Strip Tile	High contrast																		
Inside Tile	Highlight																		
	Secondary Text																		
	Button Gray (Default)																		
	Button Gray (Pressed)																		
	End/Cancel/Delete																		

Start Strip Colors

	Base	Start Strip tile	 Base
	High Contrast	Badged Start Strip tile (New content)	 High Contrast
	Lowlight	Touch down-feedback on Start Strip tiles	 Lowlight

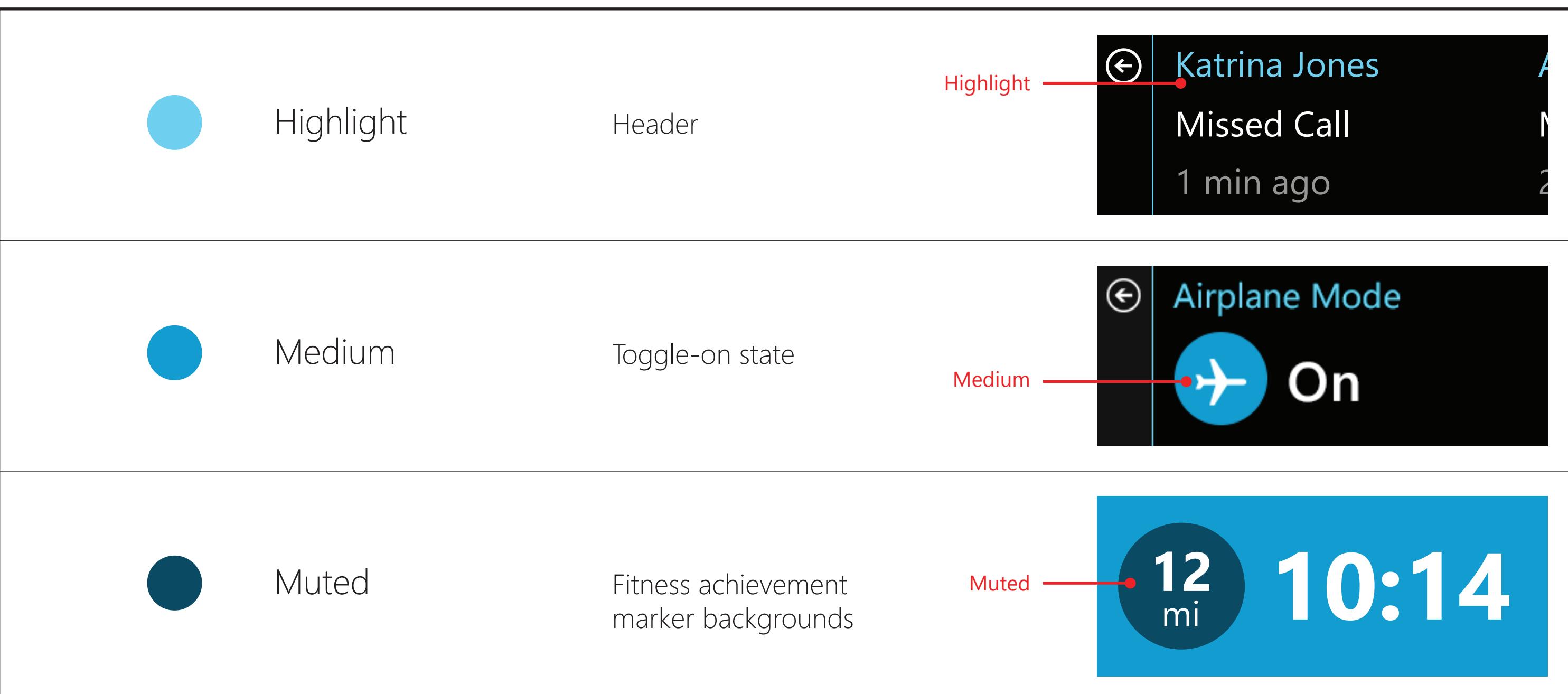
Color Classes

For each color theme, there are different color classes that are used to represent various states of activity on the band.

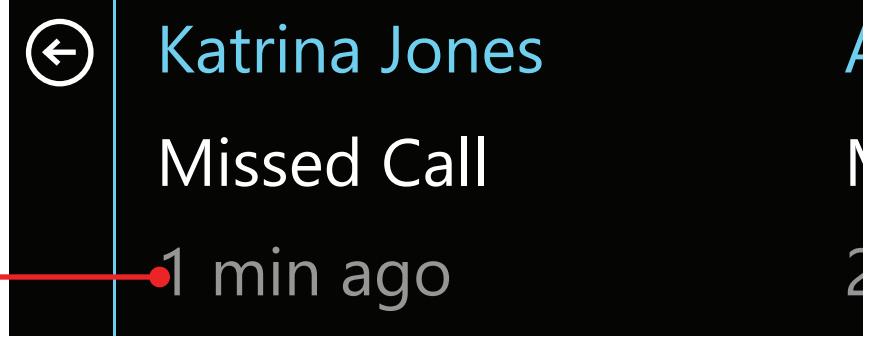
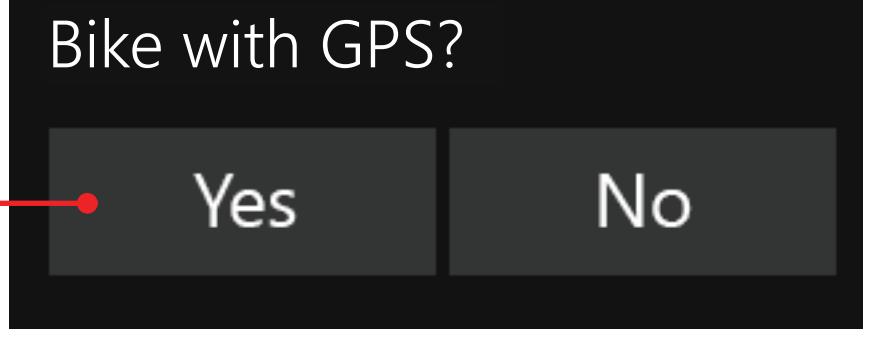
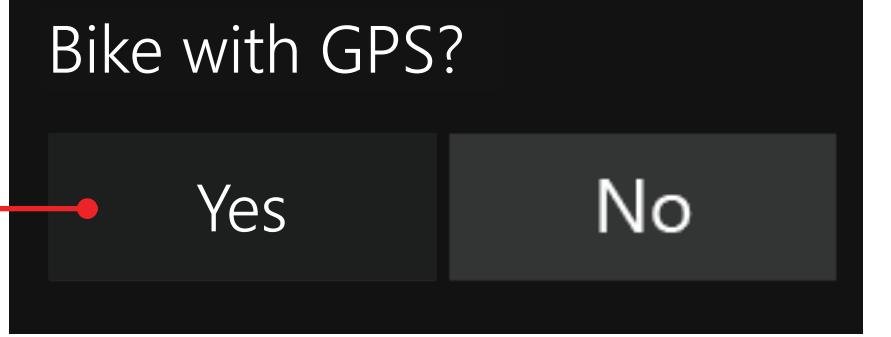
In-Tile Colors

Color Classes

For each color theme, there are different color classes that are used to represent various states of activity on the band.



System Colors

	Secondary	System-wide secondary text color	 Secondary → Katrina Jones Missed Call 1 min ago
	Button	System-wide button gray color	 Bike with GPS? Yes No
	Button Pressed	System-wide pressed button gray color	 Bike with GPS? Yes No
	End/Cancel/Delete	System-wide red end/cancel/delete	 5 ↘ Resume End Session

Color Classes

For each color theme, there are different color classes that are used to represent various states of activity on the band.



This is the base theme color of the brand.

Color and Typography

When applying brand colors to the Band, keep in mind that text will commonly be viewed on black backgrounds. In many cases, a brighter “Highlight” version of a brand or theme color will need to be chosen to maximize legibility.

Highlight is a brighter version of the base theme color applied to text.

This is the base theme color of the brand.

Highlight is a brighter version of the base theme color applied to text.

Iconography

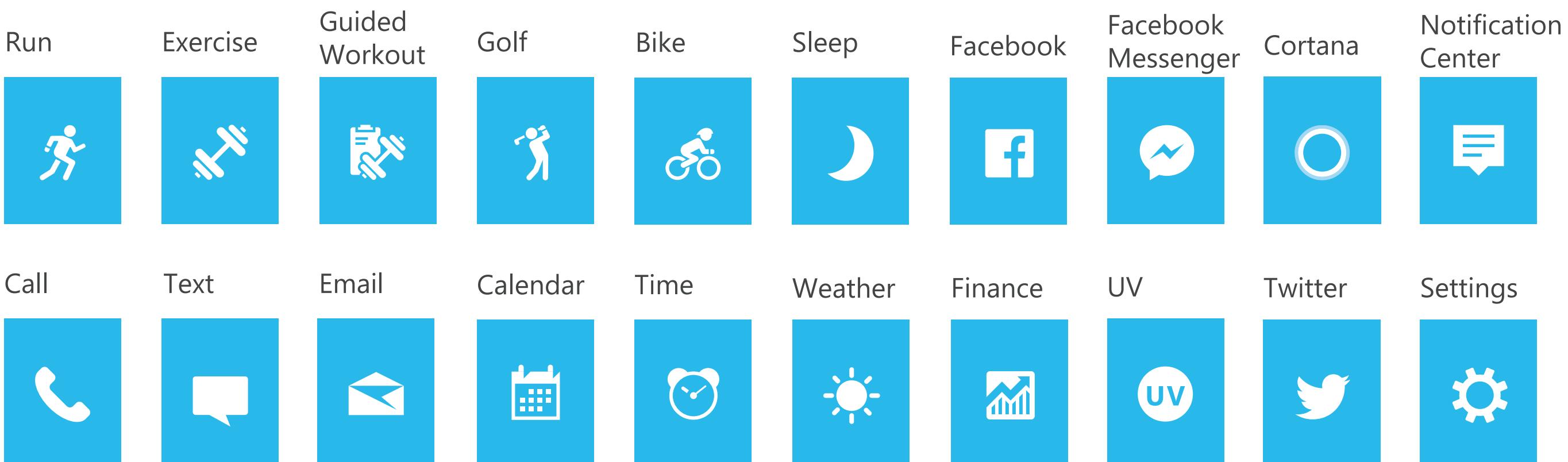
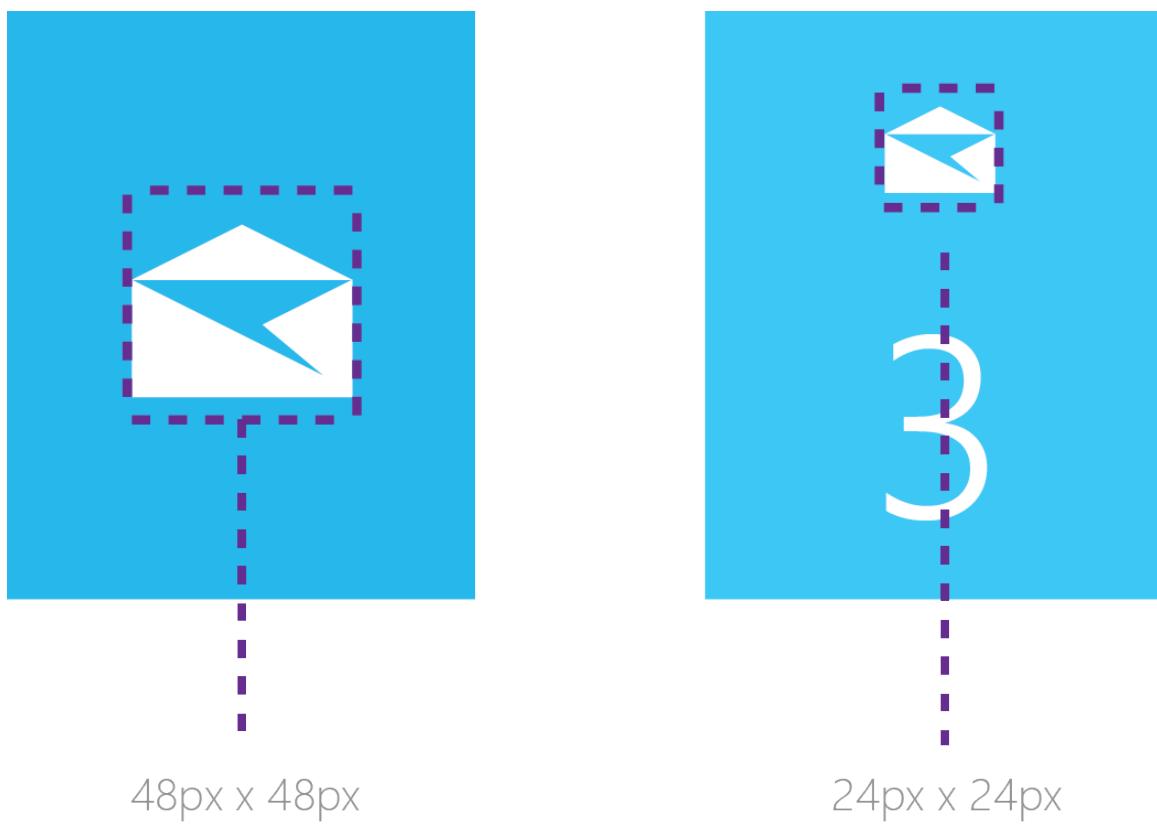
Icons are used extensively on the Band to represent the underlying app, metric, and/or functions. On the Start Strip, it is recommended that tiles use a single 48x48 px white PNG icon centered on the tile's background. Within individual apps, it is recommended that no more than 10 distinct icons are used.

