

The Le Web Designer S Idea Book The Ultimate Guide To Trends Themes And Styles In Le Web Design

Découvrez le responsive web design et apprenez à concevoir des sites qui anticipent et répondent aux besoins de vos utilisateurs. Dans cette seconde édition de son ouvrage phare, Ethan Marcotte décrit les principes qui sous-tendent le responsive design – grilles fluides, images flexibles et media queries – et démontre comment proposer une expérience de qualité, quelle que soit la taille de l'écran. Dans cette nouvelle édition : de nouveaux trucs et astuces pour la prise en charge des navigateurs, des solutions pour servir des images, rôle de l'amélioration progressive dans le design web, meilleures méthodes pour gérer la bande passante, etc. De nouveaux exemples et des listings de code méticuleusement révisés. Depuis sa parution qui a révolutionné le monde du web design en 2011, Responsive web design est resté une ressource fondamentale pour quiconque travaille sur le Web. Au sommaire : Principes du responsive design * La grille flexible * Composition flexible * Marges et espacement flexibles * Les images flexibles * Images fluides * Mosaïque d'arrière-plan flexible * Apprenez à aimer overflow * Négociez votre contenu * Les media queries * Plus de réactivité * Au sujet de la compatibilité * Pourquoi la flexibilité ? * Passer au responsive design * Une question de contexte * Mobile first * Vers un responsive workflow * Être « responsive » et responsable * L'amélioration progressive revisitée *

This second edition of The Principles of Beautiful Web Design is the ideal book for people who can build websites, but are seeking the skills and knowledge to visually enhance their sites. This book will teach you how to: Understand the process of what makes "good design," from discovery through to implementation Use color effectively, develop color schemes, and create a palette pleasing layouts using grids, the rule of thirds, and symmetry Employ textures: lines, points, shapes, volumes, and depth Apply typography to make ordinary designs look great Choose, edit, and position effective imagery And lots more... This revised, easy-to-follow guide is illustrated with beautiful, full-color examples, and leads readers through the process of creating great designs from start to finish. It also features: Updated information about grid-based design How to design for mobile resolutions Information about the future of web fonts including @font-face Common user-interface patterns and resources

Whether you are building a personal blog or a corporate website, there is a lot more to web design than div's and CSS selectors, but what do you really need to know? With this book, you'll learn the secrets of designing effective, user-friendly sites, from customer requirements to hand-drawn storyboards all the way to finished HTML and CSS creations that offer an unforgettable online presence. Many challenges were identified in CSCW some thirty years ago, and some of these remain problematic today. However they are being progressively transformed and this edited volume contains contributions that demonstrate how these new challenges are being dealt with in a variety of ways, reflecting the balance of rigour and creativity that has always characterised the field. Originally presented at COOP '08 which took place in Carry-le-Rouet, France in 2008, the contributions to this volume have been substantially extended and revised. New technologies, new domains and new methods are described for supporting design and evaluation. Taking a progressive and critical stance, the authors cover a variety of themes including inter-organisational working, non task-based environments, creativity, and the development of Web 2.0 (and even Web 3.0) applications, including new cooperative mechanisms and new classification possibilities.

More of the Best Themes, Trends and Styles in Website Design

Penser le webdesign

Mastering UI Mockups and Frameworks

A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics

Web Bloopers

The Web Designer's Idea Book Volume 2

Combining theory and practice, Website Design and Development with HTML5 and CSS3 is aimed at both beginners who want to design their first website, and experienced developers who want to consolidate their technical skills. This book addresses the theoretical aspects of HTML5 and CSS3, including: HTML elements, semantic containers, semantic text formatting, multimedia elements, forms, tables, definition and integration of CSS styles, text formatting, and container and box styles. It also encompasses a practical section which presents the process of creating a website, as well as the key rules to apply in order to not only achieve project success, but also to meet user needs. Illustrated by numerous examples, this book includes corrected practical work, structured according to an evolutionary logic ranging from the design of a simple HTML5 page to the creation of a professional website.

Le secret de réussite d'un design web réside dans uneimplication égale et un partenariat harmonieux entre l'équipe de design et son client. Pourtant, pour la plupart des gens qui font appel au service d'un web designer, le processus de création reste un mystère. Suite à son premier ouvrage Métier web designer, Mike Monteiro s'adresse cette fois à ses clients et démystifie pour eux le processus de design d'un site web afin de lespréparer à bien jouer leur rôle ; il leur apprend à poserles bonnes questions, à donner un feedback constructif et efficace et à embaucher l'agence ou le designer le plus adapté à leur produit. Une lecture indispensable pour devenir le client idéal de tous les web designers !

