# Web Application User Interface Design Guidelines

*Ever notice that—in spite of their pervasiveness—designing web applications is still challenging? While their benefits motivate their creation, there are no well-established guidelines for design. This often results in inconsistent behaviors and appearances, even among web applications created by the same company. Design patterns for web applications, similar in concept to those for web sites and software design, offer an effective solution. In Web Application Design Patterns, Pawan Vora documents design patterns for web applications by not only identifying design solutions for user interaction problems, but also by examining the rationale for their effectiveness, and by presenting how they should be applied. Design interfaces faster, with a better rationale for the solutions you choose. Learn from over more than 100 patterns, with extensive annotation on use and extension. Take a short-cut into understanding the industry with more than 500 full-color screenshots.*

*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.*

*The standards for usability and interaction design for Web sites and software are well known. While not everyone uses those standards, or uses them correctly, there is a large body of knowledge, best practice, and proven results in those fields, and a good education system for teaching professionals "how to." For the newer field of Web application design, however, designers are forced to reuse the old rules on a new platform. This book provides a roadmap that will allow readers to put complete working applications on the Web, display the results of a process that is running elsewhere, and update a database on a remote server using an Internet rather than a network connection. Web Application Design Handbook describes the essential widgets and development tools that will the lead to the right design solutions for your Web application. Written by designers who have made significant contributions to Web-based application design, it delivers a thorough treatment of the subject for many different kinds of applications, and provides quick reference for designers looking for some fast design solutions and opportunities to enhance the Web application experience. This book adds flavor to the standard Web design genre by juxtaposing Web design with programming for the Web and covers design solutions and concepts, such as intelligent generalization, to help software teams successfully switch from one interface to another. * The first interaction design book that focuses exclusively on Web applications. * Full-color figures throughout the book. * Serves as a "cheat sheet" or "fake book" for designers: a handy reference for standards, rules of thumb, and tricks of the trade. * Applicable to new Web-based applications and for porting existing desktop applications to Web browsers.*

*This is the second of a two-volume set that constitutes the refereed proceedings of the Second International Conference on Usability and Internationalization, UIHCII 2007, held in Beijing, China in July 2007. The papers of this second volume cover global and local user interfaces and are organized in topical sections on designing global and local products and services, as well as enhancing and personalizing the user experience.*

*Principles and Patterns for Rich Interactions*
*Web Interface Design Concepts in Action*
*A Common Sense Approach to Web Usability*
*The Essential Guide to User Interface Design*
*Producing Code That Can Grow and Thrive*
*Developing Large Web Applications*
*Design, prototype, and implement compelling user experiences from scratch.*

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.

Delivers a thorough examination of best practices and proven results for many different kinds of applications, including porting existing applications to the Internet from a PDA or Web-enabled cell phone, plus a quick reference for designers looking for fast solutions to enhance Web applications. Original. (Advanced)

Making the Web Work is one of the first books to discuss in detail the unique challenges and issues involved in designing Web-based applications and services. The book tackles this subject on three levels by describing a structured method for prioritizing and categorizing individual design decisions, by offering a detailed analysis of various design options, and by documenting established Web interface conventions. Individual chapters focus on conceptual modeling, task flow, information architecture, navigation, form design, online help, and visual design for Web applications. The book concludes with an in-depth analysis of two well-known consumer applications, Amazon.com and Ofoto. "Applications are clearly at the heart of the future of web interaction. Bob has created a clear and compelling guide for the creation of web activities that successfully and realistically address people's needs and aspirations." --John Rheinfrank, CEO, seeSpace and Clinical Professor, Kellogg School of Management "Although a corporation's web site can have a huge impact on their brand, image, and customer satisfaction, the unfortunate reality is that web design is not a well-understood discipline within corporate America. This book makes a compelling case for the importance of web design and provides a comprehensive framework and processes for creating web applications that are both useful and usable. Bob's real-life examples and humor make the book approachable and practical for all professionals involved in the creation of web applications." --Jennifer Bailey, Former SVP, Netscape Communications

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 users 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
Designing Interfaces
Effective UI
Patterns for Effective Interaction Design
Usability and Internationalization. Global and Local User Interfaces
The Design of Web APIs
Nokia Firewall, VPN, and IPSO Configuration Guide

