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Deborah Levinson,Todd Belton

Mastering Digital Literacy Heidi Hayes Jacob,2014-02-10 Teach your students to thrive both academically and in their personal lives in the 21st century. Understand the purpose and importance of digital literacy, and learn the value of digital, media, and global awareness. The authors provide practical, easy-to-implement strategies for incorporating digital literacy into the school curricula.

MATLAB APP Designer: Learn By Example (UUM Press) Nor Hazlyna Harun,Hamirul 'Aini Hambali,Mohamad Ghozali Hassan,Khairah Nazurah Karim,2017-01-01 MATLAB App Designer is a feature that allows MATLAB code to be packaged into an interactive software. The software can be shared on any computer without the trouble of having to install MATLAB or even knowing programming knowledge to be able to operate the software. This books provides hands on approach to guide learners in developing the software from scratch using MATLAB App Designer. It covers a wide variety on standard graphical component (radio button, tables, button, check boxes, sliders and many others) and how to utilize its properties and function in deploying end user software. Source code for all the example program can be studied and understand by student easily. This equips learners with the fundamental and required skills for developing the application on their own. Added that, the example code can be reusable with other case problem or application similar to the hands on example. The key to mastering any application development software is to practice, so that you are familiarize with the components and understand its properties and behavior. In simple word, knowing how each components work is essential. This is where this book benefits learner that needs to develop software application using MATLAB.

Designing Apps for Success Matthew David,Chris Murman,2014-02-03 In 2007, Apple released the iPhone. With this release came tools as revolutionary as the internet was to businesses and individuals back in the mid- and late-nineties: Apps. Much like websites drove (and still drive) business, so too do apps drive sales, efficiencies and communication between people. But also like web design and development, in its early years and iterations, guidelines and best practices for apps are few and far between. Designing Apps for Success provides web/app designers and developers with consistent app design practices that result in timely, appropriate, and efficiently capable apps. This book covers application lifecycle management that designers and developers use when creating apps for themselves or the entities that hired them. From the early discussions with a company as to how to what kind of app they want, to storyboarding, to developing cross platform, to troubleshooting, to publishing, Designing Apps for Success gives a taut, concise, and pragmatic roadmap from the beginning of the process all the way to the end. Developers and designers will learn not only best practices on how to design an app but how to streamline the process while not losing any quality on the end result. Other topics in this book include: Case studies that best showcase the development process at work (or not at work). Global examples of apps developed all over the world. Future proofing your apps Post-publishing: Promoting and marketing your apps and keeping it relevant. Consistent app design practices for consistently successful results.

Essential Mobile Interaction Design Cameron Banga,Josh Weinhold,2014 Mobile apps should feel natural and intuitive. Users should quickly and easily understand them. This means effective interaction and interface design is crucial to the success of any mobile app. However, few mobile app developers (or even designers) have had adequate training in these areas.

Designing Mobile Apps Javier Cuello,José Vittone,2013-11-20 Embarking on a career (or hobby) in app design can be intimidating, especially when information is scattered, confusing and hard to find. Designing Mobile Apps is a complete guide for those getting started, providing step-by-step details on how to design useful, attractive mobile applications. Authors Javier "Simón" Cuello and José Vittone share their experiences in the world of app design, revealing tricks of the trade based on their work at companies like Yahoo, Zara and Telefónica. Apps for Android, iOS and Windows Phone How do operating systems differ? How does one go about transferring from one OS to another? Designing Mobile Apps answers these questions and more, using real-life examples and visual comparisons. The Complete Design Process From the initial concept to app store publication, Designing Mobile Apps covers the full app creation process in simple, easy-to-use terms. It includes numerous examples and doesn't use a single line of code. Interviews with Top Professionals Designing Mobile Apps contains interviews with leading designers and developers, including Loren Brichter, Irene Pereyra, Erik Spiekermann and Dustin Mierau. They share the secrets they've learned while working at some of the best companies in the world. Written Especially for Designers and Developers Not sure how to prepare your design for the programmer? Know how to program, but fuzzy on the details in making your app truly appealing and easy to use? With Designing Mobile Apps, designers and developers can learn all they need to know to work together and create a successful app.

