User Interface Design Guidelines | a181a7abcbc559bb80a45ad5aae56288

Mobile Design Pattern GalleryDesigning with the Mind in MindGUI Design HandbookGraphical User Interface Design Guidelines for Bellcore Software ProductsTools for Working with GuidelinesDesigning with the Mind in MindHuman-computer Interface Design GuidelinesResearch-based Web Design & Usability GuidelinesThe Humane InterfaceGUI Design EssentialsUser Interface DesignThe Windows Interface Guidelines for Software DesignDesigning the User InterfaceDon't Make Me ThinkDesigning the User InterfaceDesigning User Interfaces for an Aging PopulationCoordinating User Interfaces for ConsistencyDesigning with the Mind in MindPrinciples and Guidelines in Software User Interface DesignThe Cross-GUI HandbookAndroid Wearable ProgrammingGuidelines for designing user interface softwareModular Web DesignUser Interface Design and EvaluationGuidelines on User Interface Design for Older AdultsJava Look and Feel Design GuidelinesGUI Bloopers 2.0Developing User InterfacesApple Human Interface GuidelinesMicrosoft Windows User ExperienceUser Interface Design Guidelines for J2ME MIDP 2.0The Elements of User Interface DesignDesigning Voice User InterfacesObject-oriented Interface DesignUsability Inspection MethodsVirtual, Augmented and Mixed RealityThe Essential Guide to User Interface DesignMacintosh Human Interface GuidelinesThe Essential Guide to User Interface DesignInclusive Design Guidelines for HCI

Mobile Design Pattern Gallery

In this completely updated and revised edition of Designing with the Mind in Mind, Jeff Johnson provides you with just enough background in perceptual and cognitive psychology that user interface (UI) design guidelines make intuitive sense rather than being just a list or rules to follow. Early UI practitioners were trained in cognitive psychology, and developed UI design rules based on it. But as the field has evolved since the first edition of this book, designers enter the field from many disciplines. Practitioners today have enough experience in UI design that they have been exposed to design rules, but it is essential that they understand the psychology behind the rules in order to effectively apply them. In this new edition, you'll find new chapters on human choice and decision making, hand-eye coordination and attention, as well as new examples, figures, and explanations throughout. Provides an essential source for user interface design rules and how, when, and why to apply them Arms designers with the science behind each design rule, allowing them to make informed decisions in projects, and to explain those decisions to others Equips readers with the knowledge to make educated tradeoffs between competing rules, project deadlines, and budget pressures Completely updated and revised, including additional coverage on human choice and decision making, hand-eye coordination and attention, and new mobile and touch-screen examples throughout

Designing with the Mind in Mind

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 includes 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.

GUI Design Handbook

Brand-new techniques for building more effective Java "TM" user interfaces. -- Reveals the latest user research by Sun Microsystems! -- Goes beyond the basics with menus, windows, wizards, events, alarms, and much more. -- High-quality 4-color interior! This book brings together advanced guidelines and techniques for building exceptionally effective user interfaces with Java technology. Building on the insights presented in Java "TM" Look and Feel Design Guidelines, Second Edition, this book focuses on several key opportunities to enhance Java user interfaces, and draws upon brand-new user analyses by Sun Microsystems' Java "TM" Look and Feel Design Group. The authors begin with in-depth coverage of Java "TM" windows, including techniques for choosing the right window type, designing window elements, setting state, and handling multiple windows. In a detailed chapter on menus, they show how to design menu elements, common, and contextual menus; and assign mnemonics and keyboard shortcuts. The book demonstrates how to control key aspects of application behavior, including addressing modes, filtering, searching, and tool tips. A chapter on idioms shows how to use sets of JFC components to standardize appearance and behavior. Readers will find practical techniques for improving responsiveness and providing more useful operational feedback. For every Java "TM" developer, software engineer, usability specialist, and manager responsible for developing or commissioning Java software.

Graphical User Interface Design Guidelines for Bellcore Software Products

This book provides authoritative information on the theory behind the Macintosh 'look and feel' and the practice of using individual interface components. It includes many examples of good design and explains why one implementation is superior to another. Anyone designing or creating a product for Macintosh computers needs to understand the information in this book.

Tools for Working with Guidelines

Designing with the Mind in Mind

It also includes information about supporting international users and users with disabilities."--BOOK JACKET.

