

Smashing Ux Design Foundations For Designing Online User Experiences Smashing Magazine Series By Allen Jesmond 2012 Paperback

When people should go to the book stores, search initiation by shop, shelf by shelf, it is really problematic. This is why we offer the book compilations in this website. It will totally ease you to look guide **Smashing Ux Design Foundations For Designing Online User Experiences Smashing Magazine Series By Allen Jesmond 2012 Paperback** as you such as.

By searching the title, publisher, or authors of guide you in point of fact want, you can discover them rapidly. In the house, workplace, or perhaps in your method can be every best area within net connections. If you aspire to download and install the Smashing Ux Design Foundations For Designing Online User Experiences Smashing Magazine Series By Allen Jesmond 2012 Paperback, it is agreed simple then, since currently we extend the join to buy and make bargains to download and install Smashing Ux Design Foundations For Designing Online User Experiences Smashing Magazine Series By Allen Jesmond 2012 Paperback therefore simple!

Mapping National Innovation Ecosystems - Amnon Frenkel 2014-07-31

Increasingly, researchers and policymakers alike recognize that innovations are generated by complex and dynamic national ecosystems that include government, industry, universities and schools.

Leveraging the New Human Capital - Sandra L. Burud 2004

Leveraging the New Human Capital forever changes the way managers see today's highly complex employees. Through interviews with corporate executives, overviews of available research and four stories of major corporations, the book sets out five specific strategies organizations can use to adapt to this new workforce.

Statistical Challenges in Modern Astronomy - Eric D. Feigelson 2012-12-06

Modern astronomy has been characterized by an enormous growth in data acquisition - from new technologies in telescopes, detectors, and computation. One can now compile catalogs of tens or hundreds of millions of stars or galaxies and databases from satellite-based observations are reaching terabit proportions. This wealth of data gives rise to statistical challenges not previously encountered in astronomy. This book is the result of a workshop held at Pennsylvania State University in August 1991 that brought together leading astronomers and statisticians to consider statistical challenges encountered in modern astronomical research. The chapters have all been thoroughly revised in the light of the discussions at the conference, and some of the lively discussion is recorded here as well.

The Architects' Handbook - Quentin Pickard 2008-04-30

The Architects' Handbook provides a comprehensive range of visual and technical information covering the great majority of building types likely to be encountered by architects, designers, building surveyors and others involved in the construction industry. It is organised by building type and concentrates very much on practical examples. Including over 300 case studies, the Handbook is organised by building type and concentrates very much on practical examples. It includes: · a brief introduction to the key design considerations for each building type · numerous plans, sections and elevations for the building examples · references to key technical standards and design guidance · a comprehensive bibliography for most building types The book also includes sections on designing for accessibility, drawing practice, and metric and imperial conversion tables. To browse sample pages please see <http://www.blackwellpublishing.com/architectsdata>

Kumba Africa - Sampson Ejike Odum 2020-11-03

'KUMBA AFRICA', is a compilation of African Short Stories written as fiction by Sampson Ejike Odum, nostalgically taking our memory back several thousands of years ago in Africa, reminding us about our past heritage. It digs deep into the traditional life style of the Africans of old, their beliefs, their leadership, their courage, their culture, their wars, their defeat and their victories long before the emergence of the white man on the soil of Africa. As a talented writer of rich resource and superior creativity, armed with in-depth knowledge of

different cultures and traditions in Africa, the Author throws light on the rich cultural heritage of the people of Africa when civilization was yet unknown to the people. The book reminds the readers that the Africans of old kept their pride and still enjoyed their own lives. They celebrated victories when wars were won, enjoyed their New yam festivals and villages engaged themselves in seasonal wrestling contest etc; Early morning during harmattan season, they gathered firewood and made fire inside their small huts to hit up their bodies from the chilling cold of the harmattan. That was the Africa of old we will always remember. In Africa today, the story have changed. The people now enjoy civilized cultures made possible by the influence of the white man through his scientific and technological process. Yet there are some uncivilized places in Africa whose people haven't tested or felt the impact of civilization. These people still maintain their ancient traditions and culture. In everything, we believe that days when people paraded barefooted in Africa to the swamp to tap palm wine and fetch firewood from there farms are almost fading away. The huts are now gradually been replaced with houses built of blocks and beautiful roofs. Thanks to modern civilization. Donkeys and camels are no longer used for carrying heavy loads for merchants. They are now been replaced by heavy trucks and lorries. African traditional methods of healing are now been substituted by hospitals. In all these, I will always love and remember Africa, the home of my birth and must respect her cultures and traditions as an AFRICAN AUTHOR.

