

# Designing The Iphone User Experience A User Centered Approach To Sketching And Prototyping Iphone Apps Suzanne Ginsburg

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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

written in a cookbook style this book offers solutions using a recipe based approach each recipe contains step by step instructions followed by an analysis of what was done in each task and other useful information the cookbook approach means you can dive into whatever recipes you want in no particular order the iphone interface cookbook is written from the ground up for people who are new to ios or application interface design in general each chapter discusses the reasoning and design strategy behind critical interface components as well as how to best integrate each into any iphone or ipad application detailed and straight forward recipes help give

guidance and build understanding far beyond what is offered through apple s human interface guidelines

with over 100 000 iphone applications and 125 000 registered iphone developers is it still possible to create a top selling app that stands apart from the six figure crowd of course but you ll need more than a great idea and flawless code an eye catching and functional user interface design is essential with this book you ll get practical advice on user interface design from 10 innovative developers who like you have sat wondering how to best utilize the iphone s minimal screen real estate their stories illustrate precisely why with more apps and more experienced creative developers no iphone app can succeed without a great user interface whatever type of iphone project you have in mind social networking app game or reference tool you ll benefit from the information presented in this book more than just tips and pointers you ll learn from the authors hands on experiences including dave barnard of app cubby on how to use apple s user interface conventions and test for usability to assure better results joachim bondo creator of deep green chess beats a classic design problem of navigating large dataset results in the realm of the iphone former apple employee dan burcaw tailors user interfaces and adds the power of corelocation address book and camera to the social networking app brightkite david kaneda takes his basecamp project management client outpost from a blank page literally to a model of dashboard clarity craig kemper focuses on the smallest details to create his award winning puzzle games tanzen and zentomino tim novikoff a graduate student in applied math with no programming experience reduces a complex problem to simplicity in flash of genius sat vocab long time mac developer chris parrish goes into detail on the creation of the digital postcard app postage which won the 2009 apple design award flash developer keith peters provides solutions for bringing games that were designed for a desktop screen to the small touch sensitive world of the iphone jürgen siebert creator of fontshuffle outlines the anatomy of letters and how to select the right fonts for maximum readability on the iphone screen eddie wilson an interactive designer reveals the fine balance of excellent design and trial by fire programming used to create his successful app snow report combined with apress best selling beginning iphone 3 development exploring the iphone sdk you ll be prepared to match great code with striking design and create the app that everyone is talking about

the two volume set lncs 6769 lncs 6770 constitutes the proceedings of the first international conference on design user experience

and usability duxu 2011 held in orlando fl usa in july 2011 in the framework of the 14th international conference on human computer interaction hcii 2011 incorporating 12 thematically similar conferences a total of 4039 contributions was submitted to hcii 2011 of which 1318 papers were accepted for publication the total of 154 contributions included in the duxu proceedings were carefully reviewed and selected for inclusion in the book the papers are organized in topical sections on duxu theory methods and tools duxu guidelines and standards novel duxu devices and their user interfaces duxu in industry duxu in the mobile and vehicle context dxu in environment duxu and ubiquitous interaction appearance duxu in the development and usage lifecycle duxu evaluation and duxu beyond usability culture branding and emotions

designing the iphone user experience provides an end to end overview of the user centered design process specifically for iphone applications after reading this book you will know how to conduct upfront user and competitive research to inform your app s vision statement also known as the production definition statement brainstorm sketch and prototype your app concepts the prototypes covered take many different forms from simple paper to scripted videos refine your app s user interface and visual design using best practices based on established design principles make

essential skills made easy develop test and debug iphone ipad and ipod touch applications with help from this practical resource ios sdk programming a beginner s guide shows you how to use objective c and apple s new xcode 4 development environment with an integrated easy to use interface builder you ll learn which uiview subclasses to use when laying out an ios app and master all of the ios user interface controls setting application preferences and storing application data are also covered the book explains how to integrate multimedia into your apps and develop universal apps that run on the iphone ipod touch and ipad you ll learn how to take advantage of the ipad s larger display and the new features of ios 4 2 by the end of this book you ll be ready to create the next bit hit in the itunes app store designed for easy learning key skills concepts chapter opening lists of specific skills covered in the chapter try this hands on exercises that show you how to apply your skills notes extra information related to the topic being covered tips helpful reminders or alternate ways of doing things cautions errors and pitfalls to avoid annotated syntax example code with commentary that

describes the programming techniques being illustrated

updated and revised coverage that includes the latest versions of ios and xcode whether you're a novice or experienced developer you will want to dive into this updated resource on database application programming for the iphone and ipad packed with more than 50 percent new and revised material including completely rebuilt code screenshots and full coverage of new features pertaining to database programming and enterprise integration in ios 6 this must have book intends to continue the precedent set by the previous edition by helping thousands of developers master database application programming shows you how to store data using sqlite model and manage data using core data and integrate with services explains how to take advantage of the built in capabilities of the iphone and ipad details techniques for integrating ios applications into enterprise class systems encourages you to take advantage of multi core processors store data in the cloud and use storyboards to develop the ui for your app by the end of the book you will be able to confidently implement a data driven application for the iphone and ipad and integrate an ios application within an existing enterprise system

this text offers readers a jumpstart to developing applications for the fifth iteration of the iphone fully updated to cover all the new features it covers both iphone and ipad development

