GUI Design for Android Apps By integrating the Web with traditional TV, Google TV offers developers an important new channel for content. But creating apps for Google TV requires learning some new skills—in fact, what you may already know about mobile or desktop web apps isn't entirely applicable. Building Web Apps for Google TV will help you make the transition to Google TV as you learn the tools and techniques necessary to build sophisticated web apps for this platform. This book shows you how Google TV works, how it fits into the web ecosystem, and what the opportunities are for delivering rich content to millions of households. Discover the elements of a compelling TV web app, and what comprises TV-friendly navigation Learn the fundamentals for designing the 10-foot user experience Work with the Google Chrome browser on a TV display, and migrate an existing site Use examples for developing a TV web app, including the UI, controls, and scrolling Understand how to optimize, deliver, and protect video content for Google TV Help users discover your content by optimizing your site for Search—especially videos

Colour in User Interface Design · The Goal· The Form· The Behavior· The Interaction· The Cast· The Gizmos

Digital Design Essentials Provides information on designing easy-to-use interfaces.
User Interfaces in VB .NET Provides information on designing and implementing mobile applications for the iPhone and the iPod touch.

Professional IPhone and IPod Touch Programming

The Windows Interface Guidelines for Software Design How do we create a satisfactory user experience when limited to a small device? This new guide focuses on usability for mobile devices, primarily smartphones and touchphones, and covers such topics as developing a mobile strategy, designing for small screens, writing for mobile, usability comparisons, and looking toward the future. The book includes 228-full color illustrations to demonstrate the points. Based on expert reviews and international studies with participants ranging from students to early technology adopters and business people using websites on a variety of mobile devices, this guide offers a complete look at the landscape for a mobile world. Author Jakob Nielsen is considered one of the world's leading experts on Web usability. He is the author of numerous best-selling books, including Prioritizing Web Usability and the groundbreaking Designing Web Usability, which has sold more than 250,000 copies and has been translated in 22 languages.

Pro ASP.NET 2.0 in VB 2005

Programming .NET Windows Applications *Completely up to date with the ASP.NET 2.0 technology and demonstrates the new best-practices and coding styles that it requires *Focuses on the needs of the developer and explains the technology in a way that is easy to apply to their development projects *Provides a comprehensive coverage of the whole of ASP.NET 2.0 (with VB .NET 2.0) to give the reader the best possible understanding of the whole subject area

Frameworks, Methodologies, and Tools for Developing Rich Internet Applications Digital Design Essentials takes a practical, highly accessible approach to creating graphical user interface designs for desktop, mobile, and touch screen devices. Written by an expert in the realm of digital design, this comprehensive, step-by-step guide demonstrates how to apply design principles in a variety of desktops, web pages, mobile devices and other touchscreens. Filled with straightforward strategies in a visual format, it’s an essential volume for any designer working in the digital realm.

Multiple User Interfaces Are you familiar with the term User Experience (UX) and the principles that determine a user-friendly website? If yes, then all you need to do is to learn some more useful techniques that will make your user interface designs even better! User Experience, Practical Techniques, Volume 1 features seven selected articles on usability principles which will help you design user-centered websites by showing you helpful examples of the best practices and which common mistakes to avoid in your next project. TABLE OF CONTENTS - 10 Principles Of Effective Web Design - Five More Principles Of Effective Web Design - 10 Useful Techniques To Improve Your User Interface Designs -10 Useful Web
Application Interface Designs - 12 Useful Techniques For Good User Interface Design - An Extensive Guide To Web Form Usability - 10 Usability Nightmares You Should Be Aware Of

3D User Interfaces User Interface Design for Mere Mortals takes the mystery out of designing effective interfaces for both desktop and web applications. It is recommended reading for anyone who wants to provide users of their software with interfaces that are intuitive and easy-to-use. The key to any successful application lies in providing an interface that not only enjoy interacting with but which also saves time, eliminates frustration, and gets the job done with a minimum of effort. Readers will discover the secrets of good interface design by learning how users behave and the expectations that users have of different types of interfaces. Anyone who reads User Interface Design for Mere Mortals will benefit from • Gaining an appreciation of the differences in the "look and feel" of interfaces for a variety of systems and platforms • Learning how to go about designing and creating the most appropriate interface for the application or website being developed • Becoming familiar with all the different components that make up an interface and the important role that each of those components plays in communicating with users • Understanding the business benefits that flow from good interface design such as significantly reduced support costs • Gaining invaluable insights into how users behave, including the seven stages of human interaction with computers • Working through case study based, in-depth analysis of each of the stages involved in designing a user interface • Acquiring practical knowledge about the similarities and differences between designing websites and traditional desktop applications • Learning how to define, conduct, and analyze usability testing Through the use of the proven For Mere Mortals format, User Interface Design for Mere Mortals succeeds in parting the veil of mystery surrounding effective user interface design. Whatever your background, the For Mere Mortals format makes the information easily accessible and usable. Contents Preface Introduction CHAPTER 1 Brief Histories CHAPTER 2 Concepts and Issues CHAPTER 3 Making the Business Case CHAPTER 4 Good Design CHAPTER 5 How User Behave CHAPTER 6 Analyzing Your Users CHAPTER 7 Designing a User Interface CHAPTER 8 Designing a Web Site CHAPTER 9 Usability APPENDIX A Answers to Review Questions APPENDIX B Recommended Reading Glossary References Index

