



“More nuanced, more expert, interaction design skills”

Scathing from John Gruber:

I think the fact that Liquid Glass is worse on MacOS than it is on iOS is not just a factor of iOS being Apple's most popular, most profitable, most important platform — and thus garnering more of Apple's internal attention. I think it's also about the fact that the Mac interface, with multiple windows, bigger displays, and more complexity, demands more nuanced, more expert, interaction design skills. Things like depth, layering, and unambiguous indications of input focus are important aspects of any platform. But they're more important on the platform which, by design, shoulders more complexity.

A great read – harsh, but deserved. It's good to punch up. I don't have a lot of context on Alan Dye, but the parts that resonated the most was appreciation of the craft of interface and interaction design for complex things. iOS has had occasional sprinklings of great interaction design, especially in its physics-based gestures that blossomed since iPhone X. macOS feels abandoned in this regard, with even hard-won victories like fast Finder and [great user preferences](#) deteriorating.

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