

UX

Russ Unger, Carolyn Chandler

Hands-On UX Design for Developers Elvis Canziba,2018-07-31 This hands-on guide will teach you simple-to-advanced steps of user experience design. It starts from idea concept evaluation, product research, user interface design, and design implementation in code. We focus not only on the UI or design, but also on other things that are connected to it. UX has its own process that requires its own sets of ...

The UX Book Rex Hartson,Pardha S. Pyla,2018-11-02 The discipline of user experience (UX) design has matured into a confident practice and this edition reflects, and in some areas accelerates, that evolution. Technically this is the second edition of The UX Book, but so much of it is new, it is more like a sequel. One of the major positive trends in UX is the continued emphasis on design—a kind of design that highlights the designer’s creative skills and insights and embodies a synthesis of technology with usability, usefulness, aesthetics, and meaningfulness to the user. In this edition a new conceptual top-down design framework is introduced to help readers with this evolution. This entire edition is oriented toward an agile UX lifecycle process, explained in the funnel model of agile UX, as a better match to the now de facto standard agile approach to software engineering. To reflect these trends, even the subtitle of the book is changed to “Agile UX design for a quality user experience . Designed as a how-to-do-it handbook and field guide for UX professionals and a textbook for aspiring students, the book is accompanied by in-class exercises and team projects. The approach is practical rather than formal or theoretical. The primary goal is still to imbue an understanding of what a good user experience is and how to achieve it. To better serve this, processes, methods, and techniques are introduced early to establish process-related concepts as context for discussion in later chapters. Winner of a 2020 Textbook Excellence Award (College) (Texty) from the Textbook and Academic Authors Association A comprehensive textbook for UX/HCI/Interaction Design students readymade for the classroom, complete with instructors’ manual, dedicated web site, sample syllabus, examples, exercises, and lecture slides Features HCI theory, process, practice, and a host of real world stories and contributions from industry luminaries to prepare students for working in the field The only HCI textbook to cover agile methodology, design approaches, and a full, modern suite of classroom material (stemming from tried and tested classroom use by the authors)

Smashing UX Design Jesmond J. Allen,James J. Chudley,2012-04-25 The ultimate guide to UX from the world’s most popular resource for web designers and developers Smashing Magazine is the world’s most popular resource for web designers and developers and with this book the authors provide the ideal resource for mastering User Experience Design (UX). The authors provide an overview of UX and User Centred Design and examine in detail sixteen of the most common UX design and research tools and techniques for your web projects. The authors share their top tips from their collective 30 years of working in UX including: Guides to when and how to use the most appropriate UX research and design techniques such as usability testing, prototyping, wire framing, sketching, information architecture & running workshops How to plan UX projects to suit different budgets, time constraints and business objectives Case studies from real UX projects that explain how particular techniques were used to achieve the client's goals Checklists to help you choose the right UX tools and techniques for the job in hand Typical user and business requirements to consider when designing business critical pages such as homepages, forms, product pages and mobile interfaces as well as explanations of key things to consider when designing for mobile, internationalization and behavioural change. Smashing UX Design is the complete UX reference manual. Treat it as the UX expert on your bookshelf that you can read from cover-to-cover, or to dip into as the need arises, regardless of whether you have 'UX' in your job title or not.

The UX Book Rex Hartson,Pardha S. Pyla,2012-01-25 The UX Book: Process and Guidelines for Ensuring a Quality User Experience aims to help readers learn how to create and refine interaction designs that ensure a quality user experience (UX). The book seeks to expand the concept of traditional usability to a broader notion of user experience; to provide a hands-on, practical guide to best practices and established principles in a UX lifecycle; and to describe a pragmatic process for managing the overall development effort. The book provides an iterative and evaluation-centered UX lifecycle template, called the Wheel, for interaction design. Key concepts discussed include contextual inquiry and analysis; extracting interaction design requirements; constructing design-informing models; design production; UX goals, metrics, and targets; prototyping; UX evaluation; the interaction cycle and the user action framework; and UX design guidelines. This book will be useful to anyone interested in learning more about creating interaction designs to ensure a quality user experience. These include interaction designers, graphic designers, usability analysts, software engineers, programmers, systems analysts, software quality-assurance specialists, human factors engineers, cognitive psychologists, cosmic psychics, trainers, technical writers, documentation specialists, marketing personnel, and project managers. A very broad approach to user experience through its components—usability, usefulness, and emotional impact with special attention to lightweight methods such as rapid UX evaluation techniques and an agile UX development process Universal applicability of processes, principles, and guidelines—not just for GUIs and the Web, but for all kinds of interaction and devices: embodied interaction, mobile devices, ATMs, refrigerators, and elevator controls, and even highway signage Extensive design guidelines applied in the context of the various kinds of affordances necessary to support all aspects of interaction Real-world stories and contributions from accomplished UX practitioners A practical guide to best practices and established principles in UX A lifecycle template that can be instantiated and tailored to a given project, for a given type of system development, on a given budget

