Technology adoption in Piktia

iOS Technologies

General iOS Technologies

ARKit

Build unparalleled augmented reality experiences for hundreds of millions of users on iOS — the biggest AR platform in the world. With ARKit 2 on iOS 12, your AR apps can now be experienced by multiple users simultaneously, and resumed at a later time in the same state. You can also incorporate real-world objects into your AR experiences, giving your users even greater immersive opportunities.

ARKit documentation
- ARKit technology page: https://developer.apple.com/arkit/
- Documentation: https://developer.apple.com/documentation/arkit

WWDC Videos
- What's New in ARKit 2
- Creating Great AR Experiences
- Integrating Apps and Content with AR Quick Look

HIG Guideline

https://developer.apple.com/design/human-interface-guidelines/ios/system-capabilities/augmented-reality/

3D Touch

3D Touch adds an additional dimension to touch-based interaction. On supported devices, people can access additional functionality by applying varying levels of pressure to the touchscreen. Apps can respond by displaying a menu, showing additional content, or playing an animation.

3D Touch documentation
- Technology page: https://developer.apple.com/ios/3d-touch/
- Documentation: https://developer.apple.com/library/archive/documentation/UserExperience/Conceptual/Adopting3DTouchOniPhone/

WWDC Videos
- https://developer.apple.com/videos/play/wwdc2016/228/

HIG Guideline

https://developer.apple.com/design/human-interface-guidelines/ios/user-interaction/3d-touch/

Core ML

Core ML 2 lets you integrate a broad variety of machine learning model types into your app. In addition to supporting extensive deep learning with over 30 layer types, it also supports standard models such as tree ensembles, SVMs, and generalized linear models. Because it's built on top of low level technologies like Metal and Accelerate, Core ML seamlessly takes advantage of the CPU and GPU to provide maximum performance and efficiency. You can run machine learning models on the device so data doesn't need to leave the device to be analyzed.

Core ML documentation

- Core ML technology page: https://developer.apple.com/machine-learning/
- Documentation: https://developer.apple.com/documentation/coreml

WWDC Videos

- Introducing Core ML
- What's New in Core ML, Part 1
- What's New in Core ML, Part 2

Ecosystem Technologies

Interacting with Safari, macOS & iOS

Universal Links

Seamlessly link to content inside the app, or on your website. With universal links, you can always give users the most integrated mobile experience, even when your app isn't installed on their device.

Universal Link Documentation

- Supporting Universal Links: https://developer.apple.com/documentation/uikit/core_app/allowing_apps_and_websites_to_link_to_your_content

WWDC Videos

- Seamless Linking to Your App

Shared Web Credentials

Make it easier for your users to sign in to your iOS app using usernames and passwords saved in Safari with iCloud Keychain.

Shared Web Credentials Documentation

- https://developer.apple.com/documentation/security/shared_web_credentials

Apple Pay

Apple Pay provides an easy and secure way to make payments in your iOS apps, watchOS apps, and websites in Safari.

Apple Pay documentation

- Main Technology page: https://developer.apple.com/apple-pay/
- Getting Started with Apple Pay: https://developer.apple.com/apple-pay/get-started/

WWDC Videos

- What's New in Apple Pay & Wallet
- Configuring Your Developer Account for Apple Pay
- Apple Pay Within Apps
- Apple Pay on the Web

HIG Guideline

https://developer.apple.com/design/human-interface-guidelines/apple-pay/overview/introduction/