

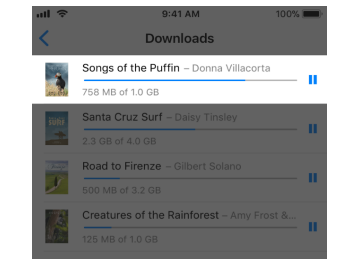
Human Interface Guidelines

Overview Resources Videos What's New

Loading

When content is loading, a blank or static screen can make it seem like your app is frozen, resulting in confusion and frustration, and potentially causing people to leave your app.

로딩이 멈춘 것
처럼 보이지 말아야 함



Make it clear when loading is occurring. At minimum, show an activity spinner that communicates something is happening. Even better, display explicit progress so people can gauge how long they'll be waiting.

Spinner을 사용하여 무언가
가 실행되고 있다는 것을
알려주어야 함. 명확한
상태를 보여주면 더 좋음

Show content as soon as possible. Don't make people wait for content to load before seeing the screen they're expecting. Show the screen immediately, and use placeholder text, graphics, or animations to identify where content isn't available yet. Replace these placeholder elements as the content loads. Whenever possible, preload upcoming content in the background, such as while an animation is playing or the user is navigating a level or menu.

다음 화면 나올 때까지
사용자를 기다리게 하면
안됨. 안되는 경우, placeholder, animation 등으로
여기가 되지 않는데
알려주어야 함.

Educate or entertain people to mask loading time. Consider showing hints about gameplay, entertaining video sequences, or interesting placeholder graphics.

hint 같은 것을 보여
주며 로딩시간을
감추어야 함



For additional guidance, see [Progress Indicators](#).