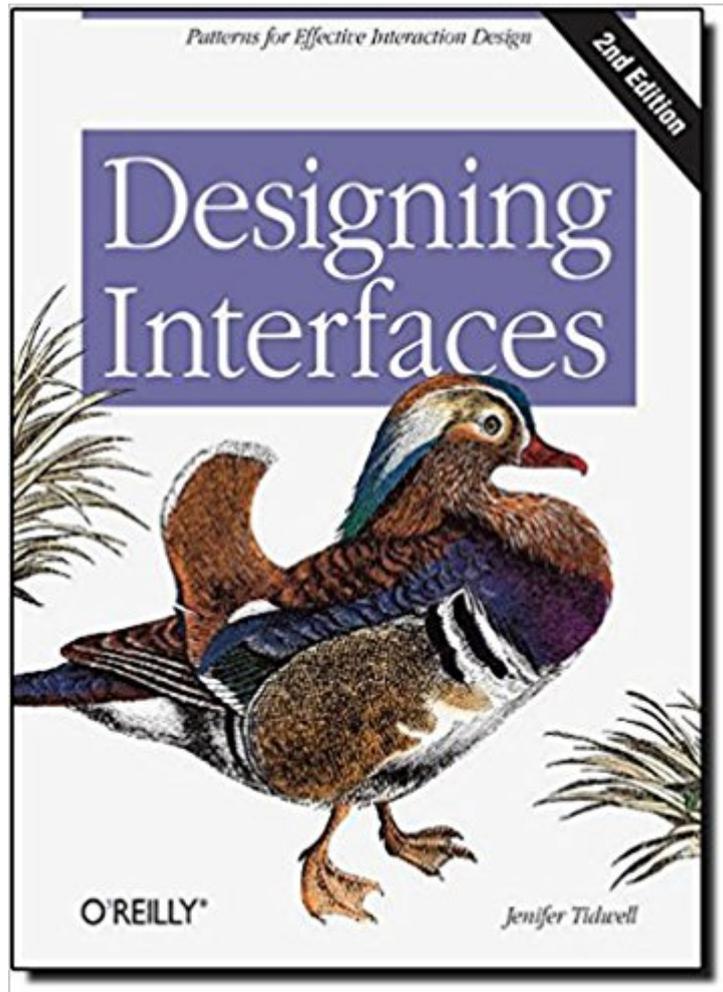


The book was found

Designing Interfaces: Patterns For Effective Interaction Design



Synopsis

Despite all of the UI toolkits available today, it's still not easy to design good application interfaces. This bestselling book is one of the few reliable sources to help you navigate through the maze of design options. By capturing UI best practices and reusable ideas as design patterns, *Designing Interfaces* provides solutions to common design problems that you can tailor to the situation at hand. This updated edition includes patterns for mobile apps and social media, as well as web applications and desktop software. Each pattern contains full-color examples and practical design advice that you can use immediately. Experienced designers can use this guide as a sourcebook of ideas; novices will find a roadmap to the world of interface and interaction design. Design engaging and usable interfaces with more confidence and less guesswork. Learn design concepts that are often misunderstood, such as affordances, visual hierarchy, navigational distance, and the use of color. Get recommendations for specific UI patterns, including alternatives and warnings on when not to use them. Mix and recombine UI ideas as you see fit. Polish the look and feel of your interfaces with graphic design principles and patterns. "Anyone who's serious about designing interfaces should have this book on their shelf for reference. It's the most comprehensive cross-platform examination of common interface patterns anywhere."--Dan Saffer, author of *Designing Gestural Interfaces* (O'Reilly) and *Designing for Interaction* (New Riders)

Book Information

Paperback: 578 pages

Publisher: O'Reilly Media; 2 edition (January 9, 2011)

Language: English

ISBN-10: 1449379702

ISBN-13: 978-1449379704

Product Dimensions: 7 x 1 x 9.2 inches

Shipping Weight: 2.4 pounds (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars 29 customer reviews

Best Sellers Rank: #85,237 in Books (See Top 100 in Books) #46 in [Books > Computers & Technology > Computer Science > Human-Computer Interaction](#) #47 in [Books > Computers & Technology > Graphics & Design > User Experience & Usability](#) #90 in [Books > Textbooks > Computer Science > Software Design & Engineering](#)

Customer Reviews

Jenifer Tidwell has been designing and building user interfaces for industry for more than a decade.

She has been researching user interface patterns since 1997, and designing and building complex applications and web interfaces since 1991.

If you're interested in UX at all, this is a great book to have. It's wonderful in two senses: You can read all of it briefly in a couple of hours to get the lay of the land, and then come back to really absorb the areas that particularly apply to what you're doing. If you're going to have to work with clients on interface design, or have done so, you know that it can often turn into a holy war over where to put buttons and what colors to use. Everyone knows best in that situation, and no one knows why they do. This book presents a pattern language for describing why a button should be where it is or a color should be what it is, which allows you to use theory and logic against managers and customers who have no real idea why they like things the way that they do.

