

Jeff Johnson

GUI Bloopers 2.0

Common User Interface Design
Don'ts and Dos

**TOTALLY UPDATED
AND REVISED!**

Gui Bloopers

David Travis



Gui Bloopers:

GUI Bloopers 2.0 Jeff Johnson, 2007-10-04 GUI Bloopers 2.0 Second Edition is the completely updated and revised version of GUI Bloopers. It looks at user interface design bloopers from commercial software, Web sites, Web applications, and information appliances, explaining how intelligent, well-intentioned professionals make these mistakes and how you can avoid them. GUI expert Jeff Johnson presents the reality of interface design in an entertaining, anecdotal, and instructive way while equipping readers with the minimum of theory. This updated version reflects the bloopers that are common today, incorporating many comments and suggestions from first edition readers. It covers bloopers in a wide range of categories, including GUI controls, graphic design and layout, text messages, interaction strategies, Web site design, including search link and navigation, responsiveness issues, and management decision making. Organized and formatted so information needed is quickly found, the new edition features callouts for the examples and informative captions to enhance quick knowledge building. This book is recommended for software engineers, web designers, web application developers, and interaction designers working on all kinds of products. Updated to reflect the bloopers that are common today, incorporating many comments and suggestions from first edition readers. Takes a learn-by-example approach that teaches how to avoid common errors. Covers bloopers in a wide range of categories: GUI controls, graphic design and layout, text messages, interaction strategies, Web site design, including search link and navigation, responsiveness issues, and management decision making. Organized and formatted so information needed is quickly found; the new edition features callouts for the examples and informative captions to enhance quick knowledge building. Hundreds of illustrations, both the DOs and the DON'Ts for each topic, covered with checklists and additional bloopers on www.gui-bloopers.com. **GUI Bloopers** Jeff Johnson, 2000-03-17. Better read this book or your design will be featured in Bloopers II. Seriously, bloopers may be fun in Hollywood outtakes, but no movie director would include them in the final film. So why do we find so many bloopers in shipped software? Follow Jeff Johnson as he leads the blooper patrol deep into enemy territory; he takes no prisoners but reveals all the design stupidities that users have been cursing over the years. Jakob Nielsen, Usability Guru, Nielsen Norman Group. If you are a software developer, read this book, especially if you don't think you need it. Don't worry; it isn't filled with abstract and useless theory; this is a book for doers, code writers, and those in the front trenches. Buy it, read it, and take two sections daily. Don Norman, President, UNext Learning Systems. **hr align="center" style="width: 75%;">GUI Bloopers** looks at user interface design bloopers from commercial software, Web sites, and information appliances, explaining how intelligent, well-intentioned professionals made these dreadful mistakes and how you can avoid them. While equipping you with all the theory needed to learn from these examples, GUI expert Jeff Johnson also presents the reality of interface design in an entertaining, anecdotal, and instructive way. This is an excellent, well-illustrated resource for anyone whose work touches on usability issues, including software engineers, Web site designers, managers of development processes, QA professionals, and usability professionals.

Features Takes a learn by example approach that teaches you to avoid common errors by asking the appropriate questions of your own interface designs Includes two complete war stories drawn from the author's personal experience that describe in detail the challenges faced by UI engineers Covers bloopers in a wide range of categories GUI components layout and appearance text messages interaction strategies Web site design responsiveness issues management decision making and even more at [www GUI bloopers com](http://www.gui-bloopers.com) Organized and formatted based on the results of its own usability testing so you can quickly find the information you need packaged in easily digested pieces **Association internationale de cybernétique. ... congrès international de cybernétique. ... International Congress on Cybernetics. Actes ,1974 GUI Bloopers 2.0, 2nd Edition** Jeff Johnson,2007 GUI Bloopers 2.0 Second Edition is the completely updated and revised version of GUI Bloopers It looks at user interface design bloopers from commercial software Web sites Web applications and information appliances explaining how intelligent well intentioned professionals make these mistakes and how you can avoid them GUI expert Jeff Johnson presents the reality of interface design in an entertaining anecdotal and instructive way while equipping readers with the minimum of theory This updated version reflects the bloopers that are common today incorporating many comments and suggestions from first edition readers It covers bloopers in a wide range of categories including GUI controls graphic design and layout text messages interaction strategies Web site design including search link and navigation responsiveness issues and management decision making Organized and formatted so information needed is quickly found the new edition features call outs for the examples and informative captions to enhance quick knowledge building This book is recommended for software engineers web designers web application developers and interaction designers working on all kinds of products Updated to reflect the bloopers that are common today incorporating many comments and suggestions from first edition readers Takes a learn by example approach that teaches how to avoid common errors Covers bloopers in a wide range of categories GUI controls graphic design and layout text messages interaction strategies Web site design including search link and navigation responsiveness issues and management decision making Organized and formatted so information needed is quickly found the new edition features call outs for the examples and informative captions to enhance quick knowledge building Hundreds of illustrations both the DOs and the DON'Ts for each topic covered with checklists and additional bloopers on [www gui bloopers com](http://www.gui-bloopers.com) **Web Bloopers** Jeff Johnson (Consultant),Jeff Johnson,2003-04-14 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 *GUI Bloopers 2.0* Jeff Johnson (Consultant),2005* *GUI Bloopers 2.0* Jeff Johnson (Ph. D.),2008 *GUI Bloopers* Jeff Johnson (Consultant),SIGCHI (Group : U.S.),Association for Computing Machinery (U.S.),2001 **Forms that Work** Caroline Jarrett,Gerry Gaffney,2009-03-02 Forms that Work Designing Web Forms for Usability clearly explains exactly how to design great forms for the web The book provides proven and practical

