



## Microsoft Band 2 Experience Design Guidelines

Published for Third Party  
Version 2.0



## Welcome

### Microsoft Band 2 Experience Design Guidelines

These guidelines provide an overview of the Band, and define guidelines for the user experience for developers of third party apps.

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**Microsoft Band 2**

## Experience Principals

The experience principles should be taken into consideration when creating app tiles for the Microsoft Band.

**Direct, yet discrete.**

Notifications are timely, not disruptive and quick to dismiss. Information passes from you to the cloud and back again in a direct, yet personal way.

**Hyper-glanceable.**

Buzz, ping, glance, swipe... Indoors or out, dark or bright, the information most important to you is always at arm's length.

**Not a mini-phone.**

Free your hands from the fear of missing out. Provide enough information in the moment so you know if and when you need to dig into your phone. It's all about the right amount of information, so you'll never miss the moments that are most important to you.

**Forgiving.**

Interactions are hyper-mobile. A nondestructive interface tailored for the range of human motion. Positive reactions to your actions. Compensates for error.

**In and out in eight.**

Never break the stride of life... Glance, peek, and decide all in less than eight seconds — the right type and amount of information at the right time.

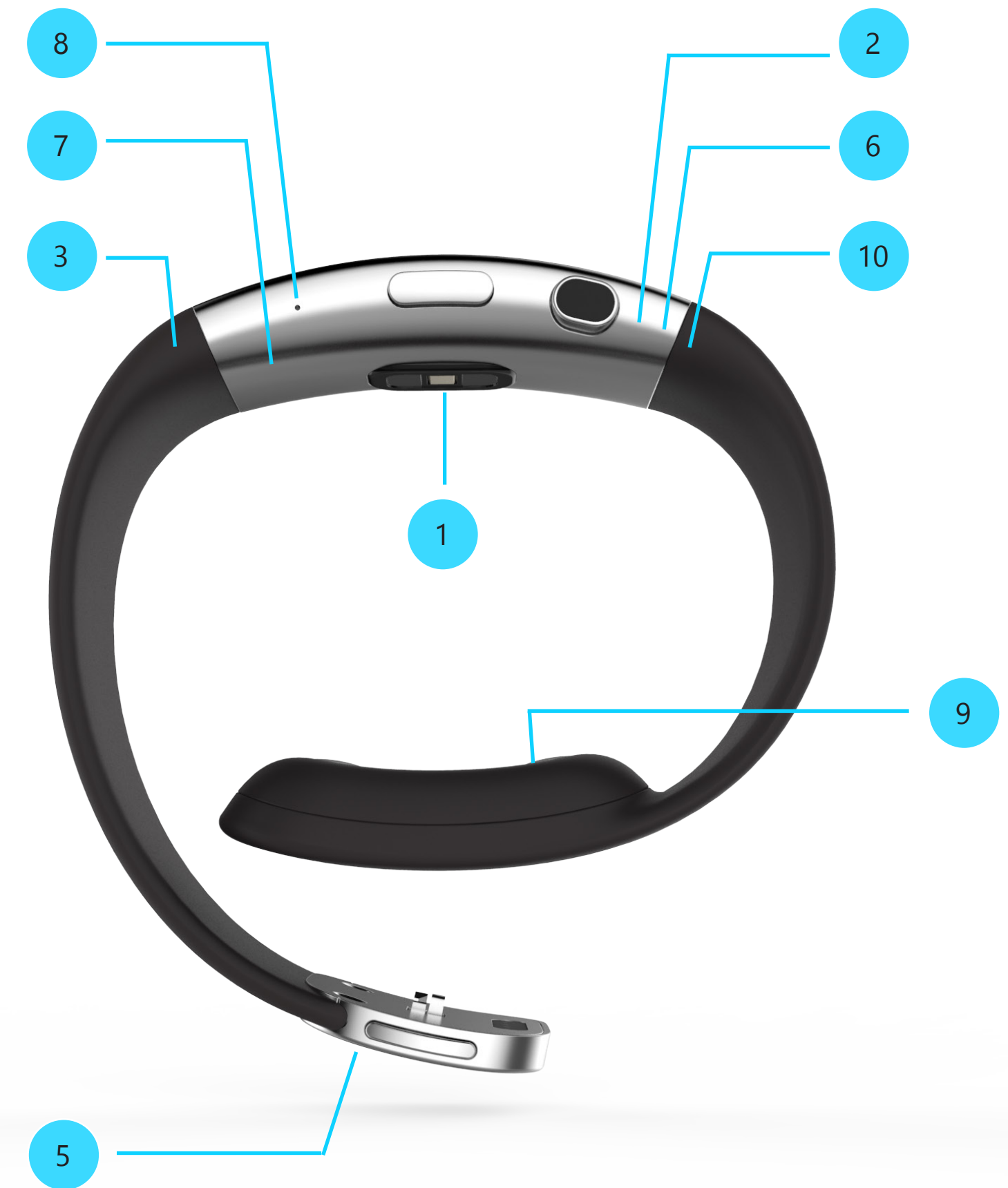
**About you.**

Knows your patterns and what you've done. Anticipates your needs through smart recommendations and tracking.

**Technology**

Understanding the technology and different inputs will help you design the best experience for your user.

- 1 **Optical heart rate sensor**
- 2 **3-axis accelerometer/gyrometer**
- 3 **GPS**
- 4 **Ambient light sensor**
- 5 **UV sensor**
- 6 **Capacitive sensor**
- 7 **Haptic vibration motor**
- 8 **Microphone**
- 9 **Galvanic skin response**
- 10 **Barometer**



7

**Haptic Vibration Motor**

The Microsoft Band SDK exposes nine unique haptic vibration tones. These tones are used throughout the band experience, so use with care to align to the standard haptic experience. Note by using the device settings, users have control over the intensity of haptic levels and they can turn the haptic motor off.

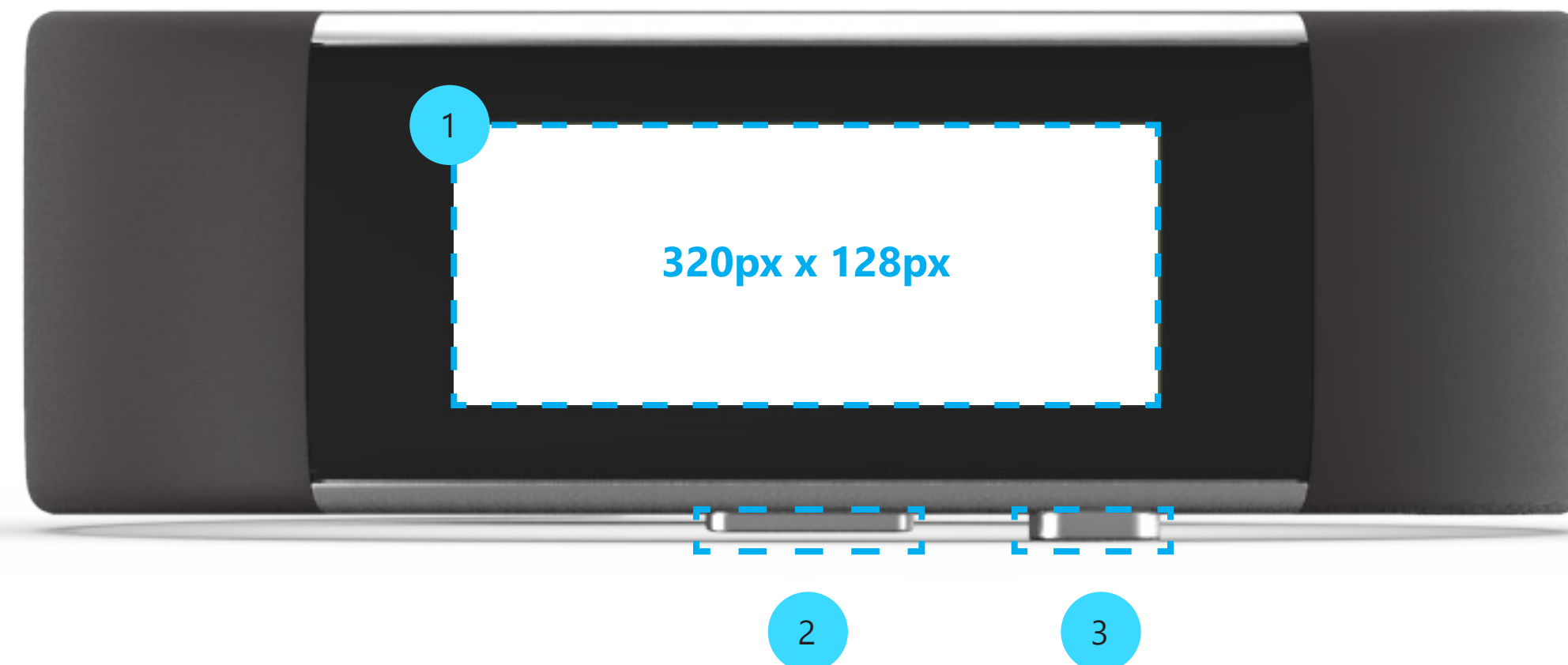
**Tones**

- |                                  |                                    |
|----------------------------------|------------------------------------|
| <b>1. Notification one tone:</b> | One gentle notification tone       |
| <b>2. Notification two tone:</b> | Two gentle notification tones      |
| <b>3. Notification alarm:</b>    | Three long high intensity tones    |
| <b>4. Notification timer:</b>    | One long high intensity tone       |
| <b>5. One tone high:</b>         | One high intensity tone            |
| <b>6. Two tone high:</b>         | Two high intensity tones           |
| <b>7. Three tone high:</b>       | Three high intensity tones         |
| <b>8. Ramp up:</b>               | One tone with ascending intensity  |
| <b>9. Ramp down:</b>             | One tone with descending intensity |

### Interaction Inputs

There are the three primary physical interaction points with the Band:

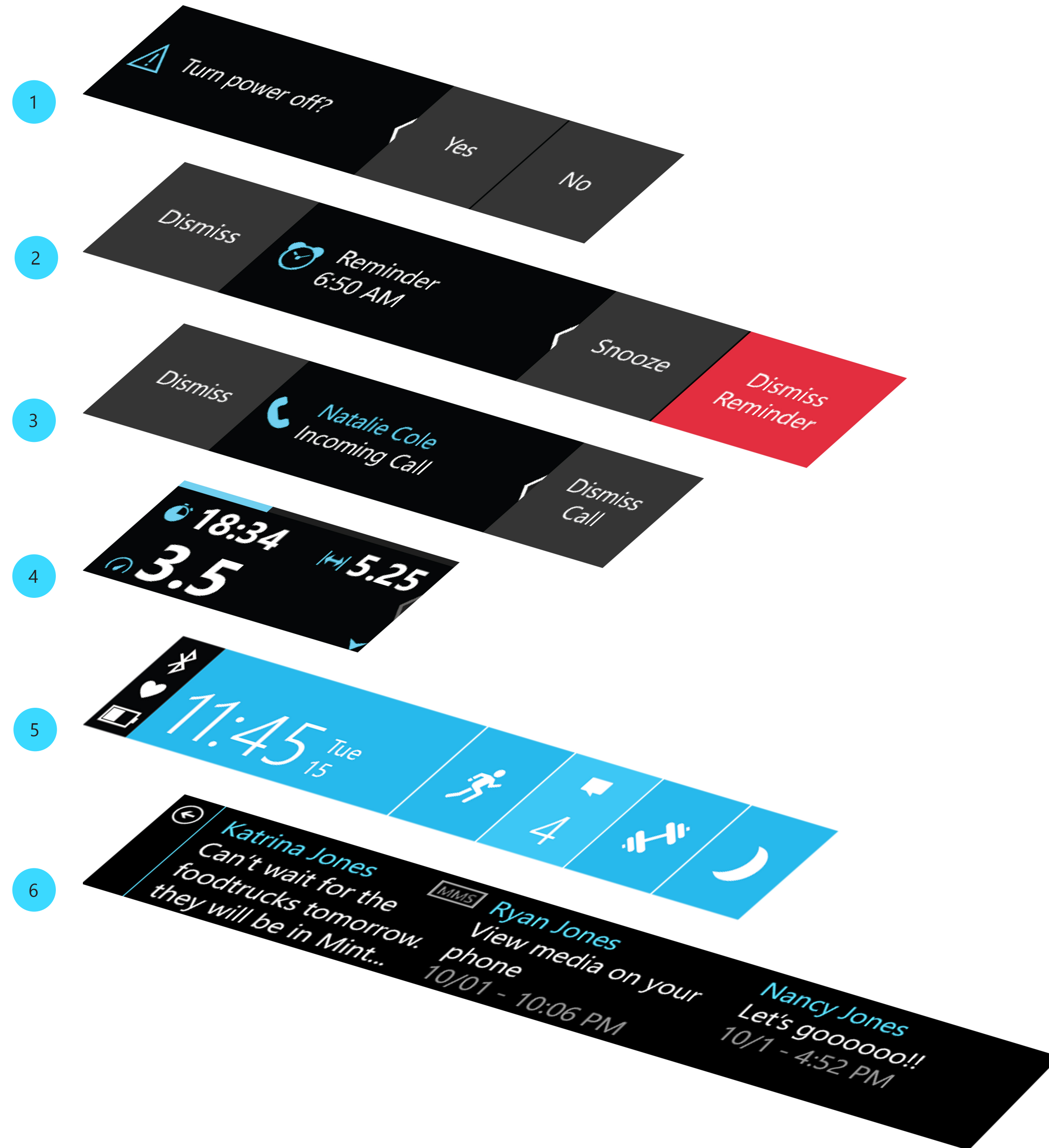
- 1 Screen**  
The 254ppi screen size measures 320px wide by 128px high.
- 2 Power Button**  
The Power Button turns the screen on and off. Pressing and holding the button for three seconds initiates the Power Off modal dialog.
- 3 Action Button**  
The Action Button provides contextual actions for the user.



## UI Layers

The UI system is comprised of the following layers:

- 1 **System Notifications**  
Power Off, Low Battery notifications, and so on
- 2 **Alarms**  
Remain on-screen until user interacts with them
- 3 **Notifications**  
Time out after a few seconds
- 4 **Activity Screens**  
In-activity for tiles like Run, Workout, Guided Workout
- 5 **Start Strip**  
Default landing screen (on the Me Tile)
- 6 **Open Tile**  
Tapping on any Start Strip tile opens up this layer

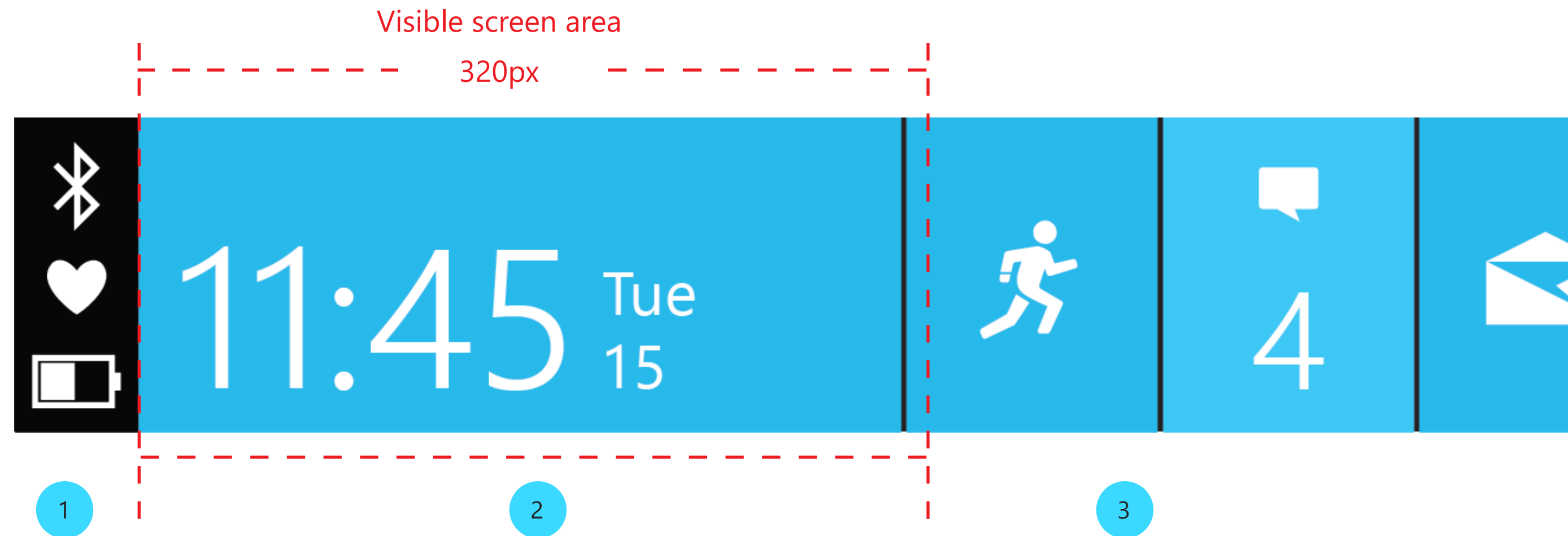




### Start Strip

The Start Strip is composed of three main pieces:

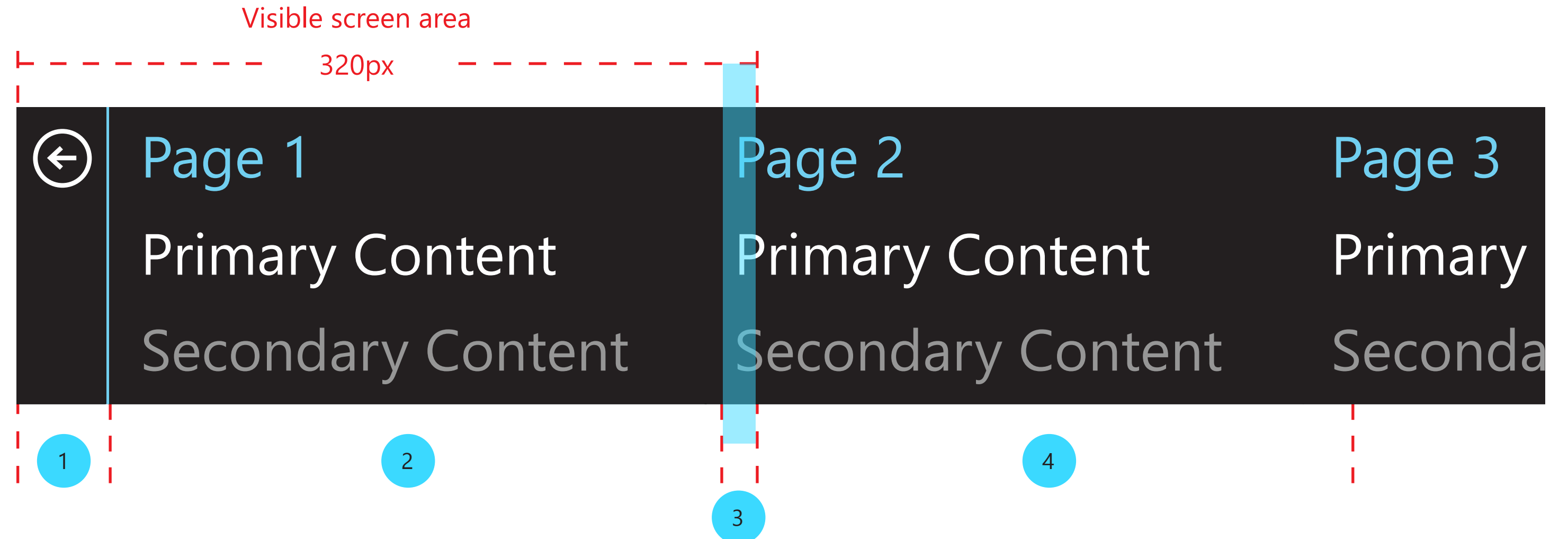
- 1 System Bar**  
The System Bar offers a quick peek of battery, heart rate, and Bluetooth connectivity.
- 2 Me Tile**  
The primary tile on the Start Strip. The Me Tile displays the current time, metrics, and system states.
- 3 App Tiles**  
Opening a tile launches you into a specific experience or controls.