This Starter Kit serves as an entry-level introduction centered around prebuilt projects that developers can easily deploy and customize for their own sites Explains how to build good basic Web sites, including design and architecture, for users who plan to build more complex sites in the future Details the key site features that beginners like to implement, including catalogs, shopping carts, images, and secure site sections The authors use very little code, but where coding is needed, they feature the simple Visual Basic language The CD-ROM includes Visual Web Developer 2005 Express Edition

Readers discover the latest, industry-leading, website development practices with this new book in the popular Shelly Cashman Series. For more than three decades, the Shelly Cashman Series has effectively introduced computer skills to millions of learners. Now, Minnick's HTML5 AND CSS3: COMPREHENSIVE, 8E brings today's best practices in website development into focus with meaningful applications. The webpage development process starts with a semantic wireframe and weaves proven principles of responsive design into each chapter. A raft of fresh new projects logically build in complexity to ensure understanding. This edition strives to not only teach valid HTML and CSS, but also to reveal deeper conceptual issues essential to today's field of web development. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Design Web pour les nuls

WordPress Web Design For Dummies

Introductory Concepts and Techniques

A Beginner's Guide to HTML, Graphics, and Beyond

Digital Enterprise Design and Management 2013

Building sites for an anywhere, everywhere web

Discover the latest trends in web design! Looking for inspiration for your latest web design project? Expert Patrick McNeil, author of the popular Web Designer's Idea Book series, is back with all new examples of today's best website design. Featuring more than 650 examples of the latest trends, this fourth volume of The Web Designer's Idea Book is overflowing with visual inspiration. Arranged categorically, this fully illustrated guide puts important topics like design styles, elements, themes and responsive design at your fingertips. This new volume also includes a detailed discussion of portfolios to help you stay ahead of the pack and keep your portfolio fresh and relevant. The world of web design is constantly reinventing itself. Stay on top of what's hot with the latest installment of this indispensable reference.

Everything you need to know to run a profitable Web design business from your home.

The dot.com crash of 2000 was a wake-up call, and told us that the Web has far to go before achieving the acceptance predicted for it in '95. A large part of what is missing is quality; a primary component of the missing quality is usability. The Web is not nearly as easy to use as it needs to be for the average person to rely on it for everyday information, commerce, and entertainment. In response to strong feedback from readers of GUI BLOOPERS calling for a book devoted exclusively to Web design bloopers, Jeff Johnson calls attention to the most frequently occurring and annoying design bloopers from real web sites he has worked on or researched. Not just a critique of these bloopers and their sites, this book shows how to correct or avoid the blooper and gives a detailed analysis of each design problem. Hear Jeff Johnson's interview podcast on software and website usability at the University of Canterbury (25 min.) Discusses in detail 60 of the most common and critical web design mistakes, along with the solutions, challenges, and tradeoffs associated with them. Covers important subject areas such as: content, task-support, navigation, forms, searches, writing, link appearance, and graphic design and layout. Organized and formatted based on the results of its own usability test performed by web designers themselves. Features its own web site (www.web-bloopers.com)with new and emerging web design no-no's (because new bloopers are born every day) along with a much requested printable blooper checklist for web designers and developers to use.

One of the most beloved vector graphic softwares among Web Designers is Adobe Illustrator. But getting to know all of its tools and features can be time consuming. With this eBook we try to ease the learning process for you. You will get to learn how to create graphics, transform a sketch into a vector, combine analog and digital techniques, prepare artwork for screen printing and also learn useful typography tips, all focusing on Adobe Illustrator. TABLE OF CONTENTS - Productive Web Design With Adobe Illustrator? - Creating Graphs With Adobe Illustrator - Illustrators Live Trace: Sketch to Vector - Mixing Up Illustration: Combining Analog And Digital Techniques - Examples And Tips For Using Illustrators Warp Tools - Preparing Artwork for Screen Printing in Adobe Illustrator - Create a Cute Little Tiger in Illustrator - Useful Typography Tips For Adobe Illustrator

Wrox's ASP.NET 2.0 Visual Web Developer 2005 Express Edition Starter Kit

Web Information Systems Engineering - WISE 2008 Workshops

Head First Web Design

Responsive Web Design with Adobe Photoshop

Mejor Del Diseño

Web Designer's Reference

The titles in this series are ideal for students or IT users who wish to develop their IT skills further. Simple clear language aids understanding, exercises help students master the skills they need for assessment and real life scenarios put the knowledge into context.

