WHAT TO KEEP IN MIND
WHILE DESIGNING APPS FOR WEARABLES

Article from Revalsys Technologies

This article explains about what to keep in mind while designing apps for wearables

Technological advancements are happening every day and even every minute, and new smart electronic devices are being introduced just as fast. Smartphones, tablets, and iPads continue to be popular with gadget lovers, but wearables are gradually making their place in today's fast-moving world.

Wearables are electronic devices that, as their name suggests, are worn by users instead of being carried around like other devices. They are smaller in size and can be linked to other devices. Some popular wearables are smartwatches, fitness trackers, and smart glasses.

Wearables are proving to have a very lucrative market and all kinds of businesses have started designing apps for them. If you are also considering developing a wearable app for your business, in this article we have listed a few important factors you need to consider:

Design For Glanceability

You should design your app keeping in mind that its users will be accessing it for very little durations and even on the go. It won't be possible for users to read multiple rows of text or view multiple notifications at a time on a wearable app, unlike mobile apps which are used for longer times and content can be scrolled through. Users should be able to view content in just five to ten seconds.

Design Lightweight Interactions

To facilitate short interactions, your app should only display parts of content that users require to perform their tasks quickly. Tasks can be sped up by including premade templates for emails, messages, reminders, etc.

Keep It Simple And Minimal

As the screens of wearables are small, your app should have simple designs and minimal content for better readability and user experience. The app should only display one task or one step of a task at a time. The text and the images must be clearly visible – they should be simple and against a minimal background, and their colors should not clash with each other. The fonts should not be too thick or thin and the images should not have too many elements and colors.

Enable Offline Usage

Wearable devices allow their users to use them on the move, but this ability comes with its own challenges. Like other digital devices, wearables too don't work in areas with no internet connectivity. Your app should be equipped with the offline mode so that users don't have to constantly look for available internet connections to complete their tasks wherever they go.

Send A Limited Number Of Notifications

Wearables are worn by users for long periods of time. Having a device constantly vibrate directly on their bodies can be inconvenient for them. They will uninstall your app if you send them too many notifications. You should also avoid sending notifications at times like early mornings and late nights. You can allow users to switch off notifications or to limit the number of notifications by choosing which ones they would like to receive and when. You can also give them the option of switching off vibration for incoming notification alerts.

Have A High-Contrast Color Scheme

Users should be able to read content on your app at any part of the day and in any place, from bright outdoors to dim indoors. Using high-contrast colors can improve the visibility of the content by making it stand out from the background. Using your brand's colors or their shades can be a good way to incorporate colors into your app and to make it stand out you're your competition.

Include Voice Recognition Technology

Incorporating voice recognition technology in wearable apps will simplify the experience of using them on these devices. It will eliminate the need for users to type and reduce the number of taps required to perform actions. This will help to increase the amount of time users spend using the apps.

Ensure Battery-Friendliness

The battery life of wearables is less than that of other devices. If your app consumes a huge amount of battery power, it can be another reason for users to uninstall it. Some steps you can take to reduce your app's battery power consumption are having a limited number of features, switching off the screen when it is not in use, and designing a dark background or a dark mode that turns off some pixels when activated.

Prioritize User Privacy And Security

The screens of most wearables are exposed. App content and user information is easily visible on these devices. You must not display sensitive information on these devices. You should allow your users to choose what information they would like to be displayed on wearables, and whether they would like to receive notifications directly through a flash, or through a sound or a vibration first.

REVALSYS
CREATING POSSIBILITIES

For more information on Revalsys Technologies,
visit www.revalsys.com

8-2-293/82/1/83-A, 1st Floor,
Road No 12, Banjara Hills,
MLA Colony,
Hyderabad - 500034
Telangana, India

Phone: +91 7032660301

info@revalsys.com