### Open Tile

When a tile is open, it's composed of the following elements:

- 1 Back Bar**  
The back bar stays fixed on the screen in an open tile, with content scrolling behind it. The 40px back bar includes a 1px line in theme-color highlight.
- 2 Page 1**  
The first page in the tile.
- 3 Peek**  
The peek is the first 22px of the next page that provides a visual cue that there is more content to the right.
- 4 Page 2**  
The second page of the tile.



## Microsoft Band 2

### Personality

#### Personality

Microsoft Band communicates in a straightforward, honest and intimate way, like the voice of a trusted friend. It speaks to you in the same way that you'd talk to other people. Your Band should show empathy and excitement.

Microsoft Band has more than one way of communicating:

- UI text
- Iconography
- Haptics vibrations

#### Personality Goals

- Stickiness: provide reasons to come back
- Likeability: always have a positive attitude
- Facilitation of understanding: keep communication simple
- Enable a sense of control



## Glossary

These are examples of common elements that will be referred to throughout this document.



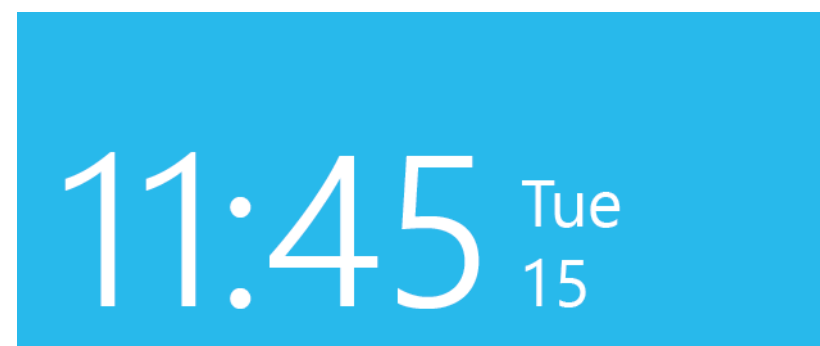
### Start Strip

The start screen of the Band UI is a strip made up of the System Bar, Me Tile, App Tiles, and the Settings Tile.



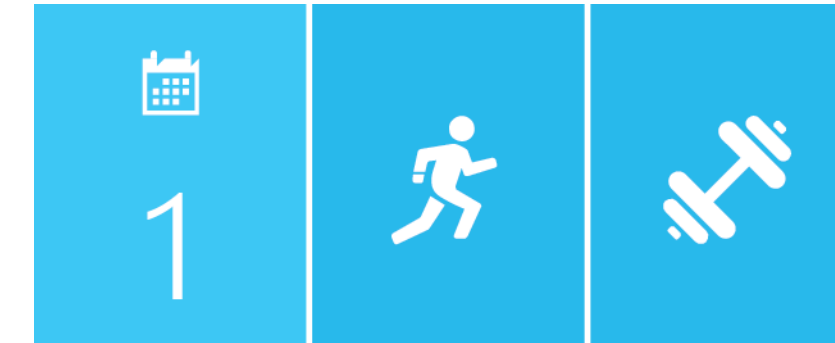
### System Bar

The section located at the left end of the Start Strip that contains the status of the battery life, biometric sensors, and Bluetooth connection.



### Me Tile

The Me Tile is the default view of the Start Strip. It's the tile that contains the user's steps, distance, calories, floors climbed, heart rate, and today's date. The Me Tile also displays the state of the Band.



### App Tile

App tiles are the tiles on the Start Strip that represent apps. Pressing an app tile opens up that app on the band.



### Settings Tile

The Settings Tile gives the user access to the settings of the Band. The Settings Tile is always the right-most tile on the Start Strip.

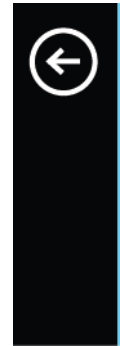
### Glossary

These are examples of common elements that will be referred to throughout this document.



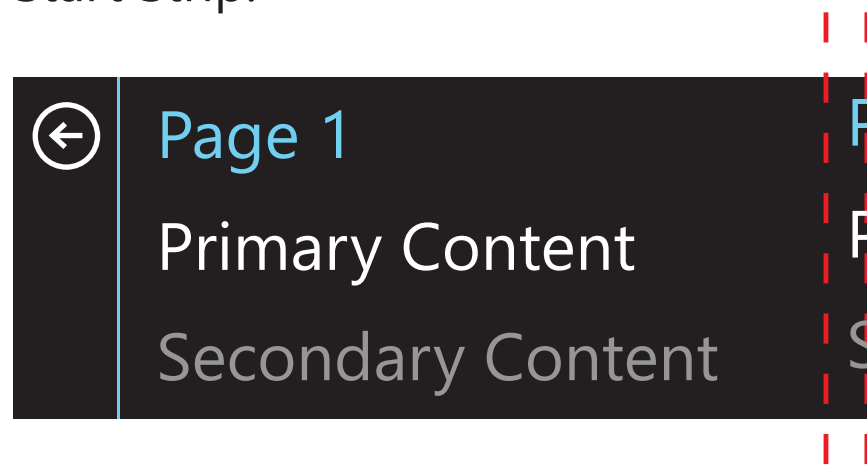
#### Badged Tiles

Tiles badge with numbers and a shift in background color to show that new content is available to the user.



#### Back Bar

In open tiles, the back bar allows the user to close the tile and return to the Start Strip.



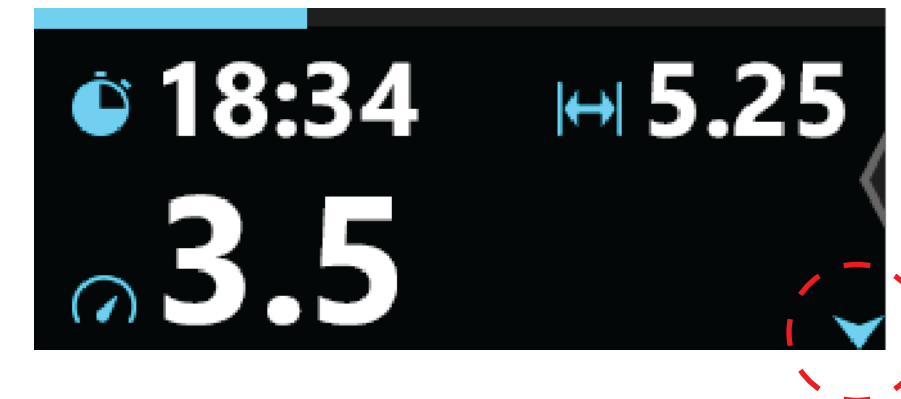
#### Peek

The peek is the first 22px of the next page that provides a visual cue that there is more content to the right.



#### Action Button

The hardware button that performs contextual actions when pressed.



#### Action Button Indicator

The blinking arrow acts as a visual cue that a contextual action is available.

## Interaction Patterns

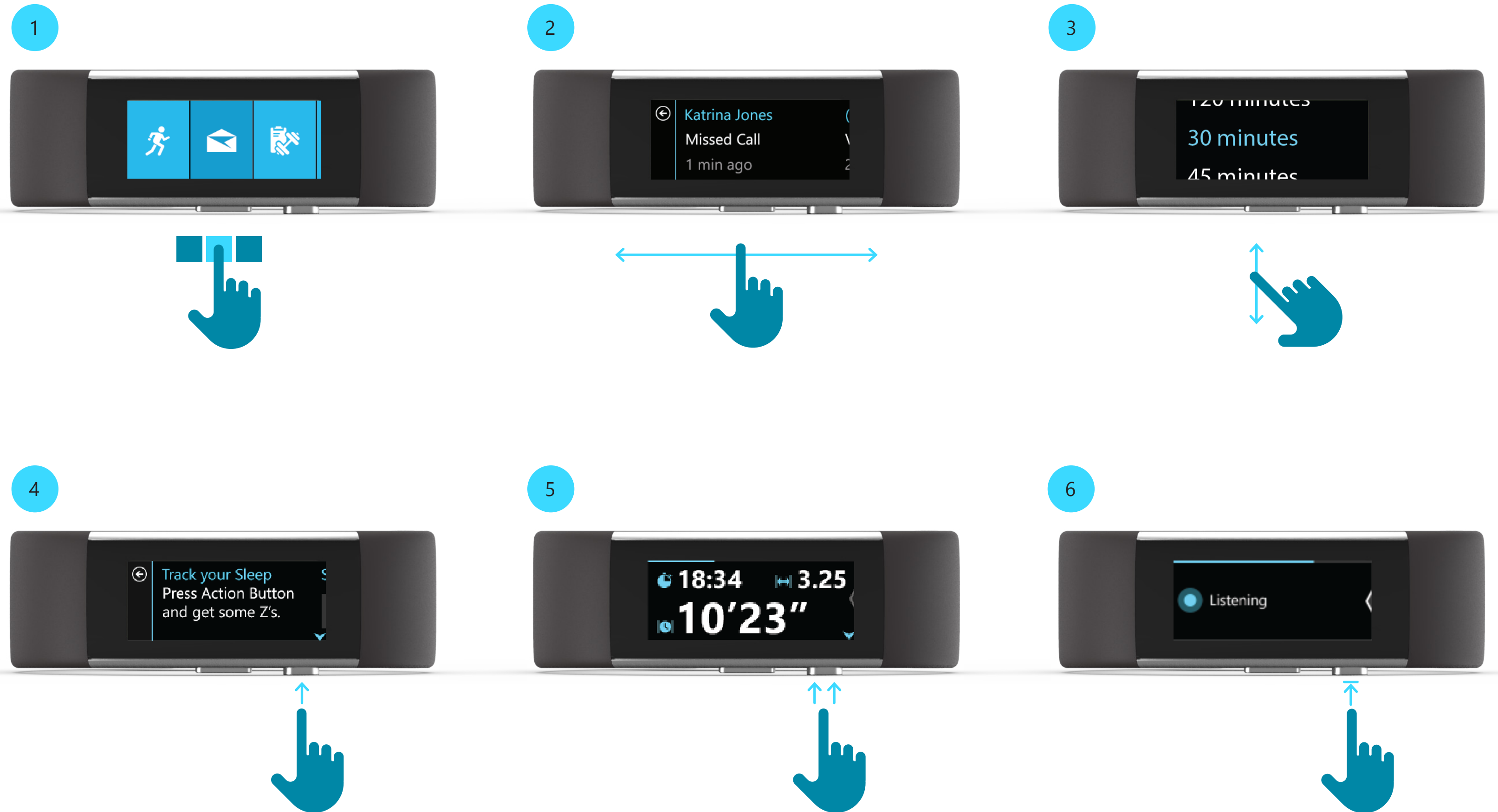
The Band has a simple horizontal navigation structure. Swiping right from the Me Tile, a user can interact with a tile app by tapping on the corresponding tile. The Start Strip tile order is configured in the "Manage Tiles" menu in the Microsoft Health app.

Inside a tile, users are greeted by their most recent content and can swipe over to see older information or additional controls. Tapping on the Back Bar sends the user back to the Start Strip.

**Interaction**

There are 6 common patterns performed when interacting with the Band:

- 1 **Tap**  
Tap for selection.
- 2 **Horizontal Swipe**  
Swipe left and right to navigate.
- 3 **Vertical Swipe**  
Swiping up and down to read more text.
- 4 **Action Button: Single Press**  
Press to perform primary action in given context.
- 5 **Action Button: Double Press**  
Double-press to perform a secondary action in given context.
- 6 **Action Button: Press and Hold**  
Press and hold for 3 seconds to access voice commands.





## Visual Cues

To help guide users through the experience, visual cues are used to hint at available interactions.

### 1 Peek (Horizontal)

The Peek shows the user that there is more content available by swiping horizontally.

### 2 Peek (Vertical)

In a vertical list picker, there is a peek of the options above and below.

### 3 Scroll Bar

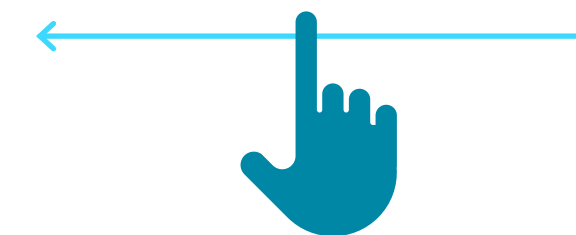
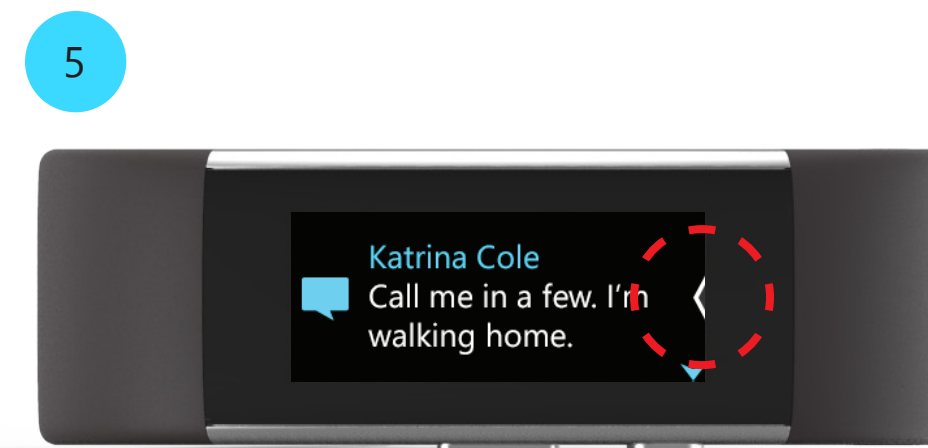
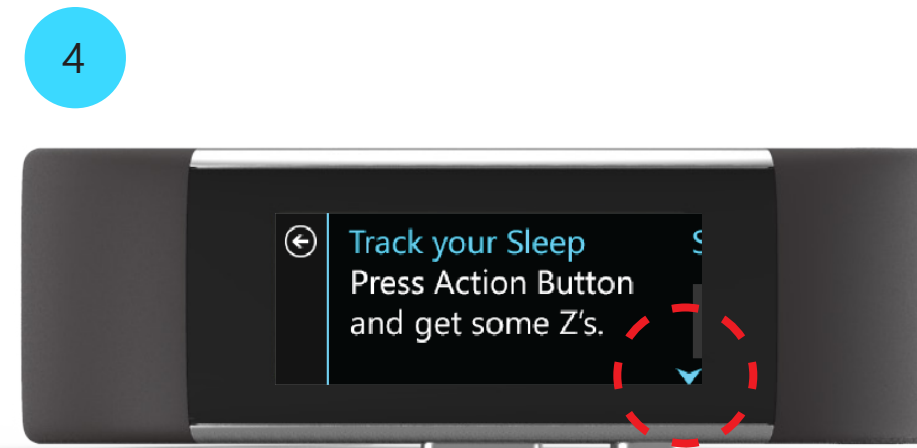
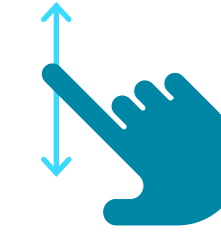
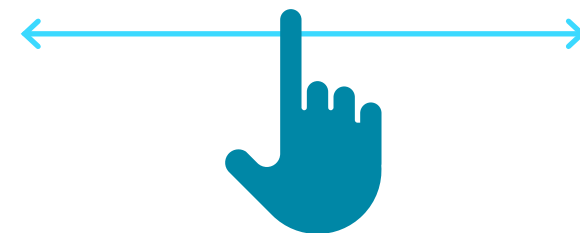
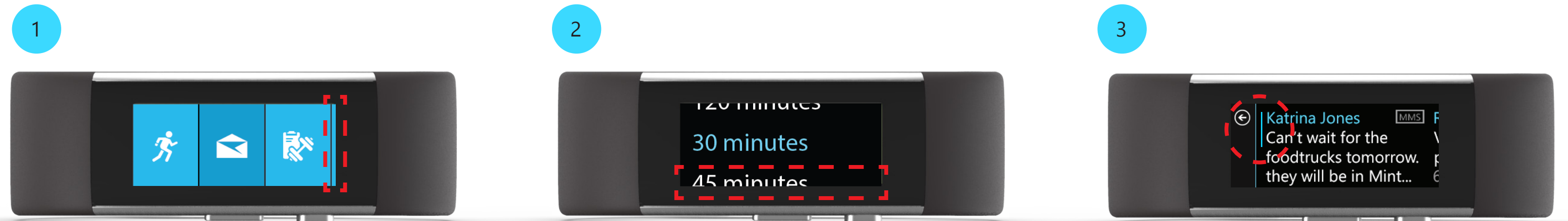
Upon a screen press, a scroll bar appears to provide added context that there is more text available by swiping up and down.