Simple and Usable Web, Mobile, and Interaction Design - Giles Colborne 2010-09-16

In a complex world, products that are easy to use win favor with consumers. This is the first book on the topic of simplicity aimed specifically at interaction designers. It shows how to drill down and simplify user experiences when designing digital tools and applications. It begins by explaining why simplicity is attractive, explores the laws of simplicity, and presents proven strategies for achieving simplicity. Remove, hide, organize and displace become guidelines for designers, who learn simplicity by seeing before and after examples and case studies where the results speak for themselves.

Colonial England, 1066-1215 - J. C. Holt 1997-01-01

The process of colonisation that followed the Norman Conquest defined much of the history of England over the next 150 years, structurally altering the distribution of land and power in society. This theme is defined in a previously unpublished lecture on Colonial England, given in 1994, but it runs through all the sixteen essays in this collection. J.C. Holt's subjects include Domesday Book, the establishment of knight-service, aristocratic structures and nomenclature, the relation of family to property, security of title and inheritance, among other matters. He comments on the work of Maitland, Round and Stenton and ends with studies of the treaty of Winchester (1153), the rasmus regis, and Magna Carta.

Creativity and Cultural Production - P. McIntyre 2011-11-22

Phillip McIntyre presents the latest scholarly research into creativity and creative practice. The book provides insights to media practitioners and policy professionals, looking at television, radio, film, journalism, photography, popular music and new media in relation to psychology, sociology and cultural studies.

Applied Biomedical Engineering - Gaetano Gargiulo 2011-08-23

This book presents a collection of recent and extended academic works in selected topics of biomedical technology, biomedical instrumentations, biomedical signal processing and bio-imaging. This wide range of topics provide a valuable update to researchers in the multidisciplinary area of biomedical engineering and an interesting introduction for engineers new to the area. The techniques covered include modelling, experimentation and discussion with the application areas ranging from bio-sensors development to neurophysiology, telemedicine and biomedical signal classification.

UX Fundamentals for Non-UX Professionals - Edward Stull 2018

Demystify UX and its rules, contradictions, and dilemmas. This book provides real-world examples of user experience concepts that empower teams to create compelling products and services, manage social media, interview UX candidates, and oversee product teams. From product decisions to performance reviews, your ability to participate in discussions about UX has become vital to your company's success as well as your own. However, UX concepts can seem complex. Many UX books are written by and for UX professionals. UX Fundamentals for Non-UX Professionals serves the needs of project managers, graphic designers, copyeditors, marketers, and others who wish to understand UX design and research. You will discover how UX has influenced history and continues to affect our daily lives. Entertaining real-world examples demonstrate what a massive, WWII-era tank teaches us about design, what a blue flower tells us about audiences, and what drunk marathoners show us about software. What You'll Learn: Know the fundamentals of UX through real-world examples Acquire the skills to participate intelligently in discussions about UX design and research Understand how UX impacts business, including product, pricing, placement, and promotion as well as security, speed, and privacy.

Red Squirrel Hides Some Nuts - Beverley Randell 2000

Designed to be used by children in their first six months of school PM Starters One and Two

Sketching User Experiences: The Workbook - Saul Greenberg 2011-12-14

Sketching has long been a best practice for designers. Through sketches, designers follow a generative process of developing, honing, and choosing ideas. Designers also use sketches to discuss, exchange, and critique ideas with others. When designers sketch user experiences, their drawings also need to incorporate the actions, interactions, and changes of these experiences that unfold over time. This can be challenging if you are a non-artist, or have not been trained within a conventional design discipline that specifically practices the time element that is so critical to interactive interfaces. In *Sketching User Experiences: The Workbook*, you will learn, through step-by-step instructions and exercises, various sketching methods that will let you express your design ideas about user experiences across time. Collectively, these methods will be your sketching repertoire: a toolkit where you can choose the method most appropriate for developing your ideas, which will help you cultivate a culture of experience-based design and critique in your workplace.