Tiles and Icons

Each app tile is visually represented on the Start Strip by an icon that fits within a 48x48px box.

Tiles that contain messaging content will badge when new content arrives. When badged, the tile icon scales down to 24x24px to accommodate the badging system.

If your app requires both sizes, you may need to redraw your icon to make sure it is visually optimized for the smaller size.

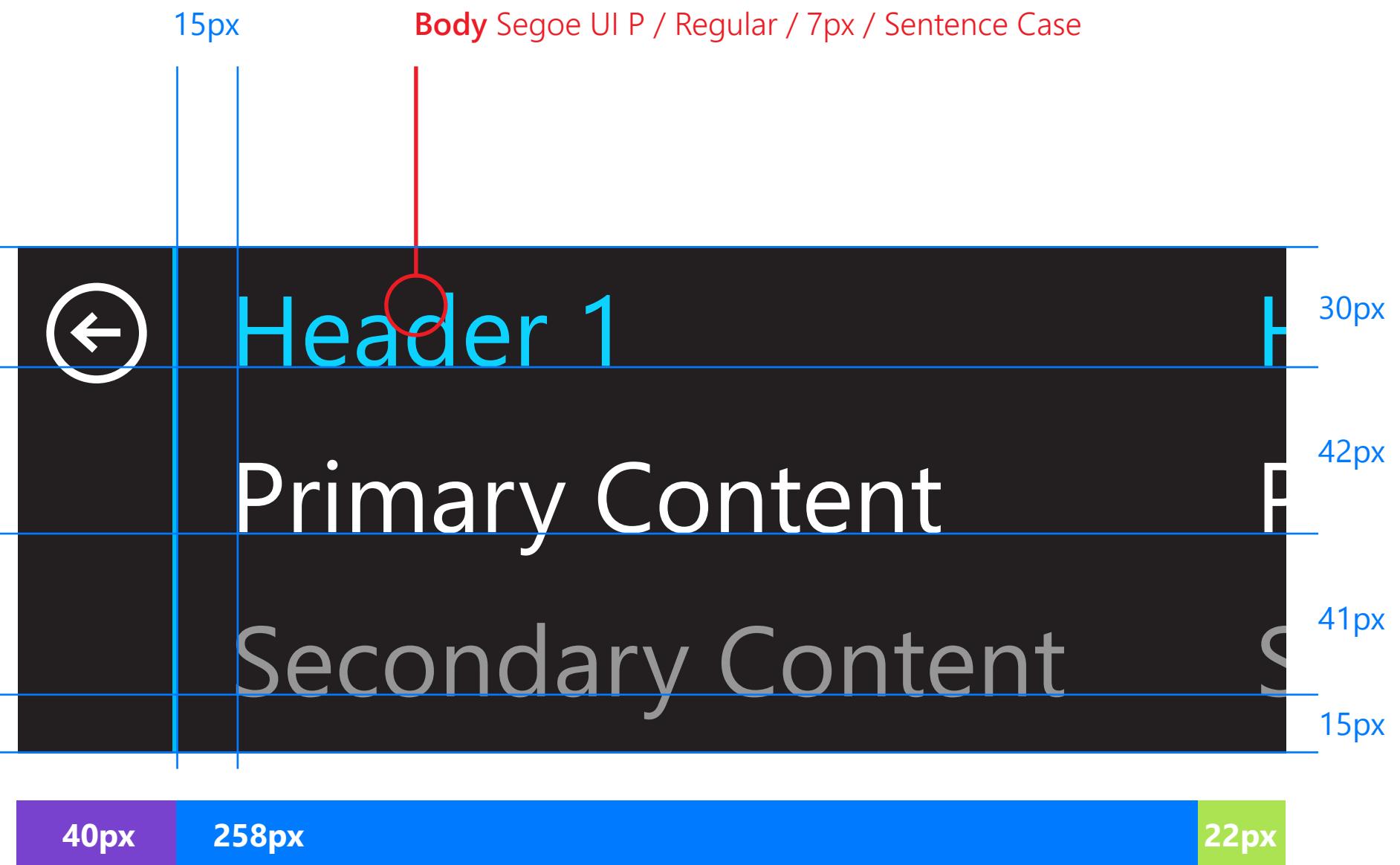


Simple Tile Layout

Header / Primary / Secondary

The most basic page layout consists of a header, a single line of content, and a time stamp.

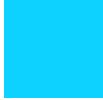
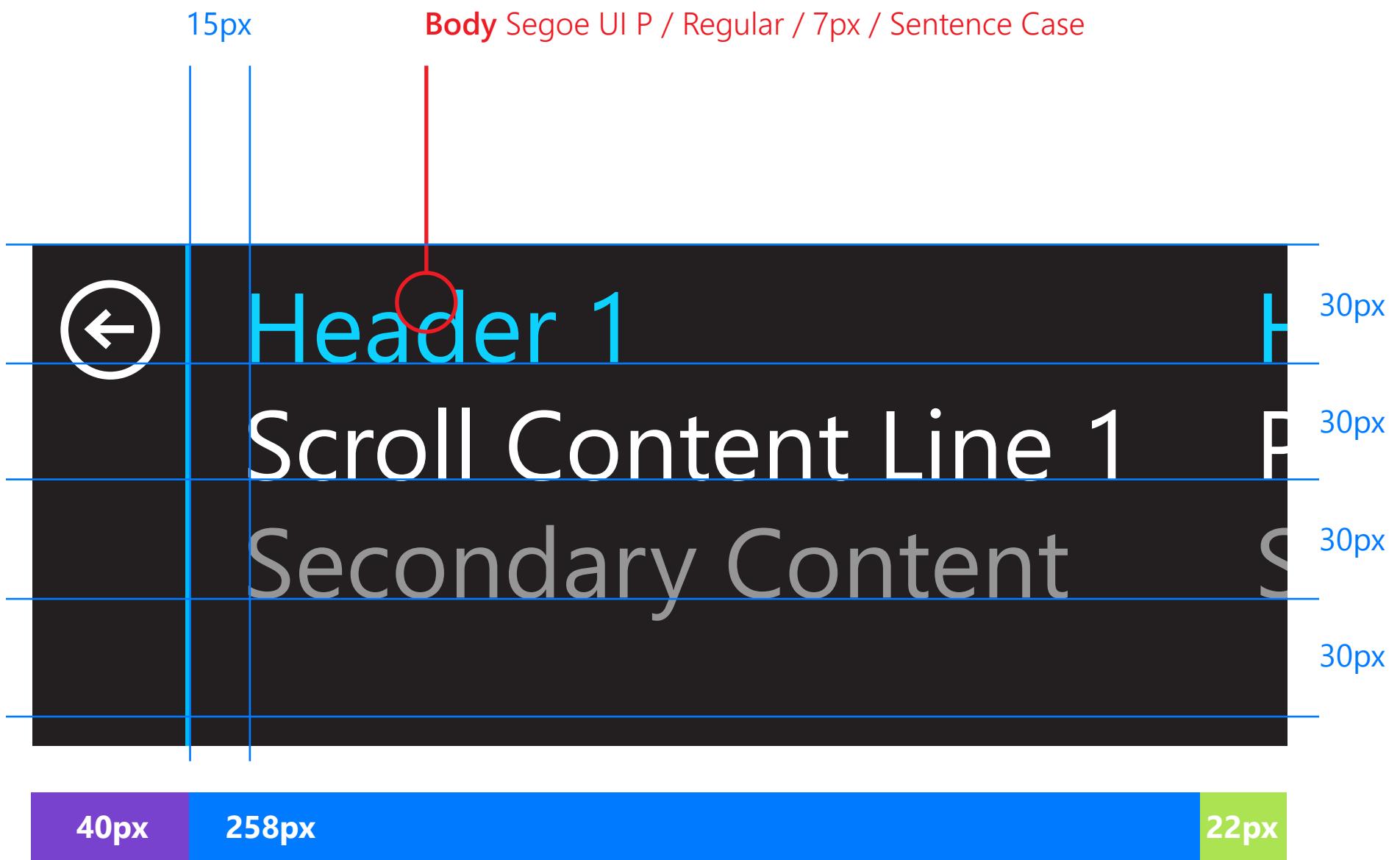
- Your Brand's Highlight Color
- System White or Custom
- System Secondary Text or Custom



