

## The Humane Interface New Directions For Designing Interactive Systems By Raskin Jef Published By Addison Wesley Professional 2000 Paperback

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The Humane Interface is a gourmet dish from a master chef. Five mice! --Jakob Nielsen, Nielsen Norman Group Author of *Designing Web Usability: The Practice of Simplicity* This unique guide to interactive system design reflects the experience and vision of Jef Raskin, the creator of the Apple Macintosh.

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Humane Interface, The: New Directions for Designing Interactive Systems. by Jef Raskin. Released March 2000. Publisher (s): Addison-Wesley Professional. ISBN: 0201379376. Explore a preview version of Humane Interface, The: New Directions for Designing Interactive Systems right now.

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Although the techniques covered in The Humane Interface apply to a wide range of products--including web sites, application software, handheld personal data managers and other information appliances, and operating systems--this book does not present a survey of the field of human-machine interface design. Rather, this book strikes out in new directions while also reviewing those established parts of interface design that are needed in the development of the new material.

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The Humane Interface: New Directions for Designing Interactive Systems ACM Press Series: Author: Jef Raskin: Edition: illustrated: Publisher: Addison-Wesley Professional, 2000: ISBN: 0201379376,...

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The humane interface: new directions for designing interactive systems . 2000. Abstract "Deep thinking is rare in this field where most companies are glad to copy designs that were great back in the 1970s. The Humane Interface is a gourmet dish from a master chef. Five mice!" --Jakob Nielsen, Nielsen Norman Group Author of Designing Web ...

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The Humane Interface: New Directions for Designing Interactive Systems (ISBN 0-201-37937-6) is a book about user interface design written by Jef Raskin and published in 2000. It covers ergonomics, quantification, evaluation, and navigation.

~~The Humane Interface - Wikipedia~~

The Humane Interface: New Directions for Designing Interactive Systems. Publication Date : 2000-4-8 | Author : Jef Raskin. Jef Raskin. Number Of Pages: 256. ISBN: 0201379376. ISBN13: 9780201379372. Publisher: Addison-Wesley Professional.

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But Raskin goes afield, I think, in the latter half of the book. He proposes an entirely new interface for PCs--one that dispenses with file names, directory structures and applications. I'm sure we all agree that the current Windows interface is far from ideal or humane, confusing untold millions and making work more difficult than necessary.

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The Humane Interface: New Directions for Designing Interactive Systems Jef Raskin. 2000. Reading, MA: Addison-Wesley Publishing Company, Inc. [ISBN 0-201-37937-6. 233 pages, including index. \$24.95 USD (softcover).]

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The Humane Interface: New Directions for Designing Interactive Systems. The honeymoon with digital technology is over: millions of users are tired of having to learn huge, arcane programs to perform the simplest tasks; fatigued by the pressure of constant upgrades, and have had enough of system crashes. In The Humane Interface, Jef Raskin -- the legendary, controversial creator of the original Apple Macintosh project -- shows that there is another path.

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Although the techniques covered in The Humane Interface apply to a wide range of products—including web sites, application software, handheld personal data managers and other information appliances, and operating systems—this book does not present a survey of the field of human-machine interface design. Rather, this book strikes out in new directions while also reviewing those established parts of interface design that are needed in the development of the new material.

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~~Preface | The Humane Interface. New Directions for ...~~

The Humane Interface New Directions for Designing Interactive Systems (ACM Press) This edition was published in March 29, 2000 by Addison-Wesley Professional

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Aptly subtitled "New Directions for Designing Interactive Systems", The Humane Interface is essentially an introduction to a new school of the craft of semiotics. Although the author doesn't use this specific term, The Human Interface, the book explores the intelligent design of efficient signs and symbols for the "conversation" between man and computer.

Cognetics and the locus of attention - Meanings, modes, monotony, and myths - Quantification - Unification - Navigation and other aspects of humane interfaces - Interface issues outside the user interface.

Tog on Software Design discusses the evolution computers will undergo in the coming decade and the impact these changes will have on society as a whole. You'll find essays on topics from quality management to the meaning of standards, to corporate structure and cooperation, interspersed with responses to queries supplied by designers and developers. These essays will furnish industry managers, programmers, and designers with a blueprint for success in the coming decade. Discussion of issues surrounding home, school, and business will give computer enthusiasts a fascinating view of how their lives will soon be transformed.

Good, No Highlights, No Markup, all pages are intact, Slight Shelfwear, may have the corners slightly dented, may have slight color changes/slightly damaged spine.

Written by the experts at 37signals, this book shows hundreds of real-world examples from companies like Amazon, Google, and Yahoo that show the right (and wrong) ways to get defensive. Readers will learn 40 guidelines to prevent errors and rescue customers if a breakdown occurs. They'll also explore how to evaluate their own site's defensive design and improve it over the long term.

