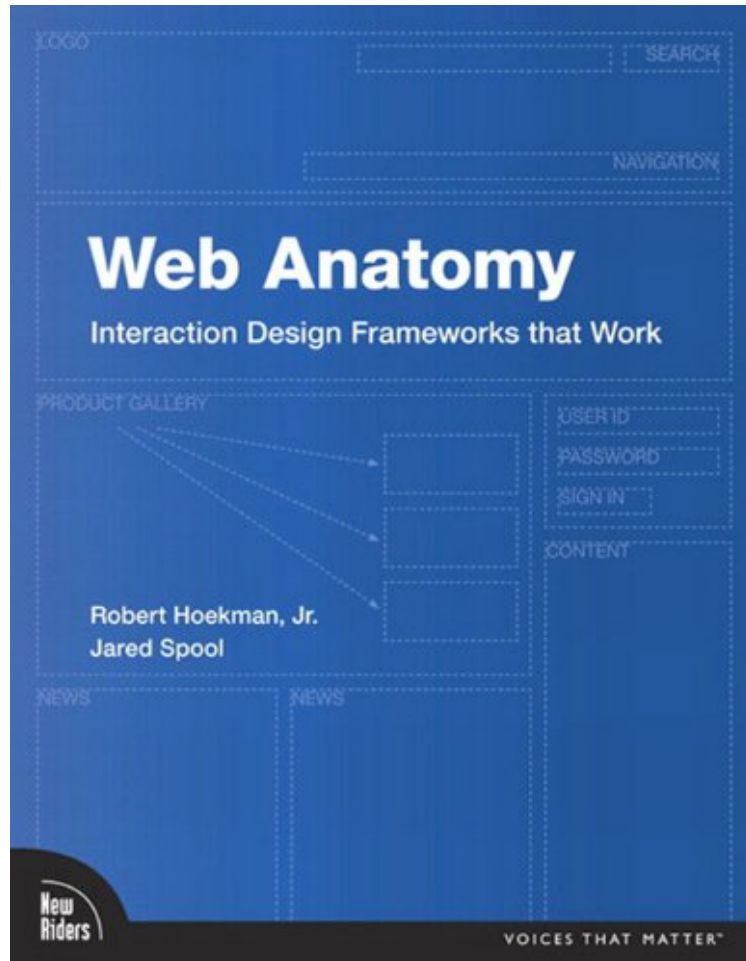


Web Anatomy: Interaction Design Frameworks that Work (Voices That Matter)

Von Jared Spool, Robert Hoekman

*Download PDF | ePub | DOC | audiobook | ebooks



Produktinformation -Verkaufsrank: #814509 in eBooksVerffentlicht am: 2009-12-09Erscheinungsdatum: 2009-12-09File Name: B002ZY5FCW | File size: 27.Mb

Von Jared Spool, Robert Hoekman : Web Anatomy: Interaction Design Frameworks that Work (Voices That Matter) before purchasing it in order to gage whether or not it would be worth my time, and all praised Web Anatomy: Interaction Design Frameworks that Work (Voices That Matter):

KundenrezensionenHilfreichste Kundenrezensionen0 von 1 Kunden fanden die folgende Rezension hilfreich. Sehr gute und teilweise einzigartige ArbeitVon Ruediger WeitzDas Buch fhrt schnell und kompakt in das Thema und erlutert anhand von Beispielen wie schwierig es ist, eine Website fr alle Benutzer zugnglich und optimal zu gestalten.Es wird eine Struktur zur Beschreibung und Entwicklung eingefhrt und an 5 Beispielen (Catalog, Search, Sign-Up, about Us, Movie Sites) beschriebem. Die Themen werden umfassend beschrieben und ich habe zu jedem "Framework" neue Aspekte gefunden (ich beschftige mich schon seit einiger Zeit mit dem Thema und habe schon einiges gesehen ;-).Das Englisch ist locker geschrieben und mit sehr vielen Screenshots ergnzt, so dass auch fr "Non

native Speaker" das Buch nutzbar ist. Es wird mit guten und aktuellen Verweisen gearbeitet und keine "Seiten geschunden". Einziges kleines Manko: Für die neuen Elemente wird der Begriff "Framework" genutzt, für mich ist ein Framework etwas grösseres Zusammenfassend: Absolute Kaufempfehlung für alle, die sich Gedanken für den Aufbau, Design und Architektur von weborientierten Anwendungen machen