### 4 Action Button Indicator

The Action Button indicator arrow will always appear when a primary action is available.

### 5 Chevron Indicator

When there are button options to the right, there is an arrow peek indicator.



## Typography

As the visual representation of language, typography's main task is to be clear. Its style should never get in the way of that goal. But typography also has an important role as a layout component, with a powerful effect on the density and complexity of the design and on the user's experience of that design.

Our aim for services is rigor and reduction. We use a minimum amount of weights and sizes and strive for the most efficient approach across all screens. We align with Microsoft's brand personality and help to build a voice that's friendly, authentic, and conversational. And we ensure that the particulars of our typography type ramp, sizes, and leading work in harmony with tiles and other elements.

**Typography**

The Microsoft Band contains 7 different font styles. Of these 7 font styles, 2 have full character sets and 5 contain only numbers and punctuation.

<http://msdn.microsoft.com/en-us/goglobal/cc305145.aspx>

Full Set

7R

Segoe UI P Regular 7px

11SB

**Segoe UI P Semibold 11px**

Limited Set

11B

**Segoe UI P Bold 11px**

14SL

Segoe UI P Semilight 14px

19SL

Segoe UI P Semilight 19px

19B

**Segoe UI P Bold 19px**

23SL

Segoe UI P Semilight 24px




Limited Character Set

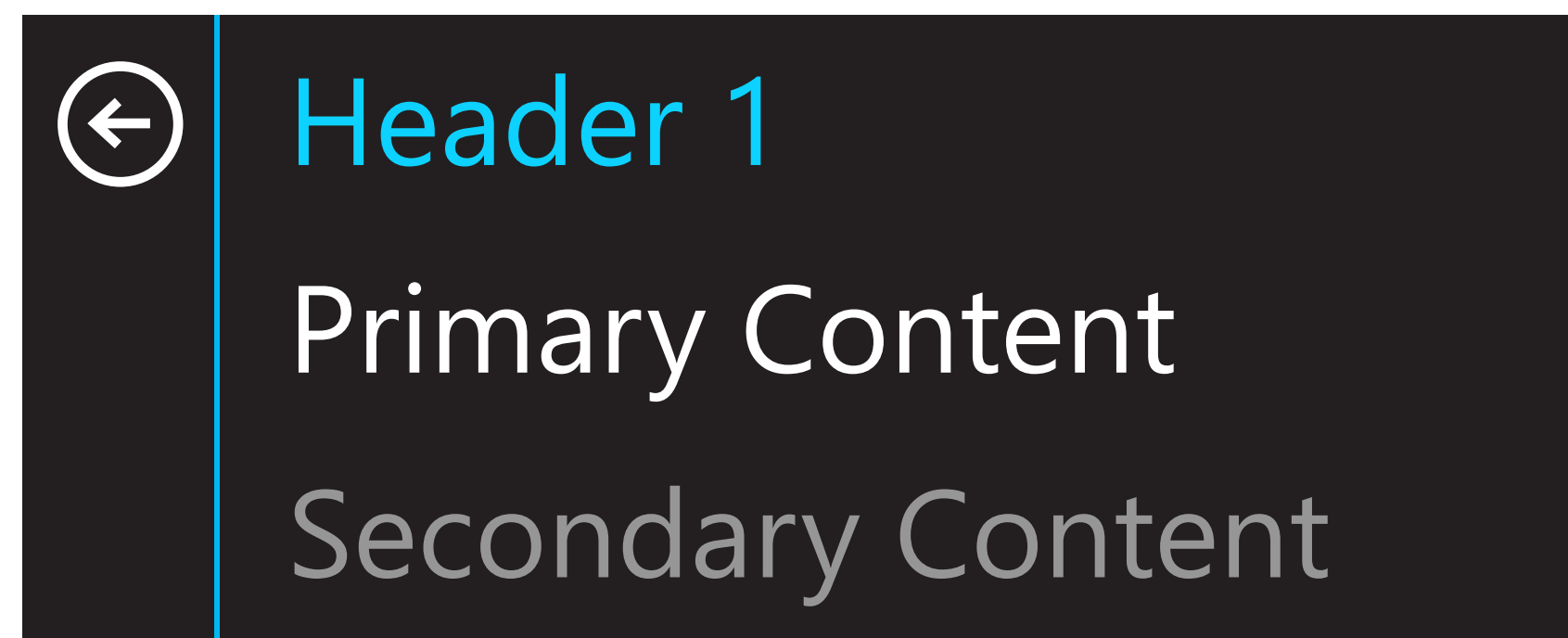
SP	+	0	4	8	€
"	-	1	5	9	<del>W</del>
%	.	2	6	:	:
'	/	3	7	o	

### Typographic Hierarchy

Typographic hierarchy within content is achieved with color. Headers use the chosen color theme's highlight color. Primary content uses white to give it the most visual prominence and focus. Secondary content is slightly toned down by using a gray color class called "Secondary Text."

For more information on color themes and classes, reference the Color section of this document that begins on page 23.

- Highlight Color 
- Primary Content 
- Secondary Text 



### Letter Spacing

At this time, custom letter spacing (tracking or kerning) can't be achieved on the band. Keep this in mind when creating your app to be as realistic as possible.

Do

Segoe UI P Default Spacing

Default Tracking 0  
1234567890

TRACKING SET AT 0

Don't

Segoe UI P Custom Spacing

~~Tracking set at -20  
1234567890~~

~~TRACKING SET AT 100~~

## Color

Color provides intuitive wayfinding through the Band's various levels of information, and serves as a crucial tool for reinforcing the interaction model. Color should be applied in consistent patterns across the Band and is the primary way for users to personalize their Band. First selected in the initial set-up process, Theme Color controls and Me Tile background images are accessible in the Microsoft Health app setting menu. Theme Colors are used as the background of all tiles and should be used internally in apps for content headers and icons.

Because the Band hosts a "wearable UI," it is important to protect the aesthetic decisions of the user and allow for the reflections of their tastes. We strongly recommend the use of the user-selected Theme Color in your app.

The Band operates in the 16-bit RGB 565 color space.

# Theme Colors

## Essentials

## Discreet

Electric Skyline Kale Cyber Lime Tangerine Tang Coral Kool-Aid Berry Cargo Tuxedo Storm DJ California Killa Bee Pizza Lasertag

App	Preview																		
-----	---------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Start Strip Tile	High contrast	0DD1FF	1A6884	1D8989	37E27C	BFE51F	F8A52E	ED763B	FF5267	D83190	8B2593	8A5FCE	252525	252525	252525	252525	252525	252525	252525
	Base	00B9F2	005776	037C7C	39BF6F	A3CE19	F79B16	F16422	E74856	D10D7D	771E7C	7842CF	151515	151515	151515	151515	151515	151515	151515
	Lowlight	009DCE	004A64	057070	31A35E	99B71C	ED8E1D	D65421	C53D49	B20B6A	5B1860	6638B0	111111	111111	111111	111111	111111	111111	111111

Inside Tile	Highlight	5AE0FF	09B9D6	48FFDC	1CF77F	B8FF1D	FFBC00	FF6C45	FF5252	FF43B6	E845FF	A869F9	F2F2F2	5AE0FF	1CF77F	B8FF1D	FFBC00	FF5252	FF43B6
	Medium	009DCE	0498BA	0DBAB1	19CE78	8AAC0D	EA9823	CC4B19	E74856	D61D91	AE3CC6	904BF2	7C7C7C	009DCE	19CE78	8AAC0D	EA9823	E74856	D61D91
	Muted	004A64	005776	036861	186637	54680A	AD691F	873312	993344	891054	771E7C	432474	333333	004A64	186637	54680A	AD691F	993344	891054


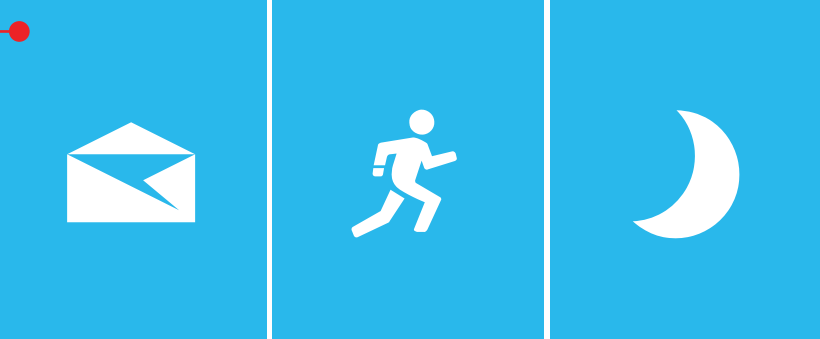

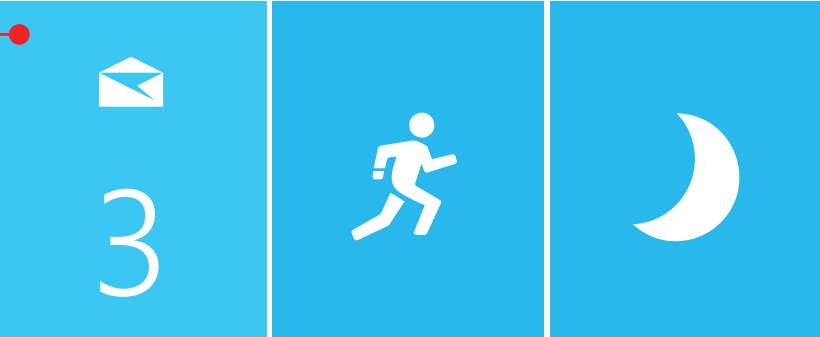

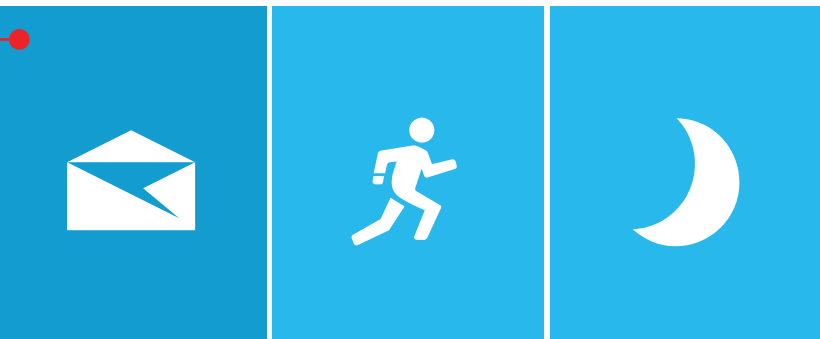
Secondary Text 969696

Button Gray (Default) 353535  
 Button Gray (Pressed) 202020

End/Cancel/Delete E0303E



### Start Strip Colors

	Base	Start Strip tile	
	High Contrast	Badged Start Strip tile (New content)	
	Lowlight	Touch down-feedback on Start Strip tiles	


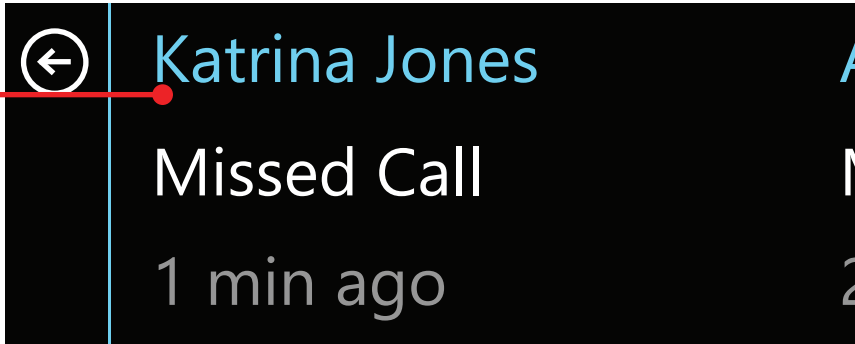




#### Color Classes

For each color theme, there are different color classes that are used to represent various states of activity on the band.

**Color Classes**

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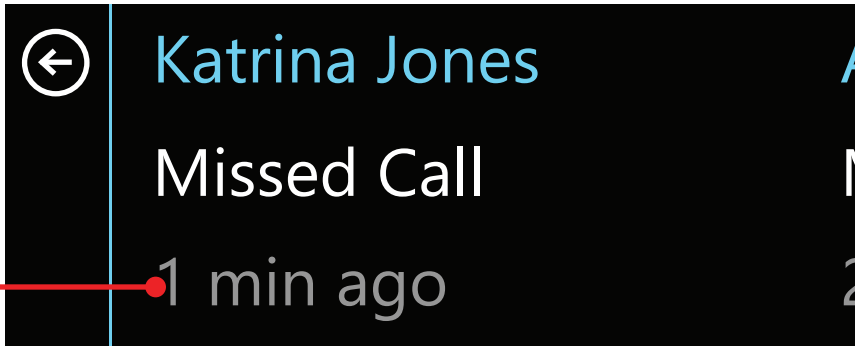

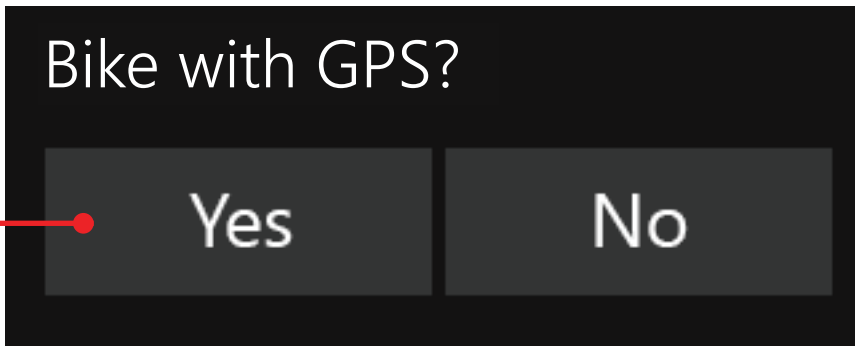

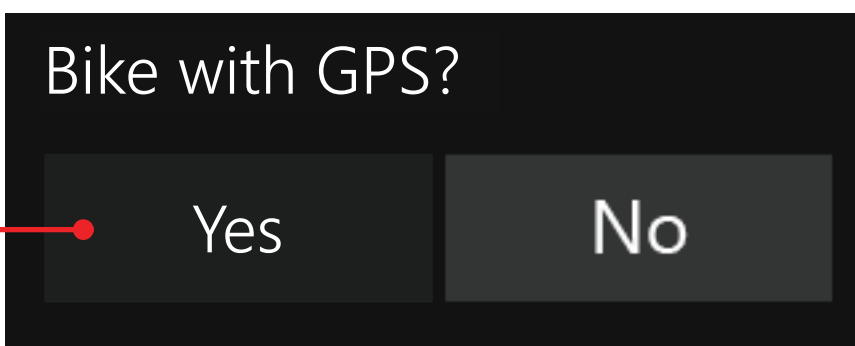

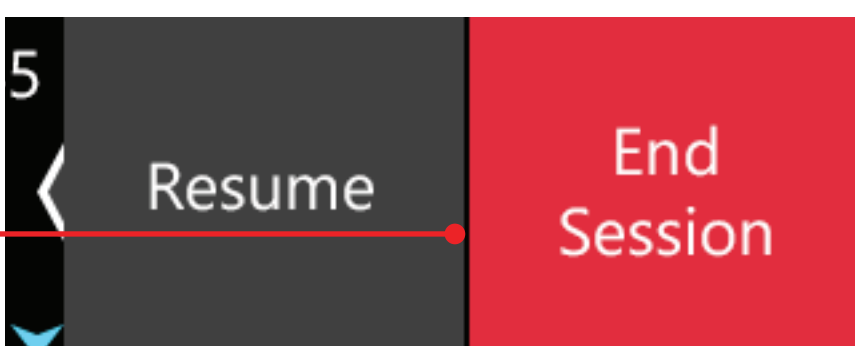
**In-Tile Colors**

	Highlight	Header	
	Medium	Toggle-on state	
	Muted	Fitness achievement marker backgrounds	

### System Colors

#### Color Classes

For each color theme, there are different color classes that are used to represent various states of activity on the band.

	Secondary	System-wide secondary text color	
	Button	System-wide button gray color	
	Button Pressed	System-wide pressed button gray color	
	End/Cancel/Delete	System-wide red end/cancel/delete	

This is the base theme color of the brand.

Highlight is a brighter version of the base theme color applied to text.

This is the base theme color of the brand.

Highlight is a brighter version of the base theme color applied to text.

### Color and Typography

When applying brand colors to the Band, keep in mind that text will commonly be viewed on black backgrounds. In many cases, a brighter "Highlight" version of a brand or theme color will need to be chosen to maximize legibility.

