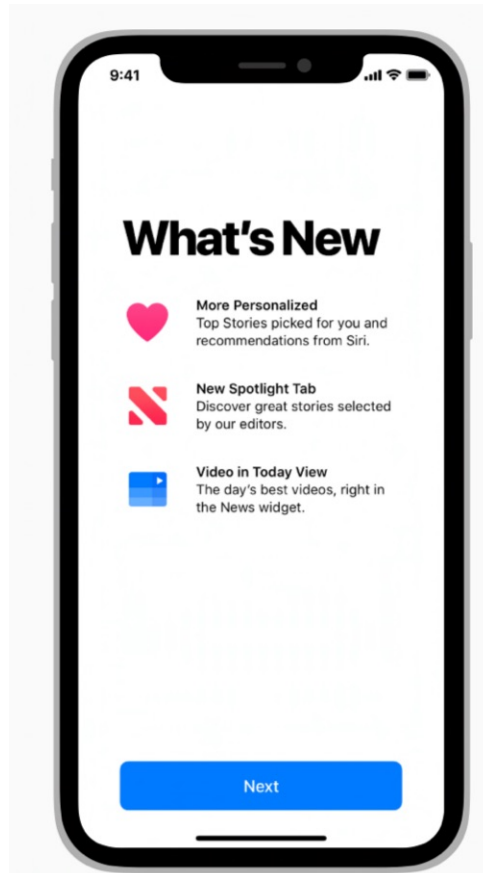


Onboarding

Onboarding lets you welcome new users and reconnect with returning ones. An optional onboarding experience that's fast, fun, and educational can help people get the most from your app without getting in their way.



Provide onboarding that helps people enjoy your app, not just set it up.

People can appreciate the opportunity to **learn more about your app, but they also expect it to just work**. Avoid including setup or licensing details in your onboarding experience. For guidance, see [Launching](#).

Get to the action quickly. After the system replaces your [launch screen](#) with your initial app screen, **let people dive right in and start enjoying your app**. If you need to provide tutorials or intro sequences, **give people a way to skip them and don't automatically show them to returning users**.

Anticipate the need for help. Proactively look for times when people might be stuck. A game, for example, could casually show useful tips when paused or when a character isn't advancing. Let people replay tutorials in case they miss something **the first time**.

Stick to the essentials in tutorials. It's fine to provide guidance for beginners, but education isn't a substitute for great app design. First and foremost, **make your app intuitive**. If too much guidance is needed, revisit the design of your app.

사용자들은 앱에 대해 배우고 싶어하지만 앱은 영자마자 바로 사용되고 싶어함
그러나 onboarding에 설정, 라이선싱에 관한 정보를 최대한 피해야함
launch screen 띄운후 바로 앱을 사용할수있게 해야함. 만약 튜토리얼이 필요하다면 사용자가 스킵할수 있게 하고, 후에 다시 볼수 있게 해야함
게임에서서 멈추는 상황에 팁을보여주는 것처럼, 사용자가 처음에 튜토리얼을 보지않았을것을 대비해야함
튜토리얼이 필요 없을정도로 앱을 직관적이게 만들어야 한다

주의사항을 읽을 때
사용자들을 재미있게
만들어야 함
CStatic Screen
쇼다운 피해야 함

Make learning fun and discoverable. Learning by doing is a lot more fun and effective than reading a list of instructions. Use animation and interactivity to teach gradually and in context. Avoid displaying static screenshots that appear interactive.

Design	Human Interface Guidelines	iOS	App Architecture	Onboarding
Discover	Design	Develop	Distribute	Support
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iPadOS	Resources	Swift	App Store	Developer Forums
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tvOS	Apple Design Awards	TestFlight	Mac Software	System Status
watchOS	Fonts	Documentation	Apps for Business	Contact Us
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Light Dark **Auto**

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