Hands-On UX Design for Developers "... 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 in-depth analysis of each of the stages involved in designing a user interface.
Get Free Desktop Application User Interface Design Guidelines

Designing Interfaces Continuous improvements in technological applications have allowed more opportunities to develop systems with user-focused designs. This not only leads to higher success in day-to-day usage, but it increases the overall probability of technology adoption. Design Solutions for User-Centric Information Systems provides a comprehensive examination of the latest strategies and methods for creating technological systems with end users as the focal point of the design process. Highlighting innovative practices and applications across a variety of areas, such as cloud-based computing services, e-government adoption, and logistics evaluation, this book is an ideal reference source for computer engineers, practitioners, project managers, graduate students, and researchers interested in the enhancement of user-centric information system development.

The Windows Interface Learn every step you need for product design and development Key Features Explore all the tools that you need to be a complete UX designer Code the product designs you’ve created to become a full-stack designer Build an amazing portfolio with real-world projects Book Description Designing user experience (UX) is one of the most important aspects of a project, as it has a direct effect on how customers think of your company. The process of designing a user experience is one of the most challenging yet rewarding aspects of product development. Hands-On UX Design for Developers will teach you how to create amazing user experiences for products from scratch. This book starts with helping you understand the importance of a good UX design and the role of a UX designer. It will take you through the different stages of designing a UX and the application of various principles of psychology in UX design. Next, you will learn how to conduct user research and market research, which is crucial to creating a great UX. You will also learn how to create user personas and use it for testing. This book will help you gain the ability to think like a UX designer and understand both sides of product development: design and coding. You will explore the latest tools, such as Sketch, Balsamiq, and Framer.js, to create wireframes and prototypes. The concluding chapters will take you through designing your UI, dealing with big data while designing a UX, and the fundamentals of frontend. Finally, you’ll prepare your portfolio and become job ready in the UX arena. What you will learn What UX is and what a UX designer does Explore the UX Process and science of making products user-friendly Create user interfaces and learn which tools to use Understand how your design works in the real world Create UI interaction, animation, wireframes, and prototypes Design a product with users in mind Develop a personal portfolio and be well-prepared to join the UX world Who this book is for Hands-On UX/UI Design for Developers is for web designers who have knowledge of basic UX design principles.
Mobile Design Pattern Gallery When you’re under pressure to produce a well designed, easy-to-navigate mobile app, there’s no time to reinvent the wheel. This concise book provides a handy reference to 70 mobile app design patterns, illustrated by more than 400 screenshots from current iOS, Android, BlackBerry, WebOS, Windows Mobile, and Symbian apps. User experience professional Theresa Neil (Designing Web Interfaces) walks you through design patterns in 10 separate categories, including anti-patterns. Whether you’re designing a simple iPhone application or one that’s meant to work for every popular mobile OS on the market, these patterns provide solutions to common design challenges. This print edition is in full color. Pattern categories include: Navigation: get patterns for primary and secondary navigation Forms: break the industry-wide habits of bad form design Tables and lists: display only the most important information Search, sort, and filter: make these functions easy to use Tools: create the illusion of direct interaction Charts: learn best practices for basic chart design Invitations: invite users to get started and discover features Help: integrate help pages into a smaller form factor "It’s a super handy catalog that I can flip to for ideas." —Bill Scott, Senior Director of Web Development at PayPal "Looks fantastic." —Erin Malone, Partner at Tangible UX "Just a quick thanks to express my sheer gratitude for this pub, it has been a guide for me reworking a design for an app already in production!" —Agatha June, UX designer

