Free epub User interface design guidelines (2023)

this well organized and clearly written book provides guidelines for designing visually and functionally consistent user interfaces for windows programs it is the official book on microsoft user interface design and can be read as a program specification for windows application developers who want to save training time boost productivity and promote user confidence in their applications this volume contains guidelines to aid software designers in developing user oriented human computer interfaces the procedures formats and wording with which a computer system communicates with its users have an impact on ease of learning and ease of use of that system it presents suggestions drawn from diverse sources 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 a comprehensive sourcebook of practical guidelines for developing clear software user interfaces designing with the mind in mind explains the psychology on which ui design guidelines are based author jeff johnson provides you with just enough background in perceptual and cognitive psychology that ui design guidelines make intuitive sense rather than being just another list of rules to follow this edition includes new examples figures and explanations as well as new chapters on human choice and decision making and hand eye coordination make informed design decisions about how users perceive learn and think by learning the science behind each design guideline 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 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 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 a guide for designing easy to use software this book offers an on the job view of what it takes to create great products offering practical tips and advice instead of forcing the reader to extrapolate from abstract psychological theory human interface targets a wide range of design issues from taming the incomprehensible interfaces of database systems and the internet to using sound and animation effectively in multimedia this simple and manageable guide to user interface design is written for the professional in industry working on product development and the decision process it is directed not only to the human factors specialists but also to technicians designers marketing and product managers and students the book presents guidelines for user interface d 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 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 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 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 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 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 designing a good interface isn t easy users demand software that is well behaved good looking and easy to use your clients or managers demand originality and a short time to market your ui technology web applications desktop software even mobile devices may give you the tools you need but little guidance on how to use them well ui designers over the years have refined the art of interface design evolving many best practices and reusable ideas if you learn these and understand why the best user interfaces work so well you too can design engaging and usable interfaces with less guesswork and more confidence designing interfaces captures those best practices as design patterns solutions to common design problems tailored to the situation at hand each pattern contains practical advice that you can put to use immediately plus a variety of examples illustrated in full color you ll get recommendations design alternatives and warningson when not to use them each chapter s introduction describes key design concepts that are often misunderstood such as affordances visual hierarchy navigational distance and the use of color these give you a deeper understanding of why the patterns work and how to apply them with more insight a book can t design an interface for you no foolproof design process is given here but designing interfaces does give you concrete ideas that you can mix and recombine as you see fit experienced designers can use it as a sourcebook of ideas novice designers will find a roadmap to the world of interface and interaction design with enough guidance to start using these patterns immediately this practical and informative publication has been designed for students on introductory computer architecture courses as part of a computer science related degree different institutions take a different view of what range of hardware or architectural issues should be covered in the first year of a degree course but it is a topic area included in most courses these courses and modules have a variety of titles including computer architecture computer systems computer platforms and computing machines this practical and informative publication will provide first year students with a thorough introduction to user interface design and will expose them to many of the current and ongoing issues in the field it is a practical book that demonstrates how theory informs practice it covers the nature importance and scope of usable interfaces user interface design process design principles guidelines and standards user requirements gathering and analysis design techniques usability evaluation techniques and help and documentation creation guidelines key features of the book include learning outcomes for each chapter explanations of key concepts advice on exams and assessments tips on common mistakes and how to avoid them previous isbn 978 1 903337 19 6 interactive labs and exercises are featured throughout this book so readers can practice everything they ve learned reinforce their knowledge and demonstrate proficiency the authors introduce the human computer interface hci and its role in interface design developed out of work done under the esprit project this book is concerned with applying mainstream research on human cognitive processes to the design of optimal user interfaces for office systems key aspects of cognitive psychology research are reviewed by a number of academic researchers but the application of the research findings is given from an industrial perspective by practitioners in the field the book discusses the design process design guidelines and associated development methodology and gives some suggestions for further developments in the field 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 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 with the goal of improving the academic performance of primary and secondary students interactive coursewares were introduced as a tool to motivate students to learn meaningfully and enhance their learning experiences however reports by several independent researchers have concluded that its uptake has been limited and much of the courseware developed so far has not been used effectively in schools and this attributed to weakness in the interface design to accommodate the needs of students and teachers taking the science courseware of malaysian smart school project s as a sample study has investigated the extent nature and reasons for the problems that have arisen 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 for courses in human computer interaction the sixth edition of designing the user interface provides a comprehensive authoritative and up to date introduction to the dynamic field of human computer interaction hci and user experience ux design this classic book has defined and charted the astonishing evolution of user interfaces for three decades students and professionals learn practical principles and guidelines needed to develop high quality interface designs that users can understand predict and control the book covers theoretical foundations and design processes such as