Smashing WebKit - Jon Raasch 2011-11-29

"As the default browser for both iPhone and Android, WebKit has become a major player in the mobile arena, offering a wider array of HTML5 and CSS3 support than any other major engine. Written by expert author Jon Raasch, this essential book teaches you how to use WebKit to make web sites more engaging, faster, and more visually appealing. You'll explore the variety of unique interface options that WebKit offers as you quickly discover how to create a unique web experience that provides functionality and entertainment." --Publisher description.

Magna Carta and Medieval Government - James Clarke Holt 1985

"Magna Carta and Medieval Government" brings together Professor Holt's writings on the period, many of which are at present not easily accessible. Eight of the pieces are on Magna Carta itself, but seldom repeat the findings of Professor Holt's classic Magna Carta. As well as giving a succinct account of the making of Magna Carta, the author approaches his subject from a variety of different angles, and examines in detail a number of versions and copies of the Charter to shed light on its local reception and importance, and on how it was interpreted in different places. Two pieces deal with King John: there is a survey of his reputation and character and the reasons for his failure; and a definitive account of his celebrated 'Disaster in the Wash'. Magna Carta and Medieval Government also includes a highly illuminating discussion of the social and political tensions that strained the Anglo-Norman Empire and brought about the loss of Normandy.

Multimedia Foundations - Vic Costello 2012

Key words, chapter highlights, and chapter summaries make it easy to identify core concepts of each chapter -- *Skateboarding 10* - 1987-06-02

The UX Book - Rex Hartson 2012-01-25

The UX Book: Process and Guidelines for Ensuring a Quality User Experience aims to help readers learn how to create and refine interaction designs that ensure a quality user experience (UX). The book seeks to expand the concept of traditional usability to a broader notion of user experience; to provide a hands-on, practical guide to best practices and established principles in a UX lifecycle; and to describe a pragmatic process for managing the overall development effort. The book provides an iterative and evaluation-centered UX lifecycle template, called the Wheel, for interaction design. Key concepts discussed include contextual inquiry and analysis; extracting interaction design requirements; constructing design-informing models; design production; UX goals, metrics, and targets; prototyping; UX evaluation; the interaction cycle and the user action framework; and UX design guidelines. This book will be useful to anyone interested in learning more about creating interaction designs to ensure a quality user experience. These include interaction designers, graphic designers, usability analysts, software engineers, programmers, systems analysts, software quality-assurance specialists, human factors engineers, cognitive psychologists, cosmic psychics, trainers, technical writers, documentation specialists, marketing personnel, and project managers. A very broad approach to user experience through its components—usability, usefulness, and emotional impact with special attention to lightweight methods such as rapid UX evaluation techniques and an agile UX development process Universal applicability of processes, principles, and guidelines—not just for GUIs and the Web, but for all kinds of interaction and devices: embodied interaction, mobile devices, ATMs, refrigerators, and elevator controls, and even highway signage Extensive design guidelines applied in the context of the various kinds of affordances necessary to support all aspects of interaction Real-world stories and contributions from accomplished UX practitioners A practical guide to best practices and established principles in UX A lifecycle template that can be instantiated and tailored to a given project, for a given type of system development, on a given budget

A Project Guide to UX Design - Russ Unger 2012-03-23

User experience design is the discipline of creating a useful and usable Web site or application that's easily navigated and meets the needs of the site owner and its users. There's a lot more to successful UX design than knowing the latest Web technologies or design trends: It takes diplomacy, management skills, and business savvy. That's where the updated edition of this important book comes in. With new information on design principles, mobile and gestural interactions, content strategy, remote research tools and more, you'll learn to: Recognize the various roles in UX design, identify stakeholders, and enlist their support Obtain consensus from your team on

project objectives Understand approaches such as Waterfall, Agile, and Lean UX Define the scope of your project and avoid mission creep Conduct user research in person or remotely, and document your findings Understand and communicate user behavior with personas Design and prototype your application or site Plan for development, product rollout, and ongoing quality assurance

Ocean Modelling for Beginners - Jochen Kämpf 2009-10-08

This book introduces computer-based modeling of oceanic processes. It contains over twenty practical exercises, using freely available open-Source software, and covers a wide range of topics, from long surface waves to general wind-driven circulation.