Part of the highly successful Shelly Cashman Series, this text provides introductory coverage of Web Page Design. Written in a style that makes the concepts and techniques presented easy to understand.

A complete ICT course for children from five years of age.

The Best of News Design 34th Edition, the latest edition in Rockport ' s highly respected series, presents the winning entries from the Society for News Design's 2013 competition. Bold, full-color layouts feature the best-of-the-best in news, features, portfolios, visuals, and more, and each entry is accompanied by insightful commentary on the elements that made the piece a standout winner. Every industry professional aspires to one day see his or her work in this book.

Educational Gameplay and Simulation Environments: Case Studies and Lessons Learned

The Aesthetic of Web Graphics

Research-based Web Design & Usability Guidelines

Web Design, the Evolution of the Digital World 1990-Today

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Web Design All-in-One For Dummies

Mastering UI Mockups and Frameworks: A Beginner's Guide sets the standard for studying wireframes, mockups, and different tools along with their unique features. This book comprehensively analyzes the design, portability, and efficiency of these tools. As a beginner ' s guide, Mastering UI Mockups and Frameworks addresses various methods to use these types of tools. This book will help you shape your understanding of UI and UX tools regardless of your skill level. Wireframes and mockups are standard tools used during the design process. A mockup is a visual presentation of a website or an app. Designers always use mockups to highlight their website ' s layout and functionality to their prospective clients. Choosing a particular tool at the right stage will help you ensure that the correct level of effort is invested so that you can deliver functionality that solves an actual customer requirement. Mastering UI Mockups and Frameworks helps you accomplish this! This book explores the design, compactness, and performance of different UX/UI tools by completing various comparative discussions. Mastering UI Mockups and Frameworks has an abundant supply of tested, functional, and documented Wireframe and mockup tools by providing comprehensive, practical, easy-to-grab solutions and paying close attention to both efficiency and portability. This book also discusses the latest updates added to the UX/UI tools. Furthermore, Mastering UI Mockups and Frameworks offers information for students and professionals interested in knowing more about such tools and their outstanding efficacies. While wireframes and prototypes are low-fidelity formats, mockups are more intuitive. They help clients visualize how the final product will look, feel, and work. Mockups also help remove ambiguity regarding the client ' s expectations. Clients can detect gaps on the website by looking at its mockup and suggesting early product revisions. By using mockups for each iteration, designers can create a final product that meets client requirements. Wireframing is an unavoidable part of the design process. You will have a lot of ideas to brainstorm while working on a mobile app or website project. The Wireframing brainstorm sessions ' main purpose is to make them with minimal effort and to facilitate creativity. Whether or not you are a designer, wireframing is a necessary skill to have in your toolkit. It is conducive for marketers, product managers, or any person with ideas for a mobile app or website. It is an irreplaceable tool for visualizing user experiences, iterating ideas, and sharing ideas. It undoubtedly performs like a design blueprint. Wireframes stipulate a path for conceptual structuring out an application, whether structurally or visually. Mastering UI Mockups and Frameworks provides you with the uniqueness of two irreplaceable parts of the designing world: mockups and wireframes. This book covers different mockup and wireframe tools, including Adobe XD, Mockplus, Moqups, Mockplus iDOC, Sketch Figma, UXpin, and Axure RP, as well as their functionality and portability. Using some of these mockup tools, you can create interactive mockups that can be exported and run on any device working as a real application. This is a robust way to test your knowledge about your apps. It will also help with detailed instructions for developers, making their job easier and faster. If you are looking to get started with the world of UI and UX, Mastering UI Mockups and Frameworks is the book to read! Learn more about our other Mastering titles at: https://www.routledge.com/Mastering-Computer-Science/book-series/MCS

New devices and platforms emerge daily. Browsers iterate at a remarkable pace. Faced with this volatile landscape we can either struggle for control or we can embrace the inherent flexibility of the web. Responsive design is not just another technique—it is the beginning of the maturation of a medium and a fundamental shift in the way we think about the web. Implementing Responsive Design is a practical examination of how this fundamental shift affects the way we design and build our sites. Readers will learn how to: Build responsive sites using a combination of fluid layouts, media queries, and fluid media Adopt a responsive workflow from the very start of a project Enhance content for different devices Use feature-detection and server-side enhancement to provide a richer experience

La conception d'une interface interactive est vouée à des conditions matérielles et techniques particulières. Au moins 3 points de dissemblances attribuent au Web un potentiel énonciatif singulier à prendre en compte : la proximité de l'internaute à l'écran, sa participation gestuelle et le support. Cet ouvrage propose une méthodologie pour créer un site web digne d'une communication efficiente.