the ideal starting point for creating apps using ios 4 written by an experienced apple developer and trainer this full color reference serves as an ideal jumping point for creating applications for apple's ios 4 that runs on the iphone ipod touch and ipad in addition to in depth coverage of the ios sdk the book walks you through the various core aspects of iphone and ipad development you'll learn how to take advantage of the tools provided by xcode and you'll benefit from a solid introduction to objective c which allows you to have a smooth transition to iphone development from another platform offers a solid foundation for creating applications for apple's ios 4 covers all the new features of ios 4 and provides a new applications template for developing ipad and iphone apps addresses the new popoverview for ipad apps shows how to develop background applications which is one of the new features in ios 4 beginning ios 4

application development is your ultimate resource for creating applications for apple s ios 4

grab a share of one of today s hottest markets out of nowhere apps have taken the world by storm in a short time millions of customers have downloaded apps and they re eagerly awaiting more if you re considering entering the market stop thinking about it and make your move you ll reach more customers expand your product offerings and grow new revenue streams and it s much easier than you may realize get rich with apps explains how to marry iphone and facebook app features with your business and marketing needs integrate apps with other resources such as databases and websites take advantage of the social web to expand your customer base measure the success of new and existing projects you don t need a team of computer whizzes to make a killing in the apps market all you need is the business advice in this book to get an early foothold in a market with a soaring future

a complete and authoritative introduction to programming for the iphone this book shows programmers comfortable with structured languages how to program specifically with the sdk it lets developers who are new to the iphone technology dive right in and start creating applications

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

provides information on building enterprise mobile applications in cÃ net and mono for all platforms

the bestselling sybex guide to marketing on facebook now fully updated as the second most visited site on the web facebook offers myriad marketing opportunities and a host of new tools this bestselling guide is now completely updated to cover all of the latest tools including deals sponsored stories the send button and more it explains how to develop a winning strategy implement a campaign measure results and produce usable reports case studies step by step directions and hands on tutorials in the popular hour a day format make this the perfect handbook for maximizing marketing efforts on facebook this revised guide fills you in on the latest facebook conventions tools and demographics and outlines the important strategic considerations for planning a campaign takes you step by step through crafting an initial facebook presence developing an overall marketing strategy setting goals defining metrics developing reports and integrating your strategy with other marketing activities covers using features such as events applications and pay per click advertising includes case studies and directions for updating monitoring and maintaining your campaign this popular guide is packed with up to date information to help you develop implement measure and maintain a successful facebook marketing program

industries product development and processes worldwide have embraced a new paradigm in the vuca era agile many taiwanese companies follow the agile trend yet they discover questioned effectiveness of agile development due to cultural and mindset differences after implementation resulting in products not recognized by the market product owners often carry the responsibility of the product s development and successful marketing implying that product owners need expertise in agile development and marketing to create well received and successful products in the market hence a classic product owner book tailored to the taiwanese industry successful agile product development the secret to building a best selling product was born this book could become the wikipedia of

product owners guiding individuals toward a clear path when they find themselves directionless in their role features of this book 1 three hundred full color pages with one hundred fifty illustrations and fifty classic corporate case studies 2 the first classic product owner book in taiwan that integrates agile mindset with marketing techniques 3 the book features insights from over twenty product owners across ten major industries whose experiences are consolidated into comprehensive principle based articles that analyze pain points and provide solutions 4 the product owner toolbox includes a complete demonstration of techniques and tools and sop instructions 5 an in depth analysis of the entire process from product development to market launch accompanied by explanatory case studies resulting in a visually engaging experience that fosters holistic understanding 6 the book design is user context oriented catering to novices and experienced professionals across various roles those involved in product planning and editing can focus on conducting planning and product design to capture the target customers hearts effectively for project managers and product owners adopting agile learn the essence of three pillars three accountabilities three artifacts five values and five events to eliminate development bottlenecks for engineers or technical personnel collaborating with product owners understanding different leadership styles and collaboration approaches enables tailored solutions advertising and marketing professionals who want to understand how to create buzz when promoting products can refer to the chapter on community management if you want to become a successful product owner you must attend the product owner skills and mindset section

morace outlines the strategic steps every leader must take in order to compete in today s constantly shifting business landscape

find the winners avoid the losers and build a solid tech portfolio for the long run with proven methods from legendary analyst mark mahaney the tech industry is the stock market s hottest most profitable sector but it can be a roller coaster ride companies with great ideas can end up going nowhere and some that dominate today will be sold at fire sale prices in five years sure things can become sore things very rapidly nothing but net provides the knowledge and insights you need to understand what s really hot to know what s not and to outperform other investors consistently and decisively famous for his smart savvy and unique approach to tech stock investing mark mahaney provides his 10 proven rules for succeeding as a long term tech stock investor explaining everything he s

learned during almost 25 years of analyzing internet stocks including why revenue growth and customer metrics not earnings are what matter most to tech investors how to invest not trade in the great growth opportunities that lie ahead how to determine when high valuations are a warning sign and when they signal an opportunity i ve watched the rise of some of the leading companies of today facebook amazon netflix google and the fall of some of the leading companies of yesterday yahoo ebay and aol mahaney writes f iguring out which companies really are going to be dominant franchises is an extremely hard thing to do but those who accomplished this were arguably able to generate some of the best portfolio returns in the stock market over the past generation nothing but net provides powerful advice for the next two decades lessons you can start applying today and use for years to come

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