Comparison of UI/UX Working between Android and IOS

Molly Mohite

Abstract: This research discusses the similarities and differences between the user interface (UI) and user experience (UX) of iOS and Android. The research focuses on the user interface, which includes screen visuals, font size, product appearance, and user experience (UX), which are the important factors that have affected the creation of Android and iOS. Their influence is to be seen in navigation, animation, and the look of it. Such aspects as

Navigation structures (e.g., bottom navigation vs. tab bars) and visual language are the most important ones examined during the research process. Through performing a comparative analysis, the differences that every platform has in terms of navigation and visual language allow the designers and developers to produce a mobile environment on both the Android and iOS platforms that is more user-friendly, engaging, and consistent

Keywords: user interface, user experience, iOS and Android comparison, functionality of mobile

INTRODUCTION

UI/UX interfaces are often confused as their working may look similar for some people. User interface is the first thing you will notice in any product (website, application, etc.), and user experience is quite known for its functionality and how well it can satisfy the user's needs.

The user interface's main goal is to make the product easy to understand, aesthetically appealing, and easy to access. For an enhanced user experience, a well-designed user interface is crucial

User interfaces have their own different types of fragmented designs, such as GUI (graphic user interface), touchscreen GUI (touchscreen graphic user interface), and menu-driven interfaces (for menus, submenus, and navigation bars).

User experience is nothing but human-device interaction, which improves the everyday experience of the device for the user. If the product is complicated and time-consuming, the user experience would be considered bad, which can indirectly affect the working and sales of the product. To break down the process and use of UI/UX in an operating system, let's make a comparison between two very popular operating systems, Android and iOS.

As there are a large variety of models and systems used in the mobile industry, specifically. We will be comparing Android model (Vivo Y73)

And iOS model (iPhone 13) as they both were released in the same year 2021.

comparison between Android and iOS :

The aspects that will be compared further are

Typography typography is nothing but the form of texting, the art of text/font, and arranging them in desirable order.

Android:

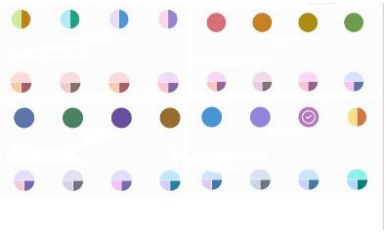
Roboto is known for its clean, modern design with balanced proportions, which make it highly readable at various sizes. It is commonly used as a default font on many Android systems, including Vivo devices.

iPhone:

The font style used in the menu on iPhones is called "San Francisco." It's a modern, sans-serif typeface designed by Apple specifically for use across their devices and interfaces, ensuring readability and a consistent visual experience. 4o

- Color scheme: color scheme includes the color palate used in the device. Consist of background, font color, Subtle details, Text box background etc.

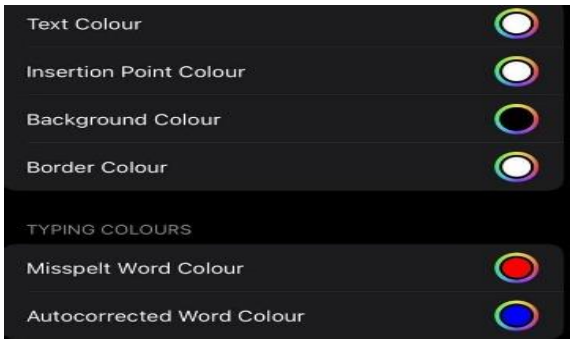
Android palate:



Android provide a wide amount of free colur palate and let the user tyle it up as per their choice

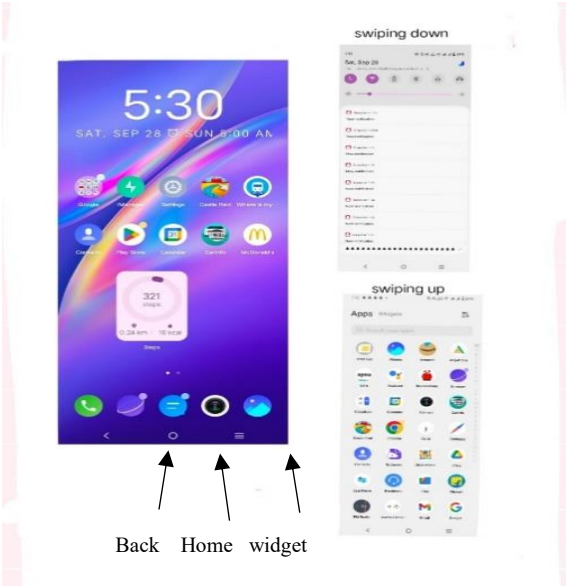
I'os plate:

iPhone doesn't let the user change the theme or experiment with it



Navigation function:

The Android phone shows the wallpaper and few selective embedded application on the main screen.if you wish to open the app list user have to swipe up.



- To open the app libraray the user has to swipe exteme right of their home screen In IPhone. user mostly use the application exits which are usually located on the upper left .no on screen buttons provided.

Application size

The application appears different on both operating systems; the application visible on the screen of the iPhone are square with round edges and in the android the application icon appear elliptical .

Application in Android takes 512 x 512 pixels while showing the detailed graphics and complex designs. Android size is dependent on the device. . Usually Android applications are created in 4 sizes: 192 x 192 pixels, 144 x 144 pixels, 96 x 96 pixels, and 72 x 72 pixels. In iOS, the size of your icon (application) should be 1024 x 1024.

CONCLUSION

After comparing and understanding the differences and working in the device(phone),. We can see why the navigation, use, and running of the design are totally different in an iPhone and an Android.

Here, according to my research, I conclude that the iPhone and Android are built on the person's perspective of owning that product. iPhone focuses more on security, keeping their product in a classy yet modern style, whereas in Android, the user has all the right to customize their wallpaper, theme, font, and control button type (button or swipe) to match their aesthetic.

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