Lean UX Jeff Gothelf,2013-03-15 User experience (UX) design has traditionally been a deliverables-based practice, with wireframes, site maps, flow diagrams, and mockups. But in today’s web-driven reality, orchestrating the entire design from the get-go no longer works. This hands-on book demonstrates Lean UX, a deeply collaborative and cross-functional process that lets you strip away heavy deliverables in favor of building shared understanding with the rest of the product team. Lean UX is the evolution of product design; refined through the real-world experiences of companies large and small, these practices and principles help you maintain daily, continuous engagement with your teammates, rather than work in isolation. This book shows you how to use Lean UX on your own projects. Get a tactical understanding of Lean UX—and how it changes the way teams work together Frame a vision of the problem you’re solving and focus your team on the right outcomes Bring the designer’s tool kit to the rest of your product team Break down the silos created by job titles and learn to trust your teammates Improve the quality and productivity of your teams, and focus on validated experiences as opposed to deliverables/documents Learn how Lean UX integrates with Agile UX

Lean UX Jeff Gothelf,Josh Seiden,2016-09-12 UX design has traditionally been deliverables-based. Wireframes, site maps, flow diagrams, content inventories, taxonomies, mockups helped define the practice in its infancy.Over time, however, this deliverables-heavy process has put UX designers in the deliverables business. Many are now measured and compensated for the depth and breadth of their deliverables instead of the quality and success of the experiences they design. Designers have become documentation subject matter experts, known for the quality of the documents they create instead of the end-state experiences being designed and developed.So what's to be done? This practical book provides a roadmap and set of practices and principles that will help you keep your focus on the the experience back, rather than the deliverables. Get a tactical understanding of how to successfully integrate Lean and UX/Design; Find new material on business modeling and outcomes to help teams work more strategically; Delve into the new chapter on experiment design and Take advantage of updated examples and case studies.

Laws of UX Jon Yablonski,2020-04-21 An understanding of psychology—specifically the psychology behind how users behave and interact with digital interfaces—is

perhaps the single most valuable nondesign skill a designer can have. The most elegant design can fail if it forces users to conform to the design rather than working within the blueprint of how humans perceive and process the world around them. This practical guide explains how you can apply key principles in psychology to build products and experiences that are more intuitive and human-centered. Author Jon Yablonski deconstructs familiar apps and experiences to provide clear examples of how UX designers can build experiences that adapt to how users perceive and process digital interfaces. You'll learn: How aesthetically pleasing design creates positive responses The principles from psychology most useful for designers How these psychology principles relate to UX heuristics Predictive models including Fitts's law, Jakob's law, and Hick's law Ethical implications of using psychology in design A framework for applying these principles

The User Experience Team of One Leah Buley, 2013-07-09 The User Experience Team of One prescribes a range of approaches that have big impact and take less time and fewer resources than the standard lineup of UX deliverables. Whether you want to cross over into user experience or you're a seasoned practitioner trying to drag your organization forward, this book gives you tools and insight for doing more with less.

UX For Dummies Kevin P. Nichols, Donald Chesnut, 2014-04-28 Get up to speed quickly on the latest in user experience strategy and design UX For Dummies is a hands-on guide to developing and implementing user experience strategy. Written by globally-recognized UX consultants, this essential resource provides expert insight and guidance on using the tools and techniques that create a great user experience, along with practical advice on implementing a UX strategy that aligns with your organisation's business goals and philosophy. You'll learn how to integrate web design, user research, business planning and data analysis to focus your company's web presence on the needs of your customers, gaining the skills you need to be effective in the field of user experience design. Whether it's the interface, graphics, industrial design, physical interaction or a user manual, being anything less than on point can negatively affect customer satisfaction and retention. User experience design fully encompasses traditional human-computer interaction design, and extends it to address all aspects of a product or service as perceived by users. UX For Dummies provides comprehensive guidance to professionals looking to understand and apply effective UX strategies. Defines UX and offers assistance with determining users and modelling the user experience Provides details on creating a content strategy and building information architectures Explores visual design and designing for specific channels Delves into UX testing and methods for keeping your site relevant The UX field is growing rapidly as companies realise that meeting your business goals requires a web presence aligned with customer needs. This alignment demands smart strategy and even smarter design. Consultants, designers and practitioners must all be on board if the result is to be cohesive and effective. UX For Dummies provides the information and expert advice you need to get up to speed quickly.

