

MOBILE INTERACTION DESIGN

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OVERVIEW

Unit 1

Interaction design

Unit 2

Mobile Interaction Design

Unit 3

User research

Unit 4

Prototyping

Unit 5

iOS Human Interface Guidelines,
Google Material Design

Unit 6

Hands-on activity



UNIT 5

iOS Human Interface Guidelines
Google Material Design

IPHONE: 1 TO X

A look at the evolution of the Apple gadget across key specs

WEIGHT (in gm)



135

iPhone 1



133

iPhone 3G



135

iPhone 3GS



137

iPhone 4



140

iPhone 4s



112

iPhone 5



132

iPhone 5C



112

iPhone 5S



129

iPhone 6



172

iPhone 6 Plus



143

iPhone 6S



192

iPhone 6S Plus



113

iPhone SE



138

iPhone 7



188

iPhone 7 Plus



148

iPhone 8



188

iPhone 8 Plus



174

iPhone X

ANDROID



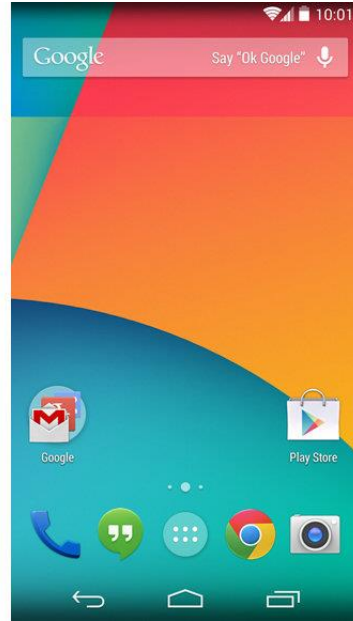
Android 1.0



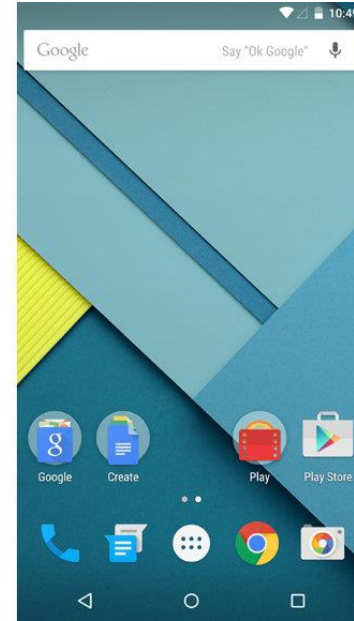
1.5
(Cupcake)



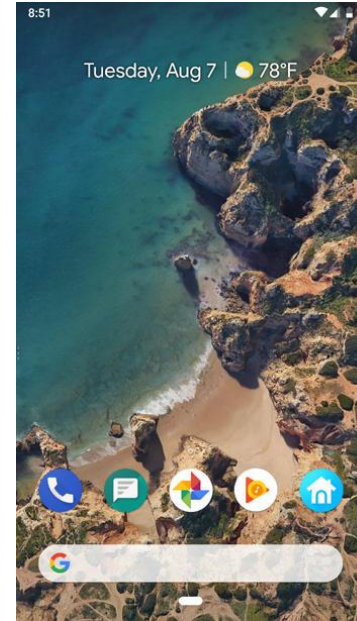
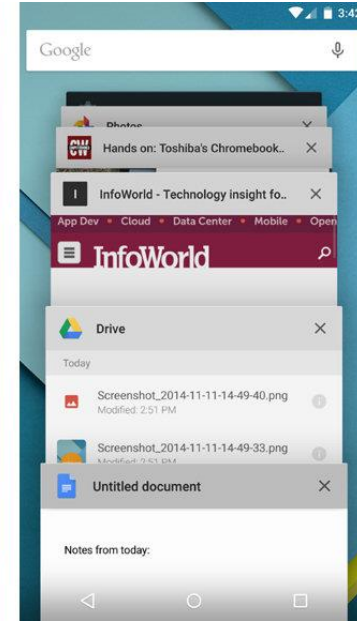
2.3
(Gingerbread)



4.4
(KitKat)



5.1
(Lollipop)



9
(Pie)



iOS HUMAN INTERFACE GUIDELINES

<https://developer.apple.com/design/human-interface-guidelines/>



GOOGLE MATERIAL DESIGN

<https://material.io/>

WHEN TO ADAPT (OR NOT) TO CONVENTIONS

“Design conventions differ from platform to platform. These differences in convention can affect the user's ability to understand the UI or complete certain tasks. In such cases, it's recommended to adapt to platform-specific conventions. In areas where design differences are minimally disruptive, adapting to the platform is optional. The following guidelines indicate when to adapt to native platform conventions and adaptation is optional. Platform conventions constantly evolve, and Material Design is evolving with them to increase the quality of our design patterns.”

<https://material.io/design/platform-guidance/cross-platform-adaptation.html#cross-platform-guidelines>

REFERENCES

- <https://developer.apple.com/design/human-interface-guidelines/>
- <https://material.io/>
- <https://fredcavazza.net/2018/05/15/les-gafam-a-la-recherche-du-prochain-paradigme-numerique/>