



**Technological Institute of the Philippines
938 Aurora Boulevard Cubao, Quezon City**

**ITE 010 – INTRODUCTION TO HUMAN-COMPUTER INTERACTION
Discussion 4.1 Human Interface Guidelines**

**Name: Aristotle Buenaventura
Section: IT12S1**

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

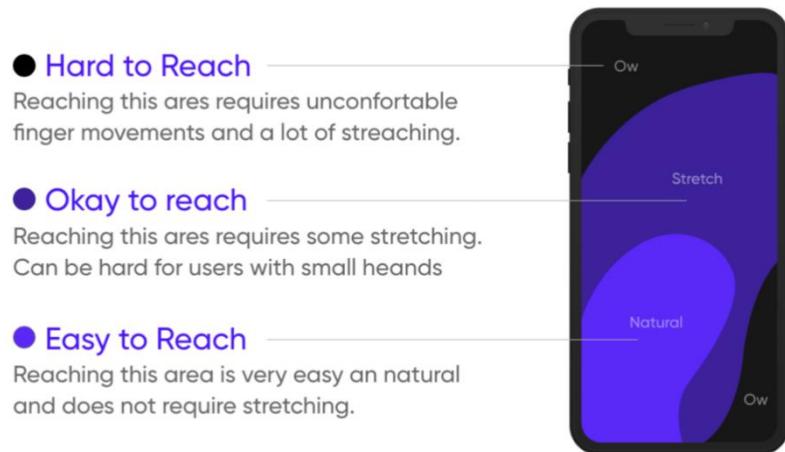
Human interface guidelines are software improvement records that offer application designers a bunch of suggestions. They plan to improve the experience for the users by making application interfaces more natural, learnable, and steady. Most aides restrict themselves to characterizing a typical look 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.



2. Platform Guidelines

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

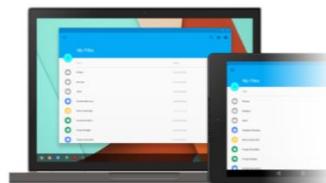
Apple's Human Interface Guidelines

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



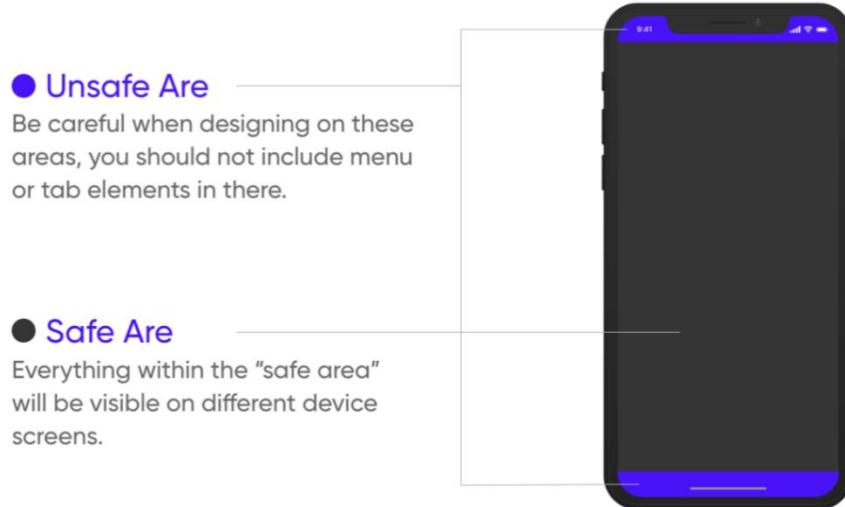
Guidelines - Material Design

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.)



