HIG
Human Interface Guidelines
Human Interface Guideline

- You must follow the rules Apple has set out
- If not your app will be rejected
Screen Sizes

- iPhone 4/4s       640 x 960  pixels
- Earlier iPhones   320 x 480  pixels
- New iPad          1536 x 2048 pixels
- Older iPads       768 x 1024 pixels

- Pixels are different than Points!!!
Support Gestures Appropriately

- Use them in standard ways
- Do not use a swipe for something that does not integrate with the usual app
Minimum Touch Point

- Make sure that the minimum touch area for a button is at least 44 x 44 points
Help Instructions

• Onscreen Help should be VERY MINIMAL if it exists at all!!!
Consistency

• Your UI elements should be consistent
• Labels on the same view should be the same size (assuming they have the same purpose)
• Buttons should be the same size
• UI Elements should not run off screen
User Control

• The USER should control the app not the other way around
Design

• Design the App for the Device
  • Your iPhone application should not look like your iPad application
  • Use the space that we have available
  • Do not do a direct port from other platforms - use the UI apps we have available to us
Usability/UX

- There has to be a logical flow to the application
- Make usage easy and obvious
- Use user-centric terminology (don’t display actual error messages)
- Use UI elements consistently
- Add Physicality and Realism
Custom Icon Guides