Building Web Apps for Google TV Multiple User Interfaces allow people using mobile phones, lap tops, desk tops, palm tops or PDAs to access and read information from their central server or the internet in a coherent and consistent way and to communicate effectively with other users who may be using different devices. MUIs provide multiple views of the information according to the device used and co-ordinate communication between the users. Multiple User Interfaces: Engineering and Applications Frameworks is the first work to describe user interface design for mobile and hand-held devices such as mobile phones. Given the proliferation of books on web site design in the late '90s, this promises to be the forerunner in a new wave of books dealing with the issues specific to small screens, limited memory and wireless transmission. It also deals with problems relating to multi-user functionality and sharing the same application over various platforms. Offers a comprehensive account of state-of-the-art research Combines human and technical aspects including social interaction, workflow, HCI, & system architectures. Provides practical toolkits, guidelines and experience reports Includes contributions from leading experts at all the key institutions – Virginia Tech, Concordia University, Lancaster University, Ericsson & Intel With such a unique and cutting-edge approach researchers and developers working on user interface design in companies manufacturing handsets and other portable devices, university HCI groups and companies providing web-based information services for delivery to hand-held devices will find this indispensable.

Responsive UX/UI Design Wireframe Sketchbook Responsive UX/UI design wireframe sketchbook gift for coworkers and colleagues Gift Journal Lined Notebook To Write In 100 page for writing down Your app ideas, a gift for your birthday's Coworker, birthday's friend, notebook (black background notebook) This 100-page journal features: 100 Pages 6" x9" White color paper A cover page A matte-finish cover for a professional, elegant look and feel
GUI Bloopers 2.0 It also includes information about supporting international users and users with disabilities." --BOOK JACKET.

The essentials of using interface design This book constitutes the refereed proceedings of the 6th International Workshop on Task Models and Diagrams for User Interface Design, TAMODIA 2007, held in Toulouse, France, in November 2007. The workshop features current research and gives some indication of the new directions in which task analysis theories, methods, techniques and tools are progressing. The papers are organized in topical sections.

Auditory User Interfaces Provides straightforward and effective methods you can apply right now to create more usable-user-driven-software. Softcover. CD-ROM included. DLC: User interfaces (Computer systems)

User Interface Design for Programmers In a new approach, this is a closely focused work that gives you the insight of experienced developers about a single aspect of .NET programming. You will find all the ingredients you can use to design state-of-the-art application interfaces. You will also delve into entirely new topics like custom control design and GDI+, the next-generation painting framework for Windows. The author goes beyond the basics and combines user interface design principles with practical guidelines for creating the next generation of software applications. The author covers three areas: 1) an overview of how to design elegant user interfaces the average user can understand; 2) a comprehensive examination of the user interface controls and classes in .NET. and 3) A tutorial with best practices and design tips for coding user interfaces and integrating help.

User Experience, Practical Techniques, Vol. 1 User interface design is a challenging, multi-disciplinary activity that requires understanding a wide range of concepts and techniques that are often subjective and even conflicting. Imagine how much it would help if there were a single perspective that you could use to simplify these complex issues down to a small set of objective principles. In UI is Communication, Everett McKay explains how to design intuitive user interfaces by focusing on effective human communication. A user interface is ultimately a conversation between users and technology. Well-designed user interfaces use the language of UI to communicate to users efficiently and naturally. They also recognize that there is an emotional human being at the other end of the interaction, so good user interfaces strive to make an emotional connection. Applying what you learn from UI is Communication will remove much of the mystic, subjectiveness, and complexity from user interface design, and help you make better design decisions with confidence. It’s the perfect introduction to user interface design. Approachable, practical communication-based guide to interaction and visual design that you can immediately apply to projects to make solid design decisions quickly and confidently Includes design makeovers so you can see the concepts in practice with real examples Communication-based design process ties everything from interaction to visual design together.
Mobile Usability Formerly the Director of Visual Interface Design at Microsoft, Howlett headed the team that designed Windows 3.1, 95 and NT. In this definitive resource she presents the graphic design principles and hands-on software development techniques essential to create visually functional and attractive Windows applications. Features a stunning four-color design with hundreds of illustrations.