## Iconography

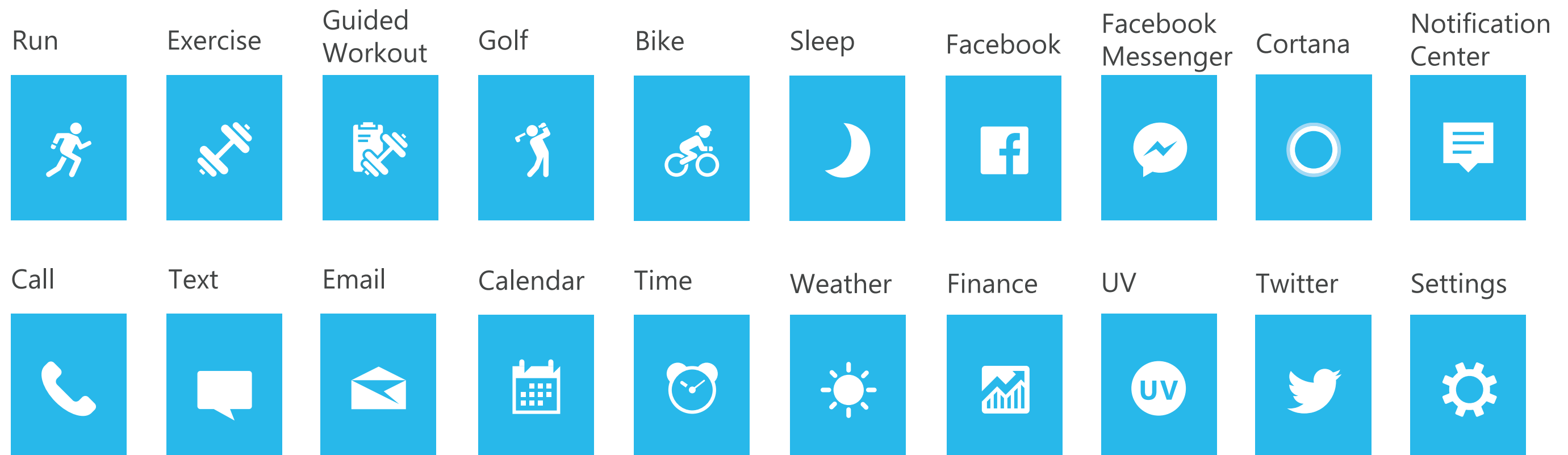
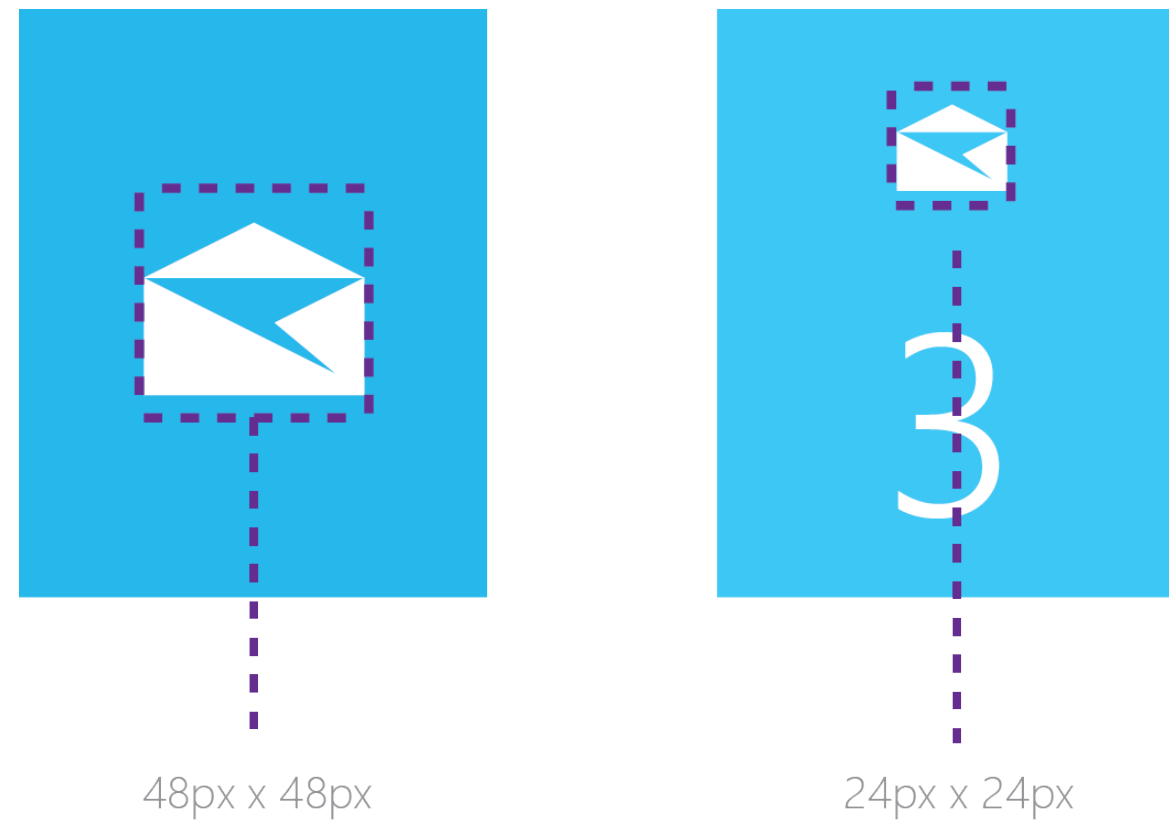
Icons are used extensively on the Band to represent the underlying app, metric, and/or functions. On the Start Strip, it is recommended that tiles use a single 48x48 px white PNG icon centered on the tile's background. Within individual apps, it is recommended that no more than 10 distinct icons are used.

### Tiles and Icons

Each app tile is visually represented on the Start Strip by an icon that fits within a 48x48px box.

Tiles that contain messaging content will badge when new content arrives. When badged, the tile icon scales down to 24x24px to accommodate the badging system.

If your app requires both sizes, you may need to redraw your icon to make sure it is visually optimized for the smaller size.






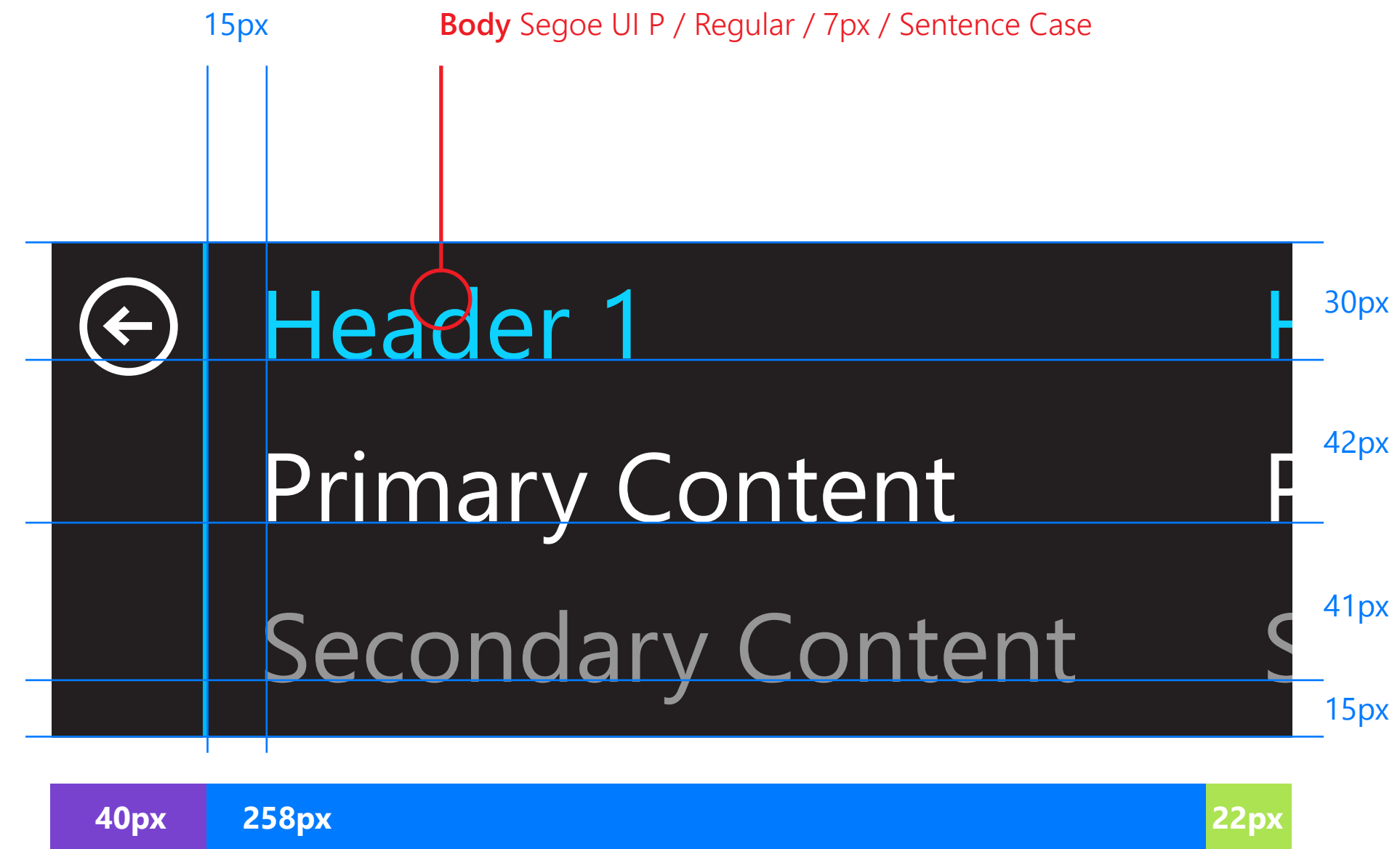


### Simple Tile Layout

#### Header / Primary / Secondary

The most basic page layout consists of a header, a single line of content, and a time stamp.

-  Your Brand's Highlight Color
-  System White or Custom
-  System Secondary Text or Custom






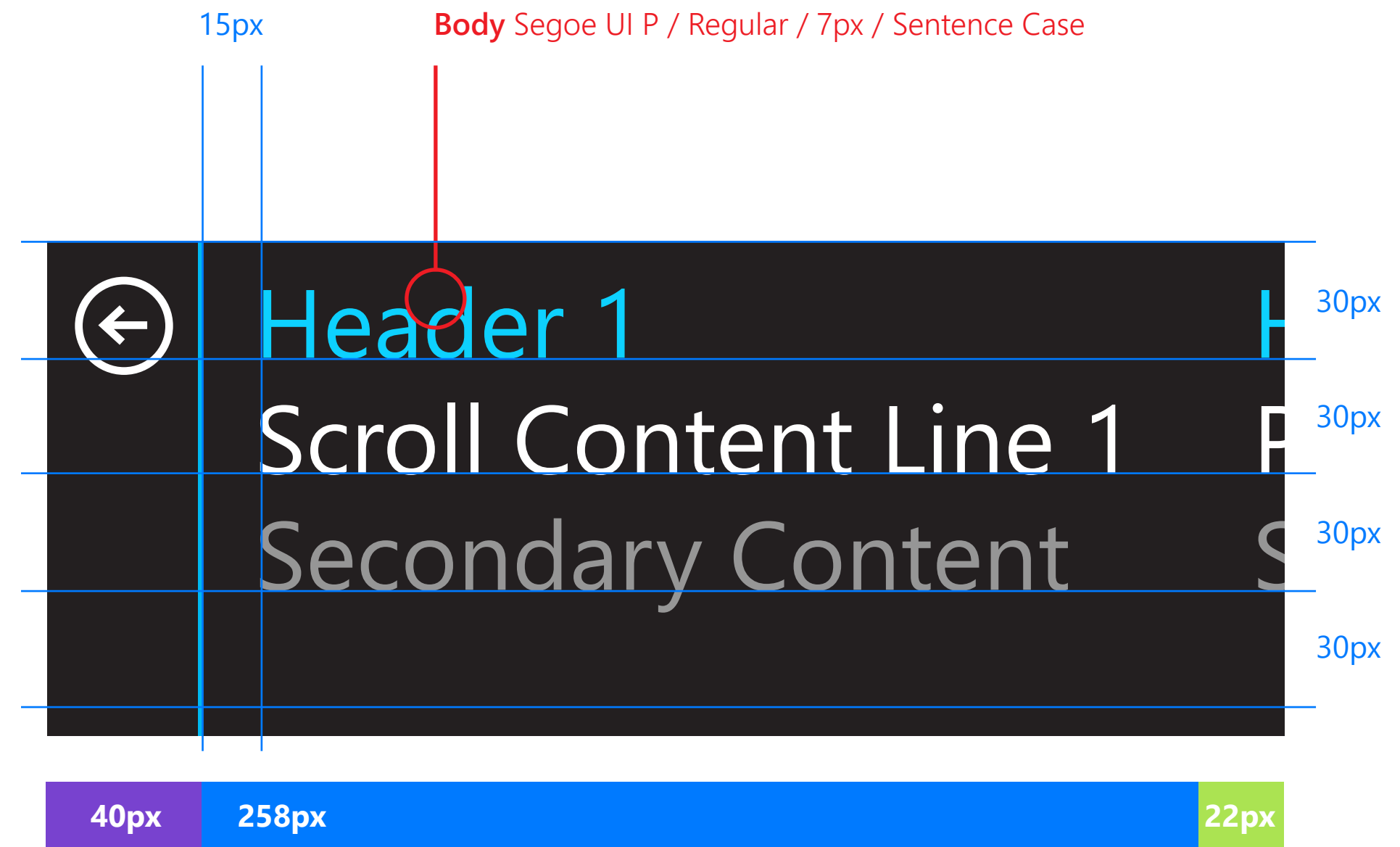
Example: Call Tile



### Simple Tile Layout

#### Header / Scroll / Secondary

-  Your Brand's Highlight Color
-  System White or Custom
-  System Secondary Text or Custom