"While Nokia is perhaps most recognized for its leadership in the mobile phone market, they have successfully demonstrated their knowledge of the Internet security appliance market and its customers requirements." --Chris Christiansen, Vice President, Internet Infrastructure and Security Software, IDC. Syngress has a long history of publishing market-leading books for system administrators and security professionals on commercial security products, particularly Firewall and Virtual Private Network (VPN) appliances from Cisco, Check Point, Juniper, SonicWall, and Nokia (see related titles for sales histories). The Nokia Firewall, VPN, and IPSO Configuration Guide will be the only book on the market covering the all-new Nokia Firewall/VPN Appliance suite. Nokia Firewall/VPN appliances are designed to protect and extend the network perimeter. According to IDC research, Nokia Firewall/VPN Appliances hold the #3 worldwide market-share position in this space behind Cisco and Juniper/NetScreen. IDC estimated the total Firewall/VPN market at $6 billion in 2007, and Nokia owns 6.6% of this market. Nokia's primary customers for security appliances are Mid-size to Large enterprises who need site-to-site connectivity and Mid-size to Large enterprises who need remote access connectivity through enterprise-deployed mobile devices. Nokia appliances for this market are priced form $1,000 for the simplest devices (Nokia IP60) up to $60,0000 for large enterprise- and service-provider class devices (like the Nokia IP2450 released in Q4 2007). While the feature set of such a broad product range obviously varies greatly, all of the appliances run on the same operating system: Nokia IPSO (IPSO refers to Ipsilon Networks, a company specializing in IP switching acquired by Nokia in 1997. The definition of the acronym has little to no meaning for customers.) As a result of this common operating system across the product line, The Nokia Firewall, VPN, and IPSO Configuration Guide will be an essential reference to users of any of these products. Users manage the Nokia IPSO (which is a Linux variant, specifically designed for these appliances) through a Web interface called Nokia Network Voyager or via a powerful Command Line Interface (CLI). Coverage within the book becomes increasingly complex relative to the product line. The Nokia Firewall, VPN, and IPSO Configuration Guide and companion Web site will provide seasoned network administrators and security professionals with the in-depth coverage and step-by-step walkthroughs they require to properly secure their network perimeters and ensure safe connectivity for remote users. The book contains special chapters devoted to mastering the complex Nokia IPSO command line, as well as tips and tricks for taking advantage of the new "ease of use" features in the Nokia Network Voyager Web interface. In addition, the companion Web site offers downloadable video walkthroughs on various installation and troubleshooting tips from the authors. * Only book on the market covering Nokia Firewall/VPN appliances, which hold 6.6% of a $6 billion market * Companion website offers video walkthroughs on various installation and troubleshooting tips from the authors * Special chapters detail mastering the complex Nokia IPSO command line, as well as tips and tricks for taking advantage of the new "ease of use" features in the Nokia Network Voyager Web interface

Bringing together the results of more than 300 new design studies, an understanding of people, knowledge of hardware and software capabilities, and the author's practical experience gained from 45 years of work with display-based systems, this book addresses interface and screen design from the user's perspective. You will learn how to create an effective design methodology, design and organize screens and Web pages that encourage efficient comprehension and execution, and create screen icons and graphics that make displays easier and more comfortable to use.

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

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

*Web Style Guide*
*Product Design for the Web*
*Foundations for Designing Online User Experiences*
*Basic Design Principles for Creating Web Sites*
*Turning Ideas and Sketches into Beautifully Designed Apps*
*GUI Bloopers 2.0*
*The Principles of Beautiful Web Design*

User Interface Design and Evaluation provides an overview of the user-centered design field. It illustrates the benefits of a user-centered approach to the design of software, computer systems, and websites. The book provides clear and practical discussions of requirements gathering, developing interaction design from user requirements, and user interface evaluation. The book's coverage of established HCI topics—for example, visibility, affordance, feedback, metaphors, mental models, and the like—combined with practical guidelines for contemporary designs and current trends, which makes for a winning combination. It provides a clear presentation of ideas, illustrations of concepts, using real-world applications. This book will help readers develop all the skills necessary for iterative user-centered design, and provides a firm foundation for user interface design and evaluation on which to build. It is ideal for seasoned professionals in user interface design and usability engineering (looking for new tools with which to expand their knowledge); new people who enter the HCI field with no prior educational experience; and software developers, web application developers, and information appliance designers who need to know more about interaction design and evaluation. Co-published by the Open University, UK. Covers the design of graphical user interfaces, web sites, and interfaces for embedded systems. Full color production, with activities, projects, hundreds of illustrations, and industrial 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.

