

Dont Make Me Think A Common Sense Approach To Web Usability

[MOBI] Dont Make Me Think A Common Sense Approach To Web Usability

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Dont Make Me Think A

Don't Make Me Think, Revisited - pearsoncmg.com

wrote the first edition of Don't Make Me Think back in 2000 By 2002, I began to get a few emails a year from readers asking (very politely) if I'd thought about updating it Not complaining; just trying to be helpful "A lot of the examples are out of date" was the usual comment

Don't Make Me Think - Pennsylvania State University

Don't Make Me Think sends a clear and powerful message to those in charge of creating web pages: Make your site as effortless as possible Create self-explanatory designs Know that users are in a hurry Don't write a novel, design billboards Harness the power of accepted conventions Make

Don't Make Me Think, Second Edition: A Common Sense ...

chapter 10 [164] Things that diminish goodwill Here are a few of the things that tend to make users feel like the people publishing a site don't have their best interests at heart:

Don't Make Me Think! A Common Sense Approach to Web ...

Don't Make Me Think! A Common Sense Approach to Web Usability Steve Krug New Riders Publishing, Berkeley, 2000 ISBN 0-7897-2310-7 a summary by Professor Joan Inderhees, Spring 2009

10 Usability Lessons from Steve Krug's Don't Make Me Think ...

usability, I've re-read Steve Krug's Don't Make Me Think and pulled out what I consider to be the most insightful and best thoughts in this book I highly recommend picking up a copy if you get a chance, but here are some things

Don't make me think

Don't make me think St'ephane Bortzmeyer <stephane+blog@bortzmeyerorg> Premiere r` edaction de cet article le 1 ao` ut 2002^

Don't Make Me Think

dr jouni ronkainen dr sudeep sundaram spookfish innovations don't make me think transforming automated inspection user experience technical forum, world money fair

Mom, Don't Make Me Think - Just Tell Me the Answer

Don't Make Me Think - Just Tell Me the Answer VaHomeschoolers Conference and Resource Fair Saturday, Session 1, 9:00-10:00 am presented by Kathleen Cotter ...

dont make me think 0 - Indiana University Bloomington

lace today where you don't have to worry about to improve the Site, ana It won De pro:ect It also nejps me, we go along, I'm going to ask you to think your permission to tape you, but that It work on the nart that's being tested, vou can also sav, "Don't w about hurting in ...

No me hagas - disenomovil.mobi

- Me enseñó algunas cosas que no sabía; por ejemplo, no sabía cómo la gente es zando bro y cuál era la valoración que le otorgaban • Me llevé una gran sorpresa que me permitió mejorarlo significativamente La gran sorpresa era la gran cantidad de personas que me sugerían mover a otro libro los

PREFACE About the Second Edition vi - sensible.com

[iv] PREFACE About the Second Edition vi FOREWORD By Roger Black xii INTRODUCTION Read me first 2 Throat clearing and disclaimers

CHAPTER 1 Don't make me think! 10 Krug's First Law of Usability CHAPTER 2 How we really use the Web 20 Scanning, satisficing, and muddling through

Chapter 6 Street signs and breadcrumbs

the most important thing to make sure a web site is easy to use - simple, which means "Don't make me think!" when you're creating a site, get rid of the questions as below example what make us think names of things cute or clever names, company-specific names, unfamiliar technical names etc links and buttons not obviously clickable

Accessing "Don't Make Me Think" by Steve Krug in the ...

Accessing "Don't Make Me Think" by Steve Krug in the Safari Tech Books collection: 1) Go to this page in the library database portal Usability isn't your life's work, and you don't have time for a long book There's a good usability principle right there: if something requires a large investment of time

DON'T THINK TWICE, IT'S ALRIGHT

You're the reason I'm a-traveling on, but don't think twice, it's al-right And it ain't no use in turning on your light, babe, the light I never knowed And it ain't no use in turning on your light, babe, I'm on the dark side of the road But I wish there was somethin' you would do ...

chapter 12345678910 11 Usability ... - Steve Krug's Web site

And while usability testing will sometimes settle these arguments, the main thing it usually ends up doing is revealing that the things they were arguing about aren't all

Are You Feeling Tired, Sad, Angry, Irritable, Hopeless?

"My treatment has helped me to think out a lot of things before reacting, especially when it comes to anger, and to understand that depression is a real problem and that I'm not making it up" Liz R "Before, I was just barely clinging to life The medication and the therapy have kept me alive" Laura

B

Owner of Hileman Holdings, LLC - Meetup

DON'T MAKE ME THINK! Self-evident, obvious and self-explanatory The user should be able to "get it" 4 Krug's First Law of Usability is Don't Make Me Think If you only have room in your head for one usability rule, make it this one! Your pages should be self-evident, obvious and self explanatory

COMMUNICATING WITH VISUAL HIERARCHY - LukeW

COMMUNICATING WITH VISUAL HIERARCHY LUKE WROBLEWSKI WRITERS UA CONFERENCE, MARCH 2008 2 Luke Wroblewski Yahoo! Inc Don't Make Me Think: A Common Sense Approach to Web Usability 3 doubt once they rollover the number for which they don't know the meaning,

"When you hear hoof beats, think zebras, not horses."

"When you hear hoof beats, think zebras, not horses" Thank you for supporting THINK ZEBRA! to make a difference! If you have any questions, please contact me at (phone number or e-mail address) Severe requires hospitalization or intravenous antibiotics Persistent won't completely clear up or