expert reviews and usability testing by presenting current research and innovations in human computer interaction the authors strive to inspire students guide designers and provoke researchers to seek solutions that improve the experiences of novice and expert users while achieving universal usability the authors also provide balanced presentations on controversial topics such as augmented and virtual reality voice and natural language interfaces and information visualization updates include current hci design methods new design examples and totally revamped coverage of social media search and voice interaction major revisions were made to every chapter changing almost every figure 170 new color figures and substantially updating the references design wise explains what interface design is and how to evaluate it information is included on the importance of interface design to users how a product gets designed a design evaluation template and design analyses of cd roms sites and online providers displaying multiple levels of data visually has been proposed to address the challenge of limited screen space although many previous empirical studies have addressed different aspects of this question the information visualization research community does not currently have a clearly articulated consensus on how when or even if displaying data at multiple levels is effective to shed more light on this complex topic we conducted a systematic review of 22 existing multi level interface studies to extract high level design guidelines to facilitate discussion we cast our analysis findings into a four point decision tree 1 when are multi level displays useful 2 what should the higher visual levels display 3 should the different visual levels be displayed simultaneously or one at a time 4 should the visual levels be embedded in a single display or separated into multiple displays our analysis resulted in three design guidelines 1 the number of levels in display and data should match 2 high visual levels should only display task relevant information 3 simultaneous display rather than temporal switching is suitable for tasks with multi level answers table of contents introduction terminology methodology summary of studies decision 1 single or multi level interface decision 2 how to create the high level displays decision 3 simultaneous or temporal displays of the multiple visual levels decision 4 how to spatially arrange the visual levels embedded or separate limitations of study design recommendations discussion and future work this book is a comprehensive and authoritative guide to voice user interface vui design the vui is perhaps the most critical factor in the success of any automated speech recognition asr system determining whether the user experience will be satisfying or frustrating or even whether the customer will remain one this book describes a practical methodology for creating an effective vui design the methodology is scientifically based on principles in linguistics psychology and language technology and is illustrated here by examples drawn from the authors work at nuance communications the market leader in asr development and deployment the book begins with an overview of vui design issues and a description of the technology the authors then introduce the major phases of their methodology they first show how to specify requirements and make high level design decisions during the definition phase they next cover in great detail the design phase with clear explanations and demonstrations of each design principle and its real world applications finally they examine problems unique to vui design in system development testing and tuning key principles are illustrated with a running sample application a companion site provides audio clips for each example vuidesign org the cover photograph depicts the first asr system radio rex a toy dog who sits in his house until the sound of his name calls him out produced in 1911 rex was among the few commercial successes in earlier days of speech recognition voice user interface design reveals the design principles and practices that produce commercial success in an era when effective asrs are not toys but competitive necessities for courses in human computer interaction the sixth edition of designing the user interface provides a comprehensive authoritative and up to date introduction to the dynamic field of human computer interaction hci and user experience ux design this classic book has defined and charted the astonishing evolution of user interfaces for three decades students and professionals learn practical principles and guidelines needed to develop high quality interface designs that users can understand predict and control the book covers theoretical foundations and design processes such as expert reviews and usability testing by presenting current research and innovations in human computer interaction the authors strive to inspire students guide designers and provoke researchers to seek solutions that improve the experiences of novice and expert users while achieving universal usability the authors also provide balanced presentations on controversial topics such as augmented and virtual reality voice and natural language interfaces and information visualisation updates include current hci design methods new design examples and totally revamped coverage of social media search and voice interaction major revisions were made to every chapter changing almost every figure 170 new colour figures and substantially updating the references the full text downloaded to your computer with ebooks you can search for key concepts words and phrases make highlights and notes as you study share your notes with friends print 5 pages at a time compatible for pcs and macs no expiry offline access will remain whilst the bookshelf software is installed ebooks are downloaded to your computer and accessible either offline through the vitalsource bookshelf available as a free download available online and also via the ipad android app when the ebook is purchased you will receive an email with your access code simply go to bookshelf vitalsource com to download the free bookshelf software after installation enter your access code for your ebook time limit the vitalsource products do not have an expiry date you will continue to access your vitalsource products whilst you have your vitalsource bookshelf installed what the book is about this book is about the theory and practice of the use of multimedia multimodal interfaces for learning yet it is not about technology as such at least in the sense that the authors do not subscribe to the idea that one should do something just because it is technologically possible multimedia has been adopted in some commercial quarters to mean little more than a computer with some form of audio ar more usually video attachment this is a trend which ought to be resisted as exemplified by the material in this book rather than merely using a new technology because it is there there is a need to examine how people learn and eommunicate and to study diverse ways in which computers ean harness text sounds speech images moving pietures gestures touch etc to promote effective human learning we need to identify which media in whieh combinations using what mappings of domain to representation are appropriate far which educational purposes the word multimodal in the title underlies this perspective the intention is to focus attention less on the technology and more on how to strueture different kinds of information via different sensory channels in order to yield the best possible quality of communication and educational interaction though the reader should refer to chapter 1 for a discussion of the use of the word multimodal historically there was little problem this book compiles authoritative research from scholars worldwide covering the issues surrounding the influx of information technology to the office environment from choice and effective use of technologies to necessary participants in the virtual workplace provided by publisher a description of the principles of and practices in human computer interfacing based on applied psychology while integrating the approach with methods of software engineering tasks analysis command language grammar display and control interfaces and interface evaluation are examined international federation for information processing the ifip series publishes state of the art results in the sciences and technologies of information and communication the scope of the series includes foundations of computer science software theory and practice education computer

