

Designing Web Interfaces Principles And Patterns For Rich Interactions Bill Scott

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Designwhys **Designing Web Site Interface Elements** "O'Reilly Media, Inc."

This text provides a complete web usability framework that reflects advanced research & practical experience. It addresses the issues that make web usability design unique including security, privacy, dynamic content, audience & navigation.

Designing Mobile Interfaces "O'Reilly Media, Inc."

Web API Design Crafting Interfaces that Developers Love this book chances are that you care about designing Web APIs that developers will love and that you're interested in applying proven design principles and best practices to your Web API. One of the sources for our design thinking

Designing the User Interface Morgan Kaufmann

". . . a book that should be forced on every developer working today. If only half the rules in this book were followed, the quality of most programs would increase tenfold." -Kevin Bachus, praising Theo Mandel's *The GUI-OOUI War* A total guide to mastering the art and science of user interface design For most computer users, the user interface is the software, and in today's ultracompetitive software markets, developers can't afford to provide users and clients with anything less than optimal software ease, usability, and appeal. *The Elements of User Interface Design* is written by a cognitive psychologist and interface design specialist with more than a decade's research and design experience. Writing for novices and veteran developers and designers alike, Dr. Mandel takes you from command-line interfaces and graphical-user interfaces (GUIs) to object-oriented user interfaces (OOUIs) and cutting-edge interface technologies and techniques. Throughout, coverage is liberally supplemented with screen shots, real-life case studies, and vignettes that bring interface design principles to life. Destined to become the bible for a new generation of designers and developers, *The Elements of User Interface Design* Arms you with a "tested-in-the-trenches," four-phase, iterative design process * Analyzes well-known interfaces, including Windows 95, Windows NT, OS/2 Warp, Microsoft Bob, Visual Basic, Macintosh, and the World Wide Web * Schools you in object-oriented interface (OOUI) design principles and techniques * Offers practical coverage of interface agents, wizards, voice interaction, social user interfaces, Web design, and other new and emerging technologies

The Design of Sites SitePoint Pty Ltd

In *SOA and Web Services Interface Design*, data architecture guru James Bean teaches you how to design web service interfaces that are capable of being extended to accommodate ever changing business needs and promote incorporation simplicity. The book first provides an overview of critical SOA principles, thereby offering a basic conceptual summary. It then provides explicit, tactical, and real-world techniques for ensuring compliance with these principles. Using a focused, tutorial-based approach the book provides working syntactical examples - described by Web services standards such as XML, XML Schemas, WSDL and SOAP - that can be used to directly implement interface design procedures, thus allowing you immediately generate value from your efforts. In summary, *SOA and Web Services Interface Design* provides the basic theory, but also design techniques and very specific implementable encoded interface examples that can be immediately employed in your work, making it an invaluable practical guide to any practitioner in today's exploding Web-based service market. Provides chapters on topics of introductory WSDL syntax and XML Schema syntax, taking take the reader through fundamental concepts and into deeper techniques and allowing them to quickly climb the learning curve. Provides working syntactical examples - described by Web services standards such as XML, XML Schemas, WSDL and SOAP - that can be used to directly implement interface design procedures. Real-world examples generated using the Altova XML Spy tooling reinforce applicability, allowing you to immediately generate value from their efforts. A companion website with all artwork and code examples accompanies the book

(<http://www.elsevierdirect.com/v2/companion.jsp?ISBN=9780123748911>)

Designing Social Interfaces "O'Reilly Media, Inc."

Interactive labs and exercises are featured throughout this book so readers can practice everything they've learned, reinforce their knowledge, and demonstrate proficiency. The authors introduce the Human-Computer Interface (HCI) and its role in Web interface design.

Designing Interfaces Prentice Hall Professional

The interface elements selected for a Website are key to the users ability to communicate with a site easily and effectively. This text introduces designers to key interface principles and provides know-how for designing and building effective Website interfaces. Topics covered include: defining project goals; themes; branding; technical specifications; communication with a target audience; layout and organization; and aspects of design.

Atomic Design Addison-Wesley Professional

Presents a set of design principles, patterns, and best practices that can be used to create user interfaces for new social websites or to improve existing social sites, along with advice for common challenges faced when designing social interfaces.

