

Jeff Johnson

GUI Bloopers 2.0

Common User Interface Design
Don'ts and Dos

**TOTALLY UPDATED
AND REVISED!**

Gui Bloopers 2 0 Gui Bloopers 2

Jeff Johnson



Gui Bloopers 2 0 Gui Bloopers 2 :

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 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.GUIbloopers.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

Human-Computer Interaction -- INTERACT 2011 Pedro Campos, Nicholas Graham, Joaquim Jorge, Nuno Nunes, Philippe Palanque, Marco Winckler, 2011-09-01 The four volume set LNCS 6946 6949 constitutes the refereed proceedings of the 13th IFIP TC13 International Conference on Human Computer Interaction INTERACT 2011 held in Lisbon Portugal in September 2011 The 49 papers included in the second volume are organized in topical sections on health human factors interacting in public spaces interacting with displays interaction design for developing regions interface design international and cultural aspect of HCI interruptions and attention mobile interfaces multi modal interfaces multi user interaction cooperation and navigation and wayfinding

Multimedia Computing Gerald Friedland, Ramesh Jain, 2014-07-28 This innovative textbook presents an experiential holistic approach to multimedia computing along with practical algorithms

Human-Computer Interaction - INTERACT 2009 Tom Gross, Jan Gulliksen, Paula Kotzé, Lars Oestreicher, Philippe Palanque, Raquel Oliveira Prates, Marco Winckler, 2009-08-18 INTERACT 2009 was the 12th of a series of INTERACT international conferences supported by the IFIP Technical Committee 13 on Human Computer Interaction This year INTERACT was held in Uppsala Sweden organized by the Swedish Interdisciplinary Interest Group for Human Computer Interaction STIMDI in cooperation with the Department of Information Technology at Uppsala University Like its predecessors INTERACT 2009 highlighted both to the academic and to the industrial world the importance of the human computer interaction HCI area and its most recent breakthroughs on current applications Both experienced HCI researchers and professionals as well as newcomers to the HCI field interested in designing or evaluating interactive software developing new interaction technologies or investigating overarching theories of HCI found in INTERACT 2009 a great forum for communication with people of similar interests to encourage collaboration and to learn INTERACT 2009 had Research and Practice as its special theme The reason we selected this theme is that the research within the field has drifted away from the practical applicability of its results and that the HCI practice has come to disregard the knowledge and development within the academic community

Material Forming Lukasz Madej, Mateusz Sitko, Konrad Perzynski, 2023-04-25 These proceedings present papers on Additive Manufacturing Composites Forming Processes Extrusion and Drawing Forging and Rolling Formability of Metallic Materials Friction and Wear in Metal Forming Incremental and Sheet Metal Forming Innovative Joining by Forming Technologies Lionel Fourment MS on Optimization and Inverse Analysis in Forming Machining and Cutting Material Behavior Modelling New and Advanced Numerical Strategies

for Material Forming Non Conventional Processes Polymer Processing and Thermomechanical Properties Sustainability on Material Forming and Property Controlled Forming **Information and Software Technologies** Robertas

Damaševičius, Giedrė Vasiljevienė, 2018-08-28 This book constitutes the refereed proceedings of the 24th International Conference on Information and Software Technologies ICIST 2018 held in Vilnius Lithuania in October 2018 The 48 papers presented were carefully reviewed and selected from 124 submissions The papers are organized in topical sections on information systems business intelligence for information and software systems software engineering and information technology applications Techniques and Tools for Designing an Online Social Network Platform Panagiotis