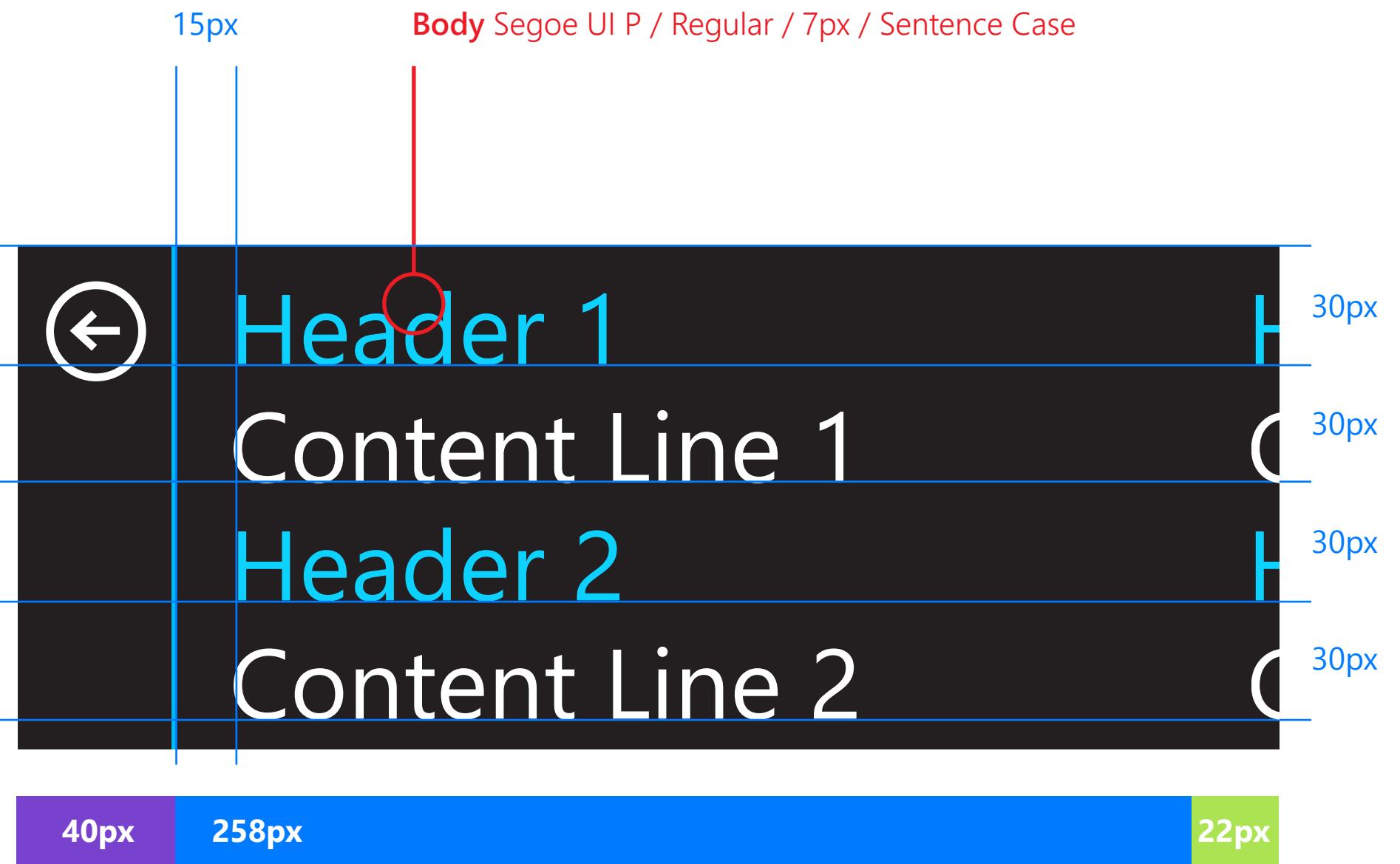
Example: Call Tile

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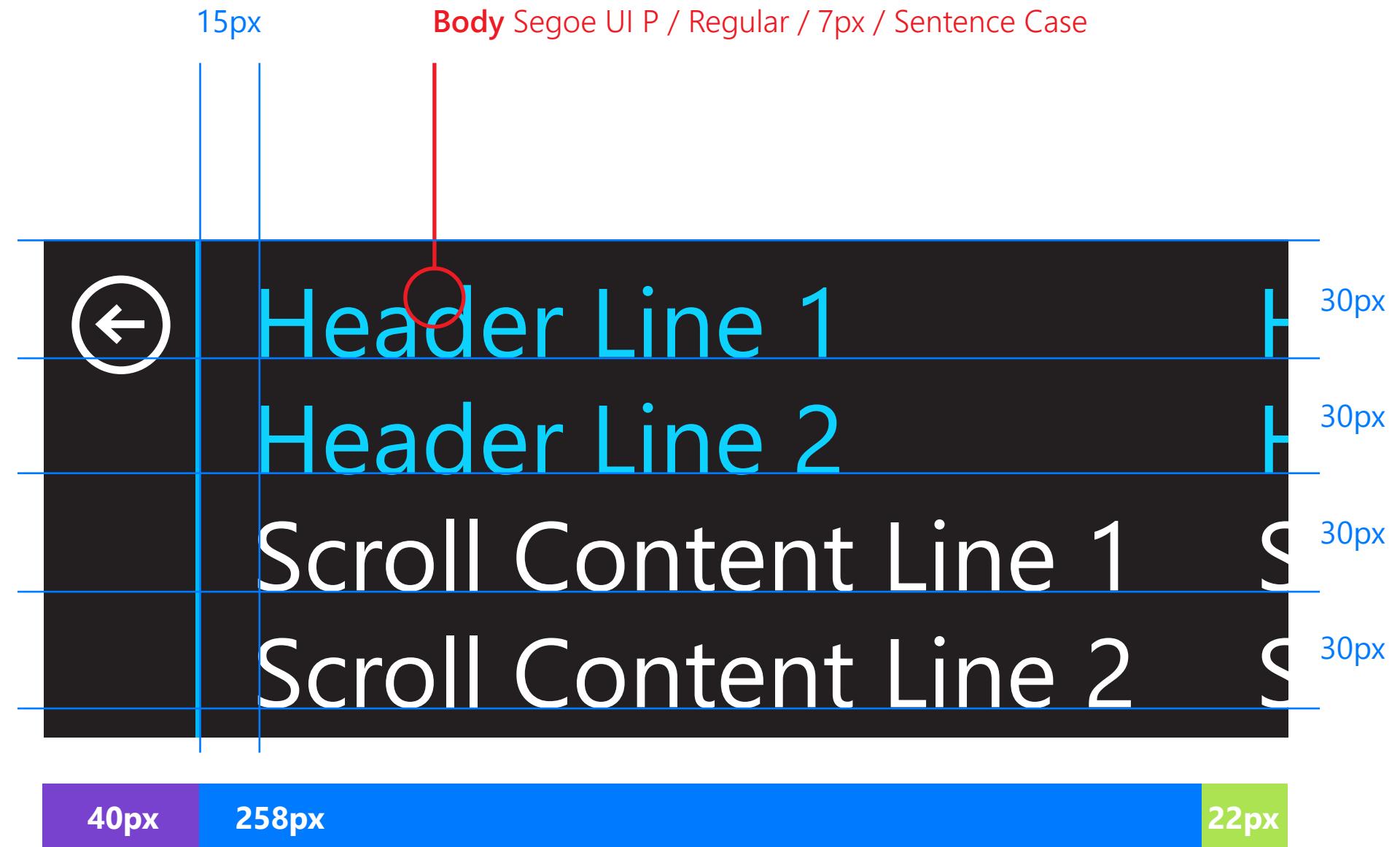
Simple Tile Layout

Header / Scroll / Secondary Your Brand's Highlight Color System White or Custom System Secondary Text or Custom

Simple Tile Layout

Single Page List with Multi-Headers Your Brand's Highlight Color System White or Custom

Simple Tile Layout

Scroll Page with Multi-Line Header Your Brand's Highlight Color System White or Custom**Example:** First page in activity tiles with a header that wraps

Microsoft Band 2

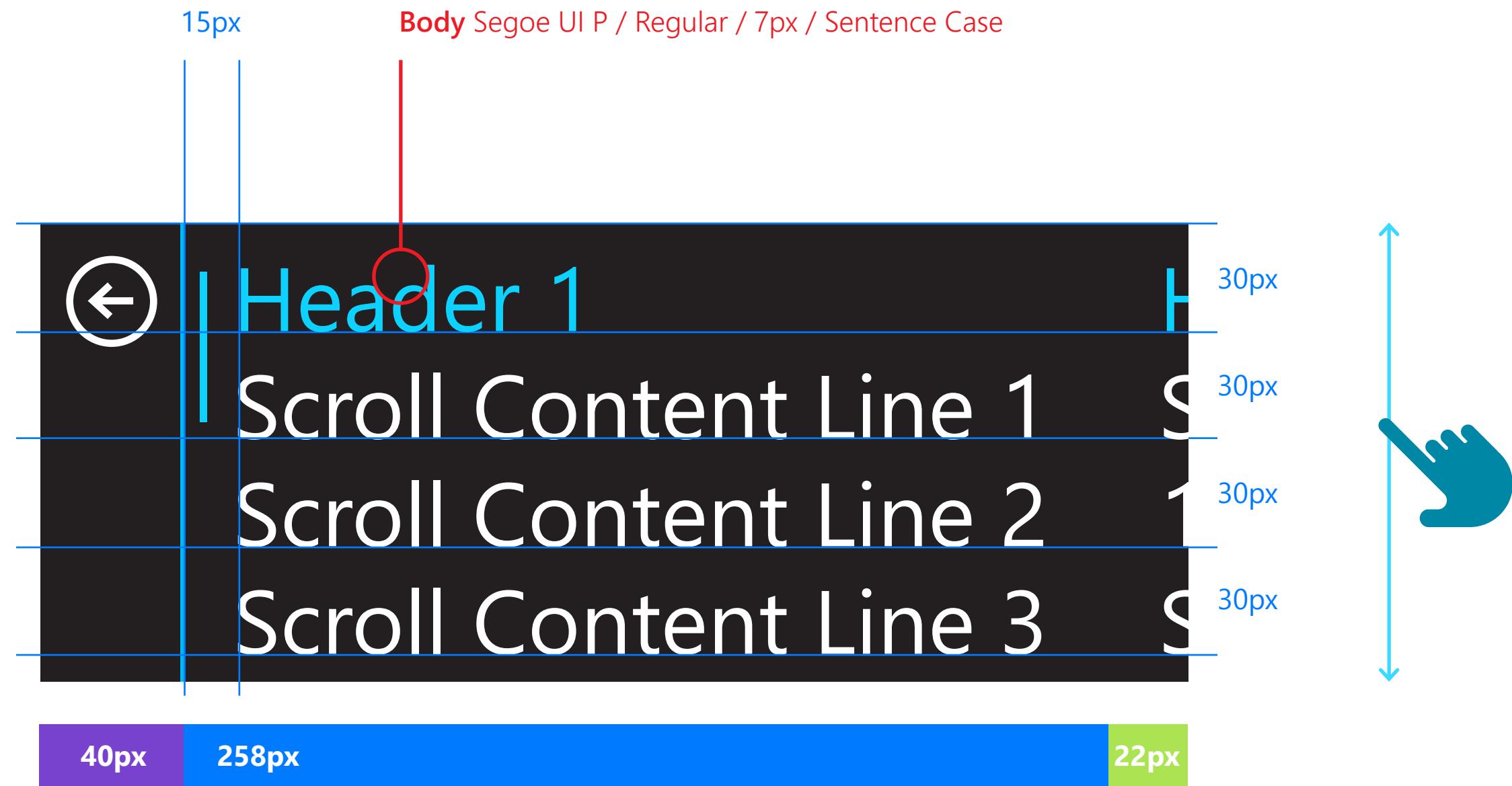
Simple Tile Layout

Header / Scroll

Some tiles may have content that extends out of the viewport. The user can scroll up and down to view this content.

 Your Brand's Highlight Color

 System White or Custom



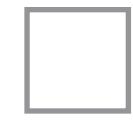
Simple Tile Layout

Scroll

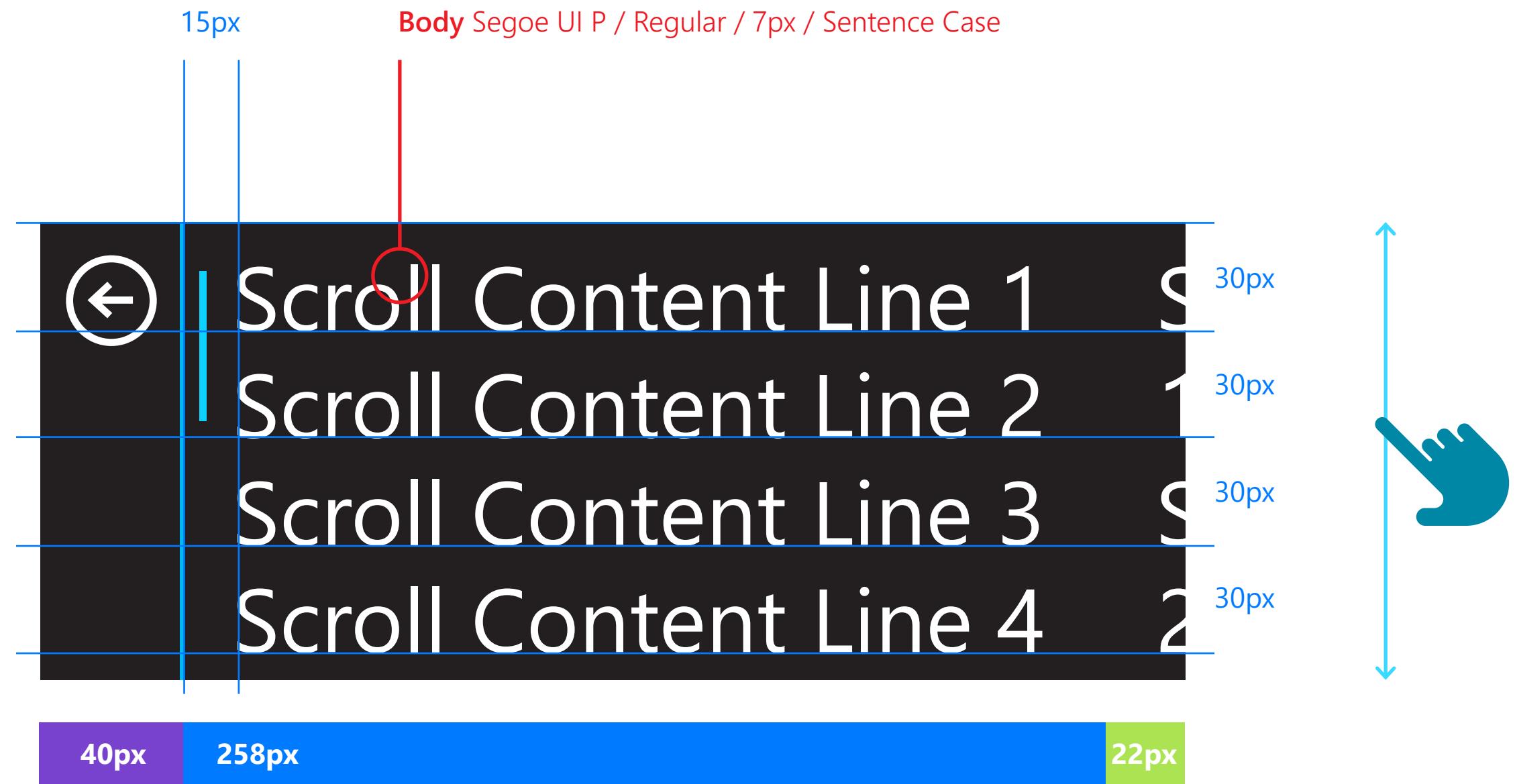
Some tiles may have content that extends out of the viewport. The user can scroll up and down to view this content.