This book constitutes the joint refereed proceedings of three workshops held in conjunction with the 9th International Conference on Web Information Systems Engineering, WISE 2008 in Auckland, New Zealand, September, 2008. The 16 revised full papers presented were carefully reviewed and selected from 40 submissions for presentation in the following workshops: The First International Workshop on Web Information Systems Engineering for Electronic Businesses and Governments (E-BAG 2008), The Second International Workshop on Web Usability and Accessibility (IWWUA 2008), and The First International Workshop on Mashups, Enterprise Mashups and Lightweight Composition on theWeb (MEM and LCW 2008).

The Design of Sites

The Set It & Forget It Approach for Quickly Growing Your Business

A book apart n ° 4

Selected Papers from COOP08

La phase de recherche en web design

From CSCW to Web 2.0: European Developments in Collaborative Design

Although recent findings show the public increasingly interacting with government Web sites, a common problem is that people can't find what they're looking for. In other words, the sites lack usability. The Research-Based Web Design and Usability Guidelines aid in correcting this problem by providing the latest Web design guidance from the research and other forms of evidence. This unique publication has been updated from its earlier version to include over 40 new or updated research guidelines, bringing the total to 209. Primary audiences for the book are: Web managers, designers, and all staff involved in the creation of Web sites. Topics in the book include: home page design, page and site navigation, graphics and images, effective Web content writing, and search. A new section on usability testing guidance has been added. Experts from across government, industry, and academia have reviewed and contributed to the development of the Guidelines. And, since their introduction in 2003, the Guidelines have been widely used by government, private, and academic institutions to improve Web design.

"This book covers theoretical, social, and practical issues related to educational games and simulations, contributing to a more effective design and implementation of these activities in learning environments"—Provided by publisher.

On ne s'improvise pas designer, il s'agit d'un métier à part entière. Voilà ce que nous démontre dans ce nouvel ouvrage de la collection A Book Apart, le designer Mike Monteiro, qui livre ici une multitude de conseils sur les aspects pratiques du métier de web designer : comment trouver des clients, comment les choisir puis les gérer, comment établir des devis, signer des contrats, vendre son travail, comment se faire payer et travailler en équipe. Un petit livre unique en son genre, qui décrit simplement et honnêtement la recette du succès ! Avec une préface de Erik Spiekermann.

*Functions as two books in one: twelve tutorials chapters combined with thorough reference to XHTML and CSS syntax. *Integrates design, theory, and practical exercises"—working on a modular basis, just as a real-world designer must. *Each chapter is self-contained, enabling readers to dip in and out and learn specific techniques, without necessarily reading through the entire book.

Learning Web Design

Responsive web design

A Beginner's Guide

modèles sémiotiques pour les projets multimédias

Web Designer's Idea Book, Volume 4

N°9

A guide to Web design basics describes how the Web and Web pages work, building HTML pages, using CSS for presentation, using JavaScript in Web design, and creating Web graphics.

For a couple of decades now, designers have used Photoshop to mock up Web page designs. However, that work generally results in a static graphic of the page, which has to be translated by a developer into the components of a Web page: HTML files and Web-compatible image files. Our multi-device world has shown us that this approach to web design, including full-page comps done in Photoshop, is increasingly problematic. Modern web designers are adopting a new approach: creating flexible web pages whose layout can adapt to suit the screen on which they are displayed. This is “Responsive Web Design” [RWD]. Until now, books on designing responsive Web sites have focused on HTML and CSS – in other words, they’ve been very code-centric, and visual creativity seems to take a back seat. This new book is aimed at the visual Web designer who’s accustomed to working in Photoshop. Adobe Photoshop CC contains many new features that help streamline the process of converting a static page design to a set of components for a responsive web page. Dan Rose is one of the best-known advocates of this new way of working in Photoshop. He’s observed that only a few people are talking about Photoshop for RWD constructively, yet a majority (63% as of his last informal poll) of web designers are using Photoshop for more than simple asset creation. This transition is a pain point for many designers. His new book will balance coverage of conceptual issues (how to fit tools like Photoshop to the design workflow rather than fitting a workflow to the tools) with practical design exercises tailored to help communicate the overall design direction of the page while respecting the needs of the fluid Web. In addition, he will introduce methods for taking HTML back into Photoshop for further refinement.

