UxyApps

Joel Marsh

UX Design for Enterprise Apps Saumen Das,Ashish Nangla,Diana Kearns-Manolatos,Kapil Wadhawan, For years, User Experience (UX) has not been a primary focus area for businesses and organizations. Established brands have garnered significant success on the power of their brand name and the credibility that came with it. The "you buy what I make" thought has dominated the "I will make what you want" approach which has led to UX designers battling between designing strategies for end-user or for the business heads. The digital revolution vows to change this approach as enhanced customer experience is directly proportional to profits and growth. Organizations that are not adaptable to this change will lose ground, resulting in poorer performance and business loss. Enhanced customer experiences is an extension of how well you understand your customers and their needs. It often boils down to simplicity and ease of interactions across conventional as well as digital channels. A well-defined UX strategy will result in overall cost reduction, speed to market, sales productivity, and a larger pool of loyal customers. This book highlights the importance of UX in today's day and age while establishing the business benefits of this approach for the new-age enterprise. It takes you through key process elements that span multiple disciplines, including user research, market research, information architecture, content strategy, wireframes & prototyping, interaction design, maturity models & checklist, visual design and usability testing. It also compares the traditional and modern approach with trending innovative models that combine the latest technology, design thinking and user experience.

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

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 kind 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.

Usability Matters Matt Lacey,2018-07-22 Summary Usability Matters: Mobile-first UX for developers and other accidental designers gives you practical advice and guidance on how to create attractive, elegant, and useful user interfaces for native and web-based mobile apps. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Just because a mobile app works doesn't mean real people are going to like it. Usability matters! Most mobile developers wind up being part-time designers, and mastering a few core principles of mobile UI can make the difference between app and crap. About the Book Usability Matters is a guide for developers wrestling with the subtle art of mobile design. With each expertly presented example, app developer and designer Matt Lacey provides easy-to-implement techniques that instantly boost your design IQ. Skipping highbrow design theory, he addresses topics like gracefully handling network dropouts and creating intuitive data inputs. Read this book and your apps will look better, your users will be happier, and you might even get some high-fives at the next design review. What's Inside Understanding your users Optimizing input and output Creating fast, responsive experiences Coping with poor network conditions Managing power and resources About the Reader This book is for mobile developers working on native or web-based apps. About the Author Matt Lacey is an

independent mobile developer and consultant and a Microsoft MVP. He's built, advised on, and contributed to apps for social networks, film and TV broadcasters, travel companies, banks and financial institutions, sports companies, news organizations, music-streaming services, device manufacturers, and electronics retailers. These apps have an installed base of more than 500,000,000 users and are used every day around the world. Matt previously worked at a broad range of companies, doing many types of development. He has worked at startups, small ISVs, national enterprises, and global consultancies, and written software for servers, desktops, devices, and industrial hardware in more languages than he can remember. He lives in the UK with his wife and two children. Table of Contents Introduction Part 1 - Context Who's using the app? Where and when is the app used? What device is the app running on? Part 2- Input How people interact with the app User-entered data Data not from a user Part 3 - Output Displaying items in the app Non-visible output Part 4 - Responsiveness Understanding the perception of time Making your app start fast Making your app run fast Part 5 - Connectivity Coping with varying network conditions Managing power and resources

iOS Wow Factor Timothy Wood,2012-01-11 With the millions of apps in the crowded Apple iTunes App Store, it can be difficult to get your apps noticed. How can you make your app stand out from the crowd and get it the reviews it deserves? iOS Wow Factor shows you how to get noticed! It explains how to go beyond the basics and where to break the rules to give your users a wow experience! You'll learn to use standard controls, as well as to create non-standard controls and high-impact custom interactions to realize truly compelling app designs. Get grounded in Apple's Human Interface Guidelines (HIG) so that you can appreciate all its wisdom. From that excellent foundation, move beyond the HIG and learn how to ensure that all your apps have that wow factor. Learn all about user experience (UX) design techniques, with and beyond Apple's HIG, and how to move your apps out of mundane design and into innovative user experiences. Examine the characteristics and constraints of the iOS platform and how to leverage its strengths to maximum effect in your apps. iOS Wow Factor explains what makes a successful mobile app design, and how to apply those principles of success to your own apps. Once you get the iOS Wow Factor into your apps, you can watch your app adoption rate increase and gain the traction it needs to succeed and earn a profit in the Apple iTunes App Store. Find out everything you'll need to wow your future customers!