Your Brand's Highlight Color



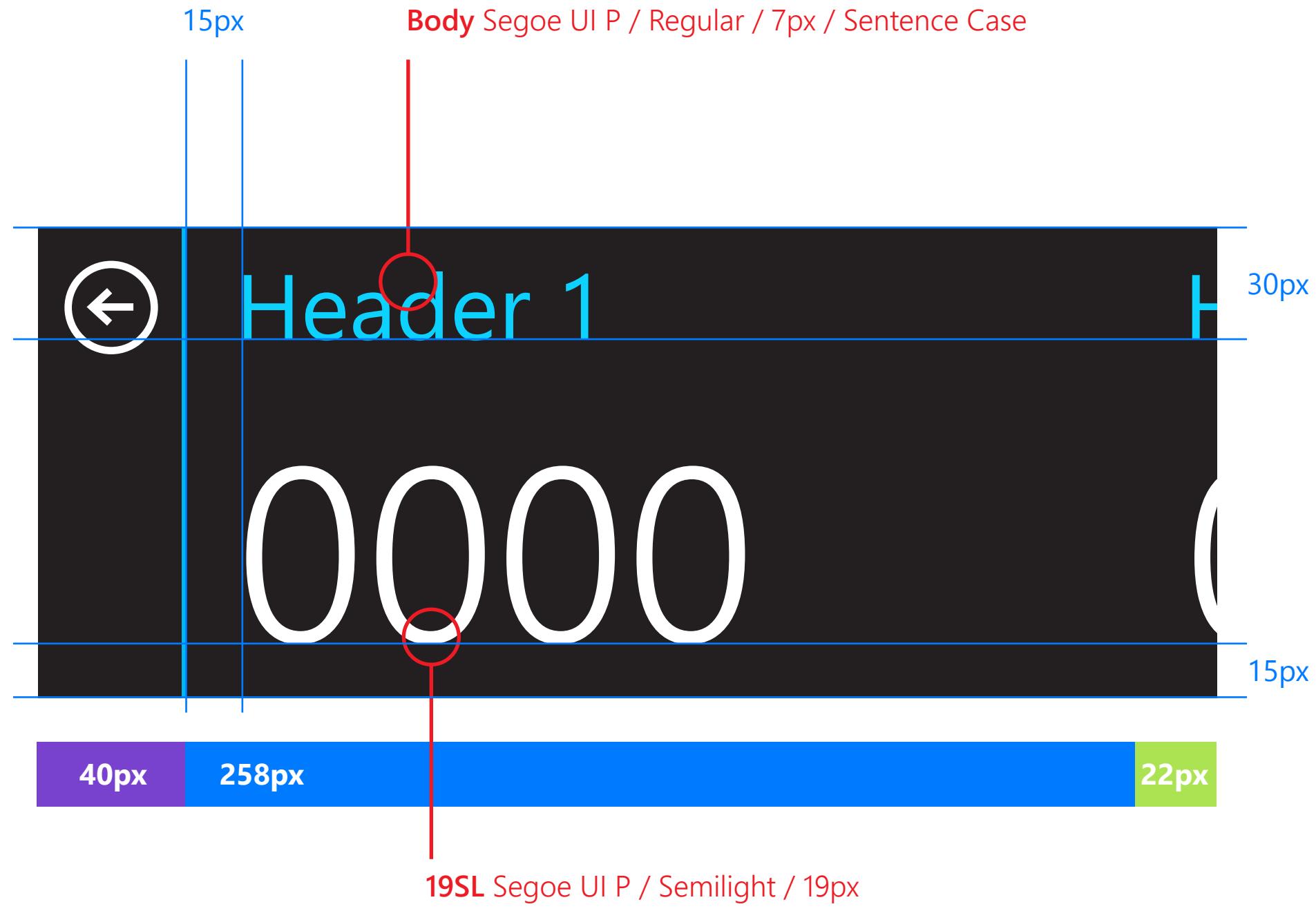
System White or Custom



Example: Messaging tiles

Microsoft Band 2

Metric Layout

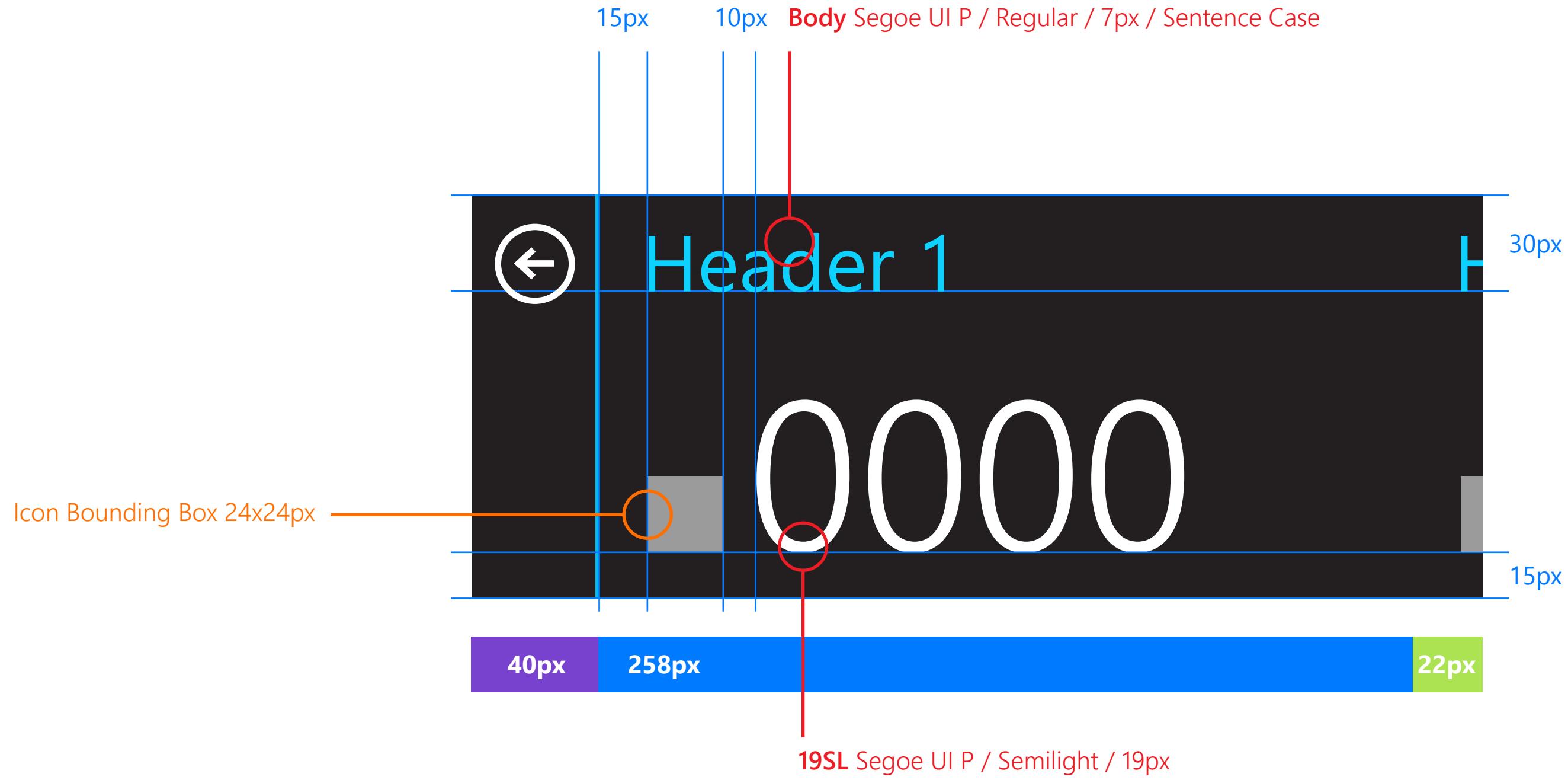
Single Metric Your Brand's Highlight Color System White or Custom**Example:** When timer is set and running in the Time tile

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Metric Layout

Single Metric with Icon

- Your Brand's Highlight Color
- System White or Custom
- Your Brand's Highlight Color or Custom



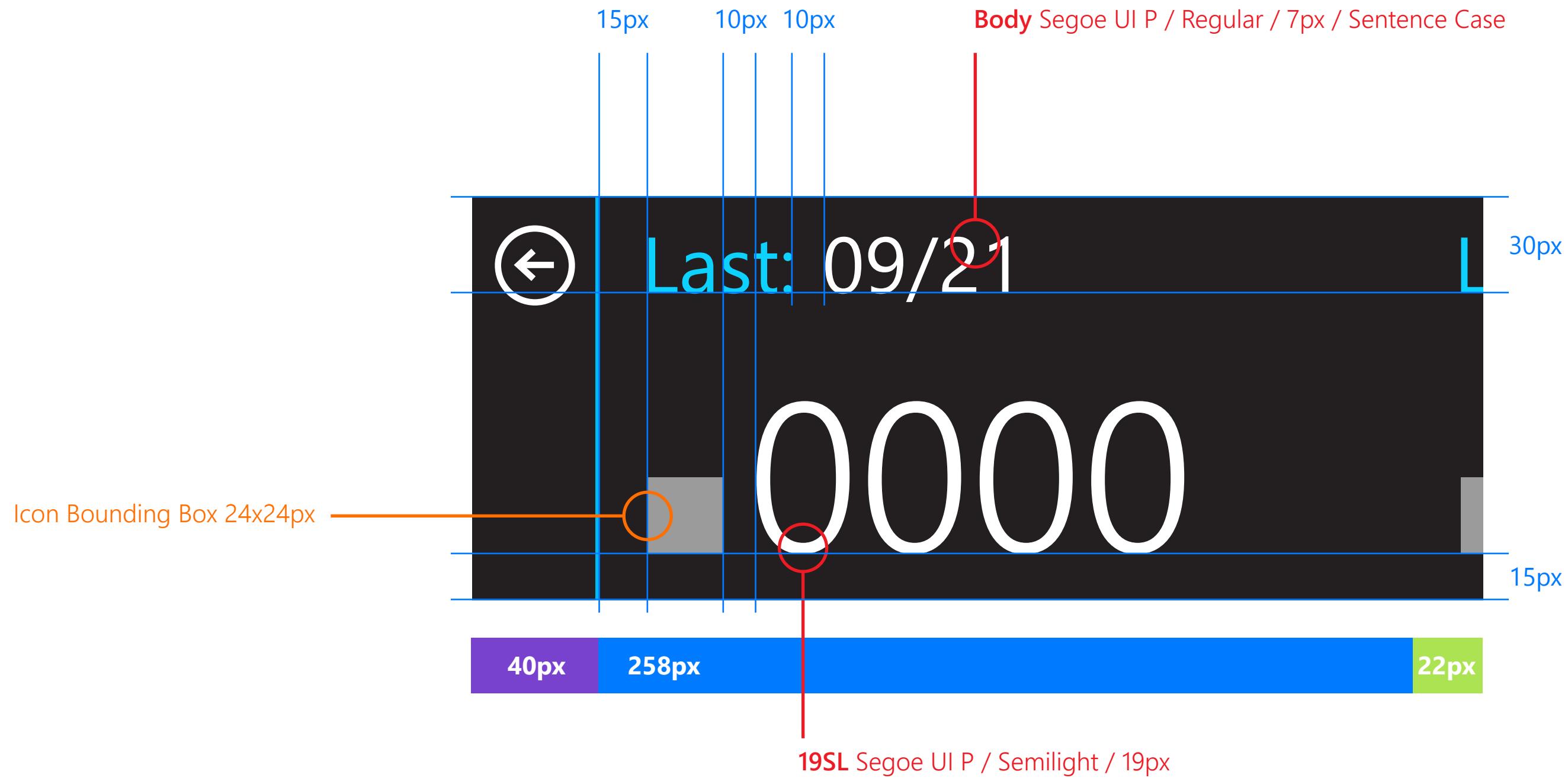
Example: Activity tiles, Last Exercise metric summary

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Metric Layout

Readout

- Your Brand's Highlight Color
- System White or Custom
- Your Brand's Highlight Color or Custom



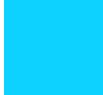
Example: Activity tiles, Last Exercise metric summary