We're told marketing is hard. That it requires months of analysis, weeks of brainstorming, and years of consistent implementation. To succeed in marketing, you need the fortitude of General Patton, the genius of Don Draper, and the cash reserves of Warren Buffet. WRONG. One week. That's all it takes for most small and medium-sized businesses to dramatically improve their marketing. And let's face it, most business owners do very little marketing, and what they do is not particularly effective. Business owners often don't know how to best market their company, or are too busy working to make time to promote it. What they don't realize is that effective marketing doesn't have to be complicated or time-consuming. Mark Satterfield's The One-Week Marketing Plan lays out a step-by-step system entrepreneurs can put in place in just five business days. This "set it and forget it" strategy works all day, every day to bring in new business.

Tailored to each company's niche market, this innovative plan can generate a consistent stream of customers for an out-of-pocket expense of as little as \$300. Satterfield, founder and CEO of Gentle Rain Marketing, Inc., has more than two decades of experience helping clients in more than 75 niche industries grow their businesses without cold calling or hard selling. Now, in The One-Week Marketing Plan, his strategies and wisdom are accessible and realistic for entrepreneurs, self-employed professionals, and business owners looking to move in a new direction. One week. That's all it takes. So let's get started.

Explores the intersection of Web design philosophies and the technology used to implement them while demonstrating effective solutions to real-world design challenges.

The Art & Science of Web Design
Case Studies and Lessons Learned
Métier web designer

Web Design
The One Week Marketing Plan
Web Design with HTML & CSS3: Comprehensive

Part of the highly successful Shelly Cashman Series, ADOBE PHOTOSHOP CS5: COMPREHENSIVE follows the proven Shelly Cashman Series step-by-step, screen-by-screen approach to learning the Photoshop CS5 software. In this text, you will find features designed to engaged students, improve retention, and prepare them for future success. Students are encouraged to expand their understanding of the Photoshop CS5 software and graphic design concepts through experimentation, exploration and planning ahead. Brand new end of chapter exercises prepare students to become more capable software users by requiring them to use critical-thinking and problem-solving skills. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Web Design Inspiration at a Glance Volume 2 of The Web Designer's Idea Book includes more than 650 new websites arranged thematically, so you can easily find inspiration for your work. Author Patrick McNeil, creator of the popular web design blog designmeltdown.com and author of the original bestselling Web Designer's Idea Book, has cataloged thousands of sites, and showcases the latest and best examples in this book. The web is the most rapidly changing design medium, and this book offers an organized overview of what's happening right now. Sites are categorized by type, design element, styles and themes, structural styles, and structural elements. This new volume also includes a helpful chapter explaining basic design principles and how they can be applied online. Whether you're brainstorming with a coworker or explaining your ideas to a client, this book provides a powerful communication tool you can use to jumpstart your next project.

This title takes an aesthetic approach to Web graphics, focusing on the pulse of the Web designer to create something that transcends the purely commercial dimension of site design. "Now Loading" looks at the influence the web has had on design and how Web designers achieve a balance of information, composition, symbols, color and audience satisfaction despite the restrictions of cyberspace. The book is split into sections that cover animation, information, iconography, products, services, designers' homepages and more. In a section called "Private Sector", the general population expresses itself. The book also assesses Flash and other multimedia tools and shows how creative execution of color, graphics and visual organization has given life to some of the world's leading corporate websites.

Updated, full-color guide to creating dynamic websites with WordPress 3.6 In this updated new edition, bestselling For Dummies author and WordPress expert Lisa Sabin-Wilson makes it easy for anyone with a basic knowledge of the WordPress software to create a custom site using complementary technologies such as CSS, HTML, PHP, and MySQL. You'll not only get up to speed on essential tools and technologies and further advance your own design skills, this book also gives you pages of great case studies, so you can see just how other companies and individuals are creating compelling, customized, and cost-effective websites with WordPress. Shows you how to incorporate WordPress templates, graphic design principles, HTML, CSS, and PHP to build one-of-a-kind websites Explains how to create an effective navigation system, choose the right color palette and fonts, and select different layouts Reveals how you can tweak existing website designs with available themes, both free and premium Provides numerous case studies to illustrate techniques and processes, and the effects you can achieve Discusses how you can translate your design skills into paid work Want to create cost-effective and fantastic websites with WordPress? This do-it-yourself book will get you there.

