

Jeff Johnson

GUI Bloopers 2.0

Common User Interface Design
Don'ts and Dos

**TOTALLY UPDATED
AND REVISED!**

Gui Bloopers 20 Common User Interface Design Donts Dos 2nd Edition Pb2007

Jeff Johnson



Gui Bloopers 20 Common User Interface Design Donts Dos 2nd Edition Pb2007:

GUI Bloopers 2.0 Jeff Johnson, 2007-10-04 GUI Bloopers 2 0 Second Edition is the completely updated and revised version of GUI Bloopers. It 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. GUI expert Jeff Johnson presents the reality of interface design in an entertaining anecdotal and instructive way while equipping readers with the minimum of theory. This updated version reflects the bloopers that are common today incorporating many comments and suggestions from first edition readers. It covers bloopers in a wide range of categories including 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. This book is recommended for software engineers web designers web application developers and interaction designers working on all kinds of products. 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. Hundreds of illustrations both the DOs and the DON Ts for each topic covered with checklists and additional bloopers on www.gui-bloopers.com *GUI Bloopers 2.0* Jeff Johnson (Consultant), 2005* *GUI Bloopers 2.0, 2nd Edition* Jeff Johnson, 2007 GUI Bloopers 2 0 Second Edition is the completely updated and revised version of GUI Bloopers. It 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. GUI expert Jeff Johnson presents the reality of interface design in an entertaining anecdotal and instructive way while equipping readers with the minimum of theory. This updated version reflects the bloopers that are common today incorporating many comments and suggestions from first edition readers. It covers bloopers in a wide range of categories including 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. This book is recommended for software engineers web designers web application developers and interaction designers working on all kinds of products. 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 Hundreds of illustrations both the DOs and the DON T's for each topic covered with checklists and additional bloopers on www.gui-bloopers.com **GUI Bloopers** Jeff

Johnson, 2000-03-17 Better read this book or your design will be featured in Bloopers II Seriously bloopers may be fun in Hollywood outtakes but no movie director would include them in the final film So why do we find so many bloopers in shipped software Follow Jeff Johnson as he leads the blooper patrol deep into enemy territory he takes no prisoners but reveals all the design stupidities that users have been cursing over the years Jakob Nielsen Usability Guru Nielsen Norman Group 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 code writers and those in the front trenches Buy it read it and take two sections daily Don Norman President UNext Learning Systems hr align CENTER size 1 width 75% GUI Bloopers looks at user interface design bloopers from commercial software Web sites and information appliances explaining how intelligent well intentioned professionals made these dreadful mistakes and how you can avoid them While equipping you with all the theory needed to learn from these examples GUI expert Jeff Johnson also presents the reality of interface design in an entertaining anecdotal and instructive way This is an excellent well illustrated resource for anyone whose work touches on usability issues including software engineers Web site designers managers of development processes QA professionals and usability professionals Features Takes a learn by example approach that teaches you to avoid common errors by asking the appropriate questions of your own interface designs Includes two complete war stories drawn from the author's personal experience that describe in detail the challenges faced by UI engineers Covers bloopers in a wide range of categories GUI components layout and appearance text messages interaction strategies Web site design responsiveness issues management decision making and even more at www.gui-bloopers.com Organized and formatted based on the results of its own usability testing so you can quickly find the information you need packaged in easily digested pieces **GUI Bloopers 2.0** Jeff

Johnson (Ph. D.), 2008 *Designing with the Mind in Mind* Jeff Johnson, 2020-08-14 User interface UI design rules and guidelines developed by early HCI gurus and recognized throughout the field were based on cognitive psychology study of mental processes such as problem solving memory and language and early practitioners were well informed of its tenets But today practitioners with backgrounds in cognitive psychology are a minority as user interface designers and developers enter the field from a wide array of disciplines HCI practitioners today have enough experience in UI design that they have been exposed to UI design rules but it is essential that they understand the psychological basis behind the rules in order to effectively apply them In *Designing with the Mind in Mind* best selling author Jeff Johnson provides designers with just

enough background in perceptual and cognitive psychology that UI design guidelines make intuitive sense rather than being just a list of rules to follow Provides an essential source for user interface design rules and how when and why to apply them Arms designers with the science behind each design rule allowing them to make informed decisions in projects and to explain those decisions to others Equips readers with the knowledge to make educated tradeoffs between competing rules project deadlines and budget pressures Completely updated and revised including additional coverage in such areas as persuasion cognitive economics and decision making emotions trust habit formation and speech UIs