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Metric Layout

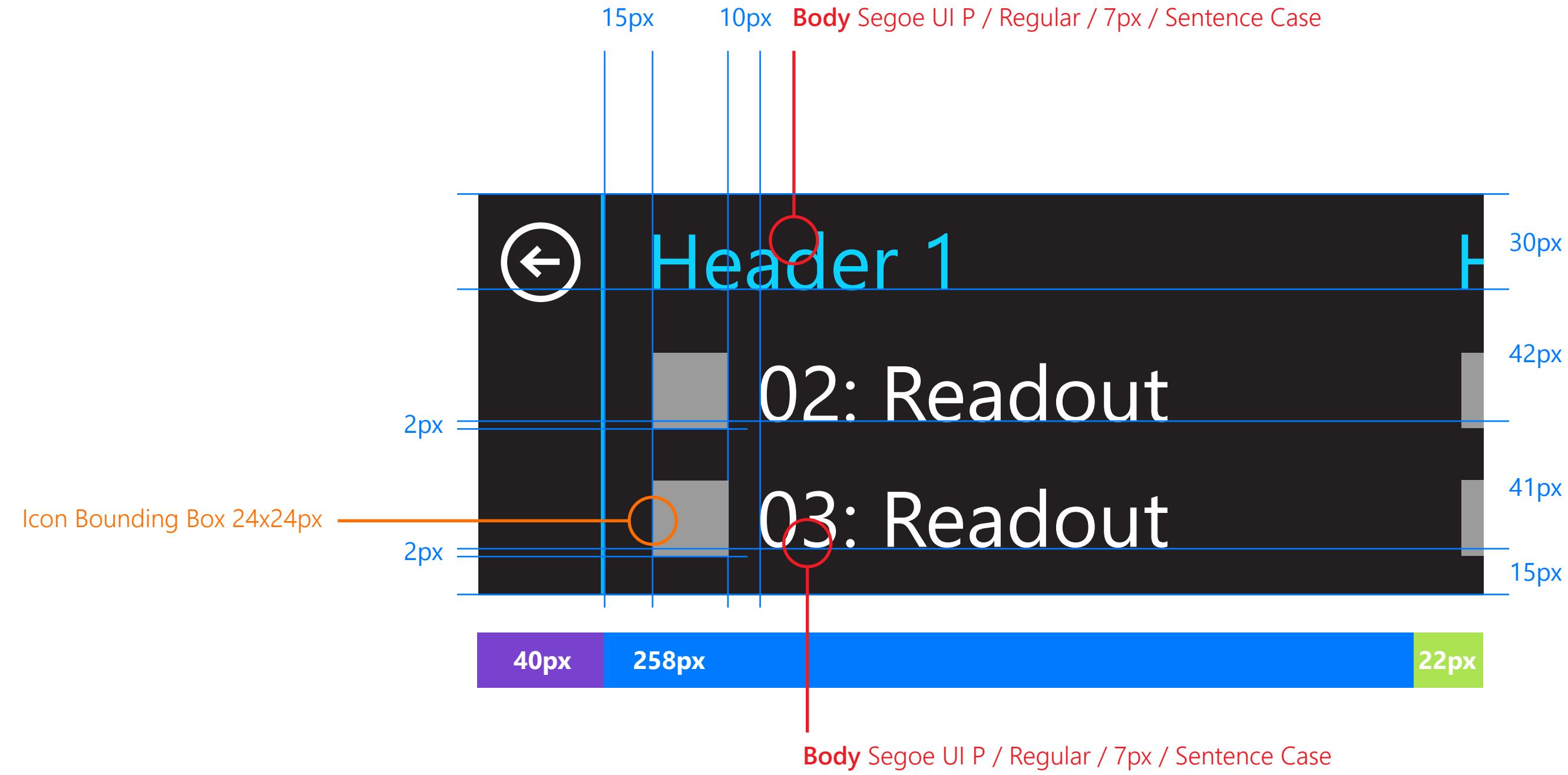
2 Metrics

Metrics should be displayed next to their corresponding icon on a Header / Primary / Secondary page layout.

 Your Brand's Highlight Color

 System White or Custom

 Your Brand's Highlight Color or Custom

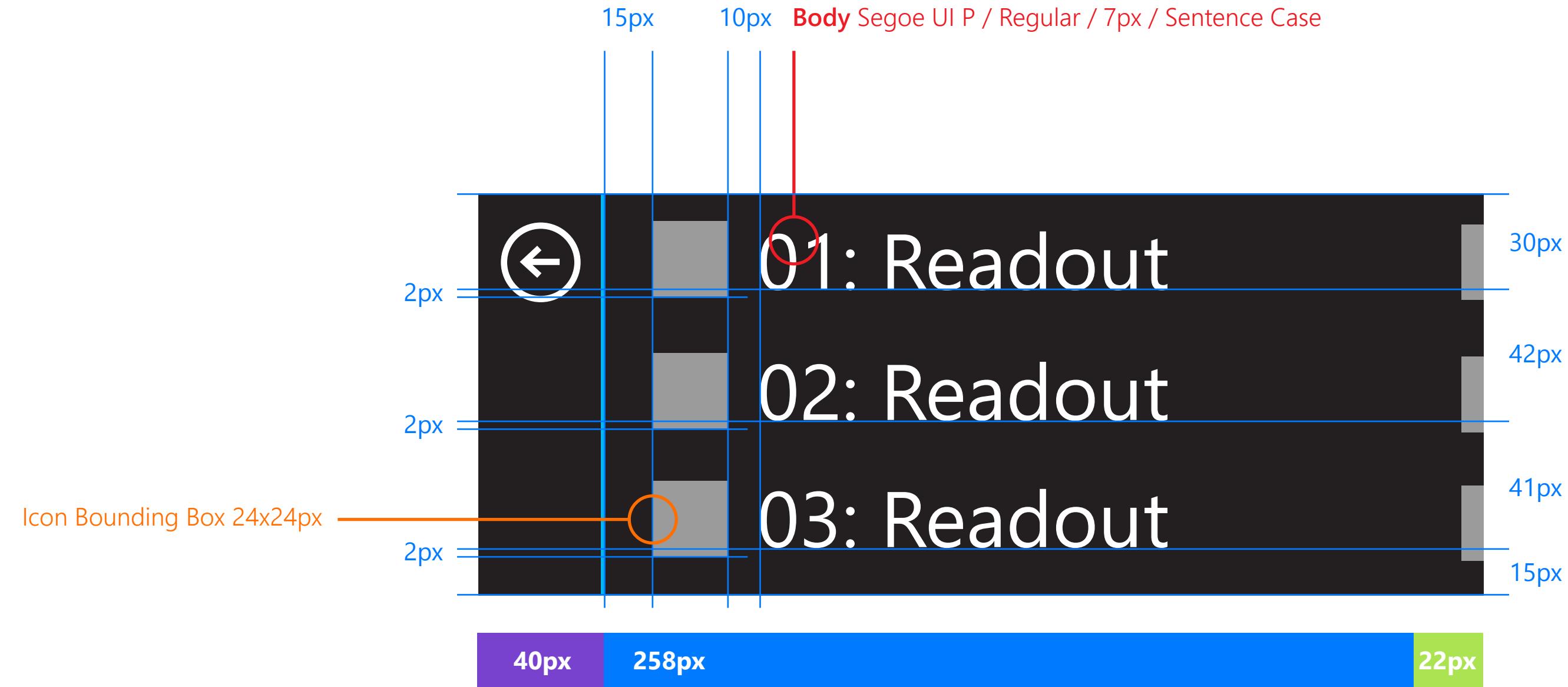


Metric Layout

3 Metrics

Metrics should be displayed next to their corresponding icon on a Header / Primary / Secondary page layout.

- █ Your Brand's Highlight Color
- System White or Custom
- Your Brand's Highlight Color or Custom



Example: Activity tiles, Last Exercise metric summary

Microsoft Band 2

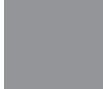
Metric Layout

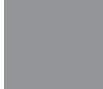
Metric with Secondary Content

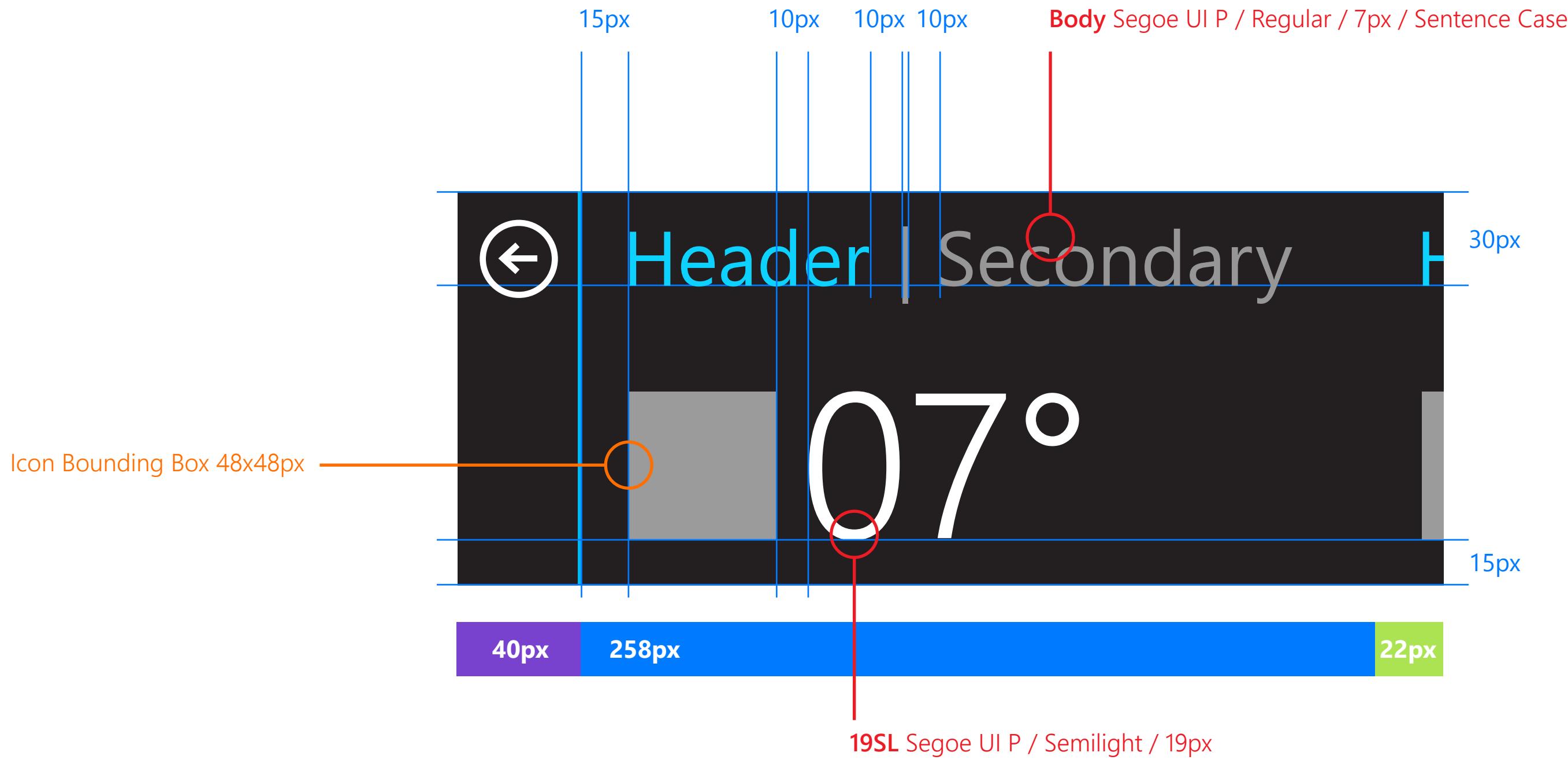
Large metrics can be displayed, providing that they respect page padding concerns.