101 UX Principles SitePoint Pty Ltd

Most programmers' fear of user interface (UI) programming comes from their fear of doing UI design. They think that UI design is like graphic

design—the mysterious process by which creative, latte-drinking, all-black-wearing people produce cool-looking, artistic pieces. Most programmers see themselves as analytic, logical thinkers instead—strong at reasoning, weak on artistic judgment, and incapable of doing UI design. In this brilliantly readable book, author Joel Spolsky proposes simple, logical rules that can be applied without any artistic talent to improve any user interface, from traditional GUI applications to websites to consumer electronics. Spolsky's primary axiom, the importance of bringing the program model in line with the user model, is both rational and simple. In a fun and entertaining way, Spolsky makes user interface design easy for programmers to grasp. After reading *User Interface Design for Programmers*, you'll know how to design interfaces with the user in mind. You'll learn the important principles that underlie all good UI design, and you'll learn how to perform usability testing that works.

SOA and Web Services Interface Design Morgan Kaufmann

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The much-anticipated fifth edition of *Designing the User Interface* provides a comprehensive, authoritative introduction to the dynamic field of human-computer interaction (HCI). Students and professionals learn practical principles and guidelines needed to develop high quality interface designs—ones that users can understand, predict, and control. It covers theoretical foundations, and design processes such as expert reviews and usability testing. Numerous examples of direct manipulation, menu selection, and form fill-in give readers an understanding of excellence in design The new edition provides updates on current HCI topics with balanced emphasis on mobile devices, Web, and desktop platforms. It addresses the profound changes brought by user-generated content of text, photo, music, and video and the raised expectations for compelling user experiences. Provides a broad survey of designing, implementing, managing, maintaining, training, and refining the user interface of interactive systems. Describes practical techniques and research-supported design guidelines for effective interface designs Covers both professional applications (e.g. CAD/CAM, air traffic control) and consumer examples (e.g. web services, e-government, mobile devices, cell phones, digital cameras, games, MP3 players) Delivers informative introductions to development methodologies, evaluation techniques, and user-interface building tools. Supported by an extensive array of current examples and figures illustrating good design principles and practices. Includes dynamic, full-color presentation throughout. Guides students who might be starting their first HCI design project Accompanied by a Companion Website with additional practice opportunities and informational resources for both students and professors.

Shaping Web Usability Elsevier

If you want to get ahead in this new era of interaction design, this is the reference you need. Nintendo's Wii and Apple's iPhone and iPod Touch have made gestural interfaces popular, but until now there's been no complete source of information about the technology. *Designing Gestural Interfaces* provides you with essential information about kinesiology, sensors, ergonomics, physical computing, touchscreen technology, and new interface patterns -- all you need to know to augment your existing skills in "traditional" web design, software, or product development. Packed with informative illustrations and photos, this book helps you: Get an overview of technologies surrounding touchscreens and interactive environments Learn the process of designing gestural interfaces, from documentation to prototyping to communicating to the audience what the product does Examine current patterns and trends in touchscreen and gestural design Learn about the techniques used by practicing designers and developers today See how other designers have solved interface challenges in the past Look at future trends in this rapidly evolving field Only six years ago, the gestural interfaces introduced in the film *Minority Report* were science fiction. Now, because of technological, social, and market forces, we see similar interfaces deployed everywhere. *Designing Gestural Interfaces* will help you enter this new world of possibilities.

Designing Web Interfaces Addison-Wesley Professional

This book is intended to provide the reader with effective and practical tools for designing user interfaces. It integrates tactical and strategic approaches, helping the programmer understand how the user comprehends their software.

Designing Web Navigation John Wiley & Sons

Provides information on designing easy-to-use interfaces.

Designing Gestural Interfaces Packt Publishing Ltd

Despite all of the UI toolkits available today, it's still not easy to design good application interfaces. This bestselling book is one of the few reliable sources to help you navigate through the maze of design options. By capturing UI best practices and reusable ideas as design patterns, *Designing Interfaces* provides solutions to common design problems that you can tailor to the situation at hand. This updated edition includes patterns for mobile apps and social media, as well as web applications and desktop software. Each pattern contains full-color examples and practical design advice that you can use immediately. Experienced designers can use this guide as a sourcebook of ideas; novices will find a roadmap to the world of interface and interaction design. Design engaging and usable interfaces with more confidence and less guesswork Learn design concepts that are often misunderstood, such as affordances, visual hierarchy, navigational distance, and the use of color Get recommendations for specific UI patterns, including alternatives and warnings on when not to use them Mix and recombine UI ideas as you see fit Polish the look and feel of your interfaces with graphic design principles and patterns "Anyone who's serious about designing interfaces should have this book on their shelf for reference. It's the most comprehensive cross-platform examination of common interface patterns anywhere."--Dan Saffer, author of *Designing Gestural Interfaces* (O'Reilly) and *Designing for Interaction* (New Riders)