Tapworthy Josh Clark,2010-06-08 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

The iPhone App Design Manual David S. Brown,2014-02-18 App creation is now a huge, global business, with hundreds of thousands of developers, entrepreneurs, and companies attracted by the potential rewards. But games, functional apps, and promotional apps alike depend on attractive, intuitive design for their appeal, and most fail to find a significant audience. With this book, you'll be able to turn your great app idea into a functioning design ready for coding, or apply graphic design skills to this exciting new field, and create an app that will stand out in a market that is worth over a billion dollars every year. Understand the design process that underlies the best and most successful apps Learn how to create a friendly interface and smooth user experience, and avoid the pitfalls that plague first-time designers Master the tricks of the trade that make apps stand out: effective visuals, punchy copy, and attractive colors

Build Your First Web App Deborah Levinson,Todd Belton,2017-10-10 Not a techie? Don't worry! This friendly and approachable guide shows even complete beginners how to build their first web application. Modern web application design and development can feel overwhelming: How do you design a useful tool that can run on a desktop, tablet, and phone? Which programming framework should you use? How can a non-programmer pick up these skills? Build Your First Web App answers these questions by teaching two popular practical frameworks, Bootstrap and Angular.js, as well as the principles behind programming: the basics of user experience design, planning and structuring your software, and making your application visually attractive and easier to use. The book walks you through every step of creating you first app, and gives you assignments in each chapter. If you already know some HTML and CSS, but want to go further and create something functional rather than static, this book is for you! Book includes: An overview of the app design planning process—scenario development, feature/flow design through wireframing, and user research. Quick tips for adding visual design intelligently to make the application easier to understand and use. A walkthrough of how to code a sample app using a responsive framework (Bootstrap) and Angular.js. Each chapter of the book covers a different part of the sample app, allowing readers to follow along and draft their own code.

The Web Designer's Guide to iOS Apps Kristofer Layon,2010-12-02 If you are a designer who knows HTML, CSS, and JavaScript, you can easily learn how to make native iPhone, iPod touch, and iPad apps—and distribute them worldwide via the App Store. When combined with an Objective-C framework, web standards can be used iPod format and style content for iOS, using native controls and behaviors for an authentic Apple user experience. The Web Designer's Guide to iOS Apps shows how to create apps using NimbleKit, the Objective-C framework featured on the Apple Development Tools web site. With it you'll learn how to: Download and install the free software for creating iOS apps Use Xcode to manage project assets, test apps, and package binary files Implement standard iOS elements and behaviors for familiar Apple mobile user experiences Enhance your app designs with HTML5 and CSS3 Build a foundation for designing web apps that can be delivered to other smartphones and mobile devices

Anyone Can Create an App Wendy Wise,2017-03-10 Summary Do you have a fantastic idea for an iPhone app but no idea how to bring it to life? Great news! With the right tools and a little practice, anyone can create an app. This book will get you started, even if you've never written a line of computer code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Anyone Can Create an App begins with the basics by introducing programming concepts, the Swift language, and the tools you'll need to write iOS apps. As you explore the interesting examples, illuminating illustrations, and crystal-clear step-by-step instructions, you'll learn to: Get started programming, no experience necessary! Add controls like text boxes and buttons Keep track of your favorite things by creating the Like It or Not (LioN) app By the end, you'll be able to create and run your own apps, and you'll have the confidence to learn more on your own. The book is updated for Swift 3. About the Reader This book is written especially for non programmers - no experience needed! About the Author Wendy Wise has an extensive background in mobile and application development and has worked with several Fortune 500 companies. In her 17-year technical career, Wendy has served as a senior director of software development, a senior product manager for international mobile applications, and a hands-on developer for web and mobile technologies, among many other technical roles. Wendy fully embraces her nerd/geek side, as you'll find out as you read this book. In her spare time, she enjoys beer, coffee, photography, camping, and being outdoors. Table of Contents PART 1 - YOUR VERY FIRST APP Getting started Building your first app Your first app, explained Learning more about your development tools: Xcode Capturing users' actions: adding buttons The button app, explained Capturing user input: adding text boxes Playing on the Playground PART 2 - THE KEYS TO THE CITY: UNDERSTANDING KEY DEVELOPMENT CONCEPTS Go with the flow, man! Controlling the flow of your app While you're doing that... Collections Telling stories with storyboards ViewControllers in depth Put it on my tab: creating tab bars Table views: more than a coffee table picture book Patterns: learning to sew PART 3 - CREATING THE LIKE IT OR NOT APP Putting it all together: the LioN app Adding data to your LioN app Displaying details of your LioN Creating the details of the detail view The AddEditView scene Delegates are everywhere Editing LioNs Saving LioNs Making your LioN prettier Working with Auto Layout Search your LioNs