Thoroughly rewritten for today's web environment, this bestselling book offers a fresh look at a fundamental topic of web site development: navigation design. Amid all the changes to the Web in the past decade, and all the hype about Web 2.0 and various "rich" interactive technologies, the basic problems of creating a good web navigation system remain. Designing Web Navigation demonstrates that good navigation is not about technology—it's about the ways people find information, and how you guide them. Ideal for beginning to intermediate web designers, managers, other non-designers, and web development pros looking for another perspective, Designing Web Navigation offers basic design principles, development techniques and practical advice, with real-world examples and essential concepts seamlessly folded in. How does your web site serve your business objectives? How does it meet a user's needs? You'll learn that navigation design touches most other aspects of web site development. This book: Provides the foundations of web navigation and offers a framework for navigation design Paints a broad picture of web navigation and basic human information behavior Demonstrates how navigation reflects brand and affects site credibility Helps you understand the problem you're trying to solve before you set out to design Thoroughly reviews the mechanisms and different types of navigation Explores "information scent" and "information shape" Explains "persuasive" architecture and other design concepts Covers special contexts, such as navigation design for web applications Includes an entire chapter on tagging While Designing Web Navigation focuses on creating navigation systems for large, information-rich sites serving a business purpose, the principles and techniques in the book also apply to small sites. Well

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researched and cited, this book serves as an excellent reference on the topic, as well as a superb teaching guide. Each chapter ends with suggested reading and a set of questions that offer exercises for experiencing the concepts in action.

As a new medium for questionnaire delivery, the Internet has the potential to revolutionize the survey process. Online (Web-based) questionnaires provide several advantages over traditional survey methods in terms of cost, speed, appearance, flexibility, functionality, and usability [Bandilla et al. 2003; Dillman 2000; Kwak & Radler 2002]. Online-questionnaires can provide many capabilities not found in traditional paper-based questionnaires: they can include pop-up instructions and error messages; they can incorporate links; and it is possible to encode difficult skip patterns making such patterns virtually invisible to respondents. Despite this, and the emergence of numerous tools to support online-questionnaire creation, current electronic survey design typically replicates the look-and-feel of paper-based questionnaires, thus failing to harness the full power of the electronic survey medium. A recent environmental scan of online-questionnaire design tools found that little, if any, support is incorporated within these tools to guide questionnaire design according to best-practice [Lumsden & Morgan 2005]. This paper briefly introduces a comprehensive set of guidelines for the design of online-questionnaires. It then focuses on an informal observational study that has been conducted as an initial assessment of the value of the set of guidelines as a practical reference guide during online-questionnaire design.

### 2 Background

Online-questionnaires are often criticized in terms of their vulnerability to the four standard survey error types: namely, coverage, non-response, sampling, and measurement errors.

The dot.com crash of 2000 was a wake-up call, and told us that the Web has far to go before achieving the acceptance predicted for it in '95. A large part of what is missing is quality; a primary component of the missing quality is usability. The Web is not nearly as easy to use as it needs to be for the average person to rely on it for everyday information, commerce, and entertainment. In response to strong feedback from readers of GUI BLOOPERS calling for a book devoted exclusively to Web design bloopers, Jeff Johnson calls attention to the most frequently occurring and annoying design bloopers from real web sites he has worked on or researched. Not just a critique of these bloopers and their sites, this book shows how to correct or avoid the blooper and gives a detailed analysis of each design problem. Hear Jeff Johnson's interview podcast on software and website usability at the University of Canterbury (25 min.)

Discusses in detail 60 of the most common and critical web design mistakes, along with the solutions, challenges, and tradeoffs associated with them. Covers important subject areas such as: content, task-support, navigation, forms, searches, writing, link appearance, and graphic design and layout. Organized and formatted based on the results of its own usability test performed by web designers themselves. Features its own web site ([www.web-bloopers.com](http://www.web-bloopers.com)) with new and emerging web design no-no's (because new bloopers are born every day) along with a much requested printable blooper checklist for web designers and developers to use.

Chronicles the best and the worst of Apple Computer's remarkable story.

User interface design is a challenging, multi-disciplinary activity that requires understanding a wide range of concepts and techniques that are often subjective and even conflicting. Imagine how much it would help if there were a single perspective that you could use to simplify these complex issues down to a small set of objective principles. In *UI is Communication*, Everett McKay explains how to design intuitive user interfaces by focusing on effective human communication. A user interface is ultimately a conversation between users and technology.

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Well-designed user interfaces use the language of UI to communicate to users efficiently and naturally. They also recognize that there is an emotional human being at the other end of the interaction, so good user interfaces strive to make an emotional connection. Applying what you learn from UI is Communication will remove much of the mystic, subjectiveness, and complexity from user interface design, and help you make better design decisions with confidence. It's the perfect introduction to user interface design. Approachable, practical communication-based guide to interaction and visual design that you can immediately apply to projects to make solid design decisions quickly and confidently Includes design makeovers so you can see the concepts in practice with real examples Communication-based design process ties everything from interaction to visual design together

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