Karampelas, 2012-12-13 Following the introduction of Myspace LinkedIn and Facebook social networks have become part of people's everyday life New online social networks appear almost daily developed to attract the attention of Internet users However design and implementation standards and guidelines are often sacrificed for innovation resulting in unusable social networking platforms destined to be doomed Within this context the present book recommends a design and implementation methodology which will allow future social networking platform designers and developers to work in a scientifically systematic and sound manner to reach their goal The journey begins with the identification of the pursued objective of the social network and the potential participants The presentation of various methods and techniques to collect the requirements of the intended user group of the social networking platform follows Best practices guidelines and standards that will facilitate the conceptual and physical design of the platform are portrayed An analysis of advantages and limitations for existing implementation platforms and potential implementation techniques is subsequently offered to facilitate the selection of the most appropriate tool for the implementation of the online social networking website Various representative visualization techniques are examined in order to enhance the visual representation of the social network participants Various usability evaluation techniques are then presented to aid in the assessment of usability and improvement of the actual user experience Finally future trends in the design and use of social networks are presented **Human-Computer**

Interaction I. Scott MacKenzie, 2024-01-12 Human Computer Interaction An Empirical Research Perspective is the definitive guide to empirical research in HCI The book begins with foundational topics including an historical context the human factor interaction elements and the fundamentals of science and research From there readers will progress to learning about the methods for conducting an experiment to evaluate a new computer interface or interaction technique There are detailed discussions and how to analyses on models of interaction focusing on descriptive models and predictive models Writing and publishing a research paper is explored with helpful tips for success Throughout the book readers will find hands on exercises checklists and real world examples This is a must have comprehensive guide to empirical and experimental research in HCI an essential addition to your HCI library Provides a master A to Z guide in a concise hands on reference Presents the practical and theoretical ins and outs of user studies Includes exercises takeaway points and case studies

throughout Updated to incorporate developments in HCI including Human performance outliers Interaction elements pointing and selecting text input gesture input

Trust and Technology in B2B E-Commerce: Practices and Strategies for Assurance Kumar, Muneesh, Sareen, Mamta, 2011-11-30 As the use of technology has considerably increased in B2B e commerce it becomes imperative to address the issues of trust that emerge in the context of technology Trust and Technology in B2B E Commerce Practices and Strategies for Assurance focuses on various trust issues that emerge from deployment of various e commerce technologies in interorganizational relationships Some of these issues relate to security privacy authentication non repudiation quality of Web interface system performance infrastructure and environmental factors This book contributes to the ongoing process of developing a framework for understanding the process of building trust in B2B e commerce

Understanding Your Users Kathy Baxter, Catherine Courage, Kelly Caine, 2015-05-20 This new and completely updated edition is a comprehensive easy to read how to guide on user research methods You ll learn about many distinct user research methods and also pre and post method considerations such as recruiting facilitating activities or moderating negotiating with product developments teams customers and getting your results incorporated into the product For each method you ll understand how to prepare for and conduct the activity as well as analyze and present the data all in a practical and hands on way Each method presented provides different information about the users and their requirements e g functional requirements information architecture The techniques can be used together to form a complete picture of the users needs or they can be used separately throughout the product development lifecycle to address specific product questions These techniques have helped product teams understand the value of user experience research by providing insight into how users behave and what they need to be successful You will find brand new case studies from leaders in industry and academia that demonstrate each method in action This book has something to offer whether you are new to user experience or a seasoned UX professional After reading this book you ll be able to choose the right user research method for your research question and conduct a user research study Then you will be able to apply your findings to your own products Completely new and revised edition includes 30 % new content Discover the foundation you need to prepare for any user research activity and ensure that the results are incorporated into your products Includes all new case studies for each method from leaders in industry and academia