Designing Web Interfaces Build Android Apps That Are Stunningly Attractive, Functional, and Intuitive In today’s crowded Android marketplace, it’s more important than ever to differentiate your apps. Great design is the best way to do that. Now, leading Android app design expert Ian G. Clifton shows you how to make your apps come alive and how to deliver apps that users will want, love, and buy! Reflecting the Android 4.2 SDK, this book serves both as a tutorial for the entire design and implementation process and as a handy reference you’ll rely on for every Android development project. Clifton shows how to create effective designs, organize them into Android components, and move gracefully from idea, to wireframe, to comp, to finished app. You’ll learn how to bring your own voice, personality, and style to your app designs; how to leverage advanced drawing techniques such as PorterDuff compositing; how to test designs on diverse Android devices; and much more. Android User Interface Design details each step of the design and development process and contains extensive downloadable sample code, including complete finished apps. Learn how Android has evolved to support outstanding app design Integrate app design with development, from idea through deployment Understand views, the building blocks of Android user interfaces Make the most of wireframes and prototypes Build efficient layouts and integrate smooth animations Make apps more useful by automatically updating ListViews Combine views into custom components Use image compositing and other advanced techniques Work with the canvas and advanced drawing Leverage Google Play and Amazon Appstore assets One step at a time, this guide helps you bridge the gap between Android developers and designers so you can work with colleagues to create world-class app design or do it yourself!


Task Models and Diagrams for User Interface Design Here’s what three pioneers in computer graphics and human-computer interaction have to say about this book: “What a tour de force—everything one would want—comprehensive, encyclopedic, and authoritative.” —Jim Foley “At last, a book on this important, emerging area. It will be an indispensable reference for the practitioner, researcher, and student interested in 3D user interfaces.” —Andy van Dam “Finally, the book we need to bridge the dream of 3D graphics with the user-centered reality of interface design. A thoughtful and practical guide for researchers and product developers. Thorough review, great examples.” —Ben Shneiderman As 3D technology becomes available for a wide range of applications, its successful deployment will require well-designed user interfaces (UIs). Specifically, software and hardware developers will need to understand the interaction principles and
techniques peculiar to a 3D environment. This understanding, of course, builds on usability experience with 2D UIs. But it also involves new and unique challenges and opportunities. Discussing all relevant aspects of interaction, enhanced by instructive examples and guidelines, 3D User Interfaces comprises a single source for the latest theory and practice of 3D UIs. Many people already have seen 3D UIs in computer-aided design, radiation therapy, surgical simulation, data visualization, and virtual-reality entertainment. The next generation of computer games, mobile devices, and desktop applications also will feature 3D interaction. The authors of this book, each at the forefront of research and development in the young and dynamic field of 3D UIs, show how to produce usable 3D applications that deliver on their enormous promise. Coverage includes: The psychology and human factors of various 3D interaction tasks Different approaches for evaluating 3D UIs Results from empirical studies of 3D interaction techniques Principles for choosing appropriate input and output devices for 3D systems Details and tips on implementing common 3D interaction techniques Guidelines for selecting the most effective interaction techniques for common 3D tasks Case studies of 3D UIs in real-world applications To help you keep pace with this fast-evolving field, the book’s Web site, www.3dui.org, will offer information and links to the latest 3D UI research and applications.

iPhone User Interface Design Projects This conference proceeding LNCS 12796 constitutes the thoroughly refereed proceedings of the 2nd International Conference on Design, Operation and Evaluation of Mobile Communications, MOBILE 2021 which was held as part of the 23rd HCI International Conference, HCII 2021 as a virtual event, due to COVID-19, in July 2021. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes were carefully reviewed and selected from 5222 submissions. MOBILE 2021 includes a total of 27 papers; they were organized in topical sections named: Designing, Developing and Evaluating Mobile Interaction Systems and User Experience, Acceptance and Impact of Mobile Communications.

Usability Evaluation and Interface Design This three volume set provides the complete proceedings of the Ninth International Conference on Human-Computer Interaction held August, 2001 in New Orleans. A total of 2,738 individuals from industry, academia, research institutes, and governmental agencies from 37 countries submitted their work for presentation at the conference. The papers address the latest research and application in the human aspects of design and use of computing systems. Those accepted for presentation thoroughly cover the entire field of human-computer interaction, including the cognitive, social, ergonomic, and health aspects of work with computers. The papers also address major advances in knowledge and effective use of computers in a variety of diversified application areas, including offices, financial institutions, manufacturing, electronic publishing, construction, and health care.

UI is Communication 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, Spolky 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.

Design Solutions for User-Centric Information Systems From the acclaimed authors of "Programming ASP.NET" comes this comprehensive tutorial on writing Windows applications for Microsoft's .NET platform.

