Dont Make Me Think Revisited A Common Sense Approach To Web Usability 3rd Edition Voices That Matter Paperback January 3 2014

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Don't Make Me Think | Steve Krug | UX Design Book Review **Review: Don't make me think revisited by Steve Krug** *'Don't Make Me Think' book discussion with Steve Krug* '
Dont Make Me Think Revisited A Common Sense Approach to Web Usability 3rd Edition Voices That Matter **UX Design Simplified - Don't Make Me Think By Steve Krug - A Book Review** Dont Make Me Think Revisited A Common Sense Approach to Web Usability 3rd Edition Voices That Matter Don't Make Me Think *Chapter 1 Don't Make Me Think* The \"Don't Make Me Think\" approach to UX Design Book Review Catchup 1 (Chasing Daylight, Ready Player One, Scrum: The Art of..., Don't Make Me Think)
Presentation [Yichun He]Don't Make Me Think (Revisited) Don't Make Me Think! Presentation *Don't Make Me Think Chapter 1* How A Christmas Carol Perfectly Demonstrates Five-Act Structure Dont Make Me Think Revisited + !! Don't Make Me Think Discussion - User Defenders: Community (Book Club: 006)- *Don't Make Me Think* Don't Make Me Think! -
Don't Make Me Think, Revisited. Core Concept Think about design from the user's perspective; make things feel simple to use. For modern developers, UX expertise is indispensable. Without outstanding user experience, your software will fail.

Don't Make Me Think, Revisited: A Common Sense Approach to ...
Don't Make Me Think A Common Sense Approach To Web Usability, Second Edition, Steve Krug-- Review Don't Make Me Think is a book about web usability. Usability is basically how easy it is too efficiently use a website. It tests how to make a website easier for the average visitor. This book gives you insights into how to make a website easy to use.

Don't Make Me Think, Revisited: A Common Sense Approach to ...
Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability (3rd Edition) (Voices That Matter)

Don't Make Me Think: A Common Sense Approach to Web ...
Introduction: Don't Make Me Think, Revisited. Today, it's hard to imagine any business without a website or internet presence. The book "Don't Make Me Think" was first written in 2000 around the dot-com crash. Since then, technology has changed rapidly, yet the principles in the book remain unchanged.

Book Summary - Don't Make Me Think, Revisited
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wrote the first edition of Don't Make Me Think back in 2000. By 2002, I began to get a few emails a year from readers asking (very politely) if I'd thought about updating it. Not complaining; just trying to be helpful. "A lot of the examples are out of date" was the usual comment.

Don't Make Me Think, Revisited
Don't Make Me Think, Revisited Quotes Showing 1-30 of 62 "If there's one thing you learn by working on a lot of different Web sites, it's that almost any design idea--no matter how appallingly bad--can be made usable in the right circumstances, with enough effort." Steve Krug, Don't Make Me Think: A Common Sense Approach to Web Usability

Don't Make Me Think, Revisited Quotes by Steve Krug
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Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability (Voices That Matter) Paperback – Illustrated, 9 Jan. 2014 by Steve Krug (Author)

Don't Make Me Think, Revisited: A Common Sense Approach to ...
Scott Lydiard's Web Developers - Home

Scott Lydiard's Web Developers - Home
Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability, Edition 3. Since Don't Make Me Think was first published in 2000, hundreds of thousands of Web designers and developers...

Don't Make Me Think, Revisited: A Common Sense Approach to ...
|a Cover title: "Don't make me think, revisited: a common sense approach to web and mobile usability" 500 |a Includes index. 520 |a Hundreds of thousands of Web designers and developers have relied on usability guru Steve Krug's guide to understand the principles of intuitive navigation and information design. Witty, commonsensical, and eminently practical, it's one of the best loved and most recommended books on the subject.

Don't make me think, revisited : a common sense approach ...
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Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability Paperback – Illustrated, 28 January 2014. by. Steve Krug (Contributor) › Visit Amazon's Steve Krug Page. Find all the books, read about the author, and more. See search results for this author. Steve Krug (Contributor)

Offers observations and solutions to fundamental Web design problems, as well as a new chapter about mobile Web design.