Prepare for Microsoft Exam 70-486—and help demonstrate your real-world mastery of developing ASP.NET MVC-based solutions. Designed for experienced developers ready to advance their status, Exam Ref focuses on the critical-thinking and decision-making acumen needed for success at the Microsoft Specialist level. Focus on the expertise measured by these objectives: Design the application architecture Design the user experience Develop the user experience Troubleshoot and debug web applications Design and implement security This Microsoft Exam Ref: Organizes its coverage by exam objectives. Features strategic, what-if scenarios to challenge you.

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

Web Application Design Patterns
8.5x11in 120 Pages Dot Grid Mobile UI/UX Template Notebook Sketchbook - Design Your Own Mobile App - For App Designers, Developers, Programmers, & Web Designers
Principles of Designing & Releasing Web Products
Mobile User Interface/UI App Design Notebook
iPhone User Interface Design Projects
Designing User Interfaces
Advances in Software Engineering

*Five years and more than 100,000 copies after it was first published, it's hard to imagine anyone working in Web design who hasn't read Steve Krug's "instant classic" on Web usability, but people are still discovering it every day. In this second edition, Steve adds three new chapters in the same style as the original: wry and entertaining, yet loaded with insights and practical advice for novice and veteran alike. Don't be surprised if it completely changes the way you think about Web design. Three New Chapters! Usability as common courtesy -- Why people really leave Web sites Web Accessibility, CSS, and you -- Making sites usable and accessible Help! My boss wants me to _____. -- Surviving executive design whims "I thought usability was the enemy of design until I read the first edition of this book. Don't Make Me Think! showed me that to put myself in the position of the person who uses my site. After reading it over a couple of hours and putting its ideas to work for the past five years, I can say it has done more to improve my abilities as a Web designer than any other book. In this second edition, Steve Krug adds essential ammunition for those whose bosses, clients, stakeholders, and marketing managers insist on doing the wrong thing. If you design, write, program, own, or manage Web sites, you must read this book." -- Jeffrey Zeldman, author of Designing with Web Standards*

Data science has been playing a vital role in almost all major fields. Many researchers are interested in the development of IT applications, which are user-driven with a focus on issues. This can be addressed using data science. User-driven research and data science have gained much attention from many private, public, and government organizations and research institutions. Designing User Interfaces With a Data Science Approach promotes the inclusion of more diversified users for user-centered designs of applications across domains and analyzes user data with a data science approach for effective and user-friendly user interface designs. It introduces the foundations of advanced topics of human-computer interaction, particularly with user-centered designs and techniques. Covering topics such as artificial neural networks, natural dialog systems, and machine learning, this book is an essential resource for faculty, research scholars, industry professionals, students of higher education, mathematicians, data scientists, interaction designers, visual designers, software engineers, user experience researchers, accessibility engineers, cognitive system engineers, academicians, and libraries.

This book democratizes web development for everyone. It's a fun, clever guide that covers all of the key design principles, best practices, useful shortcuts, pro tips, real-world examples, and basic coding tutorials needed to produce a beautiful website that you'll feel confident sharing with the world. Because you, too, can design for the web! Hello Web Design contains everything you need to feel comfortable diving into your own web development, including an abundance of real-life website examples that will inspire and motivate you. No need to spend time and money hiring an expensive graphic designer; this book will walk you through the fundamentals - and shortcuts - you need to do it all yourself, right now.

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.

Design Fundamentals and Shortcuts for Non-Designers
Developing ASP.NET MVC 4 Web Applications
Best Practices for Web-Based Software
The Art of Building Great User Experience in Software
Hello Web Design

User Interface Design and Evaluation

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.

This book demonstrates the step-by-step process involved in designing a Web site. Readers are assumed to be familiar with whatever Web publishing tool they are using. The guide gives few technical details but instead focuses on the usability, layout, and attractiveness of a Web site, with the goal being to make it as popular with the intended audience as possible. Considerations such as graphics, typography, and multimedia enhancements are discussed.