Human-computer Interface Design Guidelines

Research-based Web Design & Usability Guidelines

Providing guidelines for designing visually and functionally consistent user interfaces for Windows programs, a well-organized book offers a program specification for Windows application developers who want to save training time, boost productivity, and promote user confidence. Original. (Intermediate).

The Humane Interface

Developing User Interfaces Ensuring Usability Through Product & Process "This book is an important milestone in our progress toward embracing user-centered design. This is the first book to emphasize process.[it] details a pragmatic approach to the interface development process in a way that is immediately useful to practitioners struggling to produce usable interfaces." --James D. Foley, Georgia Tech So you want to develop user interfaces for interactive systems? This practical book will show you how to do just that. Developing User Interfaces is about ensuring high usability through the user interface development process independently of widgets, software, toolkits, and implementation considerations. The hands-on approach of this book uses practical exercises to apply the material presented with a suggested solution for each exercise. You will learn a quantitative approach to usability goals, usability evaluation, and management of the interface development process. Developing User Interfaces shows how to: * Write a customized style guide and apply human factor guidelines to your interface designs * Understand and know when to use currently available interaction styles in your interface designs * Understand and apply the concept of an iterative life cycle for user interface development * Use behavioral, user-centered representation techniques for capturing your interface designs * Establish usability specifications to measure quantitatively the usability of your interface * Build effective rapid prototypes of your interface designs * Carry out formative usability evaluation as your interface evolves * Perform cost/benefit and other analyses to determine which changes to the interface will have the biggest impact on usability

GUI Design Essentials

This volume constitutes the refereed proceedings of the 8th International Conference on HCI in Virtual, Augmented and Mixed Reality, VAMR 2016, held as part of the 18th International Conference on Human-Computer Interaction, HCII 2016, which took place in Toronto, Canada, in July 2016. HCII 2016 received a total of 4354 submissions, of which 1287 papers were accepted for publication after a careful reviewing process. The 70 papers presented in this volume are organized in topical sections named: Usability, User Experience and Design in VAMR, Perception, Cognition, Psychology and Behaviour in VAMR, Multimodal Interaction in VAMR, Novel Devices and Technologies in VAMR, VAMR Applications in Aviation, Space and the Military, Medicine, Health and Well-Being Applications of VAMR, VAMR in Industry, Design and Engineering, Novel Virtual Environments.

User Interface Design

The Windows Interface Guidelines for Software Design

Cognetics and the locus of attention - Meanings, modes, monotony, and myths - Quantification - Unification - Navigation and other aspects of humane interfaces - Interface issues outside the user interface.

Designing the User Interface

Early user interface (UI) practitioners were trained in cognitive psychology, from which UI design rules were based. But as the field evolves, designers enter the field from many disciplines. Practitioners today have enough experience in UI design that they have been exposed to design rules, but it is essential that they understand the psychology behind the rules in order to effectively apply them. In Designing with the Mind in Mind, Jeff Johnson, author of the best selling GUI Bloopers, provides designers with just enough background in perceptual and cognitive psychology that UI design guidelines make intuitive sense rather than being just a list of rules to follow. The first practical, all-in-one source for practitioners on user interface design rules and why, when and how to apply them Provides just enough background into the reasoning behind interface design rules that practitioners can make informed decisions in every project Gives practitioners the insight they need to make educated design decisions when confronted with tradeoffs, including competing design rules, time constrictions, or limited resources

Don't Make Me Think

A source for programmers of comparative information about the principle graphical interfaces (GUIs) currently available. Compares features, capabilities, appearance, behavior, and strengths of various GUIs. Includes design guidelines for portability and migration, and recommendations for handling conflicting or incomplete style guides. Covers GUI environments such as Microsoft Windows and Windows NT, OSF/Motif, NeXTSTEP, IBM OS/2, and Apple Macintosh. Contains numerous diagrams. Annotation copyright by Book News, Inc., Portland, OR

Designing the User Interface

Designing User Interfaces for an Aging Population

User experience design teams often suffer from a decentralized, blank canvas approach to creating and documenting a design solution for each new project. As teams repeatedly reinvent screen designs, inconsistency results, and IT teams scramble to pick up the pieces. Pattern libraries only go so far, suggesting general solutions to common problems instead of offering concrete, specific design treatments. At times, documented solutions turn into a costly mess of unclear expectations, unrealistic goals, and abandoned work. Enter components, each of which represents a chunk of a Web page. Designers can produce wireframes, mockups, or markup far more efficiently reusing components based on an established design system. Rather than limit innovation, components enable designers to render solved design frameworks quickly and to focus on the problem at hand, drastically improving the quality and rate of production. In addition, teams develop a deeper baseline for collaboration, a platform for governance, and a structure for useful and predictable documentation. This book defines the role of components and why they matter, maps out how to organize and build a component library, discusses how to use components in practice, and teaches a process for documenting and maintaining components.

