



User Interface Design

By Jenny Le Peuple, Robert Scane

Lexden Publishing Limited, United Kingdom, 2003. Paperback. Book Condition: New. 242 x 166 mm. Language: English . Brand New Book ***** Print on Demand *****.This practical and informative publication has been designed for students on introductory computer architecture courses as part of a computer science related degree. Different institutions take a different view of what range of hardware or architectural issues should be covered in the first year of a degree course, but it is a topic area included in most courses. These courses and modules have a variety of titles including: Computer Architecture, Computer Systems, Computer Platforms and Computing Machines. This practical and informative publication will provide first-year students with a thorough introduction to user interface design, and will expose them to many of the current and ongoing issues in the field. It is a practical book that demonstrates how theory informs practice. It covers: the nature, importance and scope of usable interfaces; user interface design process; design principles, guidelines and standards; user requirements gathering and analysis; design techniques; usability evaluation techniques; and help and documentation creation guidelines. Key features of the book include: learning outcomes for each chapter; explanations of key concepts; advice on exams and assessments; tips...



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Reviews

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An exceptional book as well as the font used was exciting to read. It is actually rally intriguing through reading time. You will not sense monotony at anytime of the time (that's what catalogues are for about when you ask me).
-- Crystel Hagenes

Most of the advice gives three steps to user-interface design: content or wireframe - what is in the interface, flow or relation - how the what links, and style - how it looks. The topic is huge, there are good links previously posted, Coopers book 'About Face' although a bit wordy has explanations of various gotchas. It seems pretty obvious but I'd suggest "User Interface Design for programmers" by Joel Spolsky. Versions available on paper and online. You can read it in half a day and get a good understanding on UI. The user interface (UI) is the space where interactions between humans and machines occur. UI is an integral aspect of user experience (UX) that consists of two major parts: visual design, which conveys the look and feel of a product; and interaction design, which is the functional and logical organization of elements. The goal of user interface design is to create a user interface that makes it easy, efficient, and enjoyable for users to interact with a product.