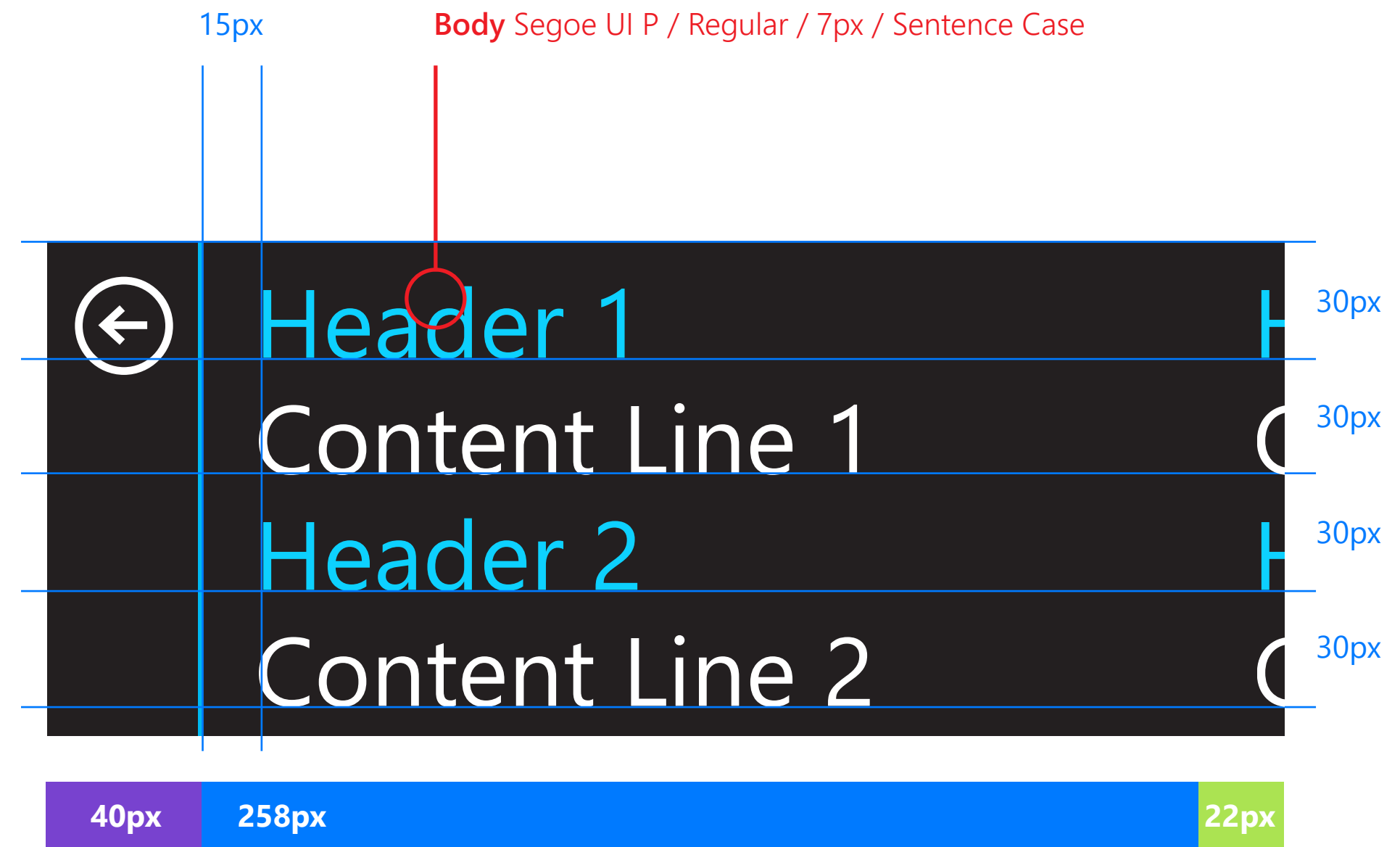
Example: Messaging tiles

### Simple Tile Layout

#### Single Page List with Multi-Headers

 Your Brand's Highlight Color


 System White or Custom

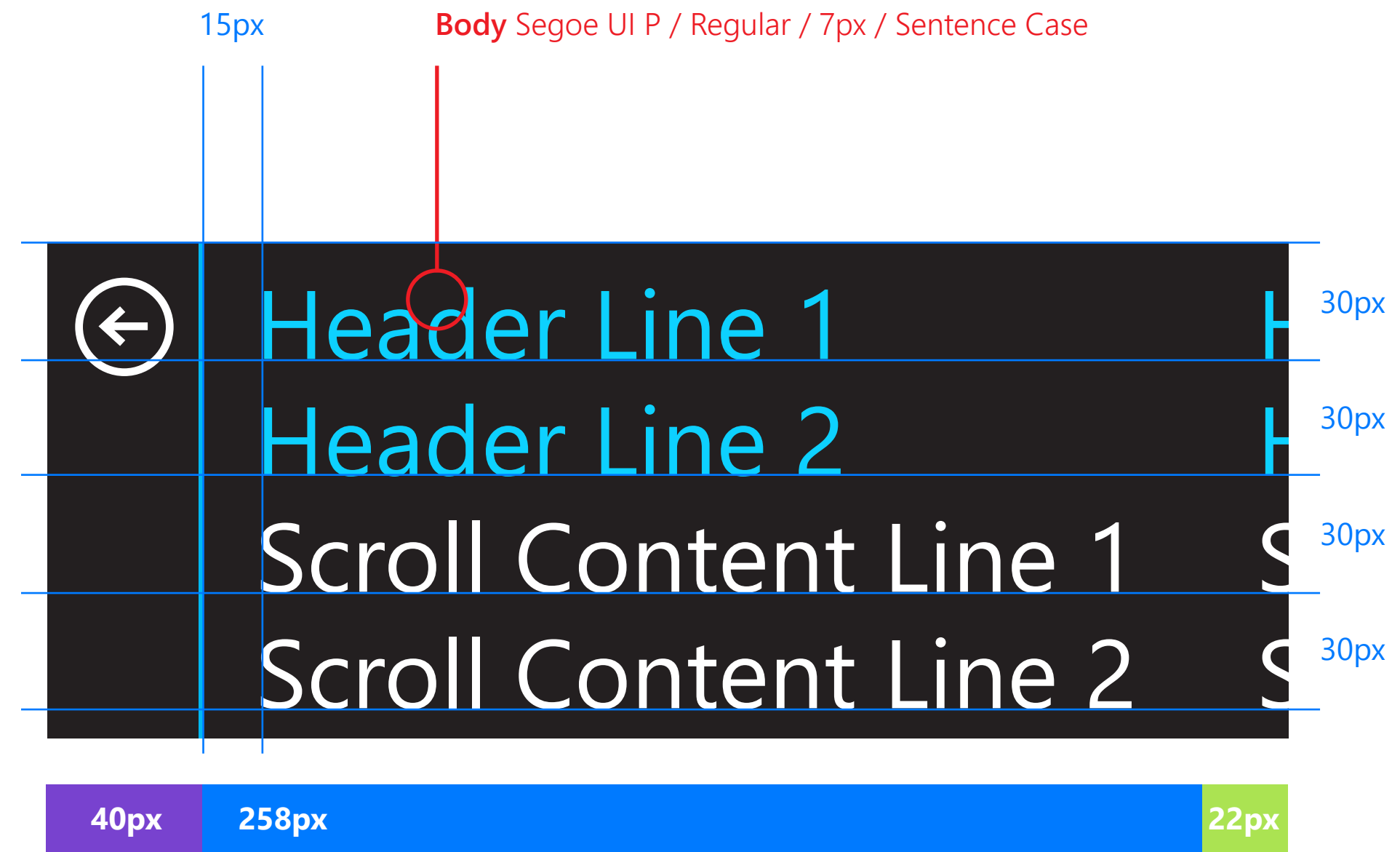


### Simple Tile Layout

#### Scroll Page with Multi-Line Header

 Your Brand's Highlight Color

 System White or Custom




**Example:** First page in activity tiles with a header that wraps

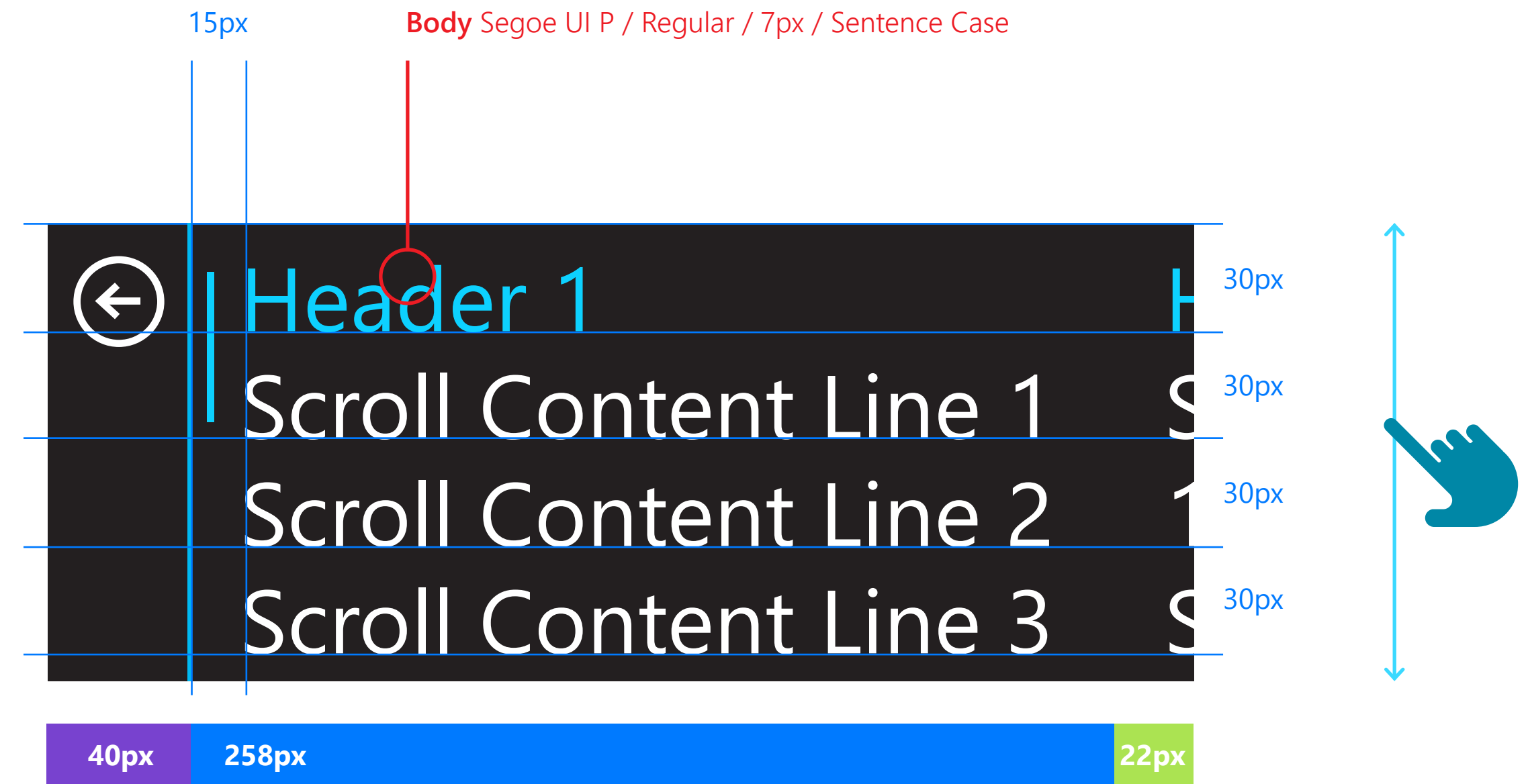
### Simple Tile Layout

#### Header / Scroll

Some tiles may have content that extends out of the viewport. The user can scroll up and down to view this content.

 Your Brand's Highlight Color

 System White or Custom




Example: Messaging tiles

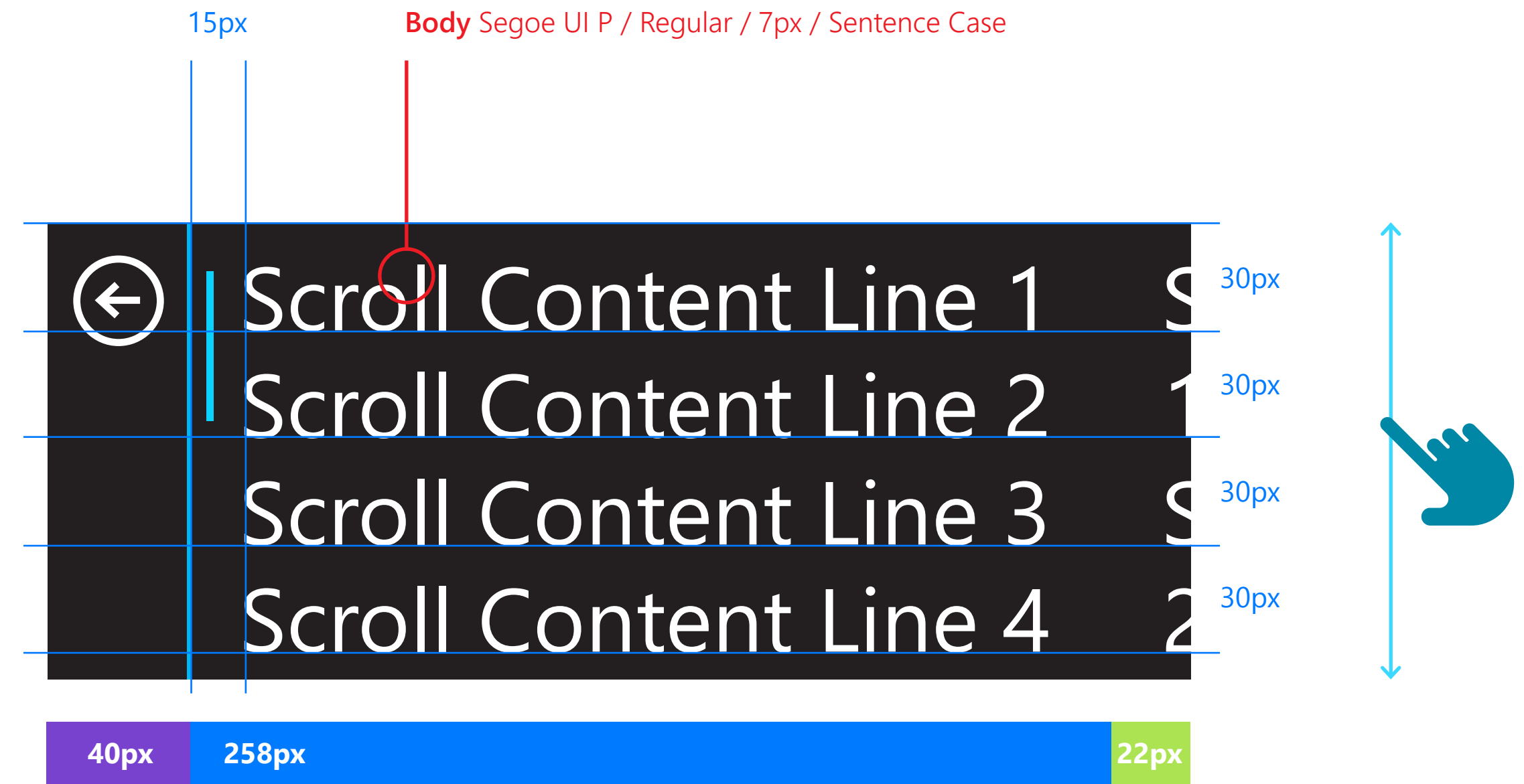
### Simple Tile Layout

#### Scroll

Some tiles may have content that extends out of the viewport. The user can scroll up and down to view this content.

 Your Brand's Highlight Color

 System White or Custom




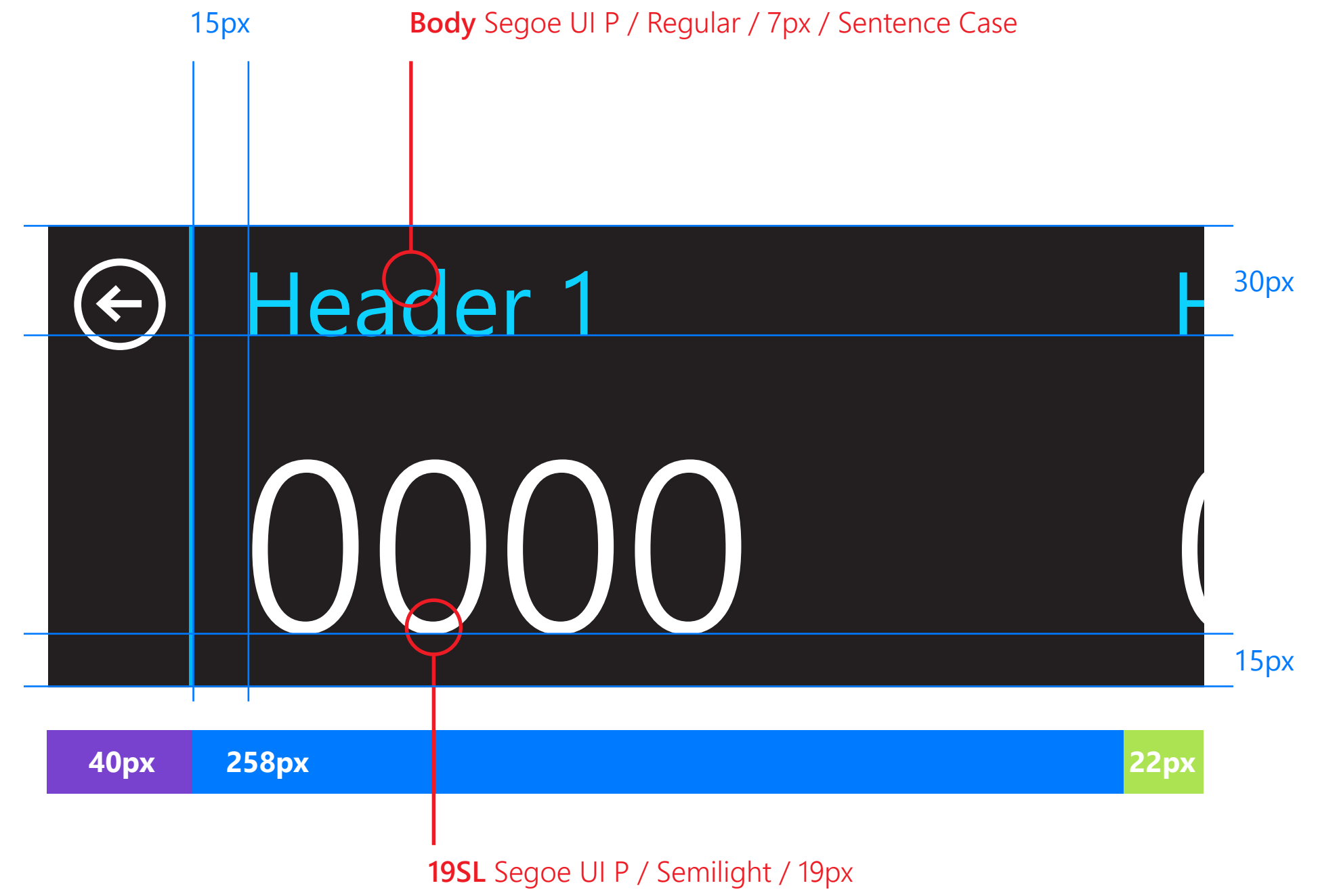
Example: Messaging tiles

Metric Layout

Single Metric

 Your Brand's Highlight Color

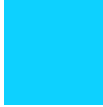


 System White or Custom

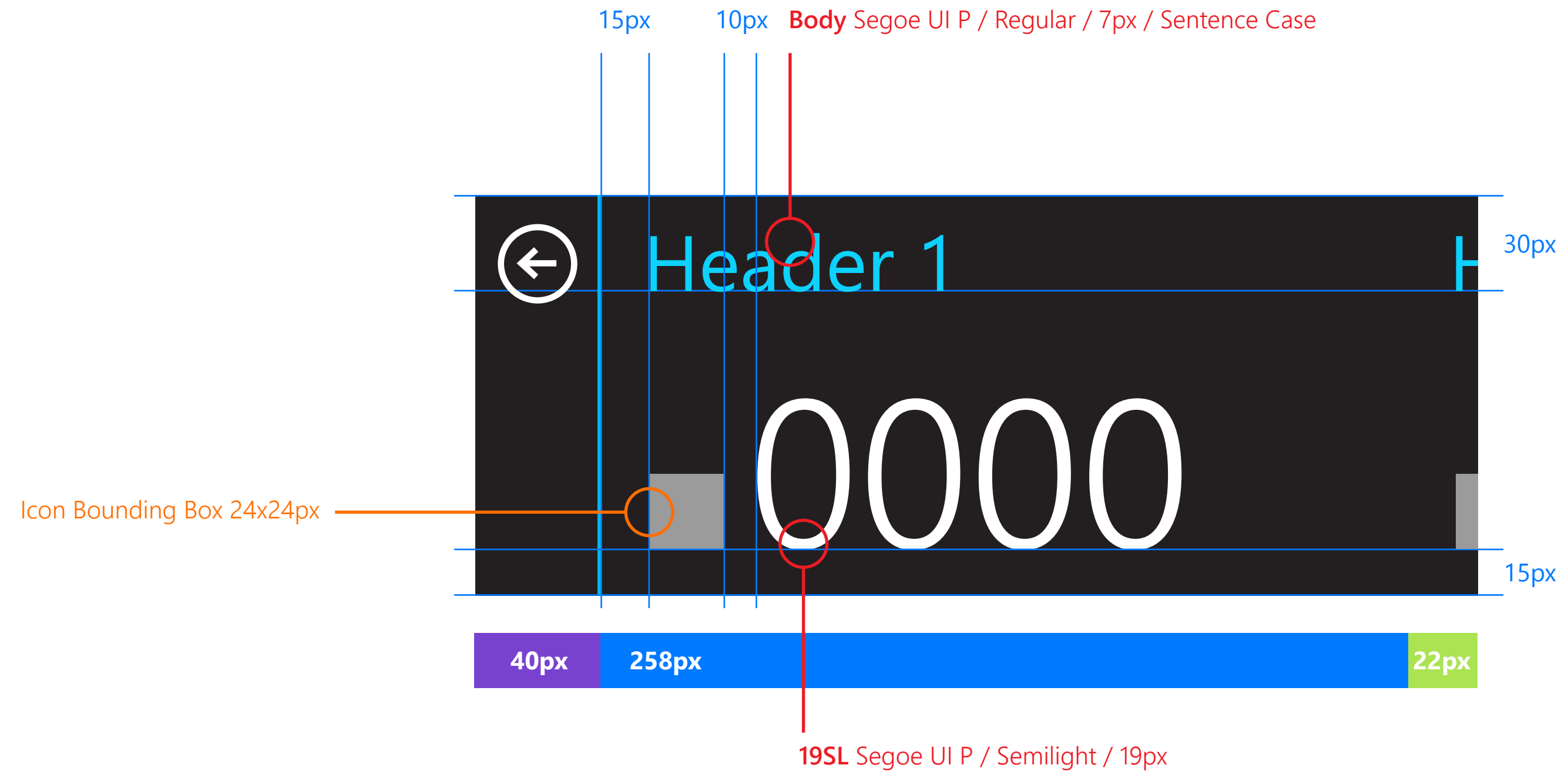


**Example:** When timer is set and running in the Time tile

### Metric Layout

#### Single Metric with Icon




-  Your Brand's Highlight Color
-  System White or Custom
-  Your Brand's Highlight Color or Custom