Best practices, practical advice, and design ideas forsuccessful ecommerce search A glaring gap has existed in the market for a resource thatoffers a comprehensive, actionable design patterns and designstrategies for ecommerce search—but no longer. With thisinvaluable book, user experience designer and user researcher GregNudelman shares his years of experience working on popularecommerce sites as he tackles even the most difficult ecommercesearch design problems. Nudelman helps you create highly effectiveand intuitive ecommerce search design solutions and he takes aunique forward-thinking look at trends such as integratingsearching with browsing to create a single-finding userinterface. Offers much-needed insight on how to create ecommerce searchexperiences that truly benefit online shoppers Juxtaposes examples of common design pitfalls against examplesof highly effective ecommerce search design solutions Presents comprehensive guidance on ecommerce search designstrategies for the Web, mobile phone applications, and new tabletdevices Shares the author's years of unique experience working withecommerce from the perspective of the user's experience Designing ecommerce Search is mandatory reading if youare interested in orchestrating successful ecommerce searchstrategies.

Forms make or break the most crucial online interactions: checkout (commerce), registration (community), data input (participation and sharing), and any task requiring information entry. In Web Form Design, Luke Wroblewski draws on original research, his considerable experience at Yahoo! and eBay, and the perspectives of many of the field's leading designers to show you everything you need to know about designing effective and engaging Web forms.

User Experience, Practical Techniques, Vol. 1
Common User Interface Design Don'ts and Dos
Tourism Informatics: Visual Travel Recommender Systems, Social Communities, and User Interface Design
Web Application Design Handbook
100 ways to design better desktop, web, and mobile interfaces
Cognitive Engineering, Intelligent Agents, and Virtual Reality
Android User Interface Design

As software engineering (SE) becomes specialized and fragmented, it is easy to lose sight that many topics in SE have common threads and because of this, advances in one sub-discipline may transmit to another. The presentation of results between diff- ent sub-disciplines of SE encourages this interchange for the advancement of SE as a whole. Of particular interest is the hybrid approach of combining ideas from one d- cipline with those of another to achieve a result that is more significant than the sum of the individual parts. Through this hybrid philosophy, a new or common principle can be discovered which has the propensity to propagate throughout this multifaceted discipline. This volume comprises the selection of extended versions of papers that were p- sented in their shortened form at the 2008 International Conference on Advanced Software Engineering and Its Applications (http://www.sersc.org/ASEA2008/) and 2009 Advanced Science and Technology (http://www.sersc.org/AST2009/). We would like to acknowledge the great effort of all in the ASEA 2008 and AST 2009 International Advisory Board and members of the International Program Committee, as well as all the organizations and individuals who supported the idea of publishing these advances in software engineering, including SERSC (http://www.sersc.org/) and Springer. We would like to give special thanks to Rosslin John Robles, Maricel O. Balitanas, Farkhod Alisherov Alisherovish, Feruza Sattarova Yusfovna. These graduate school students of Hannam University attended to the editing process of this volume with great passion.

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

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-friendly Create user interaction 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.

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 designs...or do it yourself!

Smashing UX Design
Designing User Interfaces With a Data Science Approach
User Interface Design for Programmers
Digital Design Essentials
UX Strategies for eCommerce Success
Thin-client User Interface Design for Remote Applications
Designing Effective Web Applications

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.

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 Jurgen 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 telling about.

Think about UIs using design thinking principles from an award winning graphic designer KEY FEATURES ● Practical knowledge of visual design basics and typography. ● Understand the modern UI to kick-start your career with UI designs. ● Introduces you to explore UI designs for e-commerce web applications. DESCRIPTION From the initial introduction about the meaning behind interfaces to the technical skills of thinking and designing a modern UI, this book will guide you on designing the UI of a screen for a real-world application, infused with the newly learned knowledge with the Figma tool. You will be able to explore and practice visual design concepts, namely, color, contrast, balance, consistency, alignments, negative space, how to approach visual impairments, and many more. You will be able to learn about one of the most critical elements of how to think about a UI for which you will explore concepts such as memory, vision, processing of info and objects, models of thinking, and more. Furthermore, you will explore the Figma tool and a live practical example of how to design a UI for an e-commerce graphic application, including its shopping cart page and adding a payment method screen. WHAT YOU WILL LEARN ● Get familiar with the basic visual design concepts. ● Understand the fundamentals of the User Interface and User Interaction. ● An overview of Search Results, Font Psychology, and Typography. ● Learn to work with some common interface elements. ● Understand how real-time collaborative editing works in the Figma UI design tool. WHO THIS BOOK IS FOR This book is literally for everyone! You should only be loaded with plenty of curiosity. No previous knowledge of the field is required. TABLE OF CONTENTS 1. Definition of the User Interface 2. The Web and Graphic User Interfaces 3. Explanation to Typography 4. Visual Design Basics 5. Thinking About User Interaction 6. Usability 7. Know Your Habits 8. Interfaces' Elements 9. Foreword to an E-commerce 10. A Small Introduction to Figma 11. Building a Shopping Cart 12. Farewell and Future Considerations