Coordinating User Interfaces for Consistency

Designing with the Mind in Mind

"Object Oriented GUI Design" explains how to create effective graphical user interfaces by using object-oriented methods and tools. GUI developers will value the book's exhaustive list of GUI components and explanation of how these components interact.

Principles and Guidelines in Software User Interface Design

User interface (UI) design rules and guidelines, developed by early HCI gurus and recognized throughout the field, were based on cognitive psychology (study of mental processes such as problem solving, memory, and language), and early practitioners were well informed of its tenets. But today practitioners with backgrounds in cognitive psychology are a minority, as user interface designers and developers enter the field from a wide array of disciplines. HCI practitioners today have enough experience in UI design that they have been exposed to UI design rules, but it is essential that they understand the psychological basis behind the rules in order to effectively apply them. In Designing with the Mind in Mind, best-selling author Jeff Johnson provides designers with just enough background in perceptual and cognitive psychology that UI design guidelines make intuitive sense rather than being just a list of rules to follow. Provides an essential source for user interface design rules and how, when, and why to apply them Arms designers with the science behind each design rule, allowing them to make informed decisions in projects, and to explain those decisions to others Equips readers with the knowledge to make educated tradeoffs between competing rules, project deadlines, and budget pressures Completely updated and revised, including additional coverage in such areas as persuasion, cognitive economics and decision making, emotions, trust, habit formation, and speech UIs

The Cross-GUI Handbook

Although numerous sources document aspects of user-centered design, there are few references that consider how a designer transforms the information gathered about users and their work into an effective user interface design. This book explains just how designers bridge that gap. A group of leading experts in GUI design describe their methods in the context of specific design projects, and while the projects, processes, and methods vary considerably, the common theme is building a bridge between user requirements and user interface design.

Android Wearable Programming

Developing software interfaces and company-wide GUI standards can be difficult, but it is nothing like having to continually redesign software that end users can't work with. This powerful book/CD-ROM package takes the uncertainty out of GUI design by providing you with everything you need to know to quickly design interfaces and your own GUI standards. Drawing upon their experience as leading interface designers, educators, and constultants, the authors teach you the art and science of user

centered design. They show you how to bring end users into the design process in order to dramatically enhance the usability of your designs, while making efficient use of your design time. They tell you the right questions to ask and how to translate user feedback into practical design solutions. First, they describe the entire design process in detail, breaking it down into a series of steps accompanied by useful forms and checklists. Then they provide practical, step-by-step guidelines on how to design Windows 95, Windows 3.1, and the Web. On the CD-ROM you will find: Design guidelines as an online document; design guidelines in Microsoft Word 7.0 for you to use and customize; and, forms and checklists in Microsoft Word 7.0 for you to use and customize.

Guidelines for designing user interface software

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.

Modular Web Design

Contains guidelines to aid software designers in developing user oriented human-computer interfaces. Presents specific, implementable suggestions drawn from diverse sources and based on human performance research, human factors engineering principles, and experience.

User Interface Design and Evaluation

Designing User Interfaces for an Aging Population: Towards Universal Design presents age-friendly design guidelines that are well-established, agreed-upon, research-based, actionable, and applicable across a variety of modern technology platforms. The book offers guidance for product engineers, designers, or students who want to produce technological products and online services that can be easily and successfully used by older adults and other populations. It presents typical age-related characteristics, addressing vision and visual design, hand-eye coordination and ergonomics, hearing and sound, speech and comprehension, navigation, focus, cognition, attention, learning, memory, content and writing, attitude and affect, and general accessibility. The authors explore characteristics of aging via realistic personas which demonstrate the impact of design decisions on actual users over age 55. Presents the characteristics of older adults that can hinder use of technology Provides guidelines for designing technology that can be used by older adults and younger people Review real-world examples of designs that implement the guidelines and the designs that violate them