App Savvy Ken Yarmosh,2010-08-31 How can you make your iPad or iPhone app stand out in the highly competitive App Store? While many books simply explore the technical aspects of iPad and iPhone app design and development, App Savvy also focuses on the business, product, and marketing elements critical to pursuing, completing, and selling your app -- the ingredients for turning a great idea into a genuinely successful product. Whether you're a designer, developer, entrepreneur, or just someone with a unique idea, App Savvy explains every step in the process, with guidelines for planning a solid concept, engaging customers early and often, developing your app, and launching it with a bang. Author Ken Yarmosh details a proven process for developing successful apps, and presents numerous interviews with the App Store's most prominent publishers. Learn about the App Store and how Apple's mobile devices function Follow guidelines for vetting and researching app ideas Validate your ideas with customers -- and create an app they'll be passionate about Assemble your development team, understand costs, and establish a workable process Build your marketing plan while you develop your application Test your working app extensively before submitting it to the App Store Assess your app's performance and keep potential buyers engaged and enthusiastic

iPhone App Design for Entrepreneurs Megan Holstein,2019-03-20 Make an app from start to finish on your own or with a dedicated team. This book is your all-in-one, go-to resource for designing, building, and marketing, a trending app that others flock to buy. Use detailed analysis to decide what designs you should choose and whether you should learn to code or hire someone else to do the trench work for you. If you plan carefully and make intelligent decisions when establishing your viral app business, you will find success on the App Store. Remember, though, the App Store is not a lottery. Apps are not randomly featured, and it is not happenstance that makes your app successful. Luck and fortuitous timing tempered by hard work and a good app idea are key factors to success. You can't aimlessly create an app, throw it on the App Store, and watch the dollars roll in. You'll get back what you put in. This book lays the foundation and outlines the skills needed by aspiring entrepreneurs with no coding experience for selling a killer app. What You'll LearnDesign apps that are impressive, wow users, and most importantly, are easy to use. Build a business model around an app that turns a profit Determine when its OK to build your own app or when it's better to hire a third party to do so. Who This Book Is For Small business owners who want to create an app, but have no programming experience

Xamarin.Forms Projects Johan Karlsson,Daniel Hindrikes,2018-12-27 Explore Xamarin.Forms to develop dynamic applications Key FeaturesExplore SQLite through Xamarin

to store locations for various location-based applicationsMake a real-time serverless chat service by using Azure SignalR serviceBuild Augmented Reality application with the power of UrhoSharp together with ARKit and ARCore Book Description Xamarin.Forms is a lightweight cross-platform development toolkit for building applications with a rich user interface. In this book you'll start by building projects that explain the Xamarin.Forms ecosystem to get up and running with building cross-platform applications. We'll increase in difficulty throughout the projects, making you learn the nitty-gritty of Xamarin.Forms offerings. You'll gain insights into the architecture, how to arrange your app's design, where to begin developing, what pitfalls exist, and how to avoid them. The book contains seven real-world projects, to get you hands-on with building rich UIs and providing a truly cross-platform experience. It will also guide you on how to set up a machine for Xamarin app development. You'll build a simple to-do application that gets you going, then dive deep into building advanced apps such as messaging platform, games, and machine learning, to build a UI for an augmented reality project. By the end of the book, you'll be confident in building cross-platforms and fitting Xamarin.Forms toolkits in your app development. You'll be able to take the practice you get from this book to build applications that comply with your requirements. What you will learnSet up a machine for Xamarin developmentGet to know about MVVM and data bindings in Xamarin.FormsUnderstand how to use custom renderers to gain platform-specific accessDiscover Geolocation services through Xamarin EssentialsCreate an abstraction of ARKit and ARCore to expose as a single API for the game Learn how to train a model for imageclassification with Azure Cognitive ServicesWho this book is for This book is for mobile application developers who want to start building native mobile apps using the powerful Xamarin.Forms and C#. Working knowledge of C#, .NET, and Visual Studio is required.