DESIGN YOUR OWN MOBILE APPS! Professional quality mobile UI template for app designers, developers, programmers, & web designers. Quickly visualize and sketch your designs in this simple storyboard style mobile UI template. Map out the overall user experience before spending countless hours on computer design applications. Present your rough ideas to clients and art directors, and receive feedbacks even before leaving the meeting. With this mobile UI template you'll save time and budget and avoid unnecessary digital designing and coding. This notebook is lightweight and can fit any backpack or portfolio. Great notebook for kids and adults. Click on the author's name for other creative books. Features of this book include: * 1 template each page * Standard Iphone 8s plus scale template * Dot-grid pages for accurate designing * Plenty of room for notes on the sides, top and bottom of the templates * 120 pages * 8.5x11 inches * Softcover binding * Durable, white paper * Sleek, glossy cover for a professional look

6th International Workshop, TAMODIA 2007, Toulouse, France, November 7-9, 2007, Proceedings
Exam Ref 70-486 Developing ASP.NET MVC 4 Web Applications (MCSD)
International Conference, ASEA 2008, and Its Special Sessions, Sanya, Hainan Island, China, December 13-15, 2008. Revised Selected Papers
Don't Make Me Think
Designing Web Interfaces
Building Web Apps for Google TV
Second International Conference on Usability and Internationalization, UI-HCII 2007, Held as Part of HCI International 2007, Beijing, China, July 22-27, 2007, Proceedings, Part II

Web designers are no longer just web designers. To create a successful web product that's as large as Etsy, Facebook, Twitter, or Pinterest–or even as small as a tiny app–you need to know more than just HTML and CSS. You need to understand how to create meaningful online experiences so that users want to come back again and again. In other words, you have to stop thinking like a web designer or a visual designer or a UX designer or an interaction designer and start thinking like a product designer. In this breakthrough introduction to modern product design, Etsy Creative Director Randy Hunt explains the skills, processes, types of tools, and recommended workflows for creating world-class web products. After reading this book, you'll have a complete understanding of what product design really is and you'll be equipped with the best practices necessary for building your own successful online products.

Provides information on designing easy-to-use interfaces.

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 Create 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

Web APIs are everywhere, giving developers an efficient way to interact with applications, services, and data. Well-designed APIs are a joy to use; poorly-designed APIs are cumbersome, confusing, and frustrating. The Design of Web APIs is a practical, example packed guide to crafting extraordinary web APIs. Author Arnaud Lauret guides you design and techniques you can apply to both public and private web APIs. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Exploring User Interfaces, UI Elements, Design Prototypes and the Figma UI Design Tool (English Edition)
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Usability Evaluation and Interface Design
Web Form Design
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Visual Travel Recommender Systems, Social Communities, and User Interface Design

How do you create a mission-critical site that provides exceptional performance while remaining flexible, adaptable, and reliable 24/7? Written by the manager of a UI group at Yahoo!, Developing Large Web Applications offers practical steps for building rock-solid applications that remain effective even as you add features, functions, and users. You'll learn how to develop large web applications with the extreme precision required for other types of software. Avoid common coding and maintenance headaches as small websites add code, and more programmers Get comprehensive solutions for refining HTML, CSS, JavaScript, PHP, and Ajax for large-scale web applications Make changes in one place that ripple through all affected page elements Embrace the virtues of modularity, encapsulation, abstraction, and loosely coupled components Use tried-and-true techniques for managing data exchange, including working with forms and cookies Learn often-overlooked best practices in code management and software engineering Prepare your code to make enhancements and testing easier

"This book presents innovative research being conducted into Travel Recommender Systems, travel related on-line communities, and their user interface design"--Provided by publisher.

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Task Models and Diagrams for User Interface Design
User Interface Design for Mere Mortals¿
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