Kurzbeschreibung At the start of every web design project, the ongoing struggles reappear. We want to design highly usable and self-evident applications, but we also want to devise innovative, compelling, and exciting interactions that make waves in the market. Projects are more sophisticated than ever, but we have fewer resources with which to complete them. Requirements are fuzzy at best, but were expected to have everything done yesterday. What we need is a reuse strategy, coupled with a pathway to innovation. Patterns are part of the game. Components take us further. In *Web Anatomy: Interaction Design Frameworks That Work*, user experience experts Hoekman and Spool introduce interaction design frameworks, the third and final piece of what they call The Reuse Trinity, and resolve these issues once and for all. Frameworks are sets of design patterns and other elements that comprise entire systems, and in this game-changing book, Hoekman and Spool show you how to identify, document, share, use, and reap the benefits of frameworks. They also dive deep into several major frameworks to reveal how the psychology behind these standards leads not only to effective designs, but can also serve as the basis for cutting-edge innovations and superior user experiences. *Web Anatomy* delivers: A complete guide to using interaction design frameworks An examination of the psychology behind major frameworks A thorough look at how frameworks will change the way you work for the better Citing examples from both the successful and not-so-successful, the authors break down the elements that comprise several common interactive web systems, discuss implementation considerations, offer examples of innovations based on these standards, reveal how frameworks work hand in hand with patterns and components, and show you how to integrate frameworks into your process. Read *Web Anatomy* now. Benefit from it for years to come. Jared Spool is a world-renowned design researcher and the founder of UIE.com. Robert Hoekman, Jr. is a veteran user experience specialist and the author of *Designing the Obvious* and *Designing the Moment*.

Kurzbeschreibung At the start of every web design project, the ongoing struggles reappear. We want to design highly usable and self-evident applications, but we also want to devise innovative, compelling, and exciting interactions that make waves in the market. Projects are more sophisticated than ever, but we have fewer resources with which to complete them. Requirements are fuzzy at best, but were expected to have everything done yesterday. What we need is a reuse strategy, coupled with a pathway to innovation. Patterns are part of the game. Components take us further. In *Web Anatomy: Interaction Design Frameworks That Work*, user experience experts Hoekman and Spool introduce interaction design frameworks, the third and final piece of what they call The Reuse Trinity, and resolve these issues once and for all. Frameworks are sets of design patterns and other elements that comprise entire systems, and in this game-changing book, Hoekman and Spool show you how to identify, document, share, use, and reap the benefits of frameworks. They also dive deep into several major frameworks to reveal how the psychology behind these standards leads not only to effective designs, but can also serve as the basis for cutting-edge innovations and superior user experiences. *Web Anatomy* delivers: A complete guide to using interaction design frameworks An examination of the psychology behind major frameworks A thorough look at how frameworks will change the way you work for the better Citing examples from both the successful and not-so-successful, the authors break down the elements that comprise several common interactive web systems, discuss implementation considerations, offer examples of innovations based on these standards, reveal how frameworks work hand in hand with patterns and components, and show you how to integrate frameworks into your process. Read *Web Anatomy* now. Benefit from it for years to come. Jared Spool is a world-renowned design researcher and the founder of UIE.com. Robert Hoekman, Jr. is a veteran user experience specialist and the author of *Designing the Obvious* and *Designing the Moment*.

ber den Autor und weitere Mitwirkende Robert Hoekman, Jr, is a passionate and outspoken user experience specialist and a prolific writer who has written dozens of articles and has worked with Seth Godin (Squidoo), Adobe, Automattic, United Airlines, DoTheRightThing.com, and countless others. He also gives in-house training sessions and has spoken at industry events all over the world, including An Event Apart, Web App Summit, SXSW, Future of Web Design, and many others. Robert is the author of the bestseller *Designing the Obvious* and its follow-up, *Designing the Moment*. His newest book, *Web Anatomy*, was coauthored by Jared Spool. Learn more about Robert at rhjr.net. He is "rhjr" on Twitter. Jared Spool has more than 15 years of experience conducting usability evaluations on a variety of products, and is an expert in low-fidelity prototyping techniques. As a recognized authority on user interface design and human factors in computing, Jared is on the faculty of the Tufts University Gordon Institute and teaches seminars on product usability.