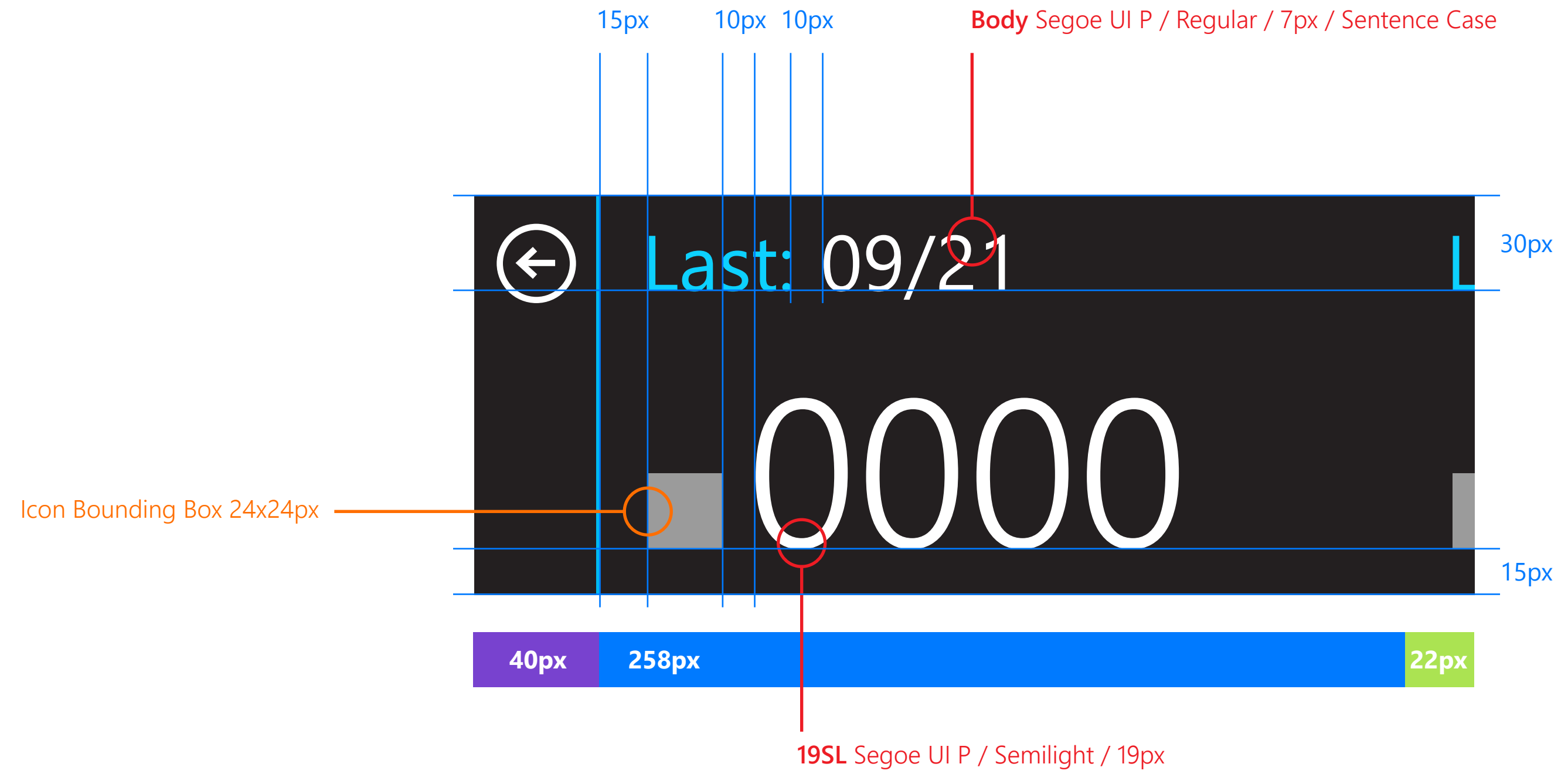


**Example:** Activity tiles, Last Exercise metric summary

### Metric Layout

#### Readout

-  Your Brand's Highlight Color
-  System White or Custom
-  Your Brand's Highlight Color or Custom






**Example:** Activity tiles, Last Exercise metric summary

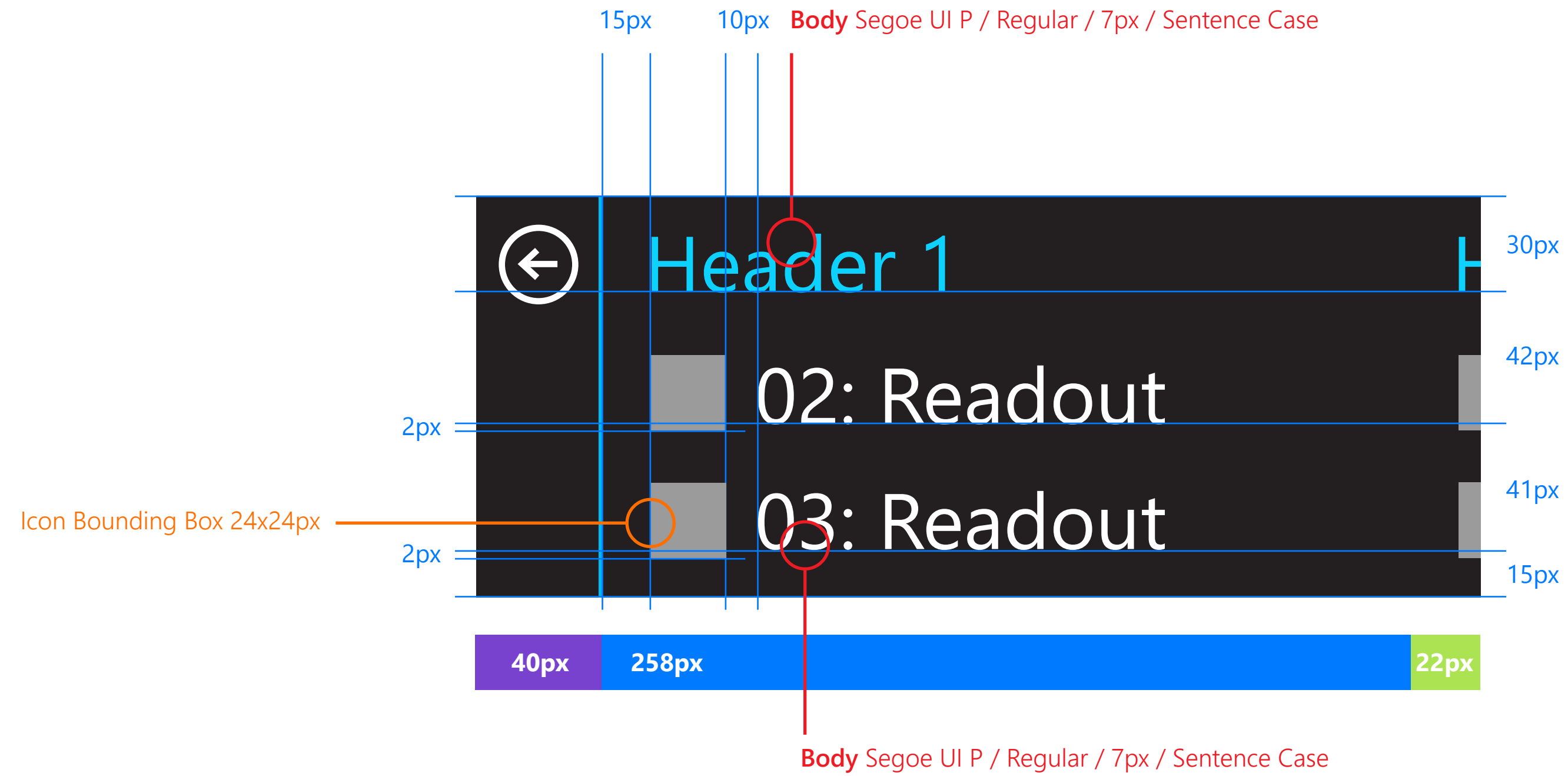


### Metric Layout

#### 2 Metrics

Metrics should be displayed next to their corresponding icon on a Header / Primary / Secondary page layout.

-  Your Brand's Highlight Color
-  System White or Custom
-  Your Brand's Highlight Color or Custom



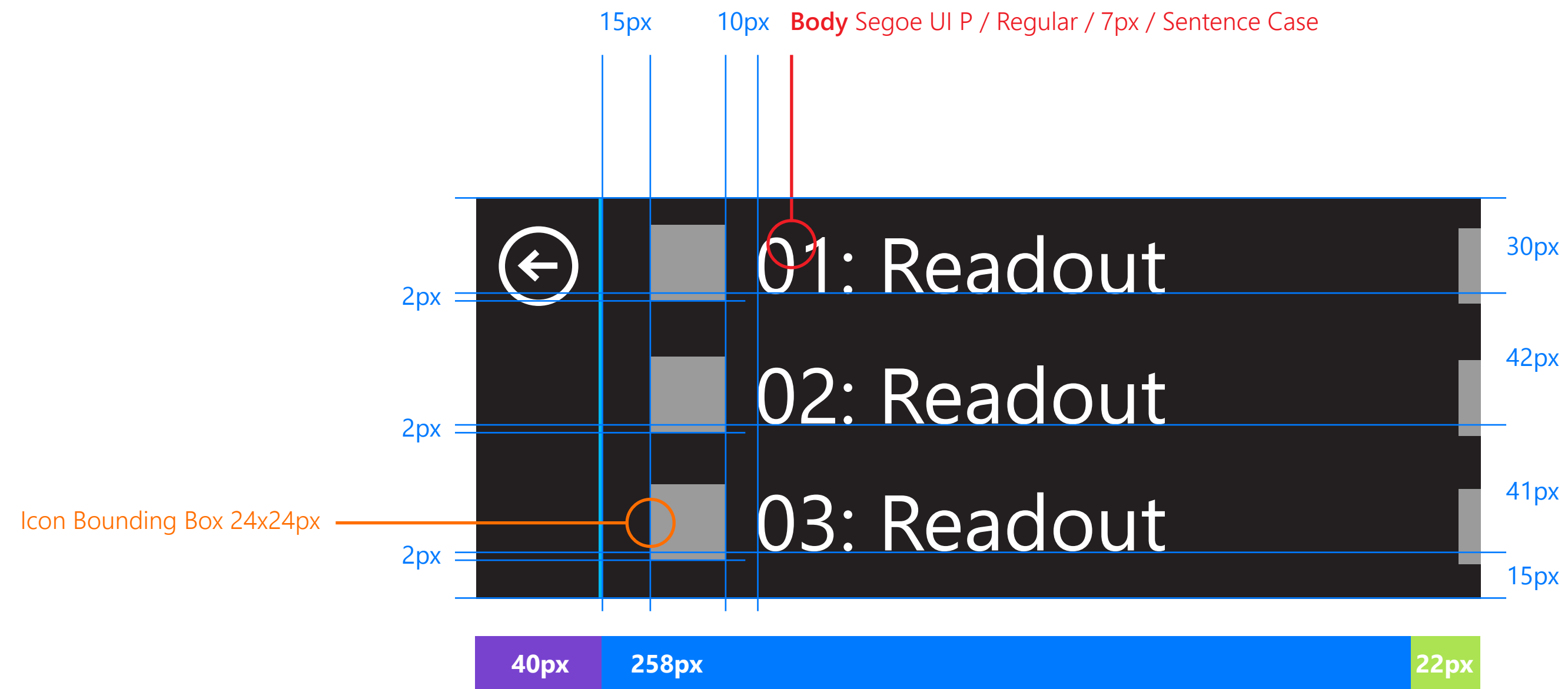
Example: Activity tiles, Last Exercise metric summary

### Metric Layout

#### 3 Metrics

Metrics should be displayed next to their corresponding icon on a Header / Primary / Secondary page layout.

- Your Brand's Highlight Color
- System White or Custom
- Your Brand's Highlight Color or Custom



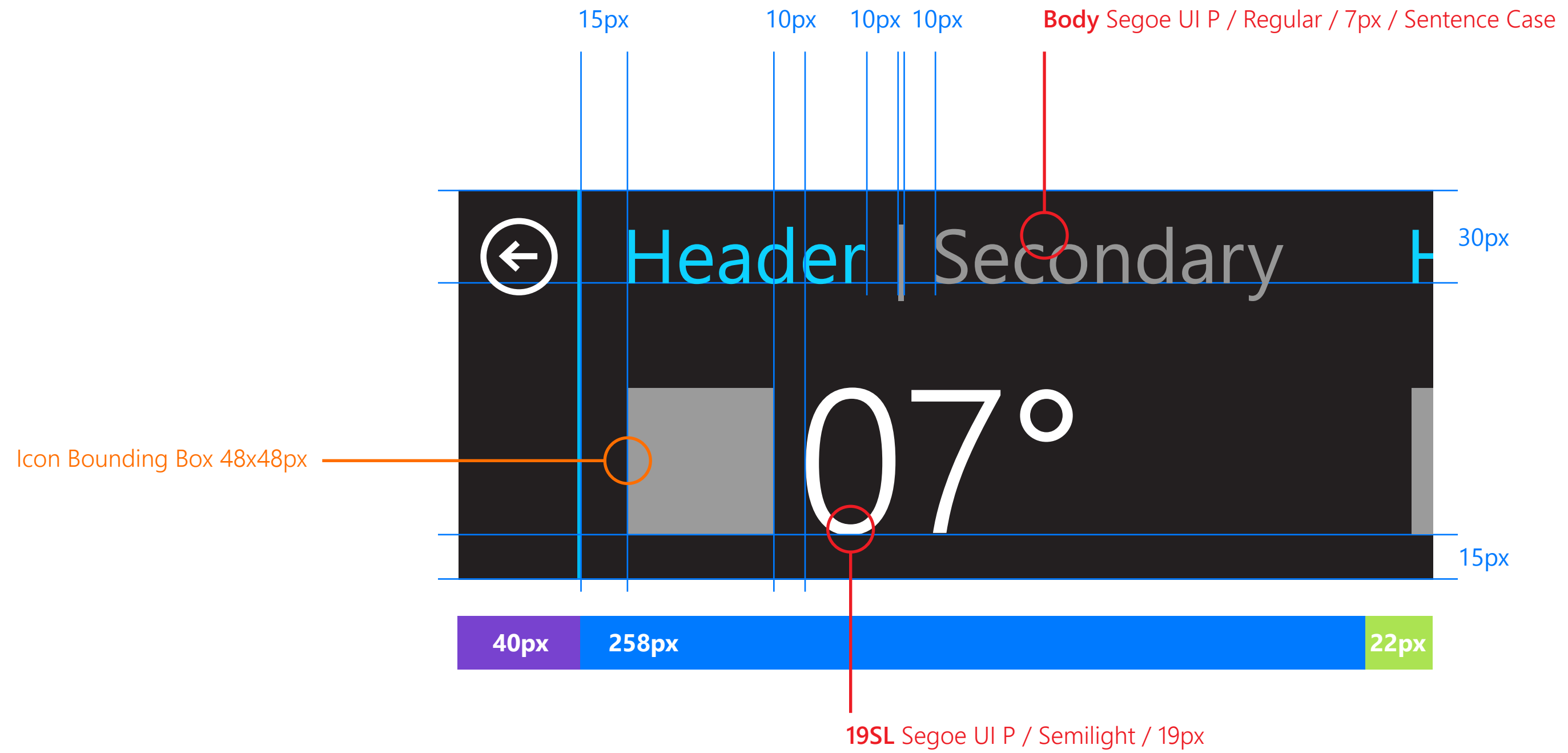
**Example:** Activity tiles, Last Exercise metric summary

### Metric Layout

#### Metric with Secondary Content

Large metrics can be displayed, providing that they respect page padding concerns.