Designing with the Mind in Mind Jeff Johnson (Consultant),2014 In this completely updated and revised edition of Designing with the Mind in Mind Jeff Johnson provides you with just enough background in perceptual and cognitive psychology that user interface UI design guidelines make intuitive sense rather than being just a list or rules to follow Early UI practitioners were trained in cognitive psychology and developed UI design rules based on it But as the field has evolved since the first edition of this book designers enter the field from many disciplines Practitioners today have enough experience in UI design that they have been exposed to design rules but it is essential that they understand the psychology behind the rules in order to effectively apply them In this new edition you ll find new chapters on human choice and decision making hand eye coordination and attention as well as new examples figures and explanations throughout Provides an essential source for user interface design rules and how when and why to apply themArms designers with the science behind each design rule allowing them to make informed decisions in projects and to explain those decisions to others Equips readers with the knowledge to make educated tradeoffs between competing rules project deadlines and budget pressuresCompletely updated and revised including additional coverage on human choice and decision making hand eye coordination and attention and new mobile and touch screen examples throughout

User Interface Design for Programmers Avram Joel Spolsky,2001 Most programmers fear of user interface UI programming comes from their fear of doing UI design They think that UI design is like graphic design the mysterious process by which creative latte drinking all black wearing people produce cool looking artistic pieces Most programmers see themselves as analytic logical thinkers instead strong at reasoning weak on artistic judgment and incapable of doing UI design In this brilliantly readable book author Joel Spolsky proposes simple logical rules that can be applied without any artistic talent to improve any user interface from traditional GUI applications to websites to consumer electronics Spolsky s primary axiom the importance of bringing the program model in line with the user model is both rational and simple In a fun and entertaining way Spolky makes user interface design easy for programmers to grasp After reading User Interface Design for Programmers you ll know how to design interfaces with the user in mind You ll learn the important principles that underlie all good UI design and you ll learn how to perform usability testing that works

User Interface Design Larry E. Wood,1997-12-02 Although numerous sources document aspects of user centered design there are few references that consider how a designer transforms the information gathered about users and their work into an

effective user interface design This book explains just how designers bridge that gap A group of leading experts in GUI design describe their methods in the context of specific design projects and while the projects processes and methods vary considerably the common theme is building a bridge between user requirements and user interface design The Essential Guide to User Interface Design Wilbert O. Galitz,2002-10-15 Well designed graphical user interfaces GUIs for business systems can greatly increase user productivity but designing them can be difficult and time consuming This book walks developers through the basics of good interface design using real world examples from systems that are proven successes Galitz is an internationally recognized consultant author and instructor with many years of experience with information systems and user interface design Written especially for developers who may be designing user interfaces for the first time but also extremely useful for any developer involved in GUI or Web site design Revised to reflect the profound enhancements in interface design specifically how Web page design has revolutionized interface design New information covers a variety of platforms both traditional and Web based *GUI Bloopers* Jeff Johnson (Consultant),SIGCHI (Group : U.S.),Association for Computing Machinery (U.S.),2001 **The Essential Guide To User Interface Desg.(2Nd Ed** Galitz,2009-08 *The Elements of User Interface Design* Theo Mandel,1997-02-21 a book that should be forced on every developer working today If only half the rules in this book were followed the quality of most programs would increase tenfold Kevin Bachus praising Theo Mandel s *The GUI OOUI War* A total guide to mastering the art and science of user interface design For most computer users the user interface is the software and in today s ultracompetitive software markets developers can t afford to provide users and clients with anything less than optimal software ease usability and appeal *The Elements of User Interface Design* is written by a cognitive psychologist and interface design specialist with more than a decade s research and design experience Writing for novices and veteran developers and designers alike Dr Mandel takes you from command line interfaces and graphical user interfaces GUIs to object oriented user interfaces OOUIs and cutting edge interface technologies and techniques Throughout coverage is liberally supplemented with screen shots real life case studies and vignettes that bring interface design principles to life Destined to become the bible for a new generation of designers and developers *The Elements of User Interface Design* Arms you with a tested in the trenches four phase iterative design process Analyzes well known interfaces including Windows 95 Windows NT OS 2 Warp Microsoft Bob Visual Basic Macintosh and the World Wide Web Schools you in object oriented interface OOUI design principles and techniques Offers practical coverage of interface agents wizards voice interaction social user interfaces Web design and other new and emerging technologies **The Cross-GUI Handbook** Aaron Marcus,Nick Smilonich,Lynne Thompson,1995 A source for programmers of comparative information about the principle graphical interfaces GUIs currently available Compares features capabilities appearance behavior and strengths of various GUIs Includes design guidelines for portability and migration and recommendations for handling conflicting or incomplete style guides Covers GUI environments such as Microsoft Windows and Windows NT OSF

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