advice that will help you avoid pitfalls and produce forms that are aesthetically pleasing efficient and cost effective It features invaluable design methods tips and tricks to help ensure accurate data and satisfied customers It includes dozens of examples from nitty gritty details label alignment mandatory fields to visual designs creating good grids use of color This book isn't just about colons and choosing the right widgets It's about the whole process of making good forms which has a lot more to do with making sure you're asking the right questions in a way that your users can answer than it does with whether you use a drop down list or radio buttons In an easy to read format with lots of examples the authors present their three layer model relationship conversation appearance You need all three for a successful form a form that looks good flows well asks the right questions in the right way and most important of all gets people to fill it out Liberally illustrated with full color examples this book guides readers on how to define requirements how to write questions that users will understand and want to answer and how to deal with instructions progress indicators and errors This book is essential reading for HCI professionals web designers software developers user interface designers HCI academics and students market research professionals and financial professionals Provides proven and practical advice that will help you avoid pitfalls and produce forms that are aesthetically pleasing efficient and cost effective Features invaluable design methods tips and tricks to help ensure accurate data and satisfied customers Includes dozens of examples from nitty gritty details label alignment mandatory fields to visual designs creating good grids use of color Foreword by Steve Krug author of the best selling Don't Make Me Think

Paper Prototyping Carolyn Snyder, 2003 The practical guide on using paper prototyping when designing user interfaces

HCI Models, Theories, and Frameworks John M. Carroll, 2003-05-21 HCI Models Theories and Frameworks provides a thorough pedagogical survey of the science of Human Computer Interaction HCI HCI spans many disciplines and professions including anthropology cognitive psychology computer graphics graphical design human factors engineering interaction design sociology and software engineering While many books and courses now address HCI technology and application areas none has addressed HCI's multidisciplinary foundations with much scope or depth This text fills a huge void in the university education and training of HCI students as well as in the lifelong learning and professional development of HCI practitioners Contributors are leading researchers in the field of HCI If you teach a second course in HCI you should consider this book This book provides a comprehensive understanding of the HCI concepts and methods in use today presenting enough comparative detail to make primary sources more accessible Chapters are formatted to facilitate comparisons among the various HCI models Each chapter focuses on a different level of scientific analysis or approach but all in an identical format facilitating comparison and contrast of the various HCI models Each approach is described in terms of its roots motivation and type of HCI problems it typically addresses The approach is then compared with its nearest neighbors illustrated in a paradigmatic application and analyzed in terms of its future This book is essential reading for professionals educators and students in HCI who want to gain a better understanding of the theoretical bases of HCI and

