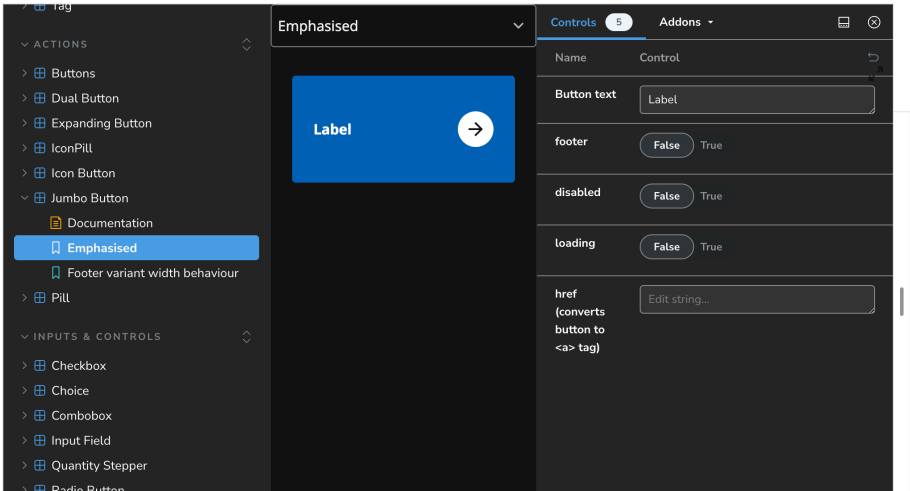


- About Skapa
- Designing
- Developing
- Foundations
- Components
- Overview
- Component availability
- Accordion
- App Bar
- Aspect Ratio Box
- Avatar
- Badge
- Banner
- Broken Image
- Button
- Card
- Carousel
- Checkbox
- Choice
- Combobox
- Commercial Message
- Compact Card
- Copyright Notice
- Divider
- Dual Button
- Endorsement Label
- Expander
- Expanding Button
- Helper Text
- Hyperlink
- Icon Button
- Icon Pill
- Image
- Inline Message
- Input Field
- Jumbo Button
- List
- List View Item
- Listbox
- Loading
- Member Card
- Menu Item
- Modal containers
- Payment Logo
- Pill
- Price
- Price Module
- Product Identifier
- Progress Indicator
- Prompt
- Quantity Stepper
- Radio Button






Last updated: 2025-05-14

Jumbo Button

Used to trigger the final action on a linear flow.



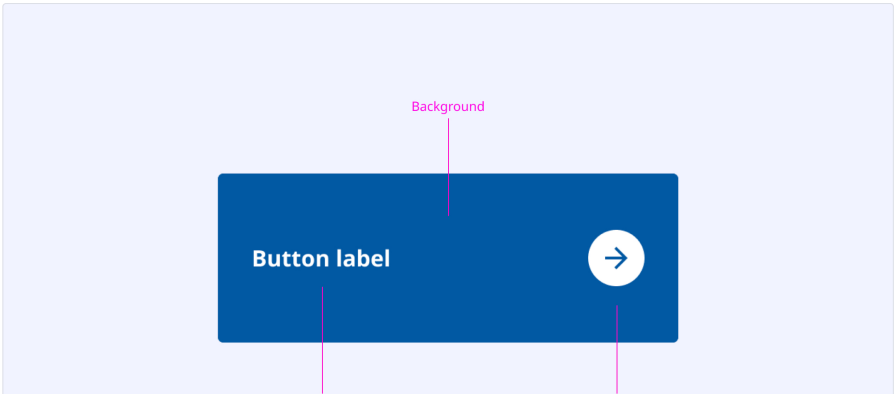
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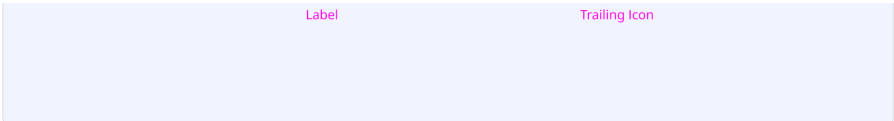
	Figma	Open
	React	Open
	Vue	Open
	Android	Open
	iOS	Open

Index

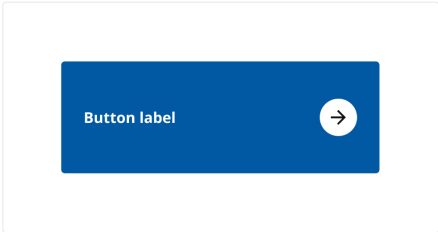
- [Anatomy](#)
- [Variants](#)
- [Behaviours](#)
- [Usage](#)
- [Internationalisation](#)
- [Keyboard interactions](#)
- [Further reading](#)

Anatomy



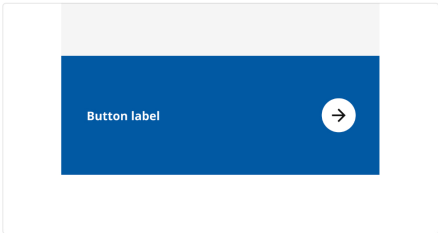


Variants



Regular Jumbo Button

Regular variant is used when contained within a grid.



Footer Jumbo Button

Footer variant is used to span edge-to-edge at the bottom of a container, typically on narrow screens.