applications in technology communication systems systems modeling and optimization information systems computers and society computer systems technology security and protection in information processing systems artificial intelligence and human computer interaction proceedings and post proceedings of refereed international conferences in computer science and interdisciplinary fields are featured these results often precede journal publication and represent the most current research the principal aim of the ifip series is to encourage education and the dissemination and exchange of information about all aspects of computing for more information about the 300 other books in the ifip series please visit springer com real world guidance on developing a terrific mac os x user interface certain challenges exist in working with the mac os x user interface design this developer reference guide shows developers what can be done and how to do it written by an apple recommended independent ui designer it offers practical advice and detailed explanations including why to use various application gui components in mac os x based on apple s human interface guidelines and common wisdom that occasionally overrules the hig this book will appeal especially to software developers and gui designers who are familiar with other platforms i e windows and new to mac os x packed with real world tips and advice it demonstrates how to create a user interface that pleases the demanding mac user shows how and why the user interface needs to be developed in the early stages of product planning offers valuable mac gui design insight from an industry pro and examples from real world projects expands apple s human interface guidelines with practical advice tips and tricks especially valuable for developers moving to mac from other platforms part of the developer reference series mac os x user interface design gives developers the knowledge they need to produce powerful mac guis explores the central issues of user interface design including the problems presented by multimedia applications it is a unique treasury of ideas and opinions from one of the key thinkers in the industry it will be required and fascinating reading for all those concerned with the relationship between computers and people 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 site chapter 9 usability appendix a answers to review questions appendix b recommended reading glossary references index 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

The Windows Interface Guidelines for Software Design

1995

this well organized and clearly written book provides guidelines for designing visually and functionally consistent user interfaces for windows programs it is the official book on microsoft user interface design and can be read as a program specification for windows application developers who want to save training time boost productivity and promote user confidence in their applications

Human-computer Interface Design Guidelines

1988

this volume contains guidelines to aid software designers in developing user oriented human computer interfaces the procedures formats and wording with which a computer system communicates with its users have an impact on ease of learning and ease of use of that system it presents suggestions drawn from diverse sources

Designing with the Mind in Mind

2020-08-14

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

Principles and Guidelines in Software User Interface Design

1992

a comprehensive sourcebook of practical guidelines for developing clear software user interfaces

Designing with the Mind in Mind Simple

2014

designing with the mind in mind explains the psychology on which ui design guidelines are based author jeff johnson provides you with just enough background in perceptual and cognitive psychology that ui design guidelines make intuitive sense rather than being just another list of rules to follow this edition includes new examples figures and explanations as well as new chapters on human choice and decision making and hand eye coordination make informed

design decisions about how users perceive learn and think by learning the science behind each design guideline