 Your Brand's Highlight Color

 System White or Custom

 Your Brand's Highlight Color or Custom (for Icon)

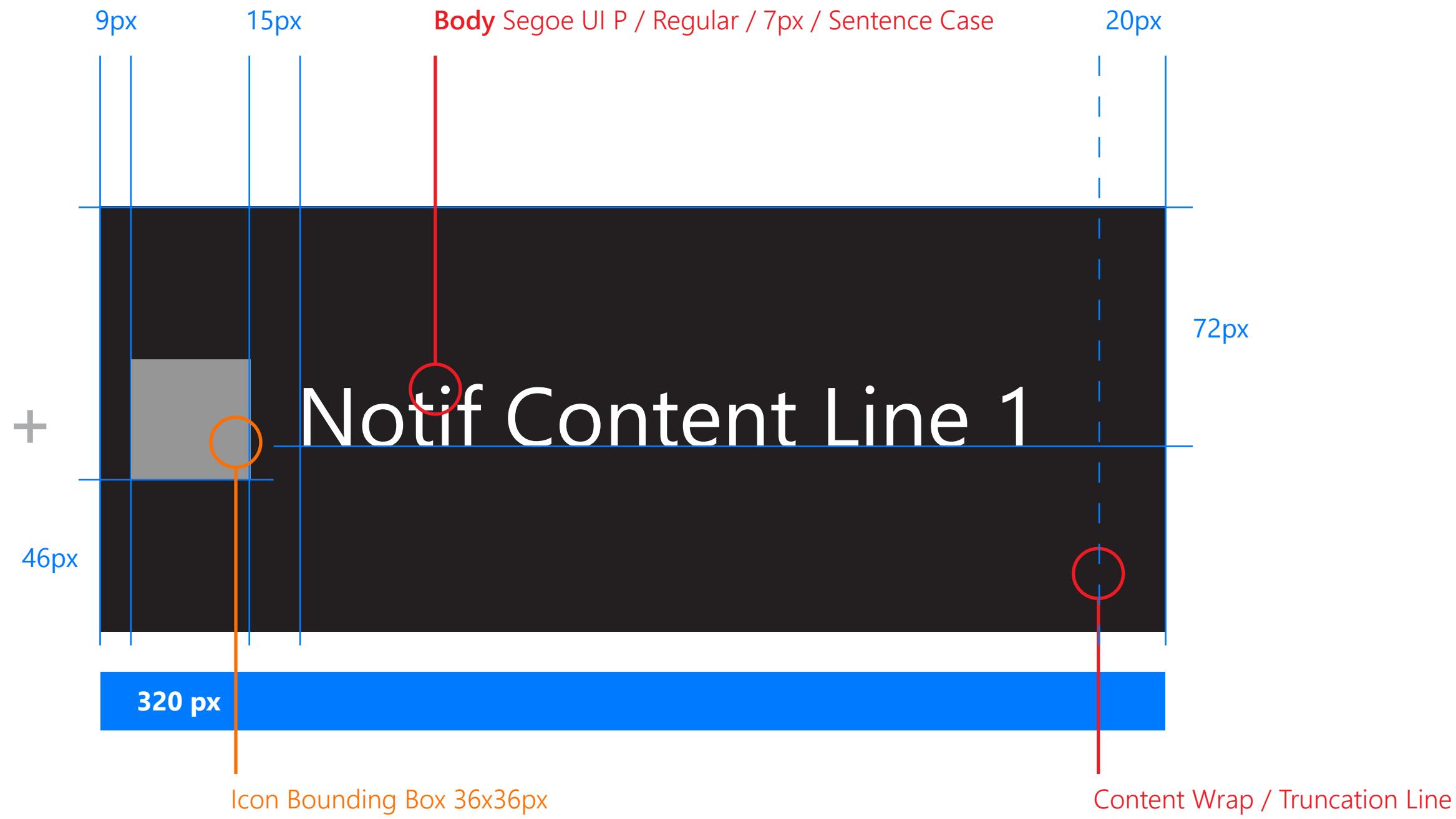
 System Secondary Text or Custom



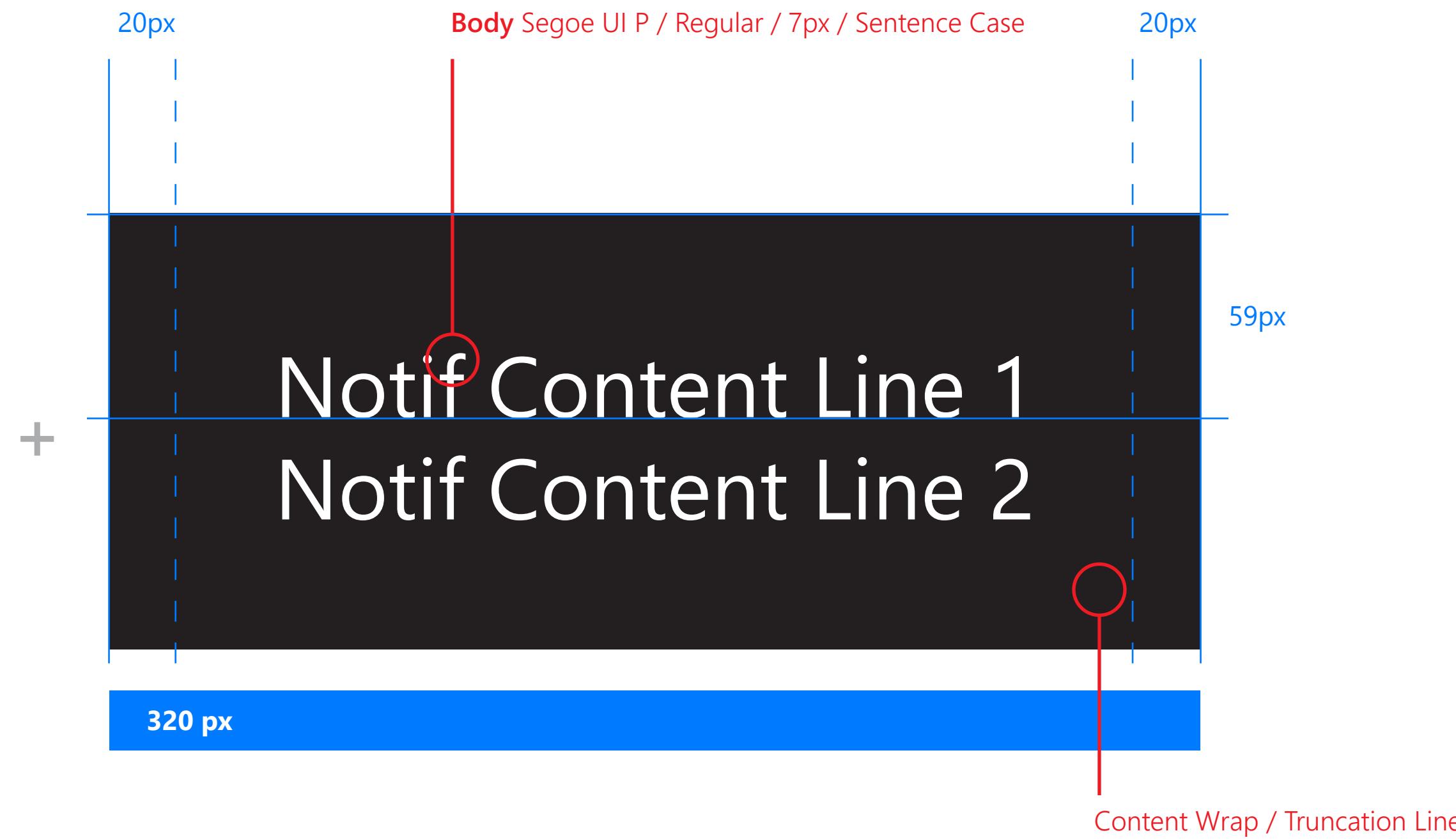
Notification Layout

Notification / 1 Line

-  System White or Custom
-  Your Brand's Highlight Color or Custom



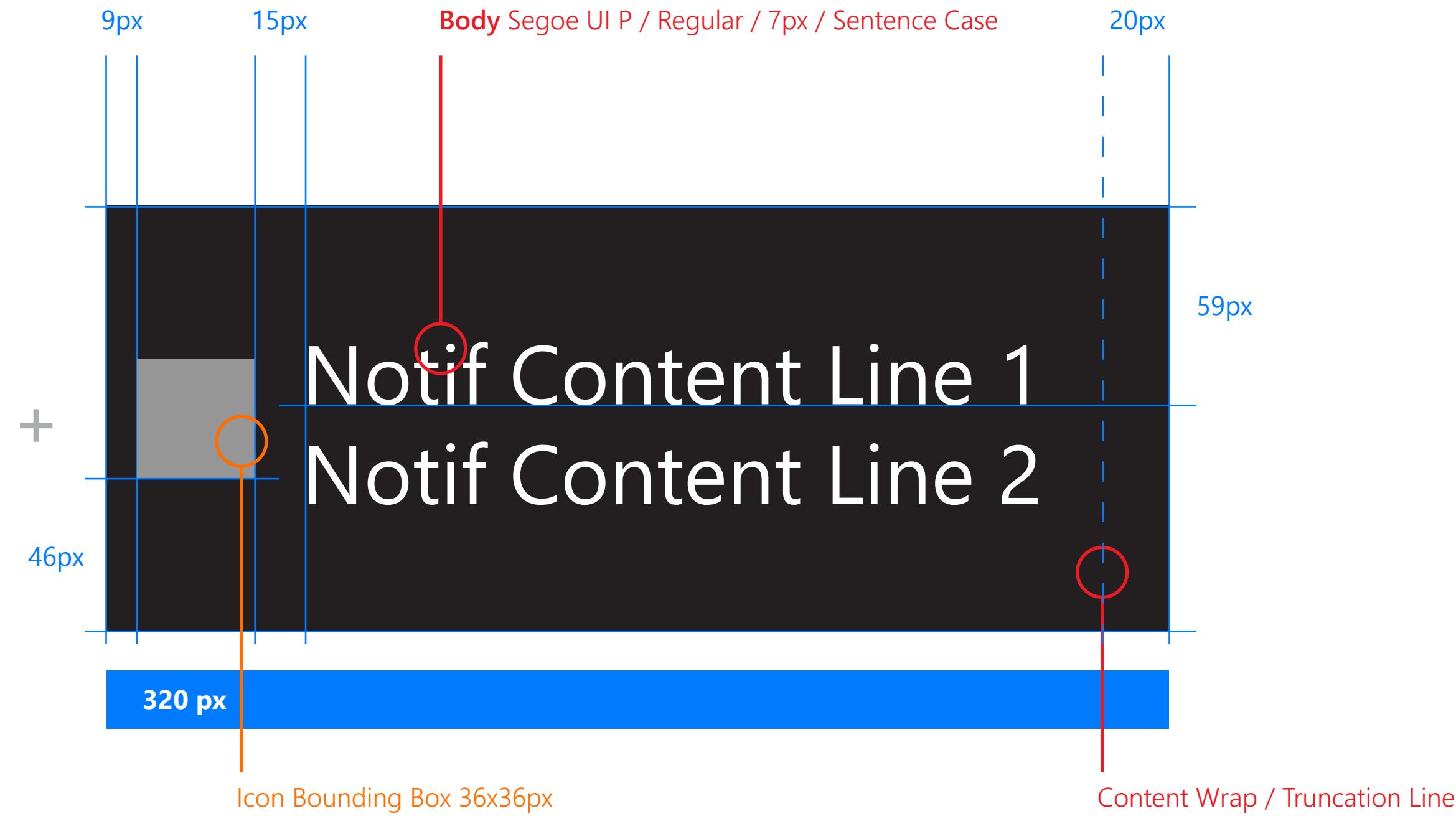
Notification Layout

Notification / 2 Lines System White or Custom

Notification Layout

Notification / 2 Lines / Icon

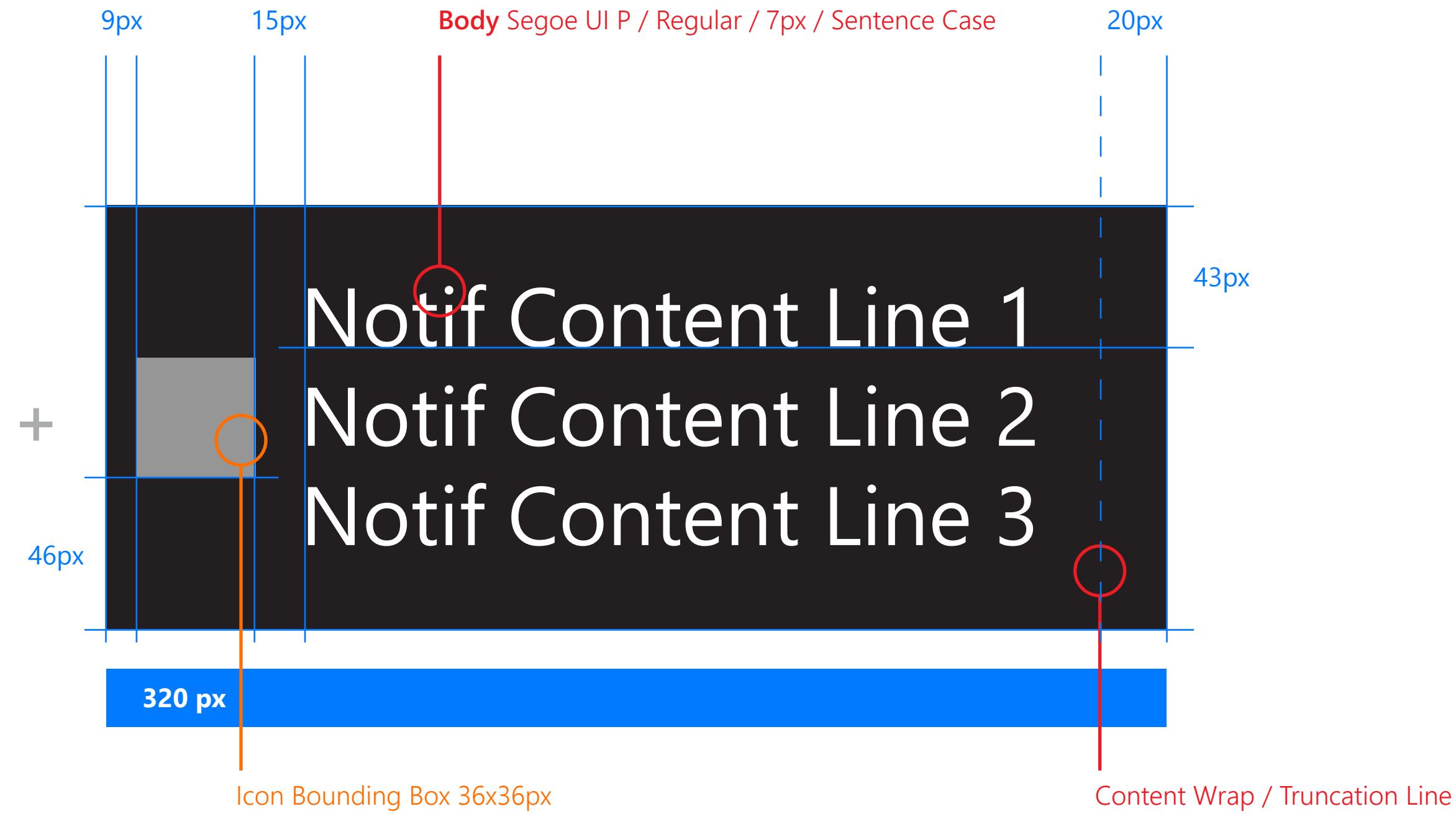
- System White or Custom
- Your Brand's Highlight Color or Custom