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)

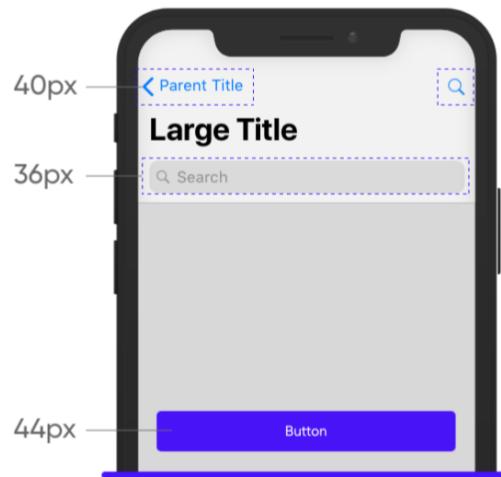
Design finger-friendly buttons. Mistaken taps often happen because of small touch controls. Create controls that measure at least 10–12 mm (40px) so they can be accurately tapped with a finger.

iOS

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

Android

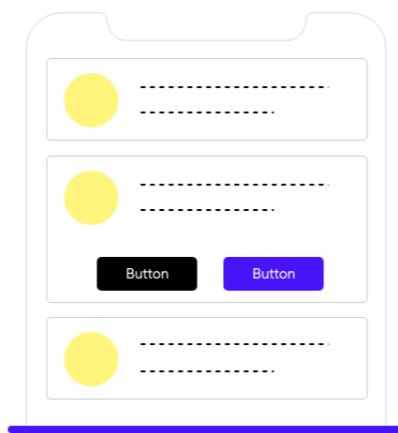
Google recommends a minimum target size of 48 dp wide 48 dp tall.



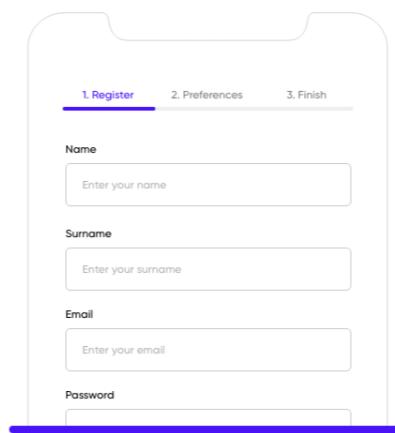
6. Long-Scroll Problem

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

Layout with expanded card

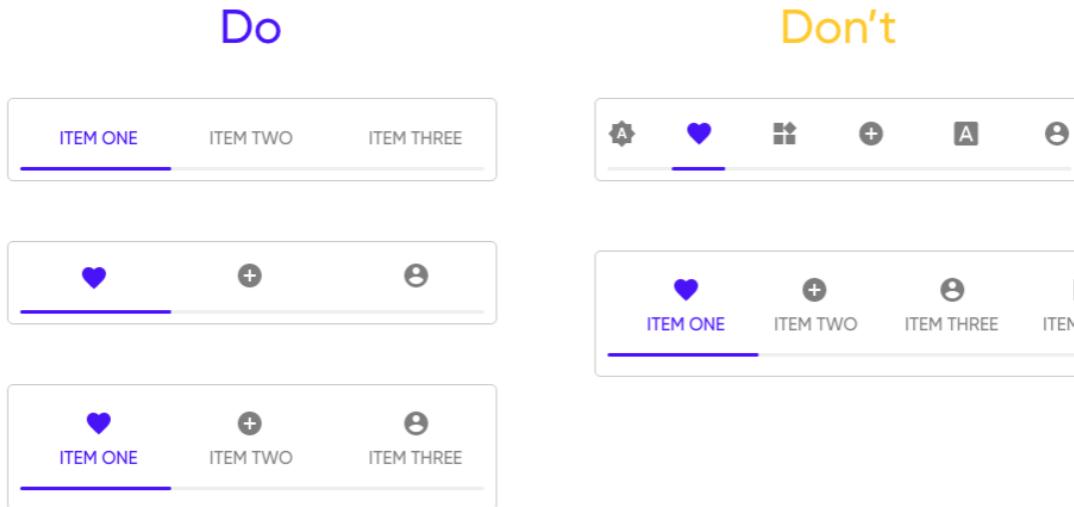


Layout with broken tasks



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.



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.



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



- Scroll
- Pan
- Dismiss notifications
- Refresh
- Paging