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

Conceptual Models Jeff Johnson,Austin Henderson,2024-04-27 This book presents readers with an exploration of the concept of Conceptual Models and argues that they are core to achieving good design of interactive applications that are easy effective and enjoyable to use The authors years of experience helping companies create interactive software applications revealed that interactive applications built without Conceptual Models generally result in fraught production processes and designs that are confusing and difficult to learn remember and use Instead the book shows that Conceptual Models can be a central link between the elements involved in the use of interactive applications people s tasks domains their plans for performing those tasks the use of applications in the plans the conceptual structure of applications the presentation of the conceptual model i e the user interface the terms used to describe it its implementation and the learning that people must do to use the application Readers will learn how putting a Conceptual Model at the core of the design and development process can pay rich dividends designs are simpler more coherent and better aligned with users tasks unnecessary features are avoided documentation is easier development is faster and cheaper customer uptake is improved and the need for training and customer support is reduced To support its use in instruction this second edition has been revised to explain the history and theoretical context of conceptual modeling using a consistent vocabulary describe the structure of conceptual models provide more current and more complete examples explain how conceptual models fit into design and development and further summarize the benefits of conceptual modeling

The Technical Communication Handbook Laura J. Gurak,Mary E. Hocks,2009 The Technical Communication Handbook a life long companion for technical communicators is a comprehensive reference guidefor technical communication students at all levels as well as by practicing technical communicators and others writing in the technical workplace The handbook boasts a full color design extensively annotated model documents and coverage of current topics in intellectual property digital communication collaboration and accessibility issues

International Encyclopedia of Ergonomics and Human Factors, Second Edition - 3 Volume Set Waldemar Karwowski,2006-03-15 The previous edition of the International Encyclopedia of Ergonomics and Human Factors made history as the first unified source of reliable information drawn from many realms of science and technology and created specifically with ergonomics professionals in mind It was also a winner of the Best Reference Award 2002 from the Engineering Libraries Division American Society of Engineering Education USA and the Outstanding Academic Title 2002

from Choice Magazine Not content to rest on his laurels human factors and ergonomics expert Professor Waldemar Karwowski has overhauled his standard setting resource incorporating coverage of tried and true methods fundamental principles and major paradigm shifts in philosophy thought and design Demonstrating the truly interdisciplinary nature of this field these changes make the second edition even more comprehensive more informative more in a word encyclopedic Keeping the format popularized by the first edition the new edition has been completely revised and updated Divided into 13 sections and organized alphabetically within each section the entries provide a clear and simple outline of the topics as well as precise and practical information The book reviews applications tools and innovative concepts related to ergonomic research Technical terms are defined where possible within entries as well as in a glossary Students and professionals will find this format invaluable whether they have ergonomics engineering computing or psychology backgrounds Experts and researchers will also find it an excellent source of information on areas beyond the range of their direct interests

International Encyclopedia of Ergonomics and Human Factors Waldemar Karwowski, 2001 **International**

Encyclopedia of Ergonomics and Human Factors - 3 Volume Set Informa Healthcare, 2000-12-14 The first encyclopedia in the field the International Encyclopedia of Ergonomics and Human Factors provides a comprehensive and authoritative compendium of current knowledge on ergonomics and human factors It gives specific information on concepts and tools unique to ergonomics About 500 entries published in three volumes and on CD ROM are pre Dr. Dobb's Journal , 2004

Designing User Interfaces for an Aging Population Jeff Johnson, Kate Finn, 2017-02-16 Designing User Interfaces for an Aging Population Towards Universal Design presents age friendly design guidelines that are well established agreed upon research based actionable and applicable across a variety of modern technology platforms The book offers guidance for product engineers designers or students who want to produce technological products and online services that can be easily and successfully used by older adults and other populations It presents typical age related characteristics addressing vision and visual design hand eye coordination and ergonomics hearing and sound speech and comprehension navigation focus cognition attention learning memory content and writing attitude and affect and general accessibility The authors explore characteristics of aging via realistic personas which demonstrate the impact of design decisions on actual users over age 55 Presents the characteristics of older adults that can hinder use of technology Provides guidelines for designing technology that can be used by older adults and younger people Review real world examples of designs that implement the guidelines and the designs that violate them Consultants and Consulting Organizations Directory Janice W. McLean, 1999 Indexes are arranged by geographic area activities personal name and consulting firm name

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