UX for Beginners Joel Marsh,2015-12-21 Whether you want to design apps, websites, or just have an intelligent conversation about design, these quick-and-dirty lessons are for you. Based on the popular UX Crash Course from Joel Marsh?s blog?read over a million times?this book follows the real-life UX process from start-to-finish, so you can apply the skills as you learn. It is also perfect for managers, programmers, salespeople, and marketers who want to know more about designing digital products and services. -From publisher's website.

There's Not an App for That Simon Robinson,Gary Marsden,Matt Jones,2014-09-14 There's Not an App for That will make your work stand out from the crowd. It walks you through mobile experiences, and teaches you to evaluate current UX approaches, enabling you to think outside of the screen and beyond the conventional. You'll review diverse aspects of mobile UX: the screens, the experience, how apps are used, and why they're used. You'll find special sections on challenging your approach, as well as a series of questions you can use to critique and evaluate your own designs. Whether the authors are discussing real-world products in conjunction with suggested improvements, showcasing how existing technologies can be put together in unconventional ways, or even evaluating far out mobile experiences of the future, you'll find plenty of practical pointers and action items to help you in your day-to-day work. Provides you with new and innovative ways to think about mobile design Includes future mobile interfaces and interactions, complete with real-world, applied information that teaches you how today's mobile services can be improved Illustrates themes from existing systems and apps to show clear paths of thought and development, enabling you to better design for the future

Mobile User Experience Adrian Mendoza,2013-09-03 This is your must-have resource to the theoretical and practical concepts of mobile UX. You'll learn about the concepts and how to apply them in real-world scenarios. Throughout the book, the author provides you with 10 of the most commonly used archetypes in the UX arena to help illustrate what mobile UX is and how you can master it as quickly as possible. First, you'll start off learning how to communicate mobile UX flows visually. From there, you'll learn about applying and using 10 unique user experience patterns or archetypes for mobile. Finally, you'll understand how to prototype and use these patterns to create websites and apps. Whether you're a UX professional looking to master mobility or a designer looking to incorporate the best UX practices into your website, after reading this book, you'll be better equipped to maneuver this emerging specialty. Addresses the gap between theoretical concepts and the practical application of mobile user experience design Illustrates concepts and examples through an abundance of diagrams, flows, and patterns Explains the differences in touch gestures, user interface elements, and usage patterns across the most common mobile platforms Includes real-world examples and case studies for this rapidly growing field

Mobile UX/UI Wireframe Design Notebook The UX Room,2021-02 A well designed wireframing and/or prototyping sketchbook for Mobile ui/ux designing. Specially designed for user interface / user experience designers & engineers, website/app developers & designers. Book Specification: 180 Pages. Page Size : 8.5 x 11 Inches (21.59 x 27.94 cm) Cover : Beautiful Matte-finsh cover with premium look and feel. Every page includes: Area for Day & Date Area for Project/App No. & Name. Page No. 4 horizontal mobile wireframing mockups on single page having: dot grid area for screen no, name and reference. Notes pages for client brief, notes, feedback etc. 16 -1/8 inch dot grid pages at the end. Perfect gift for mobile app ui ux designers and developers

Fixing Bad UX Designs Lisandra Maioli,2018-02-27 A practical guide filled with case studies and easy solutions to solve the most common user experience issues Key Features Understand and fix the pain points of a bad UX design to ensure greater customer satisfaction. Correct UX issues at various stages of a UX Design with the help of different methodologies for fixing bad UXs See best practices and established principles in UX with case studies illustrating these practices and principles Book DescriptionHave your web applications been experiencing more hits and less conversions? Are bad designs consuming your time and money? This book is the answer to these problems. With intuitive case studies, you'll learn to simplify, fix, and enhance some common, real-world application designs. You'll look at the common issues of simplicity, navigation, appearance, maintenance, and many more. The challenge that most UX designers face is to ensure that the UX is user-friendly. In this book, we address this with individual case studies starting with some common UX applications and then move on to complex applications. Each case study will help you understand the issues faced by a bad UX and teach you to break it down and fix these problems. As we progress, you'll learn about the information architecture, usability testing, iteration, UX refactoring, and many other related features with the help of various case studies. You'll also learn some interesting UX design tools with the projects covered in the book. By the end of the book, you'll be armed with the knowledge to fix bad UX designs and to ensure great customer satisfaction for your applications.What you will learn Learn about ROI and metrics in UX Understand the importance of getting stakeholders involved Learn through real cases how to fix bad UX Identify and fix UX issues using different methodologies Learn how to turn insights and finding into practical UX solutions Learn to validate, test and measure the UX solutions implemented Learn about UX refactoring Who this book is for This book is for anyone confronted with a poorly designed UX. It is ideal for UX professionals who want to solve problems with existing UX designs, and UX designers who want to enhance their designs or analyze and rectify where they went wrong.