Notification Layout

Notification / 3 Lines / Icon

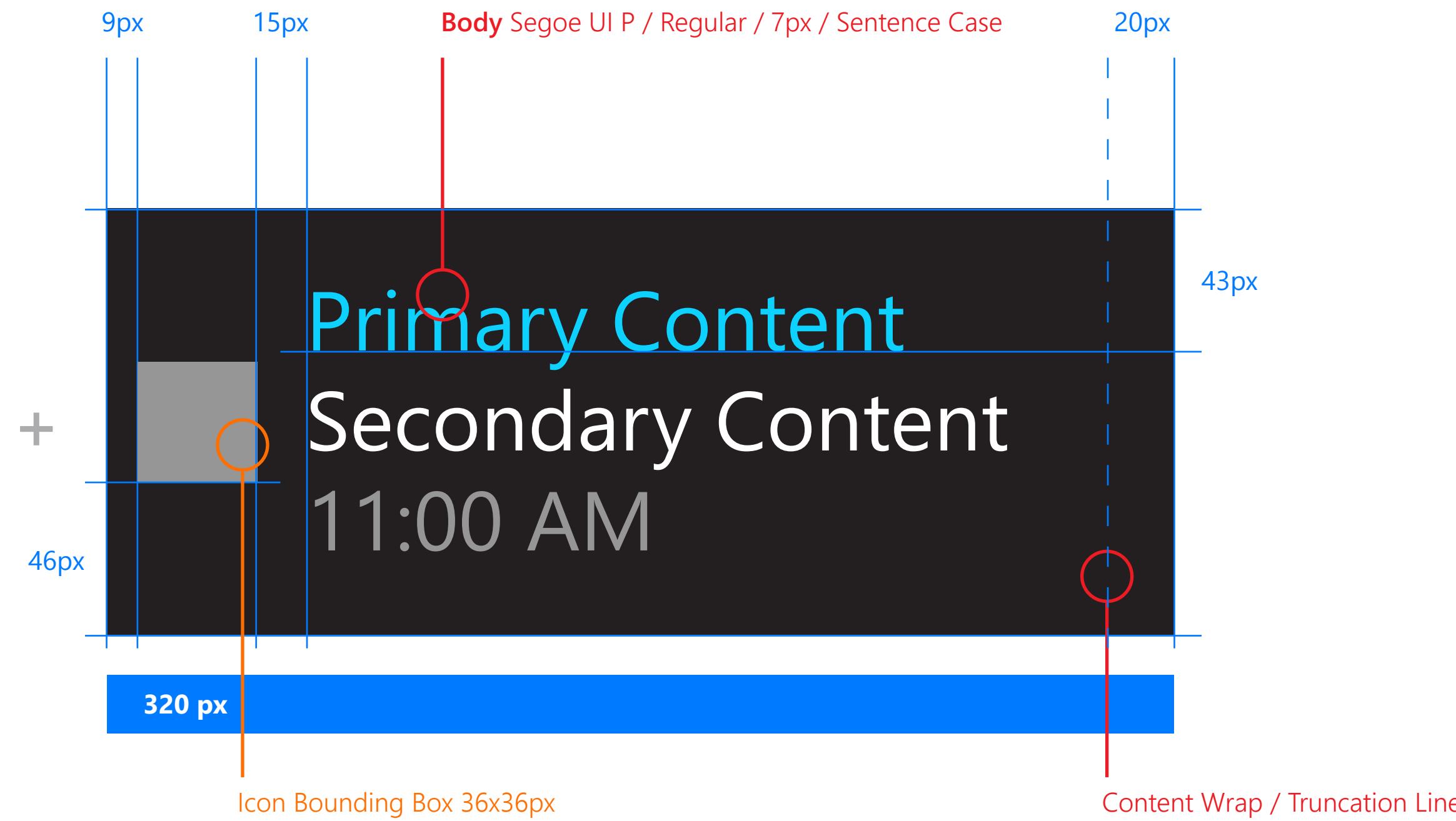
- System White or Custom
- Your Brand's Highlight Color or Custom



Notification Layout

Notification / 3 Lines / Icon

- Your Brand's Highlight Color
- System White or Custom
- Your Brand's Highlight Color or Custom

**Example:** Calendar Notifications

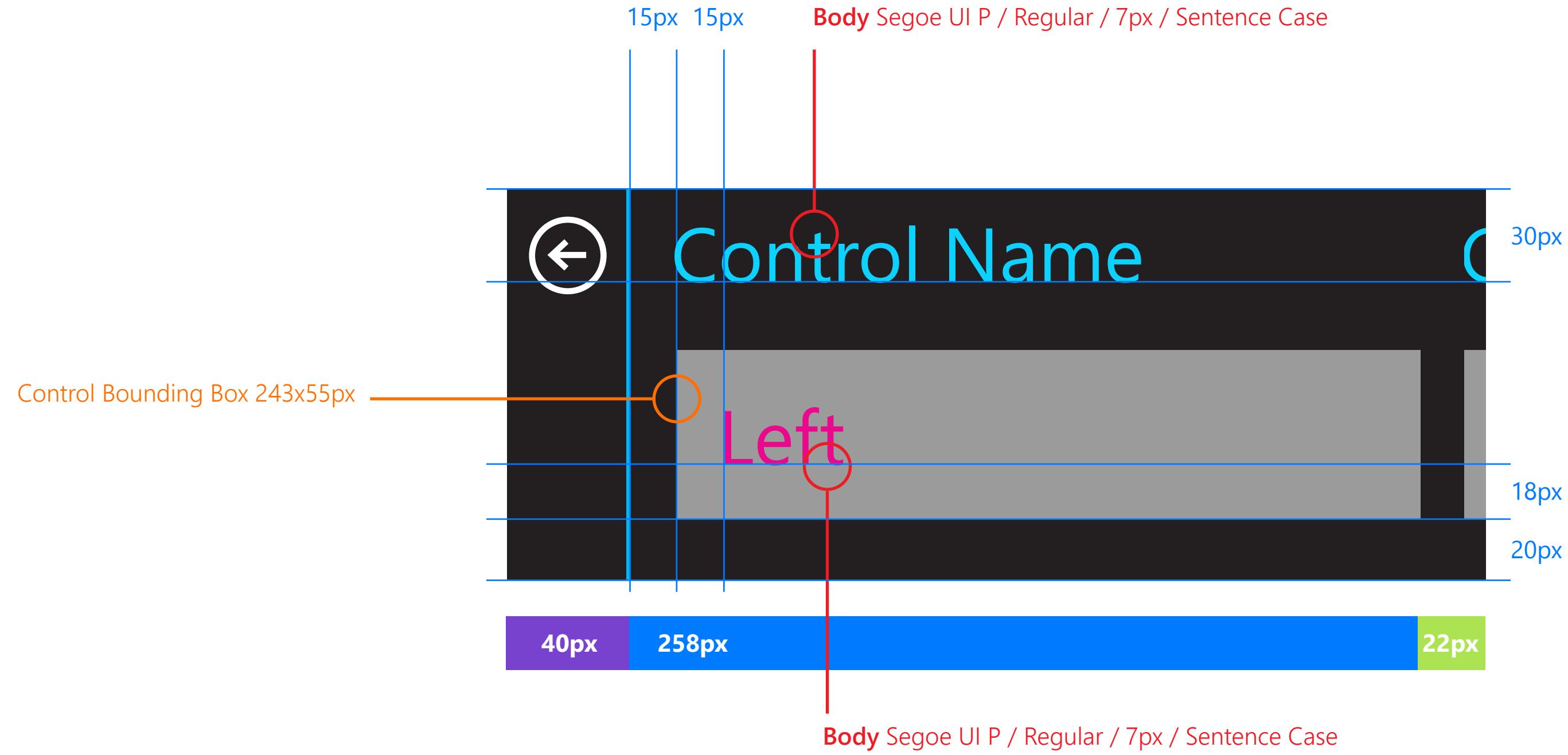
Microsoft Band 2

Control Layout

List Picker

Tapping the list picker button takes you into a list picker modal where you can make a selection.

- █ Your Brand's Highlight Color
- █ System White or Custom
- █ System Button Color



Example: Settings controls that enter into list pickers

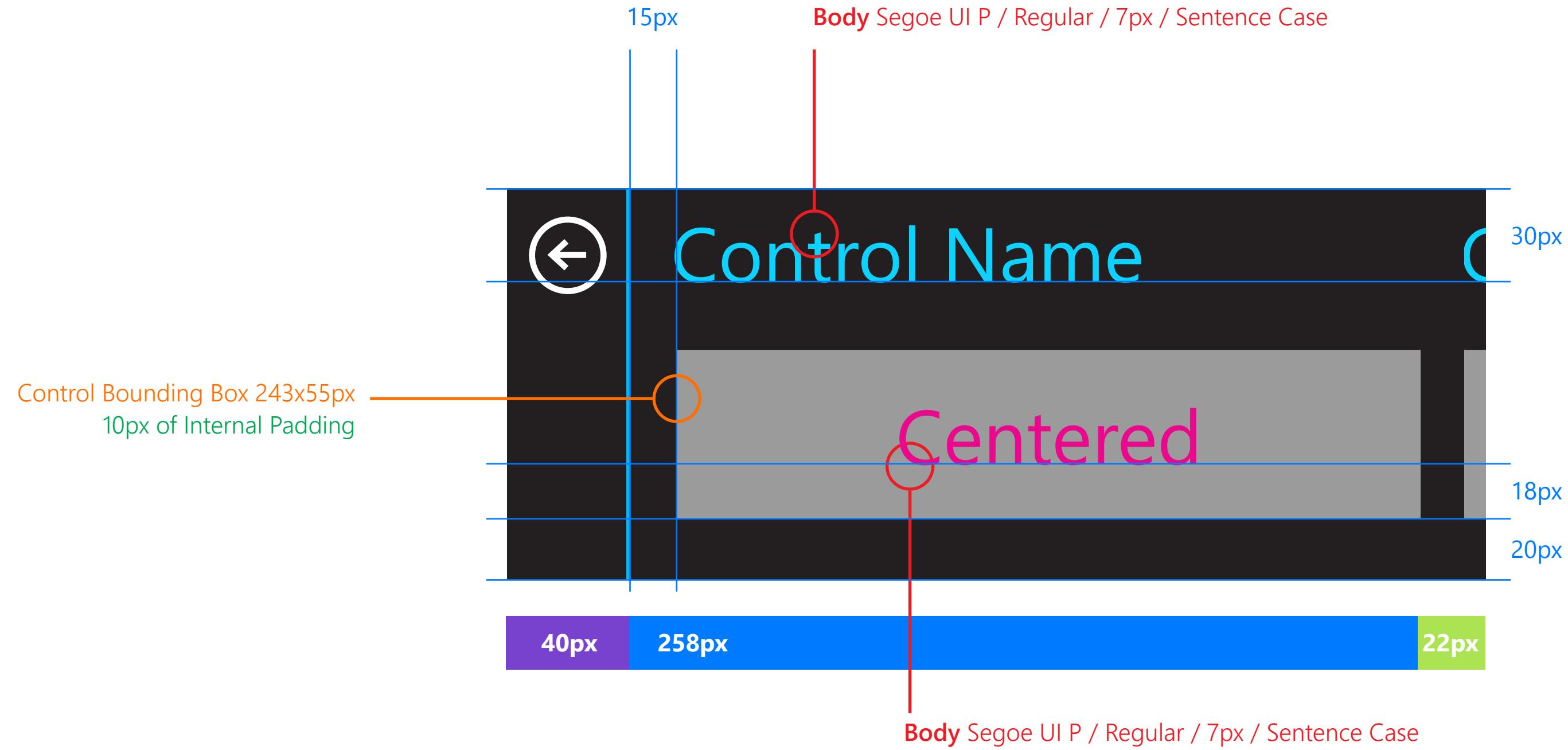
Microsoft Band 2

Control Layout

Header / Push Button

Single push buttons can be placed inside tiles. Add them below a descriptive header string.