Information Architecture for the World Wide Web - Louis Rosenfeld 2002

Today's web sites and intranets are larger, more valuable, and more complex than ever before, and their users are busier and less forgiving. Designers, information architects, and web site managers are required to juggle vast amounts of information, frequent changes, new technologies, and corporate politics, making some web sites look like a fast-growing but poorly planned city -roads everywhere, but impossible to navigate. A well-planned information architecture has never been as essential as it is now. Information Architecture for the World Wide Web, Second Edition, shows how to use both aesthetics and mechanics to create distinctive, cohesive web sites that work. Most books on web development concentrate either on the graphics or on the technical issues of a site. This book focuses on the framework that holds the two together. By applying the principles outlined in this completely updated classic, you'll build scalable and maintainable web sites that are easier to navigate and more appealing to your users. Using examples and case studies, Information Architecture for the World Wide Web will help you: Develop a strong, cohesive vision for your site that makes it both distinctive and usable; Organize your site's hierarchy in ways that are meaningful to its users and that minimize the need to re-engineer the site; Create navigation systems that allow users to move through the site without getting lost or frustrated; Accurately label your site's content; Organize your site in a way that supports both searching for specific items and casual browsing; Configure search systems so that users' queries actually retrieve meaningful results; Manage the process of developing an information architecture, from selling the concept to research and conceptual design to planning and production. "The world will be a better place when web designers read this book. It's smart, funny, and artfully distills years of the authors' hard-won experience. Information Architecture for the World Wide Web tackles political/organizational challenges as well as content, structure, and user interface. This is not design-lite, but a deep treatment of fundamental issues of information presentation that advances the state of the art. It's light years ahead of the competition." -Bonnie Nardi, Co-author of Information Ecologies- Using Technology with Heart

Smashing CoffeeScript - Alex Hudson 2013-03-29

Brew the perfect code with CoffeeScript If you're familiar with JavaScript and the often-frustrating process of creating complex applications, a nice cup of CoffeeScript can help. CoffeeScript is a programming language that compiles into JavaScript and simplifies the entire development process. Now you can tap the full power of CoffeeScript with Smashing CoffeeScript. This full-color, practical book explains CoffeeScript language, syntax, and processes, and will soon have you producing concise and quality code. Ultimately, you'll create RIAs and mobile apps faster, with less hassle. Gets developers up and running on CoffeeScript, a programming language that compiles into JavaScript and simplifies the process of building software Helps you produce better JavaScript and more quickly Introduces the language, syntax, and processes of CoffeeScript Covers the development of both mobile and rich internet apps Explores the HTML5 feature set, real-time communication, and using CoffeeScript within node.js projects Developers, blend some better JavaScript with CoffeeScript and Smashing CoffeeScript.

eCAADe 2012 : proceedings of the 30th International Conference on Education and Research in Computer Aided Architectural Design in Europe ; September 12 - 14 2012, Prague, Czech Republic, Czech Technical University in

Prague, Faculty of Architecture. 1. Digital physicality - ECAADE Conference 2012

The Smashing Idea Book - Cameron Chapman 2011-08-15

Presents a collection of design ideas and more than seven hundred examples from websites to help create an effective Web site.

Barnes' People II - Peter Barnes 1984

Seven short scenes from Peter Barnes for two people each.

Smashing UX Design - Jesmond J. Allen 2012-04-25

The ultimate guide to UX from the world's most popular resource for web designers and developers Smashing Magazine is the world's most popular resource for web designers and developers and with this book the authors provide the ideal resource for mastering User Experience Design (UX). The authors provide an overview of UX and User Centred Design and examine in detail sixteen of the most common UX design and research tools and techniques for your web projects. The authors share their top tips from their collective 30 years of working in UX including: Guides to when and how to use the most appropriate UX research and design techniques such as usability testing, prototyping, wire framing, sketching, information architecture & running workshops How to plan UX projects to suit different budgets, time constraints and business objectives Case studies from real UX projects that explain how particular techniques were used to achieve the client's goals Checklists to help you choose the right UX tools and techniques for the job in hand Typical user and business requirements to consider when designing business critical pages such as homepages, forms, product pages and mobile interfaces as well as explanations of key things to consider when designing for mobile, internationalization and behavioural change. Smashing UX Design is the complete UX reference manual. Treat it as the UX expert on your bookshelf that you can read from cover-to-cover, or to dip into as the need arises, regardless of whether you have 'UX' in your job title or not.