  Real World Windows 8 App Development with JavaScript Edward Moemeka,Elizabeth Lomasky,2013-08-24 Real World Windows 8 App Development with JavaScript offers you practical advice and hard-earned insights that will help you create and publish apps to a worldwide market. Led by authors with deep Windows 8 app development experience, you'll learn how to make the most of Microsoft's APIs for hooking into Windows 8 on all devices, including the core ideas of promises and the asynchronous programming model. You'll also discover such important tips as how to Adhere to Windows 8 guidelines for successful app acceptance Extend the appeal of your app with media, contracts, charms, and user notifications Capture and work with media, including the ability to play video wirelessly to a television Manage background processing and file transfers Gain visibility for your app and add monetization options Get the lowdown from authors with experience from the front lines of Windows 8 app development. Theory is all well and good, but when it comes down to it, you can't beat practical advice from people who've been there and done it! You'll come away from this book with all the tools, ideas, and inspiration you need to create successful Windows 8 JavaScript apps. Development with JavaScript features real-world examples that emphasize the use of JavaScript and HTML 5 and that also adhere to the stylistic guidelines Microsoft has put in place to maintain a consistent look and feel for all applications on this platform.

  Designing the iPhone User Experience Suzanne Ginsburg,2010-08-12 In her book Designing the iPhone User Experience, Suzanne Ginsburg takes a fresh look at cutting-edge, user-centered design from the perspective of designing mobile user experiences for the iPhone. Her book brings together everything you need to know to design great products for mobile contexts. —Pabini Gabriel-Petit, UX Strategy & Design Consultant and Publisher and Editor in Chief of UXmatters "It's about time! Suzanne Ginsburg takes the best of User-Centered Design (UCD) principles and tweaks them with a dash of mobile and a lot of hints about what it means to implement the Apple Human Interface Guidelines for iPhone. Your idea for an iPhone app has much better chances of being accepted by iPhone owners (and by the iTunes watchdogs guarding entry to the App Store) if you follow even half of the suggestions in this book." —Nancy Frishberg, Ph.D., User Experience Strategist and past Chair of BayCHI Given the fiercely competitive state of the iPhone app landscape, it has become increasingly challenging for app designers and developers to differentiate their apps. The days are long gone when it was possible to crank out an app over the weekend and refine it after receiving a few not so flattering user reviews. Users now have choices -- lots of them. If your app is difficult to use or doesn't meet their needs, finding another one is just a tap away. To illustrate, consider the ever-growing field of Twitter clients. There are hundreds of variations in the App Store but only a handful stand out from the pack (such as Tweetie or Twitterific). For most apps, it boils down to one thing: the user experience. The same is true for countless other categories within the App Store; well-designed apps are more likely to attract and retain users. Of course there are other critical aspects of iPhone app development: the coding, the marketing, the customer support. All of the elements must come together. Designing the iPhone User Experience will help you tackle the user experience part of the iPhone challenge. Three key themes will be reinforced throughout the book: Know thy user, the Design Lifecycle, and Attention to Detail: Know Thy User Millions of people depend on iPhone apps to get them to work, find their next meal, and stay in touch with family and friends. Professionals of all kinds also rely on iPhone apps: doctors look up drug interactions; photographers fine-tune lighting; cyclists find the best routes. To truly understand how your apps can fit into their lives, designers and developers must learn how users do things today, what's important to them, and what needs have not been met. Part II, Introduction to User Research, will introduce a variety of user research methods. The Design Lifecycle Award-winning designs rarely happen overnight; they usually only occur after many rigorous design cycles. To illustrate this point, consider USA TODAY's iPhone application, which went through at least seven iterations for the article view in their app. These kinds of iterations should happen before you launch your app, since it will save valuable time and money, not to mention the headaches a bad design could create for your user. More importantly, you may only have one chance to impress your users -- you do not want to sell them half-baked ideas. Part III, Developing your App Concept, will explain how to iteratively design and test your app concepts. Attention to Detail Most professionals know that attention to detail is important, but hundreds of apps fail to incorporate even the most basic design principles. This lack of attention is not merely an aesthetic issue (which is important) it also affects the way apps function. For example, a news article without proper alignment will be difficult to read, and a poorly rendered icon will be challenging to interpret. Apps with a razor sharp attention to detail will stand out because their apps will look good and perform well. Part IV, Refining your App Concept, will show you how to make to your app shine, from visual design and branding to accessibility and localization. Mastering these three areas will help set your app apart from the crowd. You may not have an award-winning app over night. But knowing your users, iterative design, and attention to detail are important first steps.