The Elements of User Interface Design Colour is the game-changer that separates the also-ran from the best-of-breed. It is the wow factor. But relatively few product designers are completely comfortable with the practices necessary to take user interfaces to the next level. This book walks you through what you need to know when working with colour, in very easy step-by-step guides. Colour in User Interface Design uses practical examples to simply explain: Colour models, spaces and gamuts Mixing colours accurately using HSL, HSB and HCL Colour relationships and harmonies Creating consistent tints, tones and shades Matching colour luminance and brightness Understanding contrast and context Light and dark modes Colour psychology, meanings and associations How to sue colour to increase conversion rates Step-by-step how to create, test and present a high quality palette Ensuring accessibility compliance With this book, your understanding of how to work with colour will increase dramatically - and that will certainly be reflected in the user interfaces you design, whether you are working with native mobile apps, websites, or desktop software applications. Lavishly illustrated with hundreds of high quality images.

User Interface Design for Mere Mortals Technological advances in the field of IT lead to the creation of new programs intended to merge the advantages of desktop-based programs with the advantages of Web-based programs in order to increase user accessibility and provide effective computer performance. Frameworks, Methodologies, and Tools for Developing Rich Internet Applications presents current research and analysis on the use of JavaScript and software development to establish new programs intended for the Web. With an in-depth look at computer and Web programming, this publication emphasizes the benefits and dynamic qualities of these emerging technologies. This book is an essential reference source for academicians, researchers, students, practitioners, and professionals interested in understanding and applying the advances in the combined fields of Web engineering and desktop programming in order to increase computer users’ visual experience and interactivity.

Microsoft Windows User Experience Auditory User Interfaces: Toward the Speaking Computer describes a speech-enabling
approach that separates computation from the user interface and integrates speech into the human-computer interaction. The Auditory User Interface (AUI) works directly with the computational core of the application, the same as the Graphical User Interface. The author's approach is implemented in two large systems, ASTER - a computing system that produces high-quality interactive aural renderings of electronic documents - and Emacspeak - a fully-fledged speech interface to workstations, including fluent spoken access to the World Wide Web and many desktop applications. Using this approach, developers can design new high-quality AUIs. Auditory interfaces are presented using concrete examples that have been implemented on an electronic desktop. This aural desktop system enables applications to produce auditory output using the same information used for conventional visual output. Auditory User Interfaces: Toward the Speaking Computer is for the electrical and computer engineering professional in the field of computer/human interface design. It will also be of interest to academic and industrial researchers, and engineers designing and implementing computer systems that speak. Communication devices such as hand-held computers, smart telephones, talking web browsers, and others will need to incorporate speech-enabling interfaces to be effective.

The Psychology of Everyday Things With over 100,000 iPhone applications and 125,000 registered iPhone developers, is it still possible to create a top-selling app that stands apart from the six-figure crowd? Of course, but you'll need more than a great idea and flawless code—an eye-catching and functional user interface design is essential. With this book, you'll get practical advice on user interface design from 10 innovative developers who, like you, have sat wondering how to best utilize the iPhone's minimal screen real estate. Their stories illustrate precisely why, with more apps and more experienced, creative developers, no iPhone app can succeed without a great user interface. Whatever type of iPhone project you have in mind—social networking app, game, or reference tool—you'll benefit from the information presented in this book. More than just tips and pointers, you'll learn from the authors' hands-on experiences, including: Dave Barnard of App Cubby on how to use Apple's user interface conventions and test for usability to assure better results Joachim Bondo, creator of Deep Green Chess, beats a classic design problem of navigating large dataset results in the realm of the iPhone Former Apple employee Dan Burcaw tailors user interfaces and adds the power of CoreLocation, Address Book, and Camera to the social networking app, Brightkite David Kaneda takes his Basecamp project management client, Outpost, from a blank page (literally) to a model of dashboard clarity Craig Kemper focuses on the smallest details to create his award-winning puzzle games TanZen and Zentomino Tim Novikoff, a graduate student in applied math with no programming experience, reduces a complex problem to simplicity in Flash of Genius: SAT Vocab Long-time Mac developer Chris Parrish goes into detail on the creation of the digital postcard app, Postage, which won the 2009 Apple Design Award Flash developer Keith Peters provides solutions for bringing games that were designed for a desktop screen to the small, touch-sensitive world of the iPhone Jürgen Siebert, creator of FontShuffle, outlines the anatomy of letters and how to select the right fonts for maximum readability on the iPhone screen Eddie Wilson, an interactive designer, reveals the fine balance of excellent design and trial-by-fire programming used to create his successful app Snow Report Combined with Apress' best-selling Beginning iPhone 3 Development: Exploring the iPhone
SDK, you'll be prepared to match great code with striking design and create the app that everyone is talking about.