The Essential Guide to User Interface Design

2007-04-10

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 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 and Evaluation

2005-04-29

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

Object-oriented Interface Design

1992

a guide for designing easy to use software this book offers an on the job view of what it takes to create great products offering practical tips and advice instead of forcing the reader to extrapolate from abstract psychological theory human interface targets a wide range of design issues from taming the incomprehensible interfaces of database systems and the internet to using sound and animation effectively in multimedia

Interface Design

1997

this simple and manageable guide to user interface design is written for the professional in industry working on product development and the decision process it is directed not only to the human factors specialists but also to technicians designers marketing and product managers and students the book presents guidelines for user interface d

User Interface Design of Electronic Appliances

2001-04-05

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

Designing with the Mind in Mind

2010-05-20

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

Digital Design Essentials

2013-07-01

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

Apple Human Interface Guidelines

1987

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

Macintosh Human Interface Guidelines

1992

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

Java Look and Feel Design Guidelines

2001

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

User Interface Design Guidelines for J2ME MIDP 2.0

2005

designing a good interface isn t easy users demand software that is well behaved good looking and easy to use your clients or managers demand originality and a short time to market your ui technology web applications desktop software even mobile devices may give you the tools you need but little guidance on how to use them well ui designers over the years have refined the art of interface design evolving many best practices and reusable ideas if you learn these and understand why the best user interfaces work so well you too can design engaging and usable interfaces with less guesswork and more confidence designing interfaces captures those best practices as design patterns solutions to common design problems tailored to the situation at hand each pattern contains practical advice that you can put to use immediately plus a variety of examples illustrated in full color you ll get recommendations design alternatives and warningson when not to use them each chapter s introduction describes key design concepts that are often misunderstood such as affordances visual hierarchy navigational distance and the use of color these give you a deeper understanding of why the patterns work and how to apply them with more insight a book can t design an interface for you no foolproof design process is given here but designing interfaces does give you concrete ideas that you can mix and recombine as you see fit experienced designers can use it as a sourcebook of ideas novice designers will find a roadmap to the world of interface and interaction design with enough guidance to start using these patterns immediately

Human-System Interface Design Review Guidelines

2002-06-01

this practical and informative publication has been designed for students on introductory computer architecture courses as part of a computer science related degree different institutions take a different view of what range of hardware or architectural issues should be covered in the first year of a degree course but it is a topic area included in most courses these courses and modules have a variety of titles including computer architecture computer systems computer platforms and computing machines this practical and informative publication will provide first year students with a thorough introduction to user interface design and will expose them to many of the current and ongoing issues in the field it is a practical book that demonstrates how theory informs practice it covers the nature importance and scope of usable interfaces user interface design process design principles guidelines and standards user requirements gathering and analysis design techniques usability evaluation techniques and help and documentation creation guidelines key features of the book include learning outcomes for each chapter explanations of key concepts advice on exams and assessments tips on common mistakes and how to avoid them previous isbn 978 1 903337 19 6

User Interface Design

2018-05-04

interactive labs and exercises are featured throughout this book so readers can practice everything they ve learned reinforce their knowledge and demonstrate proficiency the authors introduce the human computer interface hci and its role in interface design

Designing Interfaces

2005-11-21

developed out of work done under the esprit project this book is concerned with applying mainstream research on human cognitive processes to the design of optimal user interfaces for office systems key aspects of cognitive psychology research are reviewed by a number of academic researchers but the application of the research findings is given from an industrial perspective by practitioners in the field the book discusses the design process design guidelines and associated development methodology and gives some suggestions for further developments in the field

User Interface Design

2003-03-01

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

Human Interface Guidelines

1987

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 Web Interfaces

2001

with the goal of improving the academic performance of primary and secondary students interactive coursewares were introduced as a tool to motivate students to learn meaningfully and enhance their learning experiences however reports by several independent researchers have concluded that its uptake has been limited and much of the courseware developed so far has not been used effectively in schools and this attributed to weakness in the interface design to

accommodate the needs of students and teachers taking the science courseware of malaysian smart school project s as a sample study has investigated the extent nature and reasons for the problems that have arisen