Behaviours



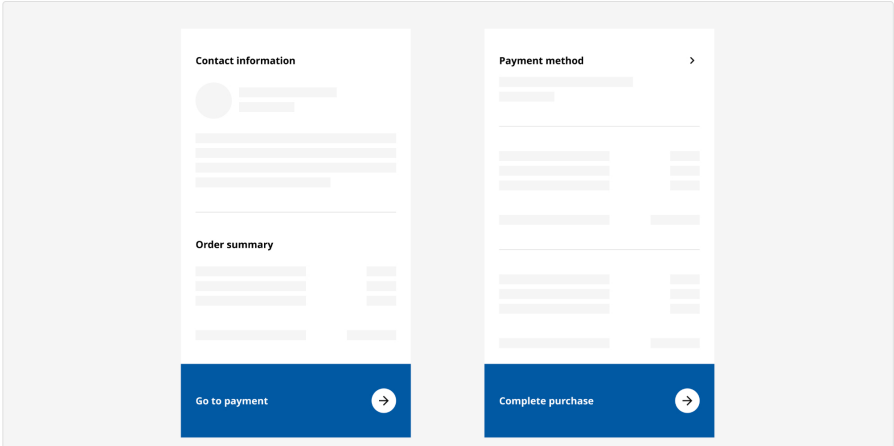
Text overflow

Buttons respect their height. Buttons are able to wrap up to 2 lines of text before truncating their labels.

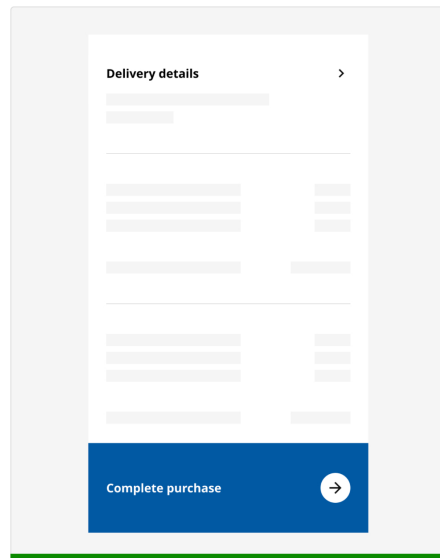
Usage

Jumbo Buttons are used to emphasise the final step of a linear flow, typically at the end of a purchase journey

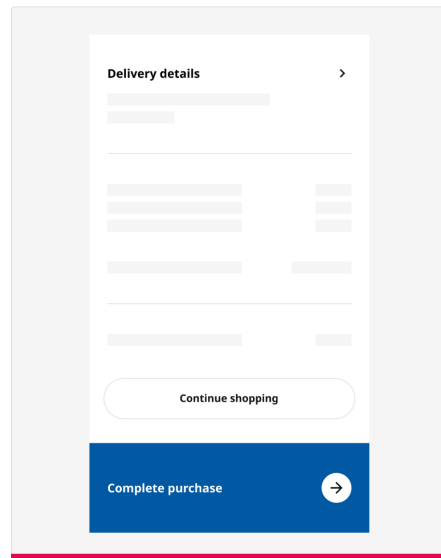
Its core objective is to emphasise a critical action that is to be taken next. Consider only using the Jumbo Buttons in the final step of a flow, as its visual prominence will be more useful to convey a critical decision, such as the confirmation of a payment in the purchase flow.



Give the user a clear suggestion on how to move forward by presenting only a single primary action on each screen.

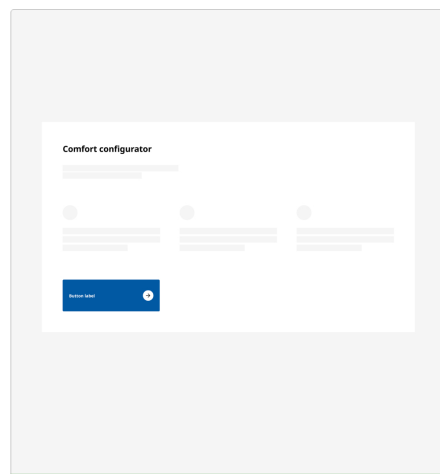


- ✔ Present Jumbo Buttons as a stand-alone final action of the screen.

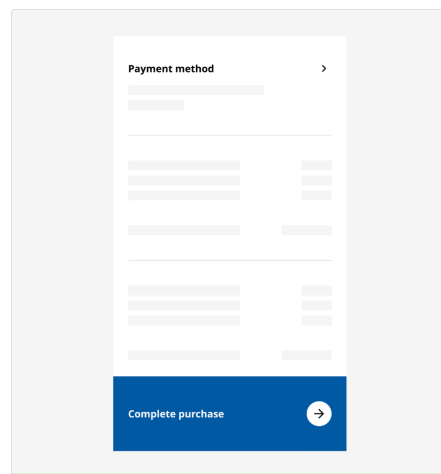


❗ Don't pair Jumbo Buttons with secondary actions. Jumbo buttons are only used to progress linear flows.

Regular variant is suitable for use on larger screens. They are inset and inline like a typical button. The Footer variant can make the button label and arrow affordance feel distant when stretched too wide. The Footer variant is better suited to small screens or containers and usually bookends the screen by filling it from edge to edge.



- ✔ Use Regular Jumbo Button on larger screens.



- ✔ Use Footer Jumbo Button on mobile-only designs.

Buttons perform actions. Use a verb to set the expectation of what action it performs.
[Read more](#) about writing for buttons.

Complete purchase



Let's complete your purchase
of the planed kitchen



✔ "Complete purchase" provides clear expectation of this button's action.

❗ Avoid use of long labels that read like a sentence. Provide context outside, around the button instead of inside it.

Internationalisation



RTL languages

Text and Icon will flip its placement position to the opposite side.

Keyboard interactions

Key	Description
Space / Enter	Triggers Button action.

Further reading

Designing forms



Up next

List



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Feedback