SHYRLEE TYFANNY A. PEJO
Apple's Interface Guidelines: User Interaction

Main points that I found interesting

- **Accounts:** Delaying sign-in for as long as possible

What turns me off when I want to try a new app or service is the annoying need to sign up first before I can do anything useful with the app. These feature lets me try and test the app first before I commit to it. These feature allowed me to try and test the application first before I commit into it.

- **Data Entry:** Use an introductory label or placeholder text to help communicate purpose

Labels are extremely helpful to me because even if I used an app for a long time, there are times where I forget the use of some features. Labels help m e i n remember these things. This required to efficiently manage large amounts of information that is sometimes confidential or sensitive in nature.

- **Drag and Drop:** Display an item count badge during multi-item drags

I found this helpful especially when I cherry pick some items among thousands of my files inside a folder. It keeps me track on how many files I selected. It is when you "grab" an object and drag it to a different location.

- **File Handling:** Consider including a pop-up button that enables filtering for specific types of files, we can extract/fetch data from a file to work with it in the program. Search filters help m y searching way easier and faster, as simple as that.

- **Game Controllers:** Determine game controller requirements

This helps me avoid apps that are incompatible with my controller. Without this, I would have installed a game with no controller.

- **Help:** Provide task-based help

This is an intuitive feature that gives a related specific response to what I actually need and not a general response.

- **Keyboard:** A dd full keyboard access mode support to all custom interface elements Useful in scenarios wherein my mouse might just give up one day, I could still work with my unit using my keyboard. contains keys for individual letters, numbers and special characters, as well as keys for specific functions.

- **Mouse and Trackpad:** Don't rely on the availability of specific devices and gestures I mostly use mouse but there are cases where gestures are more fun to use. For example, when zooming, the pinch method is actually more intuitive than scrolling.

- **Providing User Feedback:** A void unnecessary alerts

When using my unit, I want to be completely relaxed. Annoying alerts only lessens my experience. Collecting and making sense of user feedback is critical for businesses that wish to make improvements based on what their users need.

- **Requesting Permission:**

Explain why your app needs the information
This should be universal. Privacy is a serious issue so stuff must first be carefully explained before Iwill grant access.

- **Android's Interface Guidelines: User Interface**

Main points that I found interesting

- **Layouts:** Build a Responsive UI with Constraint Layout

Defines the structure for a user interface in your app, such as in an activity.As a user of an android, one of my aesthetic requirements for an app is the app u sing just the right amount of space on my screen necessary for its activity. For example, if the app would just like to confirm something with me or cancel buttons, it is terrible to use the entire screen just for that purpose.

- **Look and Feel:** Dark Theme

Dark theme applies to both the Android system UI and apps running on the device.One of the best-selling points of d ark theme features is its ability to significantly reduce power usage. This extends my usage experience and lets me do m ore work.

- **Notifications**: Start an Activity from a Notification

In the past, when we receive a message notification, it would only show us a preview and we have to open the app for it to read and respond to the message, today however, we can now respond automatically from the notification panel. This completely eliminates the need to start the app and also it saves battery at the same time.

- **Bubbles**

A simple marvel in the field of conversation through smartphones. It looks smart, feels light, and really cool to use.

- **Add the app bar:** Add an Action View

app bar provides content and actions related to the current screen. It's used for branding, screen titles, navigation, and actions.Every time I install an app, the first thing that I do is look for search functionalities within the program. This is to make sure that if ever in the future I a m looking for a specific something, I could just use the search bar and not scour the whole app.

- **Window insets**: Hide system bars for immersive mode

Represents the area of a full-screen window that is partially or fully obscured by the status bar, navigation bar.
When viewing pictures and videos, full screen immersion is a must for me. Forced status bars are simply annoying.

- **Supporting**

swipe-to-refresh Even if apps support automatic updates, having the ability to manually refresh an app gives more
feeling of control over the app.

- **Toasts overview**

A view containing a quick little message for the user. Helpful messages contained in small layouts such as sending message, copying, deleting, etc. helps me monitor if a task was done successfully. Even better, after it finishes notifying the user, it exits on its own without having to prompt the user to exit the notification.

- **Dialogs**

Does not fill the screen and is normally used for modal events that require users to take an action before they can proceed. This i s a useful prompt when a user is about to do something that might potentially cause an irreversible effect. For example, when a user is about t o format a storage, the app prompts the user with a message contained in a small window whether to proceed or not.

- **Receive rich content**

It i s now possible to move images via drag in drop, like in computers, unlike in the past wherein to move an image, you have to use certain controls before you can successfully transfer it.

- **Copy and paste:** System notification shown when your app accesses clipboard data

This system notifications allows you to monitor which app used your clipboard data. In terms of privacy, this is important.

- **Picture-in-picture support:** It lets the user watch a video in a small window pinned to a corner of the screen. Switch your activity to picture-in-picture

This i s easily done now through gestures. While doing the pinch method, simply move t he app and it automatically recognizes that it wants to be in a picture-in-picture mode. This is useful when
multitasking.

- **Device Control:** Control external devices

In situations where it is possible to use your device a s remote control to manipulate other devices, android phones now feature smart control to do this. For example, to turn lamps on and off, a simple
toggle from your device will do and t o finely tune its brightness, it is possible to control it through sliders.

Newest Technologies

Ubicoustics – listens t o the environment and guesses what is going on around them.

Zensors – Visual sensing platform used to monitor various applications such as parking, traffic, road, occupancy, trash detection, and many more.

Lucid UX – the U X of Lucid Motors (next generation Electronic Vehicles) that aims to provide users with convenient and efficient designs as well as sophisticated usability. It implements smart sensing technologies such as touch, voice, and proximity sound detection systems

EarSense – senses w hen users lift their device to their ear.

Context-aware assistants – devices that can tell what is happening around it.

Qeexo Knuckle-touch Sensor – senses i f the knuckle or finger is used to touch the screen.

ViBand – a smartwatch that can be used as input platform. It can also be combined with motion data to further its usability in controlling smart devices. Hand gestures offer expressive input modalities that com- plement existing interfaces and devices.