Design and Analysis of Experiments - Leonard C. Onyiah 2008-07-29

Unlike other books on the modeling and analysis of experimental data, Design and Analysis of Experiments: Classical and Regression Approaches with SAS not only covers classical experimental design theory, it also explores regression approaches. Capitalizing on the availability of cutting-edge software, the author uses both manual methods and SAS programs to carry out analyses. The book presents most of the different designs covered in a typical experimental design course. It discusses the requirements for good experimentation, the completely randomized design, the use of orthogonal contrast to test hypotheses, and the model adequacy check. With an emphasis on two-factor factorial experiments, the author analyzes repeated measures as well as fixed, random, and mixed effects models. He also describes designs with randomization restrictions, before delving into the special cases of the 2k and 3k factorial designs, including fractional replication and confounding. In addition, the book covers response surfaces, balanced incomplete block and hierarchical designs, ANOVA, ANCOVA, and MANOVA. Fortifying the theory and computations with practical exercises and supplemental material, this distinctive text provides a modern, comprehensive treatment of experimental design and analysis.

Smashing Photoshop CS5 - Sue Jenkins 2010-09-23

EXPAND YOUR IMAGINATION Smashing Photoshop CS5 is loaded with 100 creative and innovative techniques to help jump-start your creativity and inspire you to do more with your designs and photographs. This book is aimed at designers, artists and photographers who want to become proficient in Photoshop CS5, getting you quickly up to speed with many of the fantastic new tools and features. Author Sue Jenkins is a photographer and web and graphic designer, author, software instructor and Adobe Certified Expert. Using her knowledge and years of expertise in the field she provides 100 hints, special effects, and techniques that will enable you to extend

your existing skills and to develop and execute new ideas and trends. Smashing Photoshop CS5 is the ideal guide to help you to get the best out of Photoshop CS5. This book will teach you how to perform specific tasks using a variety of tools, filters, styles, adjustment layers, and more. With Smashing Photoshop CS5 you will learn how to:

- MAKE 3D TEXT WITH REPOUSSÉ
- CREATE ENGRAVED TYPE
- DESIGN A BLOG HEADER
- STIMULATE HIGH DYNAMIC RANGE IMAGES
- MAKE RETRO HALFTONES
- WORK WITH CUSTOM BRUSHES
- USE CONTENT-AWARE SCALING
- TRANSFORM WITH PUPPET WARP
- TRACE PHOTOS
- MAKE SCALE MODELS
- MIMIC CROSS-PROCESSING (XPRO)
- EDIT WITH LAYER MASKS
- CORRECT IMAGE DISTORTION
- RETOUCH AND RESTORE IMAGES
- EDIT WITH THE VANISHING POINT
- CREATE PANORAMAS

Key Topics Covered: Part I: Web Layout And Optimization Part II: Photoshop CS4 And CS5 Techniques Part III: Text Effects Part IV: Studio And Commercial Effects Part V: Special Effects Part VI: Image Distressing Part VII: Image Retouching And Restoration Smashing Photoshop CS5 is the perfect springboard for sparking new ideas and gaining inspiration for all your projects. Smashing Magazine (smashingmagazine.com) is one of the world's most popular web design sites. True to the Smashing mission, the Smashing Magazine book series delivers useful and innovative information to Web designers and developers.

(Re)Searching the Digital Bauhaus - Thomas Binder 2014-11-28

The intent of this chapter is to outline a distinctive way of thinking about issues of technology and society that has characterized many Nordic approaches to the topic. One of the characteristics of this approach has been the recognition of the worth of human labour. Technology is not seen as an alien force, but something which is itself a product of human labour, and it can be designed and utilized in ways which augment human skills and expertise, rather than degrading them. What is particularly striking, at least to this author, in this approach is that we are presented not simply with a vision of how things could be better in our society, but with concrete exemplars of how we can build such a better world. It is in recognition of this fact that I have chosen the title of this chapter, as it emphasizes that, while the tradition of Utopian literature is the - lineation of a supposedly idea world which exists no-place (u-topos, in Greek), these visions can be an inspiration for quite practical activities on the ground, as steps towards their realization. As Wilde notes (in the quote above) this is a never-ending quest, as with each achievement, we recognize that there are further bridges to cross and places to be visited.

CityMaker - Jose Beirao 2012-09-28

CityMaker presents a method and a set of tools to generate alternative solutions for an urban context. The method proposes the use of a combined set of design patterns encoding typical design moves used by urban designers. The combination of patterns generates different layouts which can be adjusted by manipulating several parameters in relation to updated urban indicators. The patterns were developed from observation of typical urban design procedures, first encoded as discursive grammars and later translated into parametric design patterns. The CityMaker method and tools allows the designer to compose a design solution from a set of programmatic premises and fine-tune it by pulling parameters whilst checking the changes in urban indicators. These tools improve the designer's awareness of the consequences of their design moves.