who will make use of a good background refresher reference to the field and or index to the literature Contributors are leading researchers in the field of Human Computer Interaction Fills a major gap in current literature about the rich scientific foundations of HCI Provides a thorough pedagogical survey of the science of HCI The UX Book Rex Hartson, Pardha S. Pyla, 2025-03-24 The UX Book Agile Design for a Quality User Experience Third Edition takes a practical applied hands on approach to UX design based on the application of established and emerging best practices principles and proven methods to ensure a quality user experience The approach is about practice drawing on the creative concepts of design exploration and visioning to make designs that appeal to the emotions of users while moving toward processes that are lightweight rapid and agile to make things as good as resources permit and to value time and other resources in the process Designed as a textbook for aspiring students and a how to handbook and field guide for UX professionals the book is accompanied by in class exercises and team projects The approach is practical rather than formal or theoretical The primary goal is 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 A comprehensive textbook for UX human computer interaction HCI design students readymade for the classroom complete with instructors manual dedicated website 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 *Text Entry Systems* I. Scott MacKenzie, Kumiko Tanaka-Ishii, 2010-07-28 Text Entry Systems covers different aspects of text entry systems and offers prospective researchers and developers global guidelines for conducting research on text entry in terms of design strategy evaluation methodology and requirements a discussion of the history and current state of the art of entry systems and specific guidelines for designing entry systems for a specific target depending on devices modalities language and different physical conditions of users Text entry has never been so important as it is today This is in large part due to the phenomenal relatively recent success of mobile computing text messaging on mobile phones and the proliferation of small devices like the Blackberry and Palm Pilot Compared with the recent past when text entry was primarily through the standard qwerty keyboard people today use a diverse array of devices with the number and variety of such devices ever increasing The variety is not just in the devices but also in the technologies used entry modalities have become more varied and include speech recognition and synthesis handwriting recognition and even eye tracking using image processing on web cams Statistical language modeling has advanced greatly in the past ten years and so therein is potential to facilitate and improve text entry increasingly the way people communicate This book covers different aspects of text entry systems and offers prospective researchers and developers Global guidelines for conducting research on text entry in terms of design strategy evaluation methodology and

requirements History and current state of the art of entry systems including coverage of recent research topics Specific guidelines for designing entry systems for a specific target depending on devices modalities language and different physical conditions of users

Understanding Your Users Kathy Baxter, Catherine Courage, 2005-01-19 Today many companies are employing a user centered design UCD process but for most companies usability begins and ends with the usability test Although usability testing is a critical part of an effective user centered life cycle it is only one component of the UCD process This book is focused on the requirements gathering stage which often receives less attention than usability testing but is equally as important Understanding user requirements is critical to the development of a successful product Understanding Your Users is an easy to read easy to implement how to guide on usability in the real world It focuses on the user requirements gathering stage of product development and it provides a variety of techniques many of which may be new to usability professionals For each technique readers will learn how to prepare for and conduct the activity as well as analyze and present the data all in a practical and hands on way In addition each method presented provides different information about the user and their requirements e g functional requirements information architecture task flows The techniques can be used together to form a complete picture of the users requirements or they can be used separately to address specific product questions These techniques have helped product teams understand the value of user requirements gathering by providing insight into how users work and what they need to be successful at their tasks Case studies from industry leading companies demonstrate each method in action In addition readers are provided with the foundation to conduct any usability activity e g getting buy in from management legal and ethical considerations setting up your facilities recruiting moderating activities and to ensure the incorporation of the results into their products Covers all of the significant requirements gathering methods in a readable practical way Presents the foundation readers need to prepare for any requirements gathering activity and ensure that the results are incorporated into their products Includes invaluable worksheet and template appendices Includes a case study for each method from industry leaders Written by experienced authors who teach conference courses on this subject to usability professionals and new product designers alike

Effective Prototyping for Software Makers Jonathan Arnowitz, Michael Arent, Nevin Berger, 2010-07-19 Effective Prototyping for Software Makers is a practical informative resource that will help anyone whether or not one has artistic talent access to special tools or programming ability to use good prototyping style methods and tools to build prototypes and manage for effective prototyping This book features a prototyping process with guidelines templates and worksheets overviews and step by step guides for nine common prototyping techniques an introduction with step by step guidelines to a variety of prototyping tools that do not require advanced artistic skills templates and other resources used in the book available on the Web for reuse clearly explained concepts and guidelines and full color illustrations and examples from a wide variety of prototyping processes methods and tools This book is an ideal resource for usability professionals and interaction designers software

developers web application designers web designers information architects information and industrial designers A prototyping process with guidelines templates and worksheets Overviews and step by step guides for 9 common prototyping techniques An introduction with step by step guidelines to a variety of prototyping tools that do not require advanced artistic skills Templates and other resources used in the book available on the Web for reuse Clearly explained concepts and guidelines Full color illustrations and examples from a wide variety of prototyping processes methods and tools www.mkp.com/prototyping

Observing the User Experience Mike Kuniavsky, 2003-05-22 The gap between who designers and developers imagine their users are and who those users really are can be the biggest problem with product development Observing the User Experience will help you bridge that gap to understand what your users want and need from your product and whether they ll be able to use what you ve created Filled with real world experience and a wealth of practical information this book presents a complete toolbox of techniques to help designers and developers see through the eyes of their users It provides in depth coverage of 13 user experience research techniques that will provide a basis for developing better products whether they re Web software or mobile based In addition it s written with an understanding of how software is developed in the real world taking tight budgets short schedules and existing processes into account Explains how to create usable products that are still original creative and unique A valuable resource for designers developers project managers anyone in a position where their work comes in direct contact with the end user Provides a real world perspective on research and provides advice about how user research can be done cheaply quickly and how results can be presented persuasively Gives readers the tools and confidence to perform user research on their own designs and tune their software user experience to the unique needs of their product and its users

