

# 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
  - UIElements 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

[http://developer.apple.com/library/ios/#DOCUMENTATION/UserExperience/Conceptual/MobileHIG/IconImages/IconImages.html#//apple\\_ref/doc/uid/TP40006556-CHI4-SWI](http://developer.apple.com/library/ios/#DOCUMENTATION/UserExperience/Conceptual/MobileHIG/IconImages/IconImages.html#//apple_ref/doc/uid/TP40006556-CHI4-SWI)