Bibliography Summaries - Week 2

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1 App Savvy: Turning Ideas Into iPhone and iPad Apps Customers Really Want

1.1 Abstract

[2] The first three chapters of this book go over the strategies needed to create a successful app. The product design aspect of app development is as important as coding and designing. The author explains that before developing an idea you need to understand the hyper-competitive App Store and deciding if your app idea should be more than just an idea. Competitor research is also important to define pricing and how to monetize the idea and complete app critiques to identify what is missing in the market. The second chapter mainly focuses on understand your competition and how to differentiate your product. The third chapter gets into user research and how important it is to validate with customers if you are going to create a product that is needed by users.

2 The iOS 13 Design Guidelines

2.1 Abstract

[1] While Android devices use Material Design as a design system, apple products have the Human Interface Guidelines. This article explains the guidelines and standards for designing an iOS application. Important things that should be taken into consideration include the unique iPhone page layout which has a different design from android devices. As well as navigation, typography, device screen size, app icon and UI elements that show how to design an iPhone application that follows the industry standards. Another important topic is the light vs dark mode that has been introduced in all Apple products in the last couple of years and what needs to take into consideration when designing for both modes. In the end, it also includes templates and cheat sheets that help designers and developers to follow the conventions for apple devices.

References

[1] Erik D. Kennedy. The ios 13 design guidelines: An illustrated guide.

[2] Ken Yarmosh. *App savvy: Turning ideas into iphone and ipad apps customers really want*, page 17–133. O'Reilly, 2010.