  App Design Apprentice (Second Edition) raywenderlich Tutorial Team,Prateek Prasad,2022-06-15 Learn modern app design with Figma!App Design Apprentice guides you

through designing modern mobile apps using fundamental design principles. If designing better UI and UX for mobile apps sounds difficult and time-consuming, don't worry, we've got you covered.Who This Book Is ForThis book is for intermediate iOS and Android developers who already know the basics of mobile app development but want to also learn how to design apps that look good.Topics Covered in App Design ApprenticeFigma: Learn the basics of a modern design tool.App Teardowns: Analyze and pick out the best parts of other well-designed apps.Wireframes: Explore what makes good app user flows.Reusable Components: Learn to create and use reusable components such as buttons and toolbars.Typography: Basics for communicating hierarchy, order, and emphasis.Color: How to create visual styles and palettes.Transitions and Animations: Create different transitions between screens to communicate relationships.Design Systems: Best practices for creating good app experience in each ecosystem.One thing you can count on: After reading this book, you'll have the knowledge needed to design modern mobile apps that are functional and look good.

SwiftUI Projects Craig Clayton,2020-12-11 Learn SwiftUI by designing and building complex user interfaces for watchOS, iPadOS, and iOS with the help of projects including a financial app, a sports news app, and a POS system Key FeaturesLearn SwiftUI with the help of practical cross-platform development projectsUnderstand the design considerations for building apps for different devices such as Apple Watch, iPhone, and iPad using SwiftUI's latest featuresWork with advanced SwiftUI layout features, including SF Symbols, SwiftUI grids, and forms in SwiftUIBook Description Released by Apple during WWDC 2019, SwiftUI provides an innovative and exceptionally simple way to build user interfaces for all Apple platforms with the power of Swift. This practical guide involves six real-world projects built from scratch, with two projects each for iPhone, iPad, and watchOS, built using Swift programming and Xcode. Starting with the basics of SwiftUI, you'll gradually delve into building these projects. You'll learn the fundamental concepts of SwiftUI by working with views, layouts, and dynamic types. This SwiftUI book will also help you get hands-on with declarative programming for building apps that can run on multiple platforms. Throughout the book, you'll work on a chart app (watchOS), NBA draft app (watchOS), financial app (iPhone), Tesla form app (iPhone), sports news app (iPad), and shoe point-of-sale system (iPad), which will enable you to understand the core elements of a SwiftUI project. By the end of the book, you'll have built fully functional projects for multiple platforms and gained the knowledge required to become a professional SwiftUI developer. What you will learnUnderstand the basics of SwiftUI by building an app with watchOSWork with UI elements such as text, lists, and buttonsCreate a video player in UIKit and import it into SwiftUIDiscover how to leverage an API and parse JSON in your app using CombineStructure your app to use Combine and state-driven featuresCreate flexible layouts on iPadWho this book is for SwiftUI Projects is intended for anyone who is already comfortable with Swift. We do not cover Swift topics in detail, so you need to be familiar with these already. All of the SwiftUI topics are taught as if this is the first time you've learned them and will gradually get more difficult.

