# Article information:

SensoryFeedback | Apple Developer Documentation
<https://developer.apple.com/documentation/swiftui/sensoryfeedback>

# Article summary:

1. SensoryFeedback is a type of haptic and/or audio feedback that can be played in SwiftUI.

2. It can be used to indicate start and stop, changes and selections, and the outcome of an operation.

3. SensoryFeedback also includes options for producing physical impacts through weight and flexibility settings.

# Article rating:

Appears moderately imbalanced: The article provides some useful information, but is missing several important points or pieces of evidence that would be required to present the discussed topics in a balanced and reliable way. You are encouraged to seek a more balanced perspective on the presented issues by exploring the provided research topics and looking at different information sources.

# Article analysis:

The article titled "SensoryFeedback" on the Apple Developer Documentation website provides an overview of a new feature in SwiftUI that allows developers to provide haptic and audio feedback to users. The article is informative and well-organized, but it does have some potential biases and limitations.

One potential bias in the article is its focus on the benefits of SensoryFeedback without discussing any potential risks or drawbacks. While haptic and audio feedback can enhance user experience, there are also concerns about overstimulation or distraction for some users. The article could have provided more balanced information by acknowledging these concerns and offering suggestions for mitigating them.

Another limitation of the article is its technical language, which may be difficult for non-developers to understand. While the intended audience for this article is likely developers who are familiar with SwiftUI, it would be helpful to provide more context or explanations for those who are not as familiar with the terminology.

Additionally, the article could benefit from more examples or use cases to illustrate how SensoryFeedback can be used in different contexts. While it provides a list of different types of feedback that can be used, it does not offer specific examples of how they might be applied in practice.

Overall, while the "SensoryFeedback" article on Apple Developer Documentation provides useful information about a new feature in SwiftUI, it could benefit from more balanced information and clearer explanations for non-technical readers.

# Topics for further research:

* Potential risks of haptic and audio feedback for users
* Strategies for mitigating overstimulation from sensory feedback
* Simplifying technical language in SwiftUI documentation
* Examples of using SensoryFeedback in SwiftUI apps
* Best practices for implementing haptic and audio feedback in user interfaces
* User experience research on the effectiveness of sensory feedback in apps

# Report location:

<https://www.fullpicture.app/item/6c4b9c7865135409a7462a65cf2064a4>