Human Interface Guidelines

An IOS Framework

The human interface guidelines are set to bridge the gap between developers and users. These guidelines detail the proper steps, detail, and forethought needed to be put into developing IOS mobile apps.

Some of the basic components that should be made into the design is clarity, deference and depth. Text should always be clear, readable with engaging fonts and colors. Deference witch fluid motion within the app, with content that does not compete with each other but enhances the users ability to understand the content. Depth adds a layer of visuals that convey a realistic motion and touch that enhances the discoverability while using the app.

The next most important elements are Aesthetic integrity this represents how well an apps appearance, graphics, art and design mesh with its content. Example a game about birds should have light blue colors, clouds all geared towards immersing the player in the birds point of view.

The second is Consistency. The app should have familiar fonts and colors used on common buttons to give the user a sense of normalcy. Example when designing a login in page on an app, design the buttons to be similar to the Apple pages login and register buttons.

The third is Direct Manipulation which manipulates the content of the app for the user to engage them and facilitate the learning curve of that app. Some ways this is done is by adding rotating, shaking or gestures to interact with the user. This allows them to be able to receive immediate results and feedback for their actions. This brings us to the next element which is Feedback that rewards users with sounds, visuals and actions to keep the user interacting with the app.

Metaphors the next element uses familiar words, sounds, images that are rooted in the real world to expose content, toggle, switches, sliders and scrolls.

The final one is User Control which gives the app control to the user it sometimes suggests actions or even warsn about problems or consequences but the result is ultimately stay with the user.