X Brian Solis,2015-10-13 Welcome to a new era of business in which your brand is defined by those who experience it. Do you know how your customers experience your brand today? Do you know how they really feel? Do you know what they say when you re not around? In an always-on world where everyone is connected to information and also one another, customer experience is your brand. And, without defining experiences, brands become victim to whatever people feel and share. In his new book X: The Experience When Business Meets Design bestselling author Brian Solis shares why great products are no longer good enough to win with customers and why creative marketing and delightful customer service too are not enough to succeed. In X, he shares why the future of business is experiential and how to create and cultivate meaningful experiences. This isn't your ordinary business book. The idea of a book was re-imagined for a digital meets analog world to be a relevant and sensational experience. Its aesthetic was meant to evoke emotion while also giving new perspective and insights to help you win the hearts and minds of your customers. And, the design of this book, along with what fills its pages, was done using the principles shared within. Brian shares more than the importance of experience. You'll learn how to design a desired, meaningful and uniform experience in every moment of truth in a fun way including: How our own experience gets in the way of designing for people not like us Why empathy and new perspective unlock creativity and innovation The importance of User Experience (UX) in real life and in executive thinking The humanity of Human-Centered Design in all you do The art of Hollywood storytelling from marketing to product design to packaging Apple's holistic approach to experience architecture The value of different journey and experience mapping approaches The future of business lies in experience architecture and you are the architect. Business, meet design. X

Creating iOS Apps Richard Warren,2013-11-20 With more than 600 million iOS devices sold, Apple's booming mobile platform provides a immense and continuously growing app market for developers. And with each update to the iOS SDK, Apple offers the richest set of additional developer tools. iOS 7.0 is no exception. iOS programming expert Richard Warren shows you how to use these powerful tools to begin writing the next generation of iOS apps. You will hone your development skills by creating a complete, full-featured mobile application. You'll learn to build an intuitive and beautiful user interface, beginning with linking View Controllers in the Storyboard and then adding custom drawn views. Next, you will learn how to use iCloud storage and Core Data to manage an app's data model, synchronizing data across multiple devices. Then you will learn ways to make your app stand out, using more advanced iOS techniques like UIKit Dynamics and UIMotionEffects. Finally, Richard shows you how to prepare your app for submission to the App Store, getting it in front of iOS users around the world. This book includes: Real-world guidance and advice Insight into the current best practices from an iOS programming expert An essential introduction to the Objective-C language and Cocoa design patterns Coverage of key iOS 7.0 technologies, including the asset catalog, dynamic fonts, UIKit Dynamics, UIMotionEffects, Sprite Kit, and more.

UX Design for Mobile Pablo Perea,Pau Giner,2017-07-28 Get proficient in building beautiful and appealing mobile interfaces (UI) with this complete mobile user experience (UX) design guide. About This Book Quickly explore innovative design solutions based on the real needs of your users. Create low and high fidelity prototypes using some of the best tools. Master a pragmatic design process to create successful products. Plan an app design from scratch to final test, with real users. Who This Book Is For This book is for designers, developers and product managers interested in creating successful apps. Readers will be provided with a process to produce, test and improve designs based on best practices. What You Will Learn Plan an app design from scratch to final test, with real users. Learn from leading companies and find working patterns. Apply best UX design practices to your design process. Create low and high fidelity prototypes using some of the best

tools. Follow a step by step examples for Tumult Hype and Framer Studio. Test your designs with real users, early in the process. Integrate the UX Designer profile into a working team. In Detail User experience (UX) design provides techniques to analyze the real needs of your users and respond to them with products that are delightful to use. This requires you to think differently compared to traditional development processes, but also to act differently. In this book, you will be introduced to a pragmatic approach to exploring and creating mobile app solutions, reducing risks and saving time during their construction. This book will show you a working process to quickly iterate product ideas with low and high fidelity prototypes, based on professional tools from different software brands. You will be able to quickly test your ideas early in the process with the most adequate prototyping approach. You will understand the pros and cons of each approach, when you should use each of them, and what you can learn in each step of the testing process. You will also explore basic testing approaches and some more advanced techniques to connect and learn from your users. Each chapter will focus on one of the general steps needed to design a successful product according to the organization goals and the user needs. To achieve this, the book will provide detailed hands-on pragmatic techniques to design innovative and easy to use products. You will learn how to test your ideas in the early steps of the design process, picking up the best ideas that truly work with your users, rethinking those that need further refinement, and discarding those that don't work properly in tests made with real users. By the end of the book, you will learn how to start exploring and testing your design ideas, regardless the size of the design budget. Style and approach A quick and simple guide to design and test a mobile application from the UX design point of view

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