Guidelines on User Interface Design for Older Adults

In the years since Jakob Nielsen's classic collection on interface consistency first appeared, much has changed, and much has stayed the same. On the one hand, there's been exponential growth in the opportunities for following or disregarding the principles of interface consistency-more computers, more applications, more users, and of course the vast expanse of the Web. On the other, there are the principles themselves, as persistent and as valuable as ever. In these contributed chapters, you'll find details on many methods for seeking and enforcing consistency, along with bottom-line analyses of its benefits and some warnings about its possible dangers. Most of what you'll learn applies equally to hardware and software development, and all of it holds real benefits for both your organization and your users. Begins with a new preface by the collection's distinguished editor Details a variety of methods for attaining interface consistency, including central control, user definitions, exemplary applications, shared code, and model analysis Presents a cost-benefits analysis of organizational efforts to promote and achieve consistency Examines and appraises the dimensions of consistency-consistency within an application, across a family of applications, and beyond Makes the case for some unexpected benefits of interface consistency while helping you avoid the risks it can sometimes entail Considers the consistency of interface elements other than screen design Includes case studies of major corporations that have instituted programs to ensure the consistency of their products

Java Look and Feel Design Guidelines

This volume contains the papers presented at the International Workshop on Tools for Working with Guidelines, (TFWWG 2000), held in Biarritz, France, in October 2000. It is the final outcome of the International Special Interest Group on Tools for Working with Guidelines. Human-computer interaction guidelines have been recognized as a uniquely relevant source for improving the usability of user interfaces for interactive systems. The range of interactive techniques exploited by these interactive systems is rapidly expanding to include multimodal user interfaces, virtual reality systems, highly interactive web-based applications, and three-dimensional user interfaces. Therefore, the scope of guidelines' sources is rapidly expanding as well, and so are the tools that should support users who employ guidelines to ensure some form of usability. Tools For Working With Guidelines (TFWWG) covers not only software tools that designers, developers, and human factors experts can use to manage multiple types of guidelines, but also looks at techniques addressing organizational, sociological, and technological issues.

GUI Bloopers 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

Developing User Interfaces

Voice user interfaces (VUIs) are becoming all the rage today. But how do you build one that people can actually converse with? Whether you're designing a mobile app, a toy, or a device such as a home assistant, this practical book guides you through basic VUI design principles, helps you choose the right speech recognition engine, and shows you how to measure your VUI's performance and improve upon it. Author Cathy Pearl also takes product managers, UX designers, and VUI designers into advanced design topics that will help make your VUI not just functional, but great. Understand key VUI design concepts, including command-and-control and conversational systems Decide if you should use an avatar or other visual representation with your VUI Explore speech recognition technology and its impact on your design Take your VUI above and beyond the basic exchange of information Learn practical ways to test your VUI application with users Monitor your app and learn how to quickly improve performance Get real-world examples of VUIs for home assistants, smartwatches, and car systems

Apple Human Interface Guidelines

'Designing the User Interface' provides a comprehensive, authoritative introduction to the dynamic field of human-computer interaction (HCI). Students and professionals learn practical principles and guidelines needed to develop high quality interface designs - ones that users can understand.

Microsoft Windows User Experience

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.

User Interface Design Guidelines for J2ME MIDP 2.0

When you're under pressure to produce a well-designed, easy-to-navigate mobile app, there's no time to reinvent the wheel—and no need to. This handy reference provides more than 90 mobile app design patterns, illustrated by 1,000 screenshots from current Android, iOS, and Windows Phone apps. Much has changed since this book's first edition. Mobile OSes have become

increasingly different, driving their own design conventions and patterns, and many designers have embraced mobile-centric thinking. In this edition, user experience professional Theresa Neil walks product managers, designers, and developers through design patterns in 11 categories: Navigation: get patterns for primary and secondary navigation Forms: break industry-wide habits of bad form design Tables: 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 Tutorials & Invitations: invite users to get started and discover features Social: help users connect and become part of the group Feedback & Accordance: provide users with timely feedback Help: integrate help pages into a smaller form factor Anti-Patterns: what not to do when designing a mobile app

The Elements of User Interface Design

A comprehensive sourcebook of practical guidelines for developing clear software user interfaces.