- Your Brand's Highlight Color
- System White or Custom
- Your Brand's Highlight Color or Custom (for Icon)
- System Secondary Text or Custom



Example: Weather tile

### Notification Layout

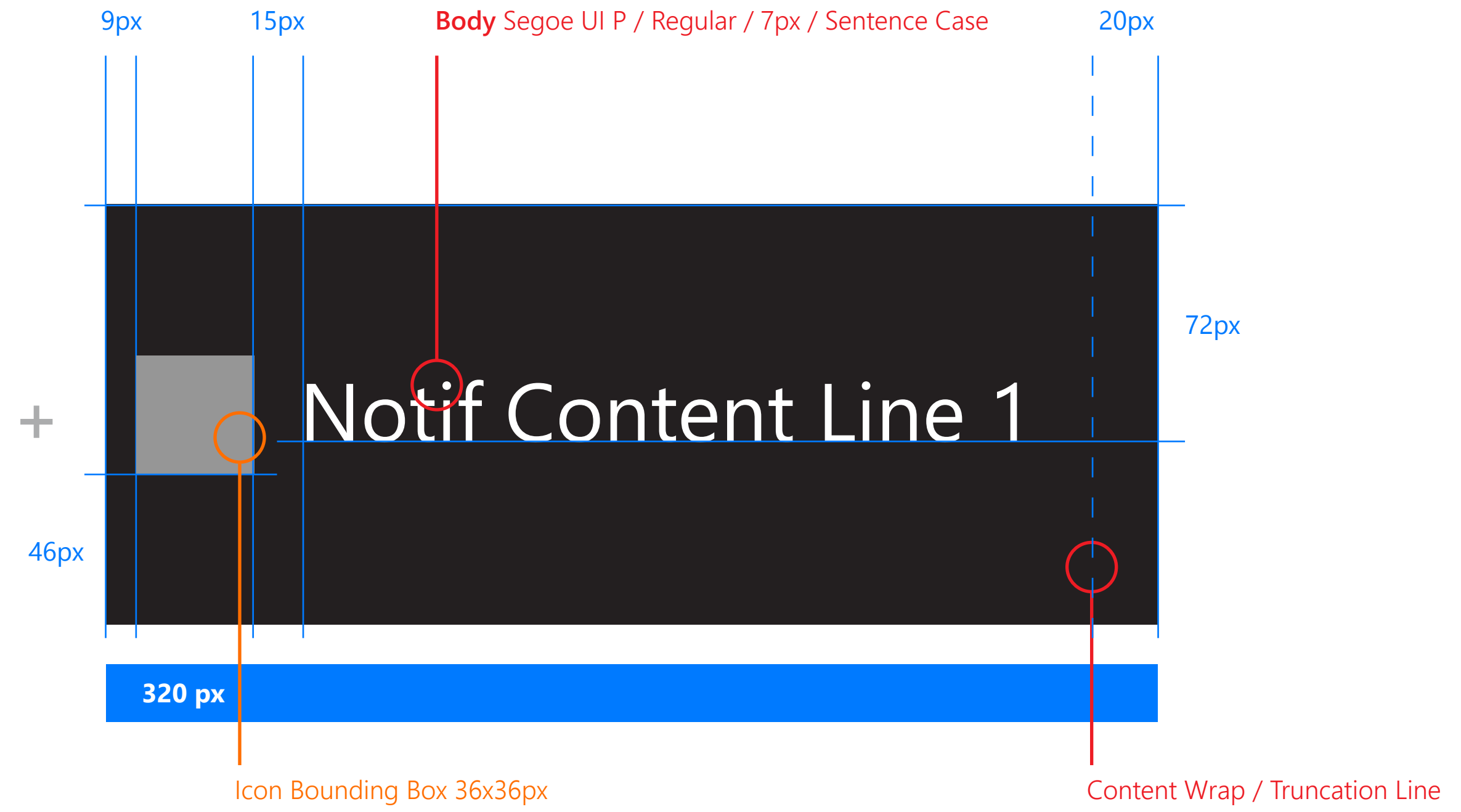
#### Notification / 1 Line



System White or Custom



Your Brand's Highlight Color or Custom

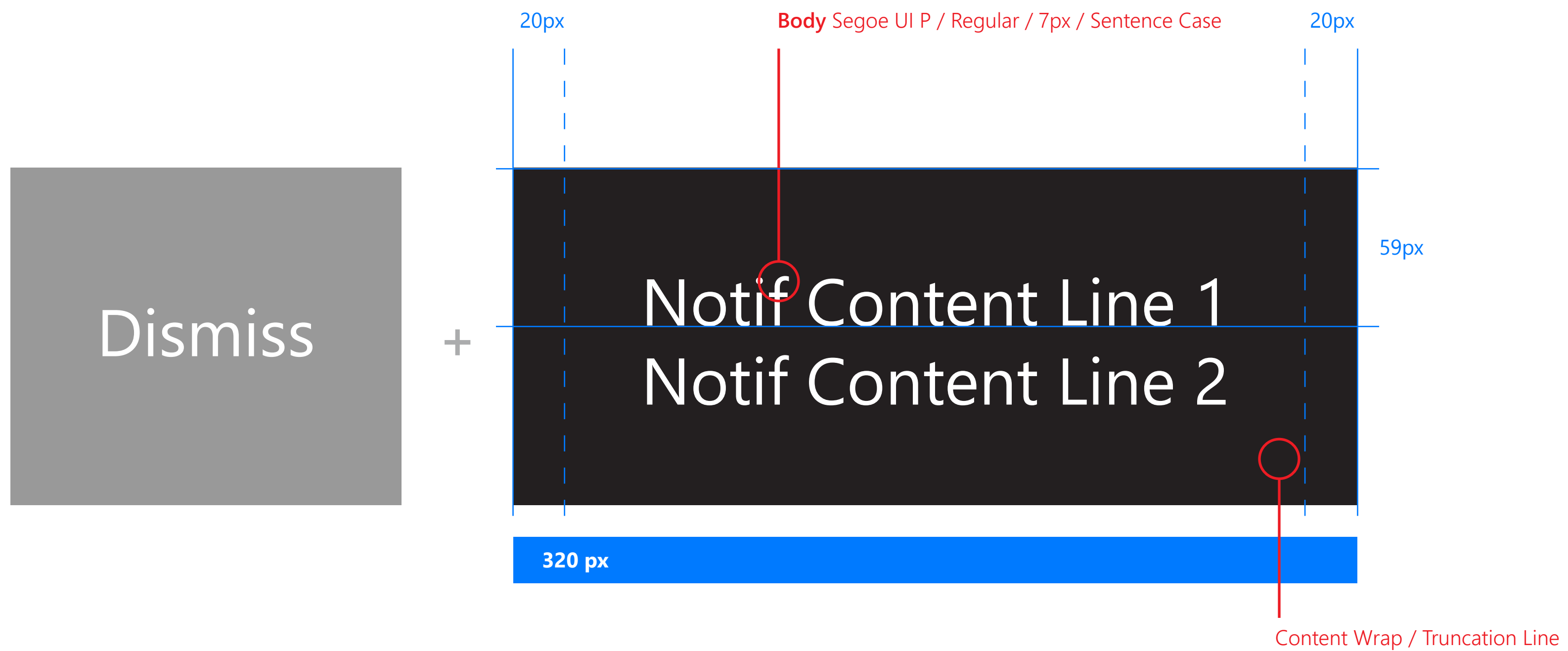


### Notification Layout

#### Notification / 2 Lines





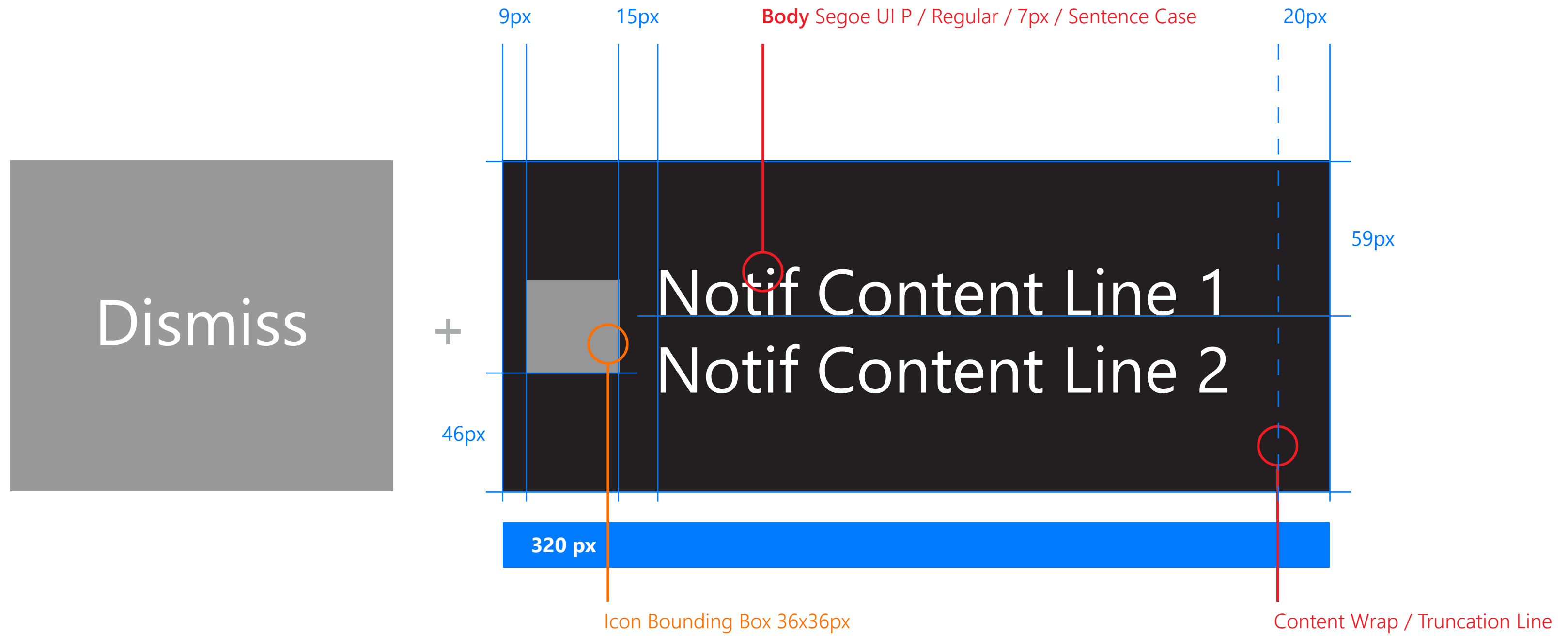
System White or Custom



### Notification Layout

#### Notification / 2 Lines / Icon

-  System White or Custom
-  Your Brand's Highlight Color or Custom



### Notification Layout

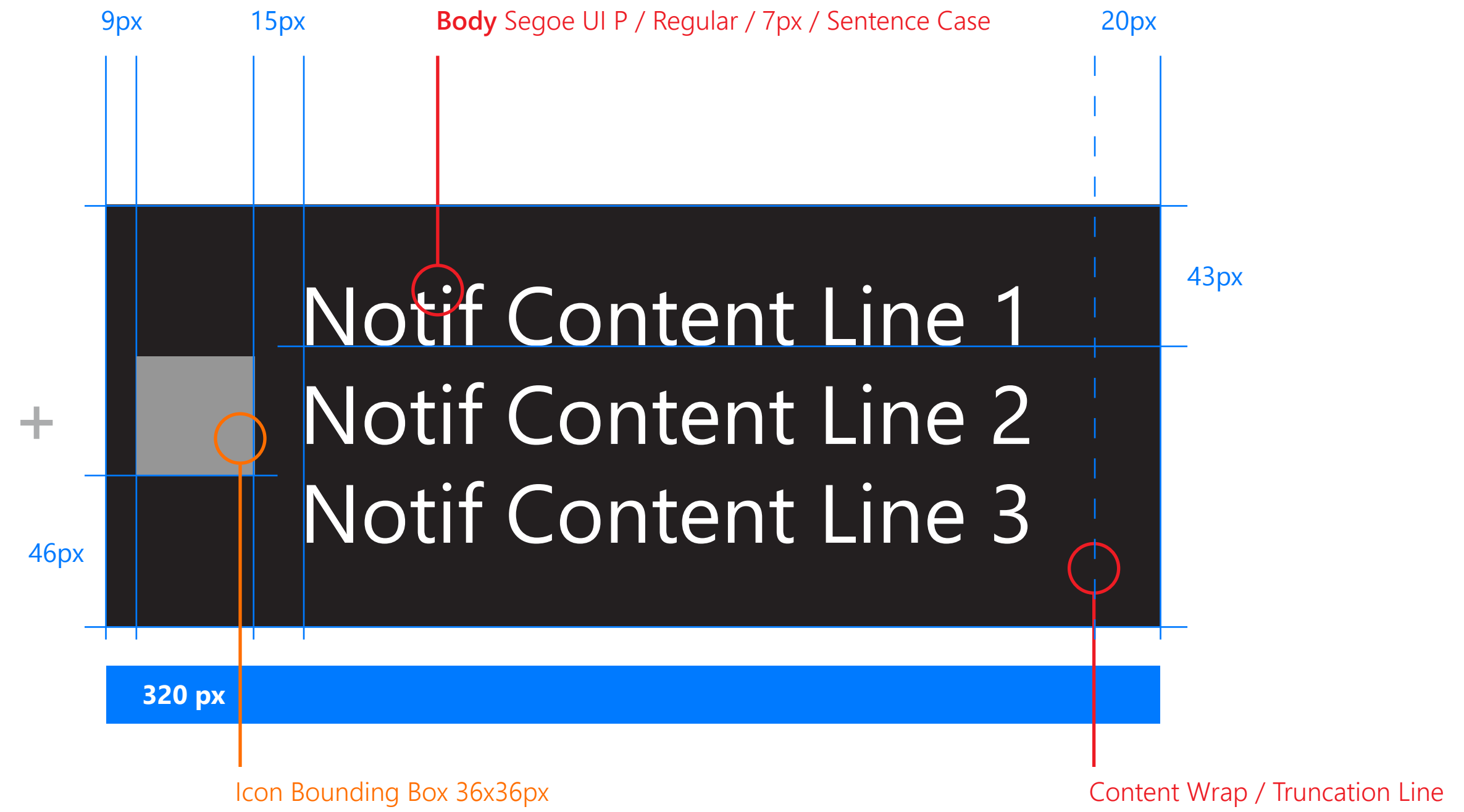
#### Notification / 3 Lines / Icon



System White or Custom






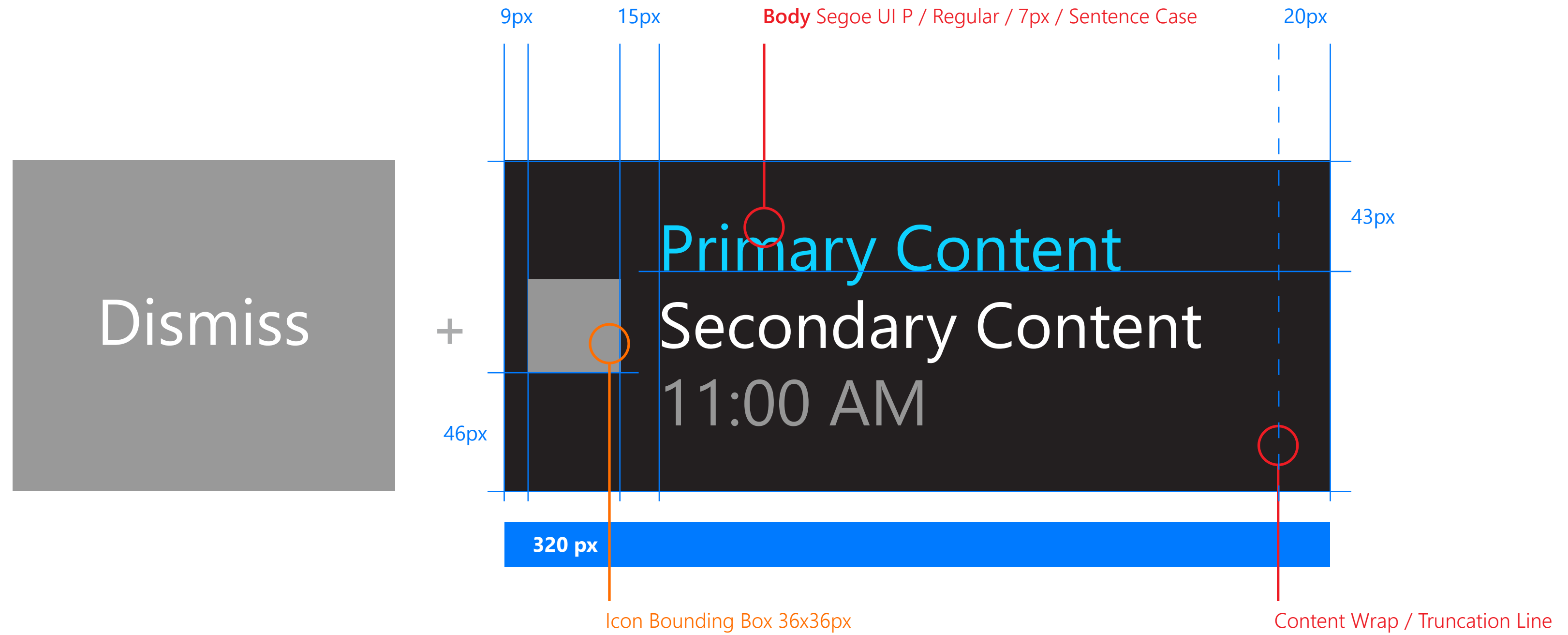
Your Brand's Highlight Color or Custom



### Notification Layout

#### Notification / 3 Lines / Icon

-  Your Brand's Highlight Color
-  System White or Custom
-  Your Brand's Highlight Color or Custom



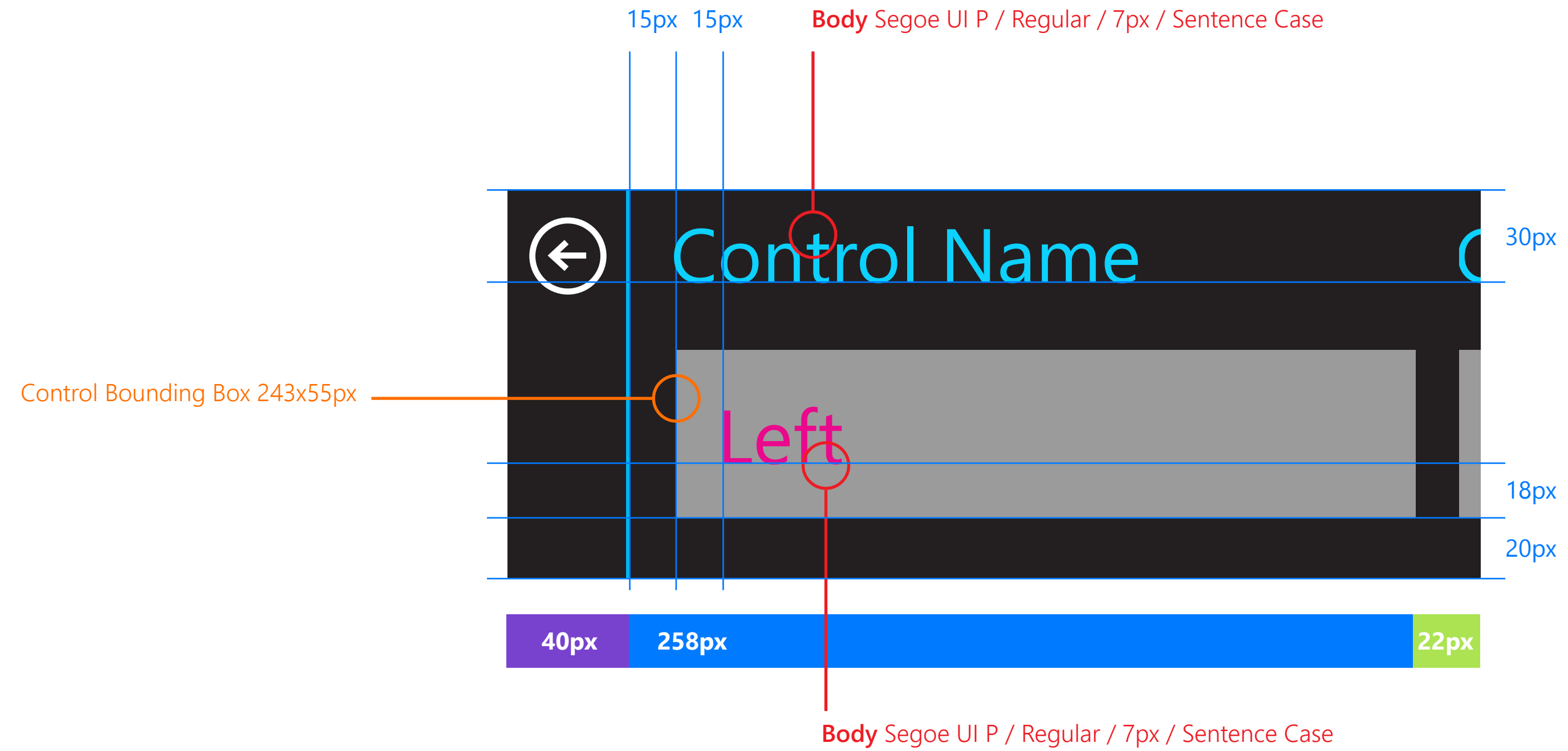


## Control Layout

### List Picker

Tapping the list picker button takes you into a list picker modal where you can make a selection.