Smashing WordPress - Thord Daniel Hedengren 2010-02-05

"Inside, WordPress expert Thord Daniel Hedengren takes readers beyond the basic blog, to push WordPress to its limits as a CMS, a forum, a photo gallery, an e-commerce site and more"--

Fixing Bad UX Designs - Lisandra Maioli 2018-02-27

A practical guide filled with case studies and easy solutions to solve the most common user experience issues Key Features Understand and fix the pain points of a bad UX design to ensure greater customer satisfaction. Correct UX issues at various stages of a UX Design with the help of different methodologies for fixing bad UXs See best practices and established principles in UX with case studies illustrating these practices and principles Book

Description Have your web applications been experiencing more hits and less conversions? Are bad designs consuming your time and money? This book is the answer to these problems. With intuitive case studies, you'll learn to simplify, fix, and enhance some common, real-world application designs. You'll look at the common issues of simplicity, navigation, appearance, maintenance, and many more. The challenge that most UX designers face is to ensure that the UX is user-friendly. In this book, we address this with individual case studies starting with some common UX applications and then move on to complex applications. Each case study will help you understand the issues faced by a bad UX and teach you to break it down and fix these problems. As we progress, you'll learn about the information architecture, usability testing, iteration, UX refactoring, and many other related features with the help of various case studies. You'll also learn some interesting UX design tools with the projects covered in the book. By the end of the book, you'll be armed with the knowledge to fix bad UX designs and to ensure great customer satisfaction for your applications. What you will learn Learn about ROI and metrics in UX Understand the importance of getting stakeholders involved Learn through real cases how to fix bad UX Identify and fix UX issues using different methodologies Learn how to turn insights and finding into practical UX solutions Learn to validate, test and measure the UX solutions implemented Learn about UX refactoring Who this book is for This book is for anyone confronted with a poorly designed UX. It is ideal for UX professionals who want to solve problems with existing UX designs, and UX designers who want to enhance their designs or analyze and rectify where they went wrong.

Smashing CSS - Eric Meyer 2010-11-09

PROFESSIONAL TECHNIQUES FOR MODERN LAYOUT Smashing CSS takes you well beyond the basics, covering not only the finer points of layout and effects, but introduces you to the future with HTML5 and CSS3. Very few in the industry can show you the ins and outs of CSS like Eric Meyer and inside Smashing CSS Eric provides techniques that are thorough, utterly useful, and universally applicable in the real world. From choosing the right tools, to CSS effects and CSS3 techniques with jQuery, Smashing CSS is the practical guide to building modern web layouts. With Smashing CSS you will learn how to: Throw elements offscreen/hide them Create body/HTML backgrounds in XHTML Use more than 15 layout techniques including clearfix, two/three simple columns, faux columns, One True Layout, Holy Grail, em-based layout, fluid grids, sticky footers, and more Use a variety of CSS effects including CSS popups, boxpunching, rounded corners, CSS sprites, Sliding Doors, Liquid Bleach, ragged floats, and more Apply CSS table styling including using thead, tfoot, and tbody, row headers, column-oriented styling (classes); styling data tables with jQuery, tables to graphs, tables to maps; and more Use CSS3 elements including rounded corners, multiple backgrounds, RGBA, using jQuery to do CSS3 selections and so much more. Eric Meyer is an internationally recognized expert on the subjects of HTML, CSS, and Web standards, and has been working on the Web since 1993. Smashing CSS is for developers who already have some experience with CSS and JavaScript and are ready for more advanced techniques. Smashing Magazine

(smashingmagazine.com) is one of the world's most popular web design sites. True to the Smashing mission, the Smashing Magazine book series delivers useful and innovative information to Web designers and developers.