Applying Cognitive Psychology to User-interface Design

1987

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 for courses in human computer interaction the sixth edition of designing the user interface provides a comprehensive authoritative and up to date introduction to the dynamic field of human computer interaction hci and user experience ux design this classic book has defined and charted the astonishing evolution of user interfaces for three decades students and professionals learn practical principles and guidelines needed to develop high quality interface designs that users can understand predict and control the book covers theoretical foundations and design processes such as expert reviews and usability testing by presenting current research and innovations in human computer interaction the authors strive to inspire students guide designers and provoke researchers to seek solutions that improve the experiences of novice and expert users while achieving universal usability the authors also provide balanced presentations on controversial topics such as augmented and virtual reality voice and natural language interfaces and information visualization updates include current hci design methods new design examples and totally revamped coverage of social media search and voice interaction major revisions were made to every chapter changing almost every figure 170 new color figures and substantially updating the references

Usability Evaluation and Interface Design

2001-08-01

design wise explains what interface design is and how to evaluate it information is included on the importance of interface design to users how a product gets designed a design evaluation template and design analyses of cd roms sites and online providers

Guidelines for Man-machine Interface Design

1981

displaying multiple levels of data visually has been proposed to address the challenge of limited screen space although many previous empirical studies have addressed different aspects of this question the information visualization research community does not currently have a clearly articulated consensus on how when or even if displaying data at multiple levels is effective to shed more light on this complex topic we conducted a systematic review of 22 existing multi level interface studies to extract high level design guidelines to facilitate discussion we cast our analysis findings into a four point decision tree 1 when are multi level displays useful 2 what should the higher visual levels display 3 should the different visual levels be displayed simultaneously or one at a time 4 should the visual levels be embedded in a single display or separated into multiple displays our analysis resulted in three design guidelines 1 the number of levels in display and data should match 2 high visual levels should only display task relevant information 3 simultaneous display rather than temporal switching is suitable for tasks with multi level answers table of contents introduction terminology methodology summary of studies decision 1 single or multi level interface decision 2 how to create the high level displays decision 3 simultaneous or temporal displays of the multiple visual levels decision 4 how to spatially arrange the visual levels embedded or separate limitations of study design recommendations discussion and future work

The Cross-GUI Handbook

1995

this book is a comprehensive and authoritative guide to voice user interface vui design the vui is perhaps the most critical factor in the success of any automated speech recognition asr system determining whether the user experience

will be satisfying or frustrating or even whether the customer will remain one this book describes a practical methodology for creating an effective vui design the methodology is scientifically based on principles in linguistics psychology and language technology and is illustrated here by examples drawn from the authors work at nuance communications the market leader in asr development and deployment the book begins with an overview of vui design issues and a description of the technology the authors then introduce the major phases of their methodology they first show how to specify requirements and make high level design decisions during the definition phase they next cover in great detail the design phase with clear explanations and demonstrations of each design principle and its real world applications finally they examine problems unique to vui design in system development testing and tuning key principles are illustrated with a running sample application a companion site provides audio clips for each example vuidesign org the cover photograph depicts the first asr system radio rex a toy dog who sits in his house until the sound of his name calls him out produced in 1911 rex was among the few commercial successes in earlier days of speech recognition voice user interface design reveals the design principles and practices that produce commercial success in an era when effective asrs are not toys but competitive necessities

Interface Design

2012

for courses in human computer interaction the sixth edition of designing the user interface provides a comprehensive authoritative and up to date introduction to the dynamic field of human computer interaction hci and user experience ux design this classic book has defined and charted the astonishing evolution of user interfaces for three decades students and professionals learn practical principles and guidelines needed to develop high quality interface designs that users can understand predict and control the book covers theoretical foundations and design processes such as expert reviews and usability testing by presenting current research and innovations in human computer interaction the authors strive to inspire students guide designers and provoke researchers to seek solutions that improve the experiences of novice and expert users while achieving universal usability the authors also provide balanced presentations on controversial topics such as augmented and virtual reality voice and natural language interfaces and information visualisation updates include current hci design methods new design examples and totally revamped coverage of social media search and voice interaction major revisions were made to every chapter changing almost every figure 170 new colour figures and substantially updating the references the full text downloaded to your computer with ebooks you can search for key concepts words and phrases make highlights and notes as you study share your notes with friends print 5 pages at a time compatible for pcs and macs no expiry offline access will remain whilst the bookshelf software is installed ebooks are downloaded to your computer and accessible either offline through the vitalsource bookshelf available as a free download available online and also via the ipad android app when the ebook is purchased you will receive an email with your access code simply go to bookshelf vitalsource com to download the free bookshelf software after installation enter your access code for your ebook time limit the vitalsource products do not have an expiry date you will continue to access your vitalsource products whilst you have your vitalsource bookshelf installed