Designing Social Interfaces John Wiley & Sons

Designing good application interfaces isn't easy now that companies need to create compelling, seamless user experiences across an exploding number of channels, screens, and contexts. In this updated third edition, you'll learn how to navigate through the maze of design options. By capturing UI best practices as design patterns, this best-selling book provides solutions to common design problems. You'll learn patterns for mobile apps, web applications, and desktop software. Each pattern contains full-color examples and practical design advice you can apply immediately. Experienced designers can use this guide as an idea sourcebook, and novices will find a road map to the world of

interface and interaction design. Understand your users before you start designing Build your software's structure so it makes sense to users Design components to help users complete tasks on any device Learn how to promote wayfinding in your software Place elements to guide users to information and functions Learn how visual design can make or break product usability Display complex data with artful visualizations

Designing Interfaces New Riders Publishing

Want to learn how to create great user experiences on today's Web? In this book, UI experts Bill Scott and Theresa Neil present more than 75 design patterns for building web interfaces that provide rich interaction. Distilled from the authors' years of experience at Sabre, Yahoo!, and Netflix, these best practices are grouped into six key principles to help you take advantage of the web technologies available today.

SOA and Web Services Interface Design Rockport Pub

The trick to great design is knowing how to think through each decision so that users don't have to. In *Designing the Moment: Web Interface Design Concepts in Action*, Robert Hoekman, Jr., author of *Designing the Obvious*, presents over 30 stories that illustrate how to put good design principles to work on real-world web application interfaces to make them obvious and compelling. From the first impression to the last, Hoekman takes a think out loud approach to interface design to show us how to look critically at design decisions to ensure that human beings, the kind that make mistakes and do things we don't expect, can walk away from our software feeling productive, respected, and smart.

Conquering UI Design Apress

I wrote this book with the goal of helping thousands of designers and non-designers understand how to use the fundamentals of design. Nowadays we see many designs that lack design principles and the main reason why these designs are bad is due to the simple fact that some designers do not apply design fundamentals. I want to do my bit to help elevate their design skills. You'll learn and be able to think in the language of a UI pro. You'll be able to work with the key design elements to create better interfaces for your projects. After reading this book, color schemes, picture and text alignments, and the layout on a website or mobile app will mean so much more to you than just aesthetics. This eBook is for you, if: You want to become a better designer; You want to level up your design skills; You want to learn how to make better design decisions; You need to practice design fundamentals; You want to improve your design projects; You want to gain confidence as a designer; You desire to get paid more for your work; You want to start your design career the right way. *Conquering UI Design* is an eBook written by Ruben Cespedes, a senior product designer with 16+ years of experience.

Designing Web Interfaces "O'Reilly Media, Inc."

Effective interface animation deftly combines form and function to improve feedback, aid in orientation, direct attention, show causality, and express your brand's personality. *Designing Interface Animation* shows you how to create web animation that balances purpose and style while blending seamlessly into the user's experience. This book is a crash course in motion design theory and practice for web designers, UX professionals, and front-end developers alike.

Web Style Guide "O'Reilly Media, Inc."

Thoroughly rewritten for today's web environment, this bestselling book offers a fresh look at a fundamental topic of web site development: navigation design. Amid all the changes to the Web in the past decade, and all the hype about Web 2.0 and various "rich" interactive technologies, the basic problems of creating a good web navigation system remain. *Designing Web Navigation* demonstrates that good navigation is not about technology-it's about the ways people find information, and how you guide them. Ideal for beginning to intermediate web designers, managers, other non-designers, and web development pros looking for another perspective, *Designing Web Navigation* offers basic design principles, development techniques and practical advice, with real-world examples and essential concepts seamlessly folded in. How does your web site serve your business objectives? How does it meet a user's needs? You'll learn that navigation design touches most other aspects of web site development. This book: Provides the foundations of web navigation and offers a framework for navigation design Paints a broad picture of web navigation and basic human information behavior Demonstrates how navigation reflects brand and affects site credibility Helps you understand the problem you're trying to solve before you set out to design Thoroughly reviews the mechanisms and different types of navigation Explores "information scent" and "information shape" Explains "persuasive" architecture and other design concepts Covers special contexts, such as navigation design for web applications Includes an entire chapter on tagging While *Designing Web Navigation* focuses on creating navigation systems for large, information-rich sites serving a business purpose, the principles and techniques in the book also apply to small sites. Well researched and cited, this book serves as an excellent reference on the topic, as well as a superb teaching guide. Each chapter ends with suggested reading and a set of questions that offer exercises for experiencing the concepts in action.

The Elements of User Interface Design "O'Reilly Media, Inc."

Creating a Web site is easy. Creating a well-crafted Web site that provides a winning experience for your audience and enhances your profitability is another matter. It takes research, skill, experience, and careful thought to build a site that maximizes retention and repeat visits.