Virtual Design Studio - Jerzy Wojtowicz 1995-01-01

Documents the background and implications of a collaborative architectural project executed over Internet by design students and tutors of the Universities of Hong Kong, MIT, Harvard, British Columbia and Washington

Don't Make Me Think - Steve Krug 2009-08-05

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

Great Britain, 1986 - Fodor's 1985

UX for Lean Startups - Laura Klein 2018-11-16

p>Great user experiences (UX) are essential for products today, but designing one can be a lengthy and expensive process. With this practical, hands-on book, you'll learn how to do it faster and smarter using Lean UX techniques. UX expert Laura Klein shows you what it takes to gather valuable input from customers, build something they'll truly love, and reduce the time it takes to get your product to market. No prior experience in UX or design is necessary to get started. If you're an entrepreneur or an innovator, this book puts you right to work with proven tips and tools for researching, identifying, and designing an intuitive, easy-to-use product. Determine whether people will buy your product before you build it Listen to your customers throughout the product's lifecycle Understand why you should design a test before you design a product Get nine tools that are critical to designing your product Discern the difference between necessary features and nice-to-haves Learn how a Minimum Viable Product affects your UX decisions Use A/B testing in conjunction with good UX practices Speed up your product development process without sacrificing quality

Seductive Interaction Design - Stephen P. Anderson 2011-06-13

What happens when you've built a great website or app, but no one seems to care? How do you get people to stick around long enough to see how your service might be of value? In *Seductive Interaction Design*, speaker and author Stephen P. Anderson takes a fresh approach to designing sites and interactions based on the stages of seduction. This beautifully designed book examines what motivates people to act. Topics include: AESTHETICS, BEAUTY, AND BEHAVIOR: Why do striking visuals grab our attention? And how do emotions affect judgment and behavior? PLAYFUL SEDUCTION: How do you create playful engagements during the moment? Why are serendipity, arousal, rewards, and other delights critical to a good experience? THE SUBTLE ART OF SEDUCTION: How do you put people at ease through clear and suggestive language? What are some subtle ways to influence behavior and get people to move from intent to action? THE GAME OF SEDUCTION: How do you

continue motivating people long after the first encounter? Are there lessons to be gained from learning theories or game design? Principles from psychology are found throughout the book, along with dozens of examples showing how these techniques have been applied with great success. In addition, each section includes interviews with influential web and interaction designers.

The Fractal Dimension of Architecture - Michael J. Ostwald 2016-09-01

Fractal analysis is a method for measuring, analysing and comparing the formal or geometric properties of complex objects. In this book it is used to investigate eighty-five buildings that have been designed by some of the twentieth-century's most respected and celebrated architects. Including designs by Le Corbusier, Eileen Gray, Frank Lloyd Wright, Robert Venturi, Frank Gehry, Peter Eisenman, Richard Meier and Kazuyo Sejima amongst others, this book uses mathematics to analyse arguments and theories about some of the world's most famous designs. Starting with 625 reconstructed architectural plans and elevations, and including more than 200 specially prepared views of famous buildings, this book presents the results of the largest mathematical study ever undertaken into architectural design and the largest single application of fractal analysis presented in any field. The data derived from this study is used to test three overarching hypotheses about social, stylistic and personal trends in design, along with five celebrated arguments about twentieth-century architecture. Through this process the book offers a unique mathematical insight into the history and theory of design.

Duty and Desire Book Club Edition - Anju Gattani 2021-01-27

To uphold family honor and tradition, Sheetal Prasad is forced to forsake the man she loves and marry playboy millionaire Rakesh Dhanraj while the citizens of Raigun, India, watch in envy. On her wedding night, however, Sheetal quickly learns that the stranger she married is as cold as the marble floors of the Dhanraj mansion. Forced to smile at family members and cameras and pretend there's nothing wrong with her marriage, Sheetal begins to discover that the family she married into harbors secrets, lies and deceptions powerful enough to tear apart her world. With no one to rely on and no escape, Sheetal must ally with her husband in an attempt to protect her infant son from the tyranny of his family.sion.

Think Like a UX Researcher - David Travis 2019-01-10

Think Like a UX Researcher will challenge your preconceptions about user experience (UX) research and encourage you to think beyond the obvious. You'll discover how to plan and conduct UX research, analyze data, persuade teams to take action on the results and build a career in UX. The book will help you take a more strategic view of product design so you can focus on optimizing the user's experience. UX Researchers, Designers, Project Managers, Scrum Masters, Business Analysts and Marketing Managers will find tools, inspiration and ideas to rejuvenate their thinking, inspire their team and improve their craft. Key Features A dive-in-anywhere book that offers practical advice and topical examples. Thought triggers, exercises and scenarios to test your knowledge of UX research. Workshop ideas to build a development team's UX maturity. War stories from seasoned researchers to show you how UX research methods can be tailored to your own organization.