



**Technological Institute of the Philippines  
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**ITE 010 – INTRODUCTION TO HUMAN-COMPUTER INTERACTION  
Discussion 4.1 Human Interface Guidelines**

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**Research some Human Interface Guidelines that we can use in designing mobile applications.**

Human interface guidelines are software improvement records that offer application designers a bunch of suggestions. They plan to improve the experience for the users by making application interfaces more natural, learnable, and steady. Most aides restrict themselves to characterizing a typical look and feel for applications in a specific work area climate. The aides list explicit approaches. Arrangements are in some cases dependent on studies of human PC collaboration; however, most depend on shows picked by the stage engineers' preferences.

The focal point of it is to establish a predictable encounter across the climate, including the applications and different instruments being utilized. This implies both applying a similar visual plan and making reliable admittance to and conduct of basic components of the interface – from straightforward ones like catches and symbols up to more intricate developments, for example, exchange boxes.

## Below are the eight rules for perfect mobile design based on Uxdesign.cc

### 1. Reach area – thumb area

Thumb Zone: how easy it is for our thumbs to tap areas on a phone's screen.

#### ● Hard to Reach

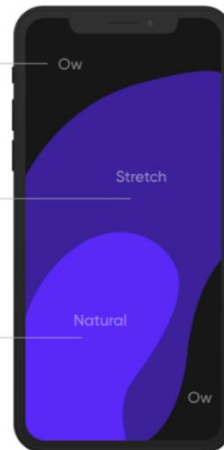
Reaching this area requires uncomfortable finger movements and a lot of stretching.

#### ● Okay to reach

Reaching this area requires some stretching. Can be hard for users with small hands.

#### ● Easy to Reach

Reaching this area is very easy and natural and does not require stretching.



### 2. Platform Guidelines

Use the right design system iOS and Android have a different user base. Also never carry UI elements from one platform to another.

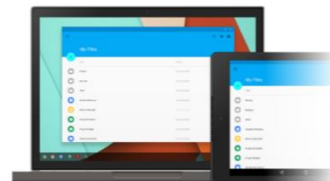
#### Apple's Human Interface Guidelines

In-depth information and UI resources for designing great apps that integrate seamlessly with Apple platforms.



#### Guidelines – Material Design

Material is an adaptable system of guidelines, components, and tools that support the best practices of user interface design for Android.



### 3. Think device first

Be aware of the “unsafe areas” (notch, camera punch-hole, etc.)

#### ● Unsafe Are

Be careful when designing on these areas, you should not include menu or tab elements in there.

#### ● Safe Are

Everything within the “safe area” will be visible on different device screens.



### 4. Font Type and Size

Different fonts can evoke different emotions and provide easy readability at the same time.



#### Typeface

Choose a typeface that works well in multiple sizes and weights to maintain readability and usability in every size.



#### Font-Size

Use legible font size. Text should be at least 11 points so users can read it at a typical viewing distance without zooming.



#### Contrast

Use contrast checkers to prevent color problems, also use 60-30-10 rule which refers to an ideal proportion that is meant to reach balance among colors.

## 5. Call to Action (Buttons)

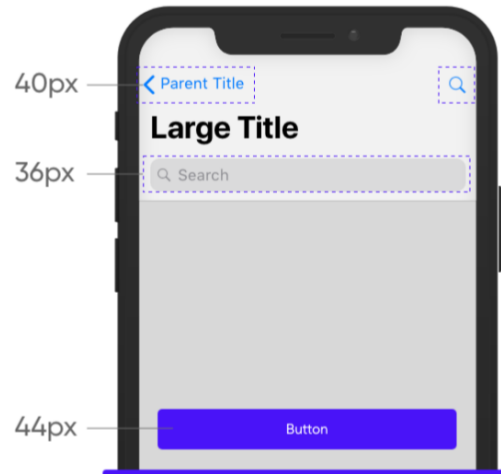
Design finger-friendly buttons. Mistaken taps often happen because of small touch controls. Create controls that measure at least 10–12 mm (40px) so they can be accurately tapped with a finger.

### iOS

Apple recommends a minimum target size of 44 pt wide 44 pt tall.

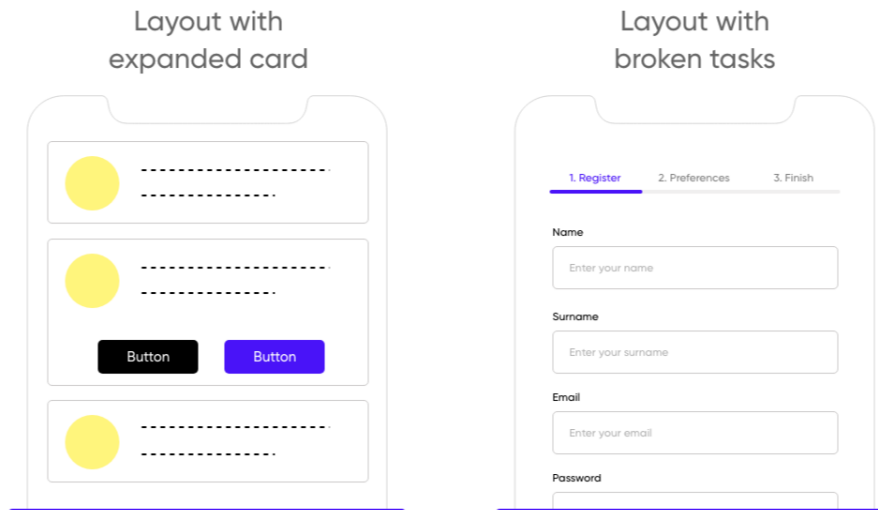
### Android

Google recommends a minimum target size of 48 dp wide 48 dp tall.



## 6. Long-Scroll Problem

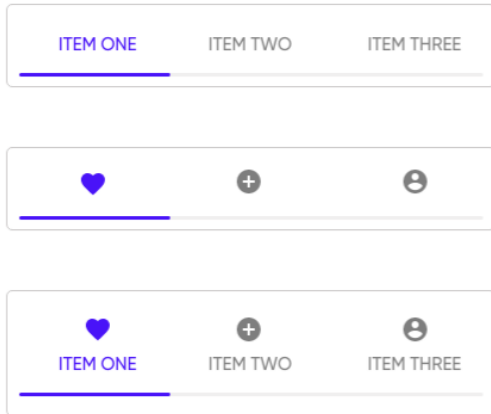
Keep screens as short as possible, using cards with a tap to expand feature or by breaking tasks into screens.



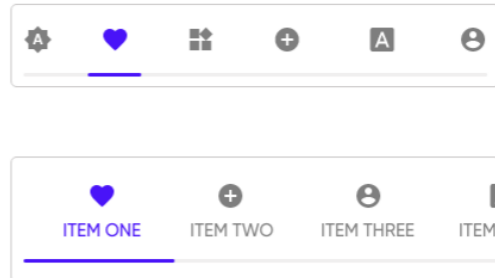
## 7. Tab Bars

Tab bars are part of every app; design clear and clean tab bars also name all tabs whenever possible for better user experience.

Do



Don't



## 8. Gesture

Tap or swipe mobile gestures? It's really important to choose wisely because using the wrong type of gesture can lead to a broken UX.



Tap Gesture

- Select or submit
- Activate
- Toggle on/off
- Cancel or escape
- Enable or disable



Swipe Gesture

- Scroll
- Pan
- Dismiss notifications
- Refresh
- Paging