

# Human Interface Guidelines

The HIG contains guidance and best practices that can help you design a great experience for any Apple platform.

## New and updated



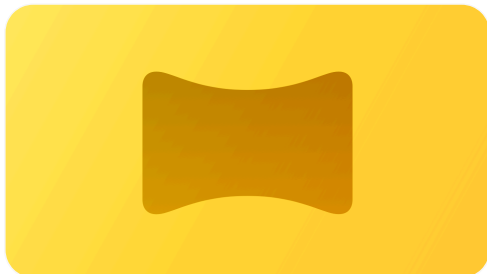
Camera Control



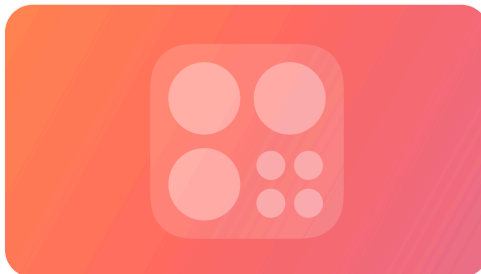
Gestures



Designing for games



Immersive experiences



Controls

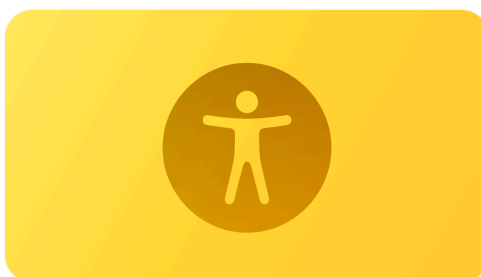


App icons

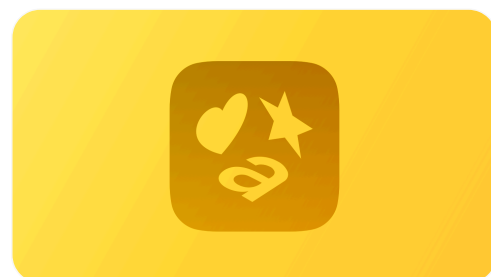
## Featured



Designing for visionOS



Accessibility



SF Symbols



Typography



Writing



Game controls

## Topics



### Getting started

Create an app or game that feels at home on every platform you support.

[Learn More >](#)



### Foundations

Understand how fundamental design elements help you create rich experiences.

[Learn More >](#)



### Patterns

Get design guidance for supporting common user actions, tasks, and experiences.

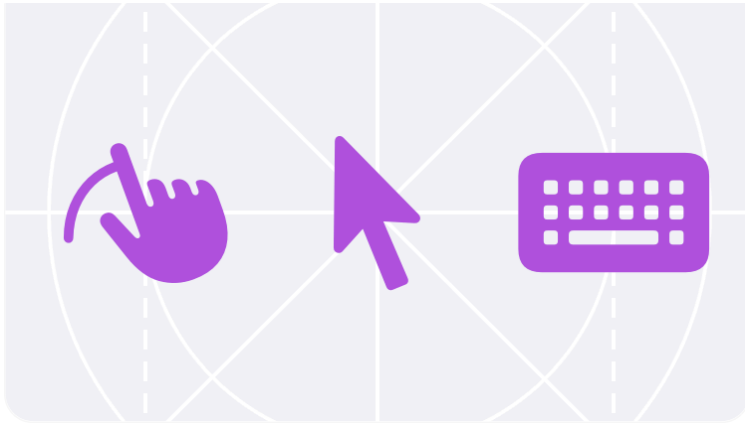
[Learn More >](#)



### Components

Learn how to use and customize system-defined components to give people a familiar and consistent experience.

[Learn More >](#)



## Inputs

Learn about the various methods people use to control your app or game and enter data.

[Learn More >](#)



## Technologies

Discover the Apple technologies, features, and services you can integrate into your app or game.

[Learn More >](#)