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

Offers observations and solutions to fundamental Web design problems, such as how to design pages for scanning, how to eliminate needless words, and how to streamline design for user navigation, while revealing why most Web design team arguments about usability are a waste of time.

Best-selling author, designer, and web standards evangelist Jeffrey Zeldman has revisited his classic, industry-shaking guidebook. Updated in collaboration with co-author Ethan Marcotte, this third edition covers improvements and challenges in the changing environment of standards-based design. Written in the same engaging and witty style, making even the most complex information easy to digest, Designing with Web Standards remains your essential guide to creating sites that load faster, reach more users, and cost less to design and maintain. Substantially revised—packed with new ideas How will HTML5, CSS3, and web fonts change your work? Learn new strategies for selling standards Change what "IE6 support" means "Occasionally (very occasionally) you come across an author who makes you think, 'This guy is smart! And he makes me feel smarter, because now I finally understand this concept.'" — Steve Krug, author of Don't Make Me Think and Rocket Surgery Made Easy "A web designer without a copy of Designing with Web Standards is like a carpenter without a level. With this third edition, Zeldman continues to be the voice of clarity; explaining the complex in plain English for the rest of us." — Dan Cederholm, author, Bulletproof Web Design and Handcrafted CSS "Jeffrey Zeldman sits somewhere between 'guru' and 'god' in this industry—and manages to fold wisdom and wit into a tale about WHAT web standards are, HOW standards-based coding works, and WHY we should care." — Kelly Goto, author, Web ReDesign 2.0: Workflow that Works "Some books are meant to be read. Designing with Web Standards is even more: intended to be highlighted, dogeared, bookmarked, shared, passed around, and evangelized, it goes beyond reading to revolution." — Liz Danzico, Chair, MFA Interaction Design, School of Visual Arts

So you've got an idea for an iPhone app -- along with everyone else on the planet. Set your app apart with elegant design, efficient usability, and a healthy dose of personality. This accessible, well-written guide shows you how to design exceptional user experiences for the iPhone and iPod Touch through practical principles and a rich collection of visual examples. Whether you're a designer, programmer, manager, or marketer, Tapworthy teaches you to "think iPhone" and helps you ask the right questions -- and get the right answers -- throughout the design process. You'll explore how considerations of design, psychology, culture, ergonomics, and usability combine to create a tapworthy app. Along the way, you'll get behind-the-scenes insights from the designers of apps like Facebook, USA Today, Twitterrific, and many others. Develop your ideas from initial concept to finished design Build an effortless user experience that rewards every tap Explore the secrets of designing for touch Discover how and why people really use iPhone apps Learn to use iPhone controls the Apple way Create your own personality-packed visuals

We design to elicit responses from people. We want them to buy something, read more, or take action of some kind. Designing without understanding what makes people act the way they do is like exploring a new city without a map: results will be haphazard, confusing, and inefficient. This book combines real science and research with practical examples to deliver a guide every designer needs. With it you'll be able to design more intuitive and engaging work for print, websites, applications, and products that matches the way people think, work, and play. Learn to increase the effectiveness, conversion rates, and usability of your own design projects by finding the answers to questions such as: What grabs and holds attention on a page or screen? What makes memories stick? What is more important, peripheral or central vision? How can you predict the types of errors that people will make? What is the limit to someone's social circle? How do you motivate people to continue on to (the next step? What line length for text is best? Are some fonts better than others? These are just a few of the questions that the book answers in its deep-dive exploration of what makes people tick.

Talking to people about your designs might seem like a basic skill, but it can be difficult to do efficiently and well. And, in many cases, how you communicate about your work with stakeholders, clients, and other non-designers is more critical than the designs themselves—simply because the most articulate person usually wins. This practical guide focuses on principles, tactics, and actionable methods for presenting your designs. Whether you design UX, websites, or products, you'll learn how to win over anyone who has influence over the project—with the goal of creating the best experience for the end user. Walk through the process of preparing for and presenting your designs Understand stakeholder perspectives, and learn how to empathize with them Cultivate both implicit and explicit listening skills Learn tactics and formulas for expressing the most effective response to feedback Discover why the way you follow through is just as crucial as the meeting itself Educate your stakeholders by sharing the chapter from this book on how to work with designers

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