Developing User Interfaces for Microsoft Windows The official guidelines and standards for designing a Windows 3 user interface. This book discusses the principles of design that are fundamental to creating a well-designed, visually and functionally consistent user interface. An essential reference for all Windows programmers.

User Interface Design Guidelines for J2ME MIDP 2.0 GUI Bloopers 2.0, Second Edition, is the completely updated and revised version of GUI Bloopers. It looks at user interface design bloopers from commercial software, Web sites, Web applications, and information appliances, explaining how intelligent, well-intentioned professionals make these mistakes - and how you can avoid them. GUI expert Jeff Johnson presents the reality of interface design in an entertaining, anecdotal, and instructive way while equipping readers with the minimum of theory. This updated version reflects the bloopers that are common today, incorporating many comments and suggestions from first edition readers. It covers bloopers in a wide range of categories including GUI controls, graphic design and layout, text messages, interaction strategies, Web site design - including search, link, and navigation, responsiveness issues, and management decision-making. Organized and formatted so information needed is quickly found, the new edition features call-outs for the examples and informative captions to enhance quick knowledge building. This book is recommended for software engineers, web designers, web application developers, and interaction designers working on all kinds of products. Updated to reflect the bloopers that are common today, incorporating many comments and suggestions from first edition readers Takes a learn-by-example approach that teaches how to avoid common errors Covers bloopers in a wide range of categories: GUI controls, graphic design and layout, text messages, interaction strategies, Web site design -- including search, link, and navigation, responsiveness issues, and management decision-making Organized and formatted so information needed is quickly found, the new edition features call-outs for the examples and informative captions to enhance quick knowledge building Hundreds of illustrations: both the DOs and the DON'Ts for each topic covered, with checklists and additional bloopers on www.gui-bloopers.com

Effective UI People expect effortless, engaging interaction with desktop and web applications, but producing software that generates enjoyable user experiences is much harder than many companies anticipate. With Effective UI, you'll learn proven user-experience strategies that will satisfy your clients and customers, drive business value, and increase brand strength. This book shows you how to capture the collaborative and cooperative spirit among designers, engineers, and management required for building engaging software. You'll also learn valuable methods for maintaining focus throughout the process -- whether you're a product manager who needs a clear roadmap, a developer or designer looking for guidance and advocacy, or a businessperson who wants to understand and manage user-experience software initiatives. Learn how to build software that will: Generate engaging and interactive experiences between consumers and businesses, or between businesspeople and their information systems Account for how people work with, think about,
and consume information Establish a richer means of collaboration and communication Reduce frustration by streamlining complex tasks and creating processes that are more intuitive Distinguish products, services, and brands to create a competitive advantage Create scalable systems that adapt to changing user needs and behaviors

Android User Interface Design 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. With an entire section devoted to each design principle, Designing Web Interfaces helps you: Make It Direct-Edit content in context with design patterns for In Page Editing, Drag & Drop, and Direct Selection Keep It Lightweight-Reduce the effort required to interact with a site by using In Context Tools to leave a "light footprint" Stay on the Page-Keep visitors on a page with overlays, inlays, dynamic content, and in-page flow patterns Provide an Invitation-Help visitors discover site features with invitations that cue them to the next level of interaction Use Transitions-Learn when, why, and how to use animations, cinematic effects, and other transitions React Immediately-Provide a rich experience by using lively responses such as Live Search, Live Suggest, Live Previews, and more Designing Web Interfaces illustrates many patterns with examples from working websites. If you need to build or renovate a website to be truly interactive, this book gives you the principles for success.

Design, Operation and Evaluation of Mobile Communications This book provides detailed guidelines for developers of J2ME MIDP (Java 2 Mobile Edition, Mobile Information Device Profile) mobile phone applications. Suggestions range from application-wide to item-specific, with an entire chapter devoted to games. This volume complements existing books, giving more detailed recommendations and removing much of the nonessential information contained in other documents. Covers both MIDP 1 and 2.

Smashing UX Design GUI Design for Android Apps is the perfect—and concise—introduction for mobile app developers and designers. Through easy-to-follow tutorials, code samples, and case studies, the book shows the must-know principles for user-interface design for Android apps running on the Intel platform, including smartphones, tablets and embedded devices. This book is jointly developed for individual learning by Intel Software College and China Shanghai JiaoTong University, and is excerpted from Android Application Development for the Intel® Platform.

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