Mobile Design Pattern Gallery Theresa Neil,2012-03-06 When you're under pressure to produce a well designed, easy-to-navigate mobile app, there's no time to reinvent the wheel. This concise book provides a handy reference to 70 mobile app design patterns, illustrated by more than 400 screenshots from current iOS, Android, BlackBerry, WebOS, Windows Mobile, and Symbian apps. User experience professional Theresa Neil (Designing Web Interfaces) walks you through design patterns in 10 separate categories, including anti-patterns. Whether you're designing a simple iPhone application or one that's meant to work for every popular mobile OS on the market, these patterns provide solutions to common design challenges. This print edition is in full color. Pattern categories include: Navigation: get patterns for primary and secondary navigation Forms: break the industry-wide habits of bad form design Tables and lists: display only the most important information Search, sort, and filter: make these functions easy to use Tools: create the illusion of direct interaction Charts: learn best practices for basic chart design Invitations: invite users to get started and discover features Help: integrate help pages into a smaller form factor It's a super handy catalog that I can flip to

for ideas. —Bill Scott, Senior Director of Web Development at PayPal Looks fantastic. —Erin Malone, Partner at Tangible UX Just a quick thanks to express my sheer gratitude for this pub, it has been a guide for me reworking a design for an app already in production! —Agatha June, UX designer

Mobile Design Pattern Gallery, Color Edition Theresa Neil,2012-05-01 When you're under pressure to produce a well designed, easy-to-navigate mobile app, there's no time to reinvent the wheel. This concise book provides a handy reference to 70 mobile app design patterns, illustrated by more than 400 screenshots from current iOS, Android, BlackBerry, WebOS, Windows Mobile, and Symbian apps. User experience professional Theresa Neil (Designing Web Interfaces) walks you through design patterns in 10 separate categories, including anti-patterns. Whether you're designing a simple iPhone application or one that's meant to work for every popular mobile OS on the market, these patterns provide solutions to common design challenges. This print edition is in full color. Pattern categories include: Navigation: get patterns for primary and secondary navigation Forms: break the industry-wide habits of bad form design Tables and lists: display only the most important information Search, sort, and filter: make these functions easy to use Tools: create the illusion of direct interaction Charts: learn best practices for basic chart design Invitations: invite users to get started and discover features Controls and feedback: help users perform actions, and provide them with timely feedback Help: integrate help pages into a smaller form factor It's a super handy catalog that I can flip to for ideas. —Bill Scott, Senior Director of Web Development at PayPal Just a quick thanks to express my sheer gratitude for this pub, it has been a guide for me reworking a design for an app already in production! —Agatha June, UX designer

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.

UX for Beginners Joel Marsh,2016

UX Fundamentals for Non-UX Professionals Edward Stull,2018-09-11 What can a WWII-era tank teach us about design? What does a small, blue flower tell us about audiences? What do drunk, French marathon-runners show us about software? In 40+ chapters and stories, you will learn the ways in which UX has influenced history and vice versa, and how it continues to change our daily lives. This book enables you to participate fully in discussions about UX, as you discover the fundamentals of user experience design and research. Rather than grasp concepts through a barrage of facts and figures, you will learn through stories. Poisonous blowfish, Russian playwrights, tiny angels, Texas sharpshooters, and wilderness wildfires all make an appearance. From Chinese rail workers to UFOs, you will cover a lot of territory, because the experiences that surround you are as broad and varied as every age, culture, and occupation. You will start by covering the principles of UX before going into more diverse topics, including: being human, the art of persuasion, and the murky waters of process. Every day, people gather around conference tables, jump onto phone calls, draw on whiteboards, stare at computer monitors, and try to build things — we all create. Increasingly, what we create is something digital. From apps to web sites, and from emails to video games, often the sole evidence of an experience appears on an illuminated screen. We design tiny worlds that thrive or perish at the whim of a device's on/off button. With this book you will be ready. What You'll Learn Master the fundamentals of UX Acquire the skills to participate intelligently in discussions about UX design and research Understand how UX impacts business, including product, pricing, placement, and promotion as well as security, speed, and privacy Who This Book Is For Professionals who work alongside UX designers and researchers, including but not limited to: project managers, graphic designers, copyeditors, developers, and human resource professionals; and business, marketing, and computer science students seeking to understand how UX affects human cognition and memory, product pricing and promotion, and software security and privacy.