Cambridge ICT Starters: On Track, Stage 2

Adobe Photoshop 5.5 Web Design with ImageReady 2 and Adobe GoLive 4

E-Quals Level 2 Office XP Website Design (Including Cdrom)

Adobe Photoshop CS5: Comprehensive

An Integrated Approach to Web Design with XHTML and CSS

Patterns, Principles, and Processes for Crafting a Customer-centered Web Experience

Étape trop souvent négligée par les web designers, le travail de recherche préalable à la conception d'un site web est pourtant un élément clé de la réussite de ce dernier. Une recherche fructueuse nécessite de poser les bonnes questions et de porter un regard critique sur les réponses obtenues, en impliquant tous les acteurs du projet. Erika Hall, responsable de la recherche dans une agence web, vous livre ici toute son expérience en la matière, en vous apprenant à reconnaître vos avantages concurrentiels, à identifier vos partis pris et préjugés, pour ensuite comprendre et exploiter au mieux les résultats obtenus. En suivant ses conseils, vous gagnerez du temps et de l'argent, en réduisant le nombre d'inconnues et en posant des bases solides à votre travail de création.

A guide to Web design basics covers HTML, lists, links, tables, and frames, authoring programs, Web graphics applications, navigation systems, and information and interface design.

The last three decades have marked an era of technological upheaval as frenetic and groundbreaking as there ever has been. From early desktop computers and mobile phones to virtual reality: the web is now virtually inseparable from all facets of human interaction and daily life. But it wasn't always funny cat videos and sleek interfaces. This collection is a visual journey through time, gathering the very earliest examples of what we today take for granted: the first website to use surround sound, the first drag-and-drop navigation, the first page-turn effect, the first website to use seamless video integration, the first viral site, the first parallax website, the first 'upload-your-face' website, the first site to incorporate a mobile phone, the first ever YouTube-like "website", and many more. It gathers more than 200 websites, and each comes with quotes and insights from the creators themselves--an invaluable peek into the minds of pioneers who paved the pixelized way for many to follow, including Jonathan Gay (Flash), Gabo Mendoza (Gabocorp), Yugo Nakamura (Yugop), Peter Van Den Wyngaert (NRG.BE), Joshua Davis (Praystation), and Eric Jordan (2Advanced). This comprehensive visual history gathers 21 chapters that detail, for every year since 1998, the best websites and examples of hardware used at the time, and explore how user experience, usability, and technological milestones have influenced the development of the internet we use today. Year-by-year factsheets and smart Google insights orient the reader through major developments across such categories as world news headlines, highest grossing films, new soft and hardware, greatest website traffic, and many more. For many, this collection will offer a virtual trip down nostalgia lane--but all generations will find a sweeping reference work as well as a celebration of how the earliest creative minds came to define the web, and eventually the world, as we know it.

This book contains all refereed papers that were accepted to the first edition of the « Digital Enterprise Design & Management » (DED&M 2013) international conference that took place in Paris (France) from February 12 to February 13, 2013. (Website: <http://www.dedm2013.dedm.fr/>) These proceedings cover the most recent trends in the emerging field of Digital Enterprise, both from an academic and a professional perspective. A special focus is put on digital uses, digital strategies, digital infrastructures and digital governance from an Enterprise Architecture point of view. The DED&M 2013 conference is organized under the guidance of the CESAMES non profit organization (<http://www.cesames.net/>).

Proceedings of the First International Conference on Digital Enterprise Design and Management DED&M 2013

The Principles of Beautiful Web Design

Web Designer cherche client idéal

60 Common Web Design Mistakes, and How to Avoid Them

Mastering Illustrator

Now Loading

Comment devenir un architecte du Web ? Beaucoup croient que la création d'un site Web ne nécessite que des compétences purement techniques, directement liées à l'outil informatique. En fait, pour obtenir un site aussi performant qu'ergonomique, il est indispensable de s'astreindre à un minimum de règles au niveau du design et du cahier des charges du site. Ce livre vous amènera à découvrir toutes les étapes de conceptualisation d'un site Web, en partant de la description du projet de base, jusqu'au choix des outils les plus adaptés.

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.

Website Design and Development with HTML5 and CSS3

WISE 2008 International Workshops, Auckland, New Zealand, September 1-4, 2008, Proceedings

Implementing Responsive Design

Inspiration from the Best Web Design Trends, Themes and Styles