Designing Voice User Interfaces

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.

Object-oriented Interface Design

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 how 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

Usability Inspection Methods

Well-designed graphical user interfaces (GUIs) for business systems can greatly increase user productivity, but designing them can be difficult and time consuming. This book walks developers through the basics of good interface design, using real-world examples from systems that are proven successes. Galitz is an internationally recognized consultant, author, and

instructor with many years of experience with information systems and user interface design. Written especially for developers who may be designing user interfaces for the first time, but also extremely useful for any developer involved in GUI or Web site design. Revised to reflect the profound enhancements in interface design, specifically how Web page design has revolutionized interface design. New information covers a variety of platforms, both traditional and Web-based.

Virtual, Augmented and Mixed Reality

Computer Science/Computers-Human Interaction Usability Inspection Methods is the first comprehensive, book-length work in this important new field. Designed to get you quickly up and running with the full complement of UI strategies, tools, and techniques, this extremely practical guide offers you a unique opportunity to learn them from the women and men who invented them. With the help of numerous real-life case studies, the authors give you: Step-by-step guidance on all important methods now in use, including the heuristic evaluation method, the pluralistic walkthrough method, the cognitive walkthrough method, and more Proven techniques for integrating usability inspections with other methods now in use An in-depth, comparative analysis of UI versus user testing A cost-benefit analysis of UI as compared to other approaches Program prototypes that provide UI computer support for interface designers An important resource for user interface developers, software designers, as well as graduate students and researcher

The Essential Guide to User Interface Design

This book will introduce you to the very popular Android Wear platform with hands-on instructions for building Android Wear applications. You will start with an introduction to the architecture of Android, followed by an in-depth look at the design of Android applications and user interfaces using Android Studio. You will see how to create basic and custom notifications for your apps, and synchronize data from the wearable device with the handheld mobile device. More advanced topics such as intents, the Gradle build configuration and the implementation of build variants, and packaging and deploying from a single project code base are also covered. By the end of this book, you will have a good understanding of wearable programming, and be confident enough to write programs for building Android applications that run on Android Wear.

Macintosh Human Interface Guidelines

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The much-anticipated fifth edition of Designing the User Interface provides a comprehensive, authoritative introduction to the dynamic field of human-computer interaction (HCI). Students and professionals learn practical principles and guidelines needed to develop high quality interface designs—ones that users can understand, predict, and control. It covers theoretical foundations, and design processes such as expert reviews and usability testing. Numerous examples of direct manipulation, menu selection, and form fill-in give readers an understanding of excellence in design The new edition provides updates on current HCI topics with balanced emphasis on mobile devices, Web, and desktop platforms. It addresses the profound changes brought by user-generated content of text, photo, music, and video and the raised expectations for compelling user experiences. Provides a broad survey of designing, implementing, managing, maintaining, training, and refining the user interface of interactive systems. Describes practical techniques and research-supported design guidelines for effective interface designs Covers both professional applications (e.g. CAD/CAM, air traffic control) and consumer

examples (e.g. web services, e-government, mobile devices, cell phones, digital cameras, games, MP3 players) Delivers informative introductions to development methodologies, evaluation techniques, and user-interface building tools. Supported by an extensive array of current examples and figures illustrating good design principles and practices. Includes dynamic, full-color presentation throughout. Guides students who might be starting their first HCI design project Accompanied by a Companion Website with additional practice opportunities and informational resources for both students and professors.

The Essential Guide to User Interface Design

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

Inclusive Design Guidelines for HCI

The elderly population is growing and disabilities tend to increase with age. Professionals in the fields of human-computer interaction (HCI) are becoming increasingly aware of the needs of the elderly and people with disabilities. They also need to ensure that systems are designed for all, with specific consideration of these groups, not only computing systems but also other assistive and adaptive technologies such as information services and the use of smart cards, assistive robotics, systems for travellers, and home and environmental control systems. This book will help designers world-wide find relevant guidelines for the design of human-computer interaction and ensure that systems are designed for all, with specific consideration of people who are elderly and people with disabilities. Including reports from the International Federation of Information Processing's Working Group on Human-Computer Interaction (HCI) and Disability. The book will be the first compendium of guidelines.

Copyright code :   a181a7abcbc559bb80a45ad5aae56288