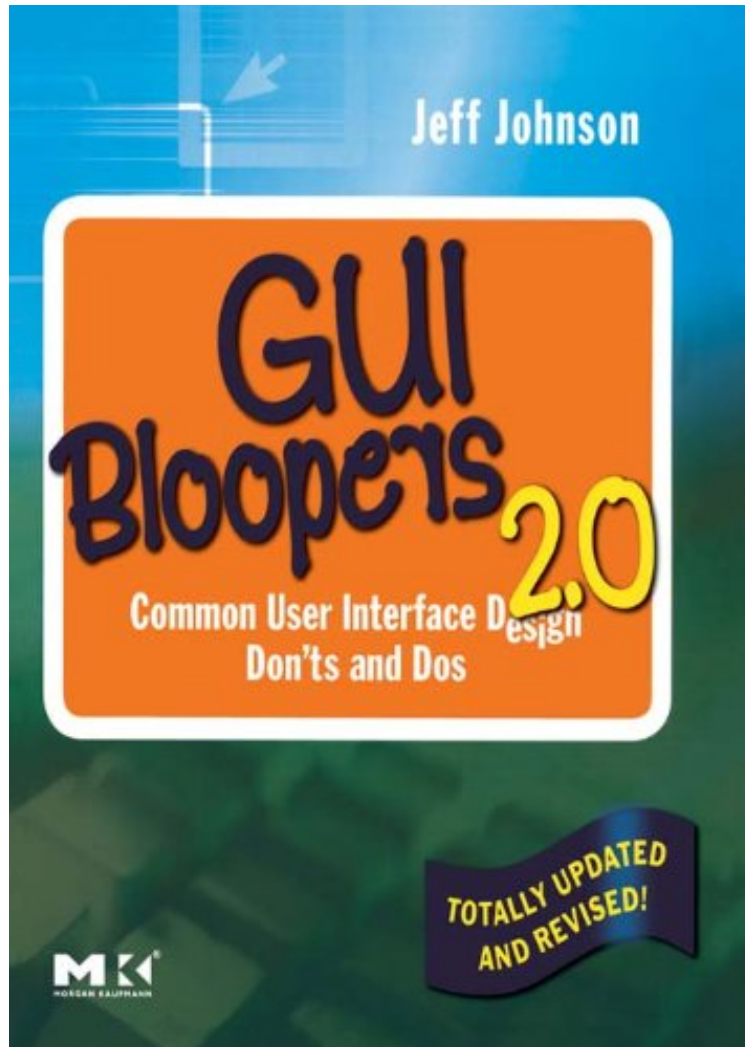


GUI Bloopers 2.0: Common User Interface Design Don'ts and Dos (Interactive Technologies)

Von Jeff Johnson

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Von Jeff Johnson : GUI Bloopers 2.0: Common User Interface Design Don'ts and Dos (Interactive Technologies) before purchasing it in order to gage whether or not it would be worth my time, and all praised GUI Bloopers 2.0: Common User Interface Design Don'ts and Dos (Interactive Technologies):

KundenrezensionenHilfreichste Kundenrezensionen5 von 5 Kunden fanden die folgende Rezension hilfreich. Auf jeden Fall lesenswertVon Stefan OltmannDieses Buch sollte jeder Programmierer gelesen haben, der in irgendeiner Weise grafische Oberflchen entwirft, sowie von jedem Tester, der die Usability einer Software testen soll.Es werden in zahlreiche, immer wiederkehrende Usability-Fehler ("common bloopers") beispielhaft mittels Screenshots an sehr

bekanntere Software erklärt - immer mit einer passenden Vermeidungs-Strategie. Die Screenshots sind zumeist von guten professionellen Software-Produkten, bei denen man derartige Fehler nicht vermuten sollte: MS Windows, MS Office, MacOS, Adobe Photoshop und andere Produkte leisten sich diese Schnitzer. Ich persönlich habe daraus gelernt, meinen eigenen GUIs viel mehr Aufmerksamkeit zu schenken und dieses Buch konnte mir gute Tipps geben, worauf ich in Zukunft stärker achten muss.

Kurzbeschreibung Is your application or Web site ready for prime time? A major revision of a classic reference, *GUI Bloopers 2.0* looks at user interface design bloopers from commercial software, Web sites, Web applications, and information appliances, explaining how intelligent, well-intentioned professionals make these mistakes--and how you can avoid them. While equipping you with the minimum of theory, GUI expert Jeff Johnson presents the reality of interface design in an entertaining, anecdotal, and instructive way. * Updated to reflect the bloopers that are common today, incorporating many comments and suggestions from first edition readers. * Takes a learn-by-example approach that teaches how to avoid common errors. * Covers bloopers in a wide range of categories: GUI controls, graphic design and layout, text messages, interaction strategies, Web site design -- including search, link, and navigation, responsiveness issues, and management decision-making. * Organized and formatted so information needed is quickly found, the new edition features call-outs for the examples and informative captions to enhance quick knowledge building.

Pressestimmen If you are a software developer, read this book: especially if you don't think you need it. Don't worry, it isn't filled with abstract and useless theory--this is a book for doers, and those in the trenches. Buy it, read it, and take two sections daily. --Don Norman, Nielsen Norman Group

GUI Bloopers 2.0 is an extremely useful book for any software developer or interaction designer. If you have never made any of these mistakes, it's because you have never designed a UI. If anything, these bloopers are even more common now than when version 1.0 was published, so the need for the book has only increased. --Jakob Nielsen, Principal Nielsen Norman Group (www.nngroup.com) "This is the most entertaining design book I've read. Jeff Johnson has once again done a fabulous job of reminding us about all the silly design mistakes we can make and giving us great advice on how to avoid them in our own designs." --Jared M. Spool, Founding Principal, User Interface Engineering

The second edition of *GUI Bloopers* is that true rarity: a sequel to something great that's even better than the original. (Think *Godfather II*.) While Jeff could have settled for just updating the examples, as near as I can tell he's rewritten nearly the entire book, and it shows. The organization is terrific, the insights are easier to grasp, and above all, the writing is leaner. If you ever picked it up in the past and ended up not plunking down your money, definitely take another look. It's gone from a great book to an excellent one. --Steve Krug, *Advanced Common Sense*

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