What Is User Experience Design? Patricia Harris, Ph.D.,2017-07-15 Apps and programs are taking over the world, and that�s a good thing. However, sometimes we open apps and programs and have trouble figuring out how to use them. This is a sign of poor-quality user experience (UX) design. Computer users would rather use apps and programs that aren�t difficult to figure out. UX designers focus on the flow of tasks through a program and try to make everything feel intuitive. In this book, readers learn about careers for UX designers as well as how UX design extends to hardware development.

App Design Apprentice (First Edition) raywenderlich Tutorial Team,Prateek Prasad,2021-02-12 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.

Mobile UI/UX Sketchbook App Developer Notebooks,2019-11-23 BRING YOUR MILLION DOLLAR APP IDEAS TO LIFE Prototyping or wireframing app skills not needed - you don't need to master a design tool app to get started, just grab a pencil and sketch Easy to use - space for app name, wireframe name, description, page, and table of contents is provided so that you can easily identify what you are working on 120 pages - each page has 6 blank mobile templates, that's 720 wireframes in total Cool gift - know someone who loves to make mobile apps? This is the perfect gift for them

UX for the Web Marli Ritter,Cara Winterbottom,2017-09-28 Learn how UX and design thinking can make your site stand out from the rest of the internet. About This Book Learn everything you need to know about UX for your Web Design. Design B2B, B2C websites that stand out from the competitors with this guide Enhance your business by improving customer accessibility and retention. Who This Book Is For If you're a designer, developer, or just someone who has the desire to create websites that are not only beautiful to look at but also easy to use and fully accessible to everyone, including people with special needs, UX for the Web will provide you with the basic building blocks to achieve just that. What You Will Learn Discover the fundamentals of UX and the User-Centered Design (UCD) Process. Learn how UX can enhance your brand and increase user retention Learn how to create the golden thread between your product and the user Use reliable UX methodologies to research and analyze data to create an effective UX strategy Bring your UX strategy to life with wireframes and prototypes Set measurable metrics and conduct user tests to improve digital products Incorporate the Web Content Accessibility Guidelines (WCAG) to create accessible digital products In Detail If you want to create web apps that are not only beautiful to look at, but also easy to use and fully accessible to everyone, including people with special needs, this book will provide you with the basic building blocks to achieve just that. The book starts with the basics of UX, the relationship between Human-Centered Design (HCD), Human-Computer Interaction (HCI), and the User-Centered Design (UCD) Process; it gradually takes you through the best practices to create a web app that stands out from your competitors. You'll also learn how to create an emotional connection with the user to increase user interaction and client

retention by different means of communication channels. We'll guide you through the steps in developing an effective UX strategy through user research and persona creation and how to bring that UX strategy to life with beautiful, yet functional designs that cater for complex features with micro interactions. Practical UX methodologies such as creating a solid Information Architecture (IA), wireframes, and prototypes will be discussed in detail. We'll also show you how to test your designs with representative users, and ensure that they are usable on different devices, browsers and assistive technologies. Lastly, we'll focus on making your web app fully accessible from a development and design perspective by taking you through the Web Content Accessibility Guidelines (WCAG). Style and Approach This is an easy-to-understand step-by-step guide with full of examples to that will help you in creating good UX for your web applications.

Mobile UI/UX Sketchbook App Developer Notebooks,2019-11-25 BRING YOUR MILLION DOLLAR APP IDEAS TO LIFE Prototyping or wireframing app skills not needed - you don't need to master a design tool app to get started, just grab a pencil and sketch Easy to use - space for app name, wireframe name, description, page, and table of contents is provided so that you can easily identify what you are working on 120 pages - each page has 6 blank mobile templates, that's 720 wireframes in total Cool gift - know someone who loves to make mobile apps? This is the perfect gift for them!

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