- Your Brand's Highlight Color
- System White or Custom
- System Button Color



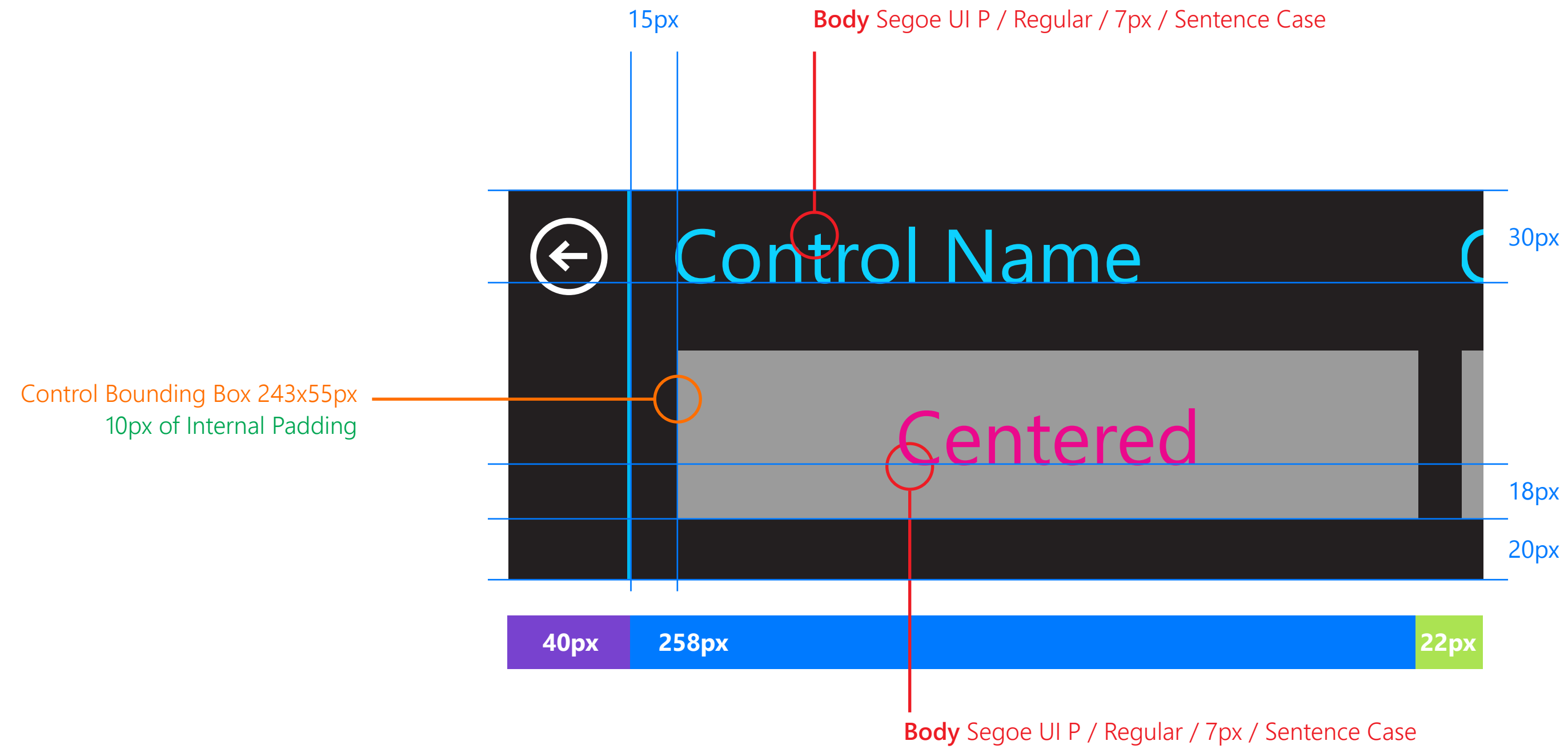
**Example:** Settings controls that enter into list pickers

### Control Layout

#### Header / Push Button

Single push buttons can be placed inside tiles. Add them below a descriptive header string.

- Your Brand's Highlight Color
- System White or Custom
- System Button Color



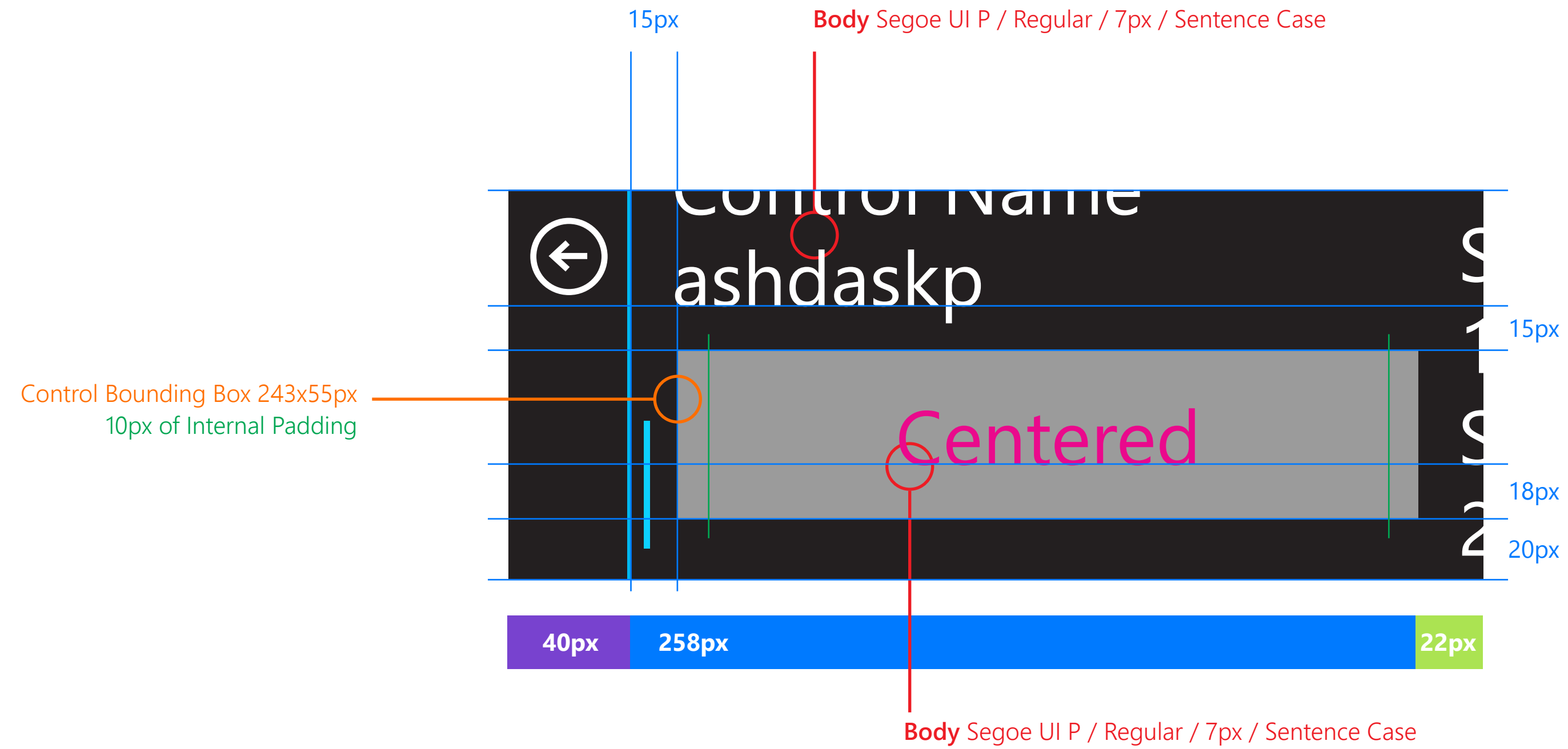
**Example:** Settings controls

### Control Layout

#### Scroll Push Button

Push buttons can be located inside tiles as the bottom piece of scrollable content.

- Your Brand's Highlight Color
- System White or Custom
- System Button Color
- System White or Custom



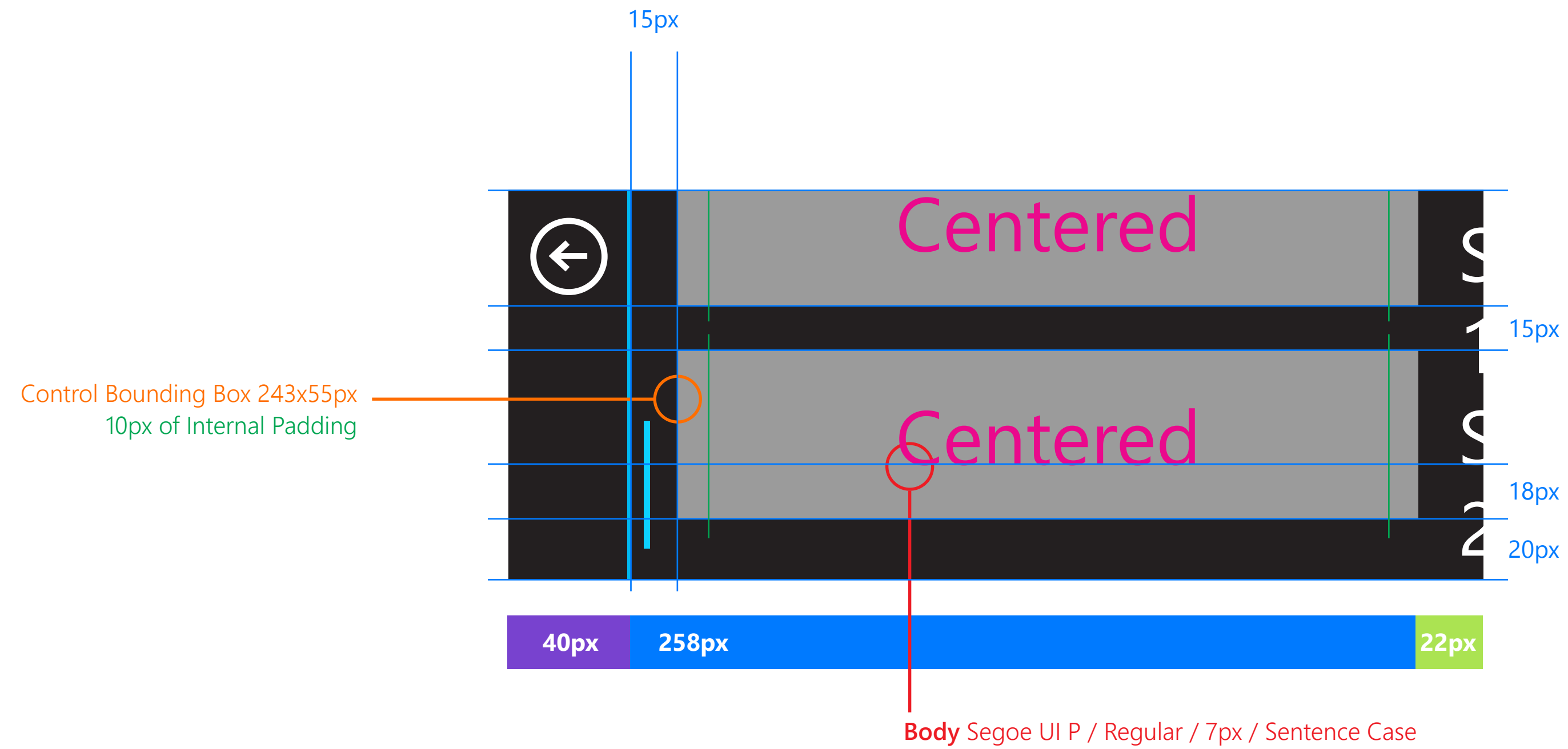
**Example:** Reply options at the bottom of messaging tiles

### Control Layout

#### Stacked Scroll Push Button

Push buttons can be stacked on top of each other at the bottom of a scroll list. Padding between buttons should be at least 15px.

- Your Brand's Highlight Color
- System White or Custom
- System Button Color
- System White or Custom






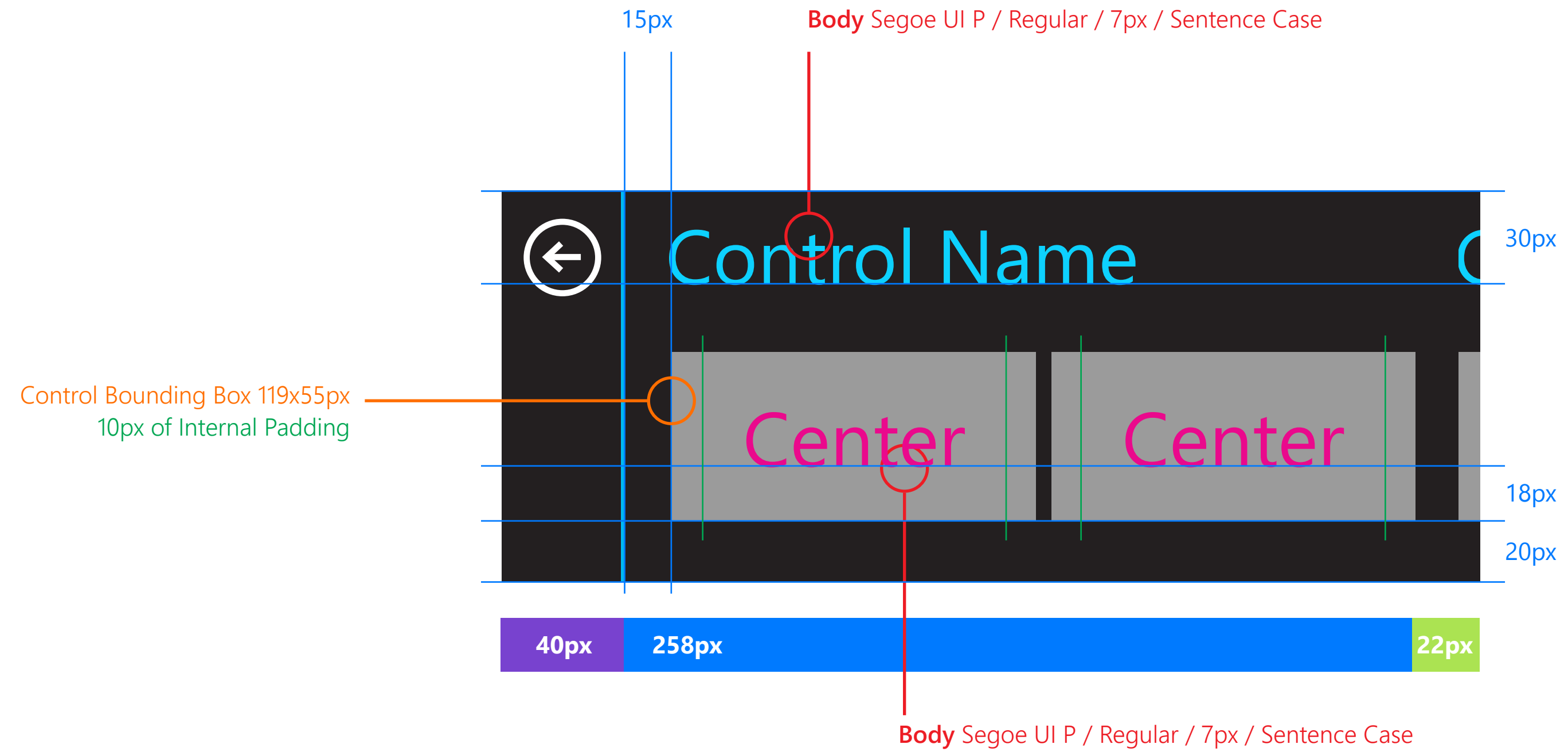
**Example:** Options at the bottom of an email in Email tile

### Control Layout

#### In-Tile Dialog

Dialog buttons can be placed inside tiles below a descriptive header string.

-  Your Brand's Highlight Color
-  System White or Custom
-  System Button Color



Thank you.