Designing the User Interface

2016-05-03

what the book is about this book is about the theory and practice of the use of multimedia multimodal interfaces for learning yet it is not about technology as such at least in the sense that the authors do not subscribe to the idea that one should do something just because it is technologically possible multimedia has been adopted in some commercial quarters to mean little more than a computer with some form of audio ar more usually video attachment this is a trend which ought to be resisted as exemplified by the material in this book rather than merely using a new technology because it is there there is a need to examine how people learn and communicate and to study diverse ways in which computers can harness text sounds speech images moving pictures gestures touch etc to promote effective human learning we need to identify which media in which combinations using what mappings of domain to representation are appropriate far which educational purposes the word multimodal in the title underlies this perspective the intention is to focus attention less on the technology and more on how to structure different kinds of information via different sensory channels in order to yield the best possible quality of communication and educational interaction though the reader should refer to chapter 1 for a discussion of the use of the word multimodal historically there was little problem

Design Wise

1999

this book compiles authoritative research from scholars worldwide covering the issues surrounding the influx of information technology to the office environment from choice and effective use of technologies to necessary participants in the virtual workplace provided by publisher

A Guide to Visual Multi-level Interface Design from Synthesis of Empirical Study Evidence

2011

a description of the principles of and practices in human computer interfacing based on applied psychology while integrating the approach with methods of software engineering tasks analysis command language grammar display and control interfaces and interface evaluation are examined

Voice User Interface Design

2004

international federation for information processing the ifip series publishes state of the art results in the sciences and technologies of information and communication the scope of the series includes foundations of computer science software theory and practice education computer applications in technology communication systems systems modeling and optimization information systems computers and society computer systems technology security and protection in information processing systems artificial intelligence and human computer interaction proceedings and post proceedings of refereed international conferences in computer science and interdisciplinary fields are featured these results often precede journal publication and represent the most current research the principal aim of the ifip series is to encourage education and the dissemination and exchange of information about all aspects of computing for more information about the 300 other books in the ifip series please visit springer com

Designing the User Interface: Strategies for Effective Human-Computer Interaction, Global Edition

2018-10-18

real world guidance on developing a terrific mac os x user interface certain challenges exist in working with the mac os x user interface design this developer reference guide shows developers what can be done and how to do it written by an apple recommended independent ui designer it offers practical advice and detailed explanations including why to use various application gui components in mac os x based on apple s human interface guidelines and common wisdom that occasionally overrules the hig this book will appeal especially to software developers and gui designers who are familiar with other platforms i e windows and new to mac os x packed with real world tips and advice it demonstrates how to create a user interface that pleases the demanding mac user shows how and why the user interface needs to be developed in the early stages of product planning offers valuable mac gui design insight from an industry pro and examples from real world projects expands apple s human interface guidelines with practical advice tips and tricks especially valuable for developers moving to mac from other platforms part of the developer reference series mac os x user interface design gives developers the knowledge they need to produce powerful mac guis

Multimedia Interface Design in Education

2012-12-06

explores the central issues of user interface design including the problems presented by multimedia applications it is a unique treasury of ideas and opinions from one of the key thinkers in the industry it will be required and fascinating reading for all those concerned with the relationship between computers and people

Handbook of Research on User Interface Design and Evaluation for Mobile Technology

2008-02-28

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 site chapter 9 usability appendix a answers to review questions appendix b recommended reading glossary references index

Human-Computer Interface Design

1988-11-28

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

Creativity and HCI: From Experience to Design in Education

2008-11-21

Mac OS X User Interface Design

2010-08-06

Tog on Interface

1992

User Interface Design for Mere Mortals

2007-05-09

Tools for Working with Guidelines

2012-12-06

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