User Experience Design Guidelines for Windows Phone

The UI Design and Interaction Guide for Windows® Phone v2.0 is obsolete. This document previously existed in a pre-release version. It has been superseded by the User Experience Design Guidelines for Windows Phone on MSDN®.

There are six parts to the new guidelines:

1. **The Windows Phone Platform:** Takes a brief look at the types of applications that can be written for the Windows Phone and the specific user needs each one can fulfill.
2. **The Application Design Process for Windows Phone:** Contains a collection of ideas on how mobile application design can impact the utility of a Windows Phone.
3. **Application Structure and Navigation Models for Windows Phone:** Contains information about the different types of Windows Phone application navigation models and best practices for each style.
4. **User and Platform Interactions for Windows Phone:** Contains guidance on specific feature areas and user interactions for Windows Phone including themes, animations, navigation, orientation, gestures, graphics, notifications, and so on.
5. **Controls Design Guidelines for Windows Phone:** Guidelines for using Silverlight® controls on Windows phone, as well as Windows Phone-specific controls.
6. **Appendix:** Contains links to other design resources, such as tools, icons, design templates, tutorials, and so on.

Please see the new guidelines on MSDN for more information.