- Your Brand's Highlight Color
- System White or Custom
- System Button Color

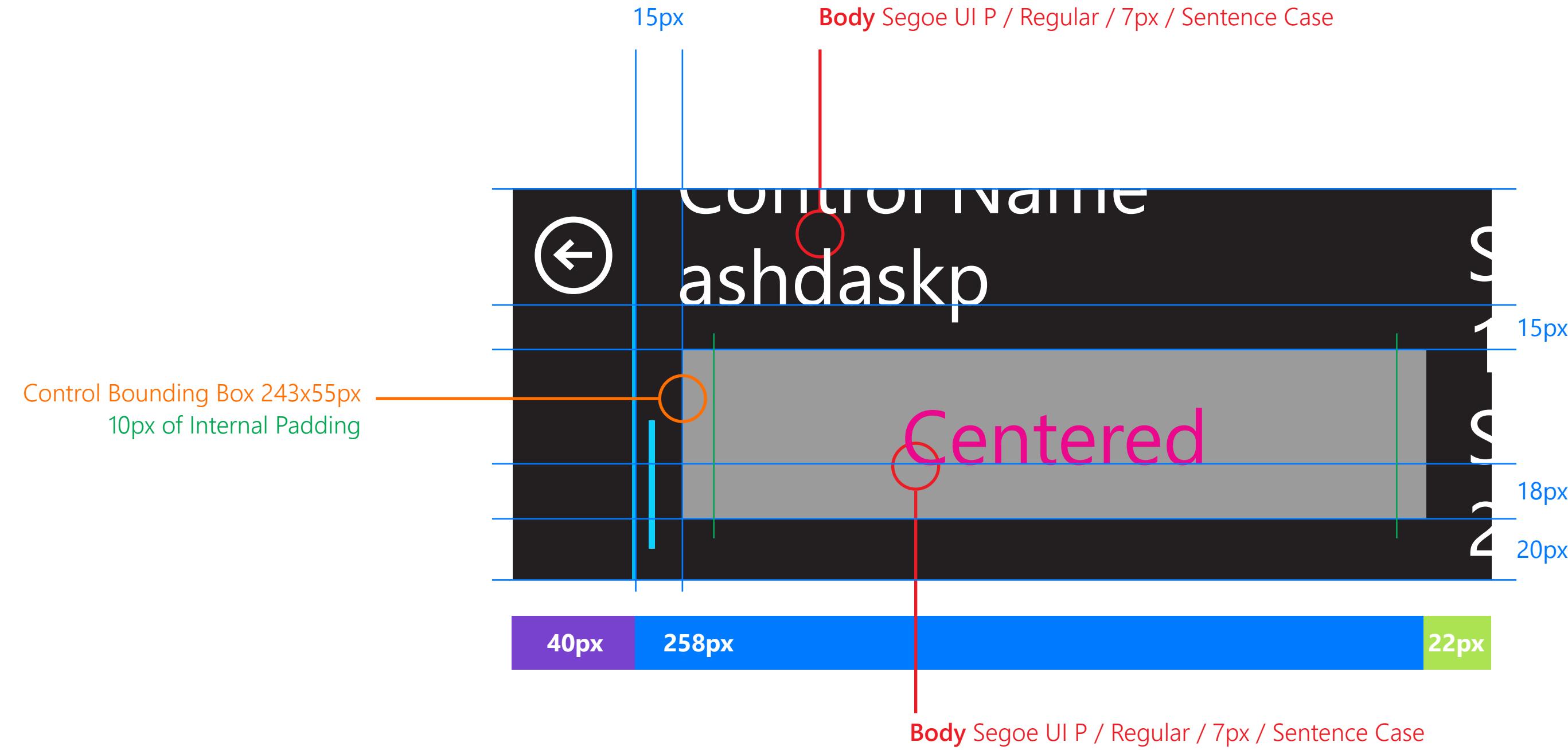


Control Layout

Scroll Push Button

Push buttons can be located inside tiles as the bottom piece of scrollable content.

- █ Your Brand's Highlight Color
- █ System White or Custom
- █ System Button Color
- System White or Custom



Example: Reply options at the bottom of messaging tiles

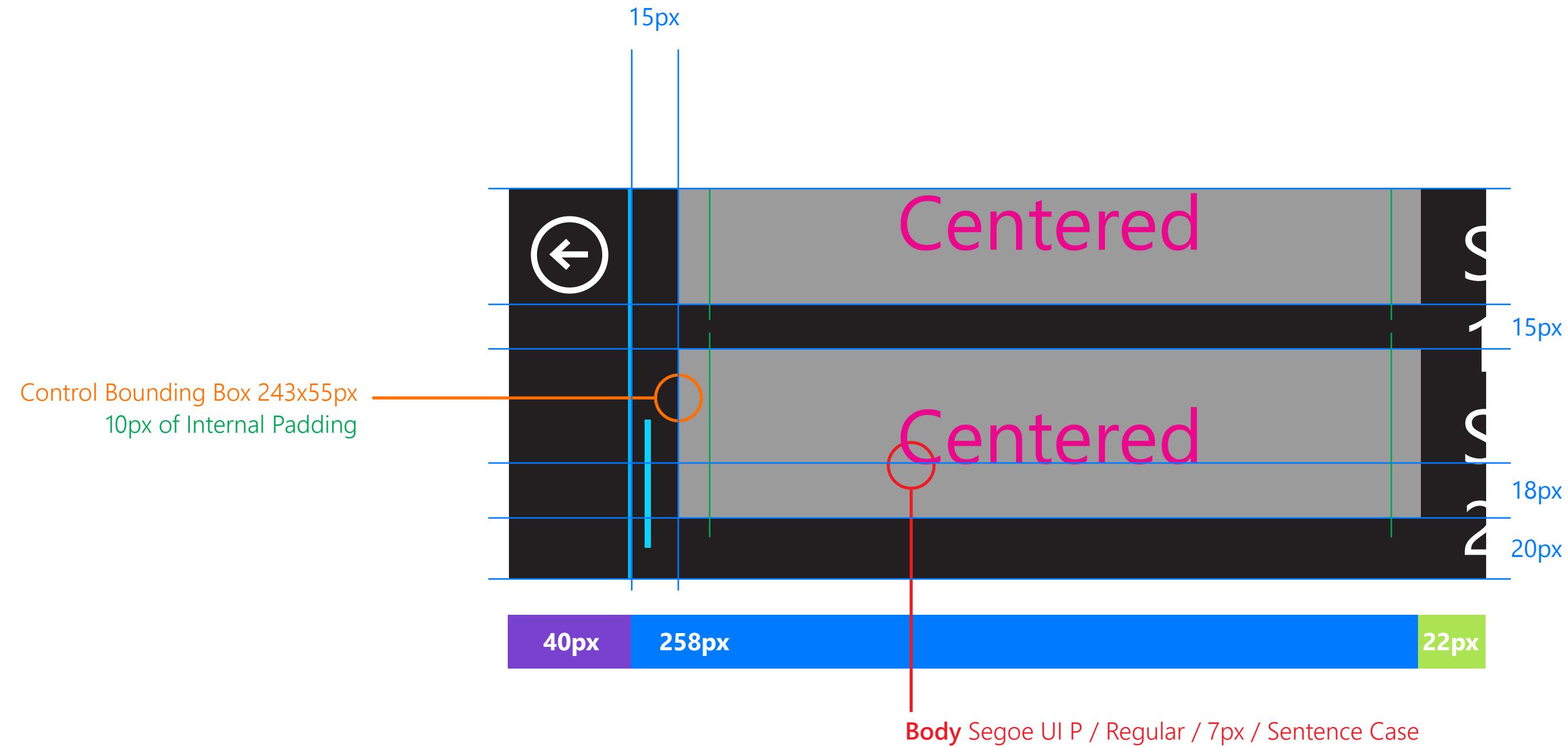
Microsoft Band 2

Control Layout

Stacked Scroll Push Button

Push buttons can be stacked on top of each other at the bottom of a scroll list. Padding between buttons should be at least 15px.

- Your Brand's Highlight Color
- System White or Custom
- System Button Color
- System White or Custom



Example: Options at the bottom of an email in Email tile

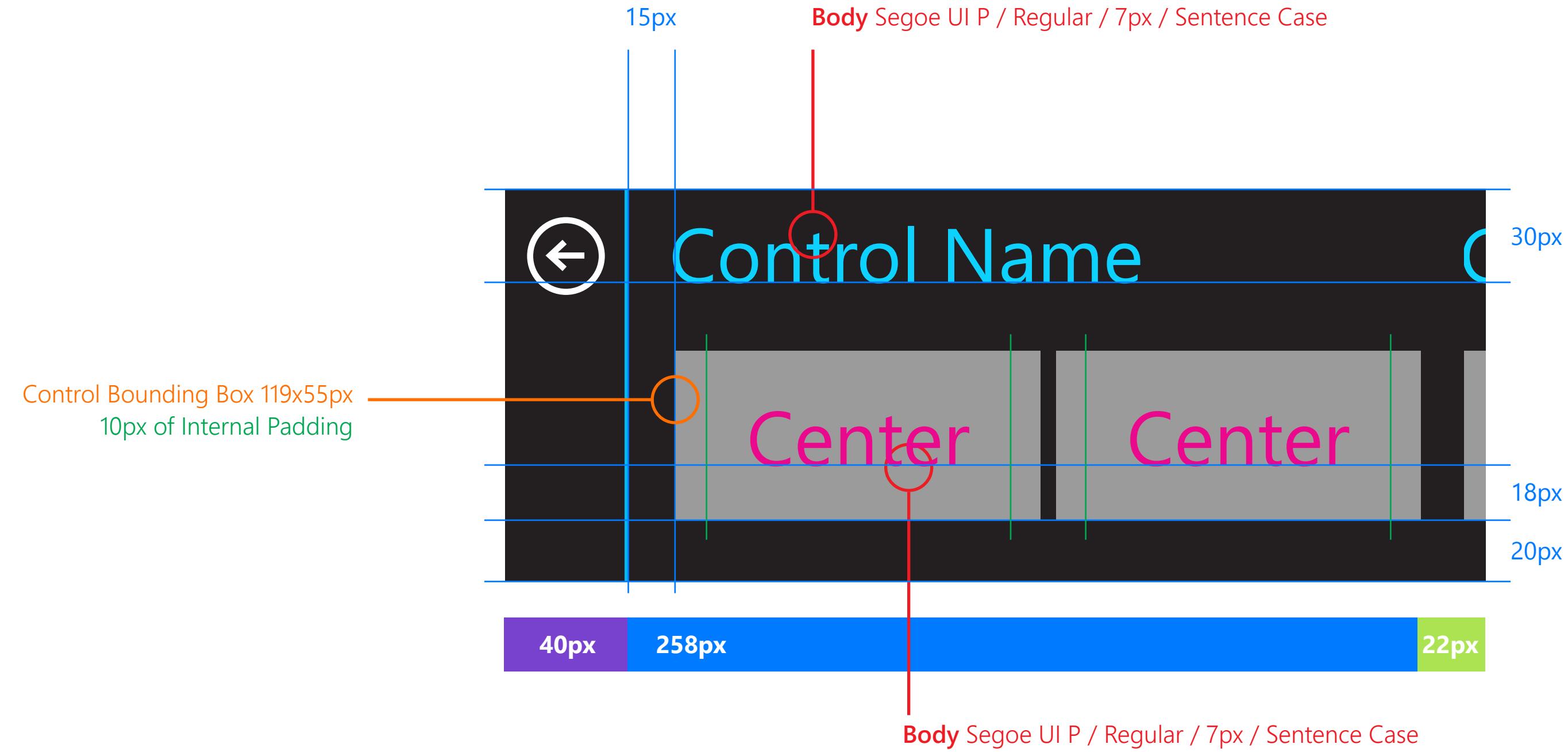
Microsoft Band 2

Control Layout

In-Tile Dialog

Dialog buttons can be placed inside tiles below a descriptive header string.

- █ Your Brand's Highlight Color
- █ System White or Custom
- █ System Button Color



Thank you.