[The Persona Lifecycle](#) John Pruitt, Tamara Adlin, 2010-08-04 The Persona Lifecycle is a field guide exclusively focused on interaction design s most popular new technique The Persona Lifecycle addresses the how of creating effective personas and using those personas to design products that people love It doesn t just describe the value of personas it offers detailed techniques and tools related to planning creating communicating and using personas to create great product designs Moreover it provides rich examples samples and illustrations to imitate and model Perhaps most importantly it positions personas not as a panacea but as a method used to complement other user centered design UCD techniques including scenario based design cognitive walkthroughs and user testing The authors developed the Persona Lifecycle model to communicate the value and practical application of personas to product design and development professionals This book explores the complete lifecycle of personas to guide the designer at each stage of product development It includes a running case study with rich examples and samples that demonstrate how personas can be used in building a product end to end It also presents recommended best practices in techniques tools and innovative methods and contains hundreds of relevant stories commentary opinions and case studies from user experience professionals across a variety of domains and industries This book will be a valuable

resource for UCD professionals including usability practitioners interaction designers technical writers and program managers programmers developers who act as the interaction designers for software and those professionals who work with developers and designers Features Presentation and discussion of the complete lifecycle of personas to guide the designer at each stage of product development A running case study with rich examples and samples that demonstrate how personas can be used in building a product end to end Recommended best practices in techniques tools and innovative methods Hundreds of relevant stories commentary opinions and case studies from user experience professionals across a variety of domains and industries

E-Commerce Usability David Travis,2017-06-29 Top performing dotcoms share a common feature It isn't a new software plug in or a design gadget or any other piece of technology These sites share a passionate focus on usability This book is written by an international usability consultant writer and trainer who specializes in the design and evaluation of web based and wireless applications

Keeping Found Things Found: The Study and Practice of Personal Information Management William Jones,2010-07-27 Keeping Found Things Found The Study and Practice of Personal Information Management is the first comprehensive book on new favorite child of R D at Microsoft and elsewhere personal information management PIM It provides a comprehensive overview of PIM as both a study and a practice of the activities people do and need to be doing so that information can work for them in their daily lives It explores what good and better PIM looks like and how to measure improvements It presents key questions to consider when evaluating any new PIM informational tools or systems This book is designed for R D professionals in HCI data mining and data management information retrieval and related areas plus developers of tools and software that include PIM solutions Focuses exclusively on one of the most interesting and challenging problems in today's world Explores what good and better PIM looks like and how to measure improvements Presents key questions to consider when evaluating any new PIM informational tools or systems

Techniques and Tools for Designing an Online Social Network Platform Panagiotis Karampelas,2012-12-13 Following the introduction of Myspace LinkedIn and Facebook social networks have become part of people's everyday life New online social networks appear almost daily developed to attract the attention of Internet users However design and implementation standards and guidelines are often sacrificed for innovation resulting in unusable social networking platforms destined to be doomed Within this context the present book recommends a design and implementation methodology which will allow future social networking platform designers and developers to work in a scientifically systematic and sound manner to reach their goal The journey begins with the identification of the pursued objective of the social network and the potential participants The presentation of various methods and techniques to collect the requirements of the intended user group of the social networking platform follows Best practices guidelines and standards that will facilitate the conceptual and physical design of the platform are portrayed An analysis of advantages and limitations for existing implementation platforms and potential implementation techniques is subsequently offered to facilitate the selection

of the most appropriate tool for the implementation of the online social networking website Various representative visualization techniques are examined in order to enhance the visual representation of the social network participants Various usability evaluation techniques are then presented to aid in the assessment of usability and improvement of the actual user experience Finally future trends in the design and use of social networks are presented

Gui Bloopers Book Review: Unveiling the Magic of Language

In an electronic digital era where connections and knowledge reign supreme, the enchanting power of language has become apparent than ever. Its capability to stir emotions, provoke thought, and instigate transformation is really remarkable. This extraordinary book, aptly titled "**Gui Bloopers**," compiled by a highly acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound impact on our existence. Throughout this critique, we shall delve into the book's central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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Gui Bloopers Introduction

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