A great aspect of this book that I really enjoyed was that Jenifer took the time to organize the structure of each chapter perfectly. As a UX Engineer structure to me is very important. Jenifer starts each chapter with a brief description of what she is going to go over in the chapter. Then she continues to give a list of each UI Pattern that she will break down in depth. Each pattern is then broken down into (Why, What, How, and Examples). Another great thing that Jenifer does is inline references to other topics in the book and she gives the reader the chapter that those topics are on. I highly recommend this book for anyone who is starting out in User Interface Design.

This is not a read and put away book. When I first read some of the reviews on quite a few said that the information was too high level. I think that it has the perfect level of information for reference. "Oh man, I need to add a wizard to this website how is it being done currently." well, pull out the designing interfaces book and instantly see several examples and recommendations for adding wizards.

This book was a required text in one of my classes in an M.S. Program in Instructional Design and Technology at CA State University. It ended up being so good that I intend to keep it as a reference book for website design. I learned how to build websites on the lamb, so to speak, learning what I needed when it was needed, so to see how it is supposed to be done was eye-opening! And after reading this book, I notice all sorts of design components on the Web now that I never noticed before. And I am much clearer on what a good and bad design is now too. This book is VERY clear, which is necessary for this topic. It has screen shots which really help with the learning. It is really

more of an interface design reference manual. If you are a web designer who taught yourself but feel like you are missing some crucial things, this book fills in the gaps. I loved this book's clarity and organization and I feel it is a good guide for sane design practices and is worthy of keeping on hand as a reference book. I highly recommend this book.

A great resource. Doesn't have the most current of design patterns or trends but still very useful for research and coming up with ideas.

Just finished my second trip through this book, though this is my first read of the second edition. Designing Interfaces is a thorough and practical study of the most common design patterns for user interfaces. I found it informative and applicable to my vocation.

If you are just getting started with UX or HCI this is a good book to start with. It can be especially useful if you are coming from a CS background and would like to see a lot of explicit examples of every basic pattern.

Like many other readers have said, it is very thorough. The next time that you browse or design an interface, your background knowledge will be much better. I bought this book to get a better understanding of both user interfaces and user experience analysis, and it was a good investment. Some suggestions for the third edition:- The role of intuition in design. The author does indirectly address this when she talks about usability testing and the wide variety of choices in design, but I think something more formal would help. In Ellen Glasgow's introduction to her novel *The Sheltered Life*, she wrote that after learning all the techniques of writing, a writer should "then, having mastered, if possible, every rule of thumb, dismiss it into the labyrinth of the memory. Leave it there to make its own signals and flash its own warnings. The sensitive feeling, 'this is not right' or 'something ought to be different' will prove that these signals are working."- Reserving space for dynamic advertising, which is much more prevalent than it was when the second edition was published (2010).- More magnified views of the parts of examples that were used to make points. Some of these were hard to read.

[Download to continue reading...](#)

Designing Interfaces: Patterns for Effective Interaction Design The interaction of gases with solid surfaces, (The International encyclopedia of physical chemistry and chemical physics. Topic 14: Properties of interfaces) Interaction Design: Beyond Human-Computer Interaction Designing the

User Interface: Strategies for Effective Human-Computer Interaction (6th Edition) Health Professional and Patient Interaction, 8e (Health Professional & Patient Interaction (Purtilo)) Laser Interaction and Related Plasma Phenomena (Laser Interaction & Related Plasma Phenomena) FUI: How to Design User Interfaces for Film and Games: Featuring tips and advice from artists that worked on: Minority Report, The Avengers, Star ... Wars, The Dark Tower, Black Mirror and more Designing for Interaction: Creating Innovative Applications and Devices (2nd Edition) (Voices That Matter) Graphic Design Success: Over 100 Tips for Beginners in Graphic Design: Graphic Design Basics for Beginners, Save Time and Jump Start Your Success (graphic ... graphic design beginner, design skills) Modern World History: Patterns of Interaction: Reading Study Guide (English) Modern World History: Patterns of Interaction, Student Edition Modern World History: Patterns of Interaction: Student Edition Ã Â© 2005 2005 Modern World History: Patterns of Interaction Workbook Modern World History: Patterns of Interaction: Reading Study Guide (Spanish) (Spanish Edition) World History: Patterns of Interaction, Student Edition Survey World History: Patterns of Interaction Ancient World History Patterns of Interaction Ancient World History: Patterns of Interaction: Student Edition Survey 2009 Ancient World History: Patterns of Interaction: Student Edition Ã Â© 2005 2005 Designing Patterns - A Fresh Approach to Pattern Cutting (Fashion & Design)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)