Strategic Writing for UX Torrey Podmajersky, 2019-06-12 When you depend on users to perform specific actions—like buying tickets, playing a game, or riding public transit—well-placed words are most effective. But how do you choose the right words? And how do you know if they work? With this practical book, you'll learn how to write strategically for UX, using tools to build foundational pieces for UI text and UX voice strategy. UX content strategist Torrey Podmajersky provides strategies for converting, engaging, supporting, and re-attracting users. You'll use frameworks and patterns for content, methods to measure the content's effectiveness, and processes to create the collaboration necessary for success. You'll also structure your voice throughout so that the brand is easily recognizable to its audience. Learn how UX content works with the software development lifecycle Use a framework to align the UX content with product principles Explore content-first design to root UX text in conversation Learn how UX text patterns work with different voices Produce text that's purposeful, concise, conversational, and clear

UX for Lean Startups Laura Klein, 2018-11-16 p>Great user experiences (UX) are essential for products today, but designing one can be a lengthy and expensive process. With this practical, hands-on book, you'll learn how to do it faster and smarter using Lean UX techniques. UX expert Laura Klein shows you what it takes to gather valuable input from customers, build something they'll truly love, and reduce the time it takes to get your product to market. No prior experience in UX or design is necessary to get started. If you're an entrepreneur or an innovator, this book puts you right to work with proven tips and tools for researching, identifying, and designing an intuitive, easy-to-use product. Determine whether people will buy your product before you build it Listen to your customers throughout the product's lifecycle Understand why you should design a test before you design a product Get nine tools that are critical to designing your product Discern the difference between necessary features and nice-to-haves Learn how a Minimum Viable Product affects your UX decisions Use A/B testing in conjunction with good UX practices Speed up your product development process without sacrificing quality

Universal Principles of UX Irene Pereyra, 2023-03-07 Universal Principles of UX is a comprehensive, cross-disciplinary encyclopedia for user experience designers--

Lean UX Jeff Gothelf, Josh Seiden, 2013-02-22 The Lean UX approach to interaction design is tailor-made for today's web-driven reality. In this insightful book, leading advocate Jeff Gothelf teaches you valuable Lean UX principles, tactics, and techniques from the ground up—how to rapidly experiment with design ideas, validate them with real users, and continually adjust your design based on what you learn. Inspired by Lean and Agile development theories, Lean UX lets you focus on the actual experience being designed, rather than deliverables. This book shows you how to collaborate closely with other members of the product team, and gather feedback early and often. You'll learn how to drive the design in short, iterative cycles to assess what works best for the business and the user. Lean UX shows you how to make this change—for the better. Frame a vision of the problem you're solving and focus your team on the right outcomes Bring the designers' toolkit to the rest of your product team Share your insights with your team much earlier in the process Create Minimum Viable Products to determine which ideas are valid Incorporate the voice of the customer throughout the project cycle Make your team more productive: combine Lean UX with Agile's Scrum framework Understand the organizational shifts necessary to integrate Lean UX Lean UX received the 2013 Jolt Award from Dr. Dobb's Journal as the best book of the year. The publication's panel of judges chose five notable books, published during a 12-month period ending June 30, that every serious programmer should read.

The UX Design Field Book Doug Collins, 2022-01-18 Whether you're new to the User Experience field or just want to refresh your UX knowledge, The UX Design Field Book is your go-to quick reference guide for everything about User Experience Design. This essential guide provides fast-access, high-level overviews of the core knowledge of UX Design, including: The UX Design Process Usability Research Visual Design Interaction Design Information Architecture Usability Testing UX Writing Accessibility Ethical Design Principles UX and Design Terminology Essential UX Design Reading Lists No matter your experience level, The UX Design Field Book is book is a must-have for anyone interested in User Experience. It's the perfect book to keep close-at-hand when you need fast information, quick guidance, or a crash course in any of the core elements of UX Design. Doug Collins, author of The UX Design Field Book, is an internationally recognized UX Design expert. He has lead User Experience design practices at E*TRADE, Western Union, and CACI. He currently serves as the Director of UX/UI for ALC Schools. His work has been published on Adobe.com, UX Booth, UXMastery, UXNewsMag, UXMas, and The Ecomm Manager.

The UX Book Rex Hartson, Pardha S. Pyla, 2018-11 The UX Book: Designing a Quality User Experience, Second Edition, excels with its comprehensive exploration of designing interaction that ensures a quality user experience. Combining breadth, depth and practical applications, this book takes a time-tested process-and-guidelines approach that not only provides readers with actionable methods and techniques, but also helps them retain a firm grounding in human-computer interaction (HCI) concepts and theory. The authors guide users through the UX lifecycle process, including contextual inquiry and analysis, requirements extraction, design ideation and

creation, practical design production, prototyping, and UX evaluation. Throughout this updated edition, the authors provide an increased emphasis on design, along with new chapters on Information Architecture. Students and practitioners alike will learn how to create and refine interaction designs that ensure a quality user experience. A comprehensive textbook for UX/HCI/Interaction Design students readymade for the classroom, complete with instructors' manual, dedicated web site, sample syllabus, examples, exercises, lecture slides Features HCI theory, process, practice, and a host of real world stories and contributions from industry luminaries to prepare students for working in the field The only HCI textbook to cover agile methodology, design approaches, and a full, modern suite of classroom material (stemming from tried and tested classroom use by the authors)

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

Get Into UX Vy Alechnavicius, 2021-11-01 Get Into UX book is a career advice book written to help new and experienced designers get unstuck in their pursuits to get UX jobs. The UX field has been booming for years, and as a result, a landslide of new talent has been flooding the market. All of the newcomers want to learn user experience design or research as fast as possible and get paid professional positions. However, only a fraction of them breaks into the field. On the one hand, you have young designers struggling to find jobs, and on the other hand, managers who can't find enough experienced talent. Often this is attributed to uninformed gurus, hasty bootcamps and other get-into-UX-quick schemes that overpromise, but never make anyone fully market-ready. Why do they not work? As a discipline, UX is too complex to graduate into overnight. It requires months and often years of commitment to do it justice. That doesn't mean you cannot shorten this journey. This book is a foolproof guide to correct course and help UX researchers and designers like you focus on the right things to get the job you want. Every chapter is written to give you insights and practical tools that you need to: Set yourself apart from the majority of entry and junior-level applicants by genuinely understanding what UX is and what it isn't; It's time to distil user experience design into an effective workflow that adds clarity and pulls you out of the crowd of the unsure. Set up your UX career for long term success; learn the craft that is challenging, rewarding and futureproof. This means buckling up for the long term development but starting now. Overcome the self-sabotaging actions by focusing on the right things. Have you ever wondered why some UX designers get ahead quickly, and others don't? Hint: it's rarely to do with external factors. Shorten your journey from beginner to pro by using field-proven strategies and specific tactics. You'll learn how to go from awareness to 'can do' without getting stuck. Ace your UX portfolio, resumes, and interviews by showcasing your skills in the right way and for the right audiences. We'll unpack the essentials and the small yet critical detail to get your foot in the door. In this book you will find a few sections with the following progressive to your journey chapters: I: Understand what UX is and what it isn't II: Plan your future in UX III: Gain a deep understanding of UX IV: Practice UX and collect the evidence along the way V: Demonstrate the evidence VI: Get the job VII: Build forward momentum About the author Vy (Vytautas) Alechnavicius is a design leader, seasoned and award-winning user experience and user research team manager, hiring manager and design educator to many. Over the past decade, Vy has been involved in UX driven projects from public services, healthcare, finance, transport, retail, and many other industries. Vy has established and grown small-to-large experience design and research teams, mentored and up-skilled the up-and-coming UX designers, and helped shape local and wider-reach design communities. On a typical day, you'll find him in his office working on the next project, most recently that's been focussed on giving back to the wider experience design community.

Think Like a UX Researcher David Travis, Philip Hodgson, 2023-07-26 Think Like a UX Researcher will challenge your preconceptions about user experience (UX) research and encourage you to think beyond the obvious. You'll discover how to plan and conduct UX research, analyze data, persuade teams to take action on the results and build a career in UX. The book will help you take a more strategic view of product design so you can focus on optimizing the user's experience. UX Researchers, Designers, Project Managers, Scrum Masters, Business Analysts and Marketing Managers will find tools, inspiration and ideas to rejuvenate their thinking, inspire their team and improve their craft. In this newly revised Second Edition, the authors have added six new essays that look at how UX research methods have changed in the last few years, why remote methods should not be the only tools you use, what to do about difficult test participants, how to improve your survey questions, how to identify user goals when you can't directly observe users and how understanding your own epistemological bias will help you become a more persuasive UX researcher. Key Features Provides a dive-in-anywhere book that offers practical advice and topical examples. Includes thought triggers, exercises and scenarios to test your knowledge of UX research. Features workshop ideas to build a development team's UX maturity. Discusses war stories from seasoned researchers to show you how UX research methods can be tailored to your own organization.

A Project Guide to UX Design Russ Unger, Carolyn Chandler, 2012-03-23 User experience design is the discipline of creating a useful and usable Web site or application that's easily navigated and meets the needs of the site owner and its users. There's a lot more to successful UX design than knowing the latest Web technologies or design trends: It takes diplomacy, management skills, and business savvy. That's where the updated edition of this important book comes in. With new information on design principles, mobile and gestural interactions, content strategy, remote research tools and more, you'll learn to: Recognize the various roles in UX design, identify stakeholders, and enlist their support Obtain consensus from your team on project objectives Understand approaches such as Waterfall, Agile, and Lean UX

Define the scope of your project and avoid mission creep Conduct user research in person or remotely, and document your findings Understand and communicate user behavior with personas Design and prototype your application or site Plan for development, product rollout, and ongoing quality assurance

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.

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