

Dont Make Me Think A Common Sense Approach To Web Usability 2nd Edition

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Don't Make Me Think is a valuable resource for large organizations, small businesses, and individuals who need guidance for (1) Launching a new website; (2) Undergoing a website redesign; or (3) Making corrections and enhancements for an existing site.

[Don't Make Me Think, Revisited: A Common Sense Approach to ...](#)

"Dont make me think" is a quick and easy read. It's quite small at 200 pages. It's often reduced on Amazon so keep an eye out for a bargain. Highly recommended for all developers, even if you don't often do user interfaces. The advice can be applied to all interfaces and not just the web.

[Don't Make Me Think: A Common Sense Approach to Web ...](#)

Don't Make Me Think is a book by Steve Krug about human–computer interaction and web usability. The book's premise is that a good software program or web site should let users accomplish their intended tasks as easily and directly as possible.

[Don't Make Me Think - Wikipedia](#)

Law #1: Don't make me think This is the overarching rule. Each time a user has to pause (even for a split-second) to think about something, it distracts him from the action you want him to take. The goal is to make your website effortless to use, i.e. make it self-explanatory, if not self-evident.

[Book Summary - Don't Make Me Think, Revisited](#)

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Download Ebook Dont Make Me Think A Common Sense Approach To Web Usability 2nd Edition

Don't Make Me Think A Common Sense Approach To Web Usability, Second Edition, Steve Krug-- Review Don't Make Me Think is a book about web usability. Usability is basically how easy it is too efficiently use a website. It tests how to make a website easier for the average visitor. This book gives you insights into how to make a website easy to use.

Don't Make Me Think, Revisited: A Common Sense Approach to ...

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 "A lot of the examples are out of date" was the usual comment.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, Revisited - pearsoncmg.com

Most notably, Krug is known as the author of "Don't Make Me Think", a beginners guide to web usability. This has been often referred to as the bible of web usability and has been adopted by many companies and universities as a textbook for classes and education. In "Don't Make Me Think", Krug takes a common sense approach to the content.

"Don't Make Me Think" (5 Key Takeaways on Web Design ...

"Don't Make Me Think" describes the key points, examples and insights which are important to know about website usability. The major idea is to create designs with which users wouldn't need to think too much how the interface works — this way it becomes not only problem-solving but also easy to use.

Don't Make Me Think: 20 Wise Thoughts about Usability from ...

Don't Make Me Think. As a rule, people don't like to puzzle over how to do things. If people who build a site don't care enough to make things obvious it can erode confidence in the site and its publishers. Don't waste my time. Much of our web use is motivated by the desire to save time. As a result, web users tend to act like sharks.

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

Don't Make Me Think After a decade writing computer manuals, in 1989 Steve Krug(pronounced "kroog") moved up the food chain to usability testing and interface design so he could fix the problems instead of explaining them. 2013

Don't Make Me Think - Just a Game Designer

Don't Make Me Think, Revisited Quotes Showing 1-30 of 62 "If there's one thing you learn by working on a lot of different Web sites, it's that almost any design idea--no matter how appallingly bad--can be made usable in the right circumstances, with enough effort." ? Steve Krug, Don't Make Me Think: A Common Sense Approach to Web Usability

Don't Make Me Think, Revisited Quotes by Steve Krug

A practical Web design usability guide, "Don't Make Me Think!" is based on empirical observation not exhaustive statistics. Steve Krug's five years of usability consulting and testing are distilled down to this thin yet gem-filled how-to.

Don't Make Me Think! A common sense... book by Steve Krug

Don't Make Me Think! showed me how to put myself in the position of the person who uses my site. After reading it over a couple of hours and putting its ideas to work for the past five years, I can say it has done more to improve my abilities as a Web designer than any other book. In this second edition, Steve Krug adds essential ammunition for ...

Don't Make Me Think (??)

Download Ebook Dont Make Me Think A Common Sense Approach To Web Usability 2nd Edition

Don't Make Me Think.... is in its 3rd edition, with over 600,000 copies sold in 15 languages. (And who knows how many copies "downloaded.". You're welcome, Internet!) And people are still saying the same nice things they always have, like these recent tweets and Amazon reviews:

Steve Krug | Usability, mostly.

Don't Make Me Think. User experience, in a nutshell, is that simple advice: Don't make me think. Apply it to your sites and make sure they're crazy simple to use. "The main reason why it's important not to make me think is that most people are going to spend far less time looking at the pages we design than we'd like to imagine.

Don't Make Me Think: How to Make Websites Work Better

Don't Make Me Think is the title of a book by the HCI and Usability engineer Steve Krug. It teaches UX designers how to deliver great user experiences in a very simple and accessible way. Since its release in the year 2000 it has become one of the defining texts in the industry and an invaluable guide to UX professionals around the world.

Don't Make Me Think – Key Learning Points for UX Design ...

Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability. Third edition. [San Francisco, California]: New Riders, Peachpit, Pearson Education, 2014. Print. Note! Citation formats are based on standards as of July 2010. Citations contain only title, author, edition, publisher, and year published. Citations should be used as a ...

Offers observations and solutions to fundamental Web design problems, as well as a new chapter about mobile Web design.

Five years and more than 100,000 copies after it was first published, it's hard to imagine anyone working in Web design who hasn't read Steve Krug's "instant classic" on Web usability, but people are still discovering it every day. In this second edition, Steve adds three new chapters in the same style as the original: wry and entertaining, yet loaded with insights and practical advice for novice and veteran alike. Don't be surprised if it completely changes the way you think about Web design. Three New Chapters! Usability as common courtesy -- Why people really leave Web sites Web Accessibility, CSS, and you -- Making sites usable and accessible Help! My boss wants me to _____. -- Surviving executive design whims "I thought usability was the enemy of design until I read the first edition of this book. Don't Make Me Think! showed me how to put myself in the position of the person who uses my site. After reading it over a couple of hours and putting its ideas to work for the past five years, I can say it has done more to improve my abilities as a Web designer than any other book. In this second edition, Steve Krug adds essential ammunition for those whose bosses, clients, stakeholders, and marketing managers insist on doing the wrong thing. If you design, write, program, own, or manage Web sites, you must read this book." -- Jeffrey Zeldman, author of Designing with Web Standards

Offers observations and solutions to fundamental Web design problems, such as how to design pages for scanning, how to eliminate needless words, and how to streamline design for user navigation, while revealing why most Web design team arguments about usability are a waste of time.

Discusses how to design usable Web sites by exploring how users really use the Web and offers suggestions for streamlining navigation, creating a home page, and writing for Web sites.

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It's been known for years that usability testing can dramatically improve products. But with a typical price tag of \$5,000 to \$10,000 for a usability consultant to conduct each round of tests, it rarely happens. In this how-to companion to *Don't Make Me Think: A Common Sense Approach to Web Usability*, Steve Krug spells out a streamlined approach to usability testing that anyone can easily apply to their own Web site, application, or other product. (As he said in *Don't Make Me Think*, "It's not rocket surgery".) Using practical advice, plenty of illustrations, and his trademark humor, Steve explains how to: Test any design, from a sketch on a napkin to a fully-functioning Web site or application. Keep your focus on finding the most important problems (because no one has the time or resources to fix them all). Fix the problems that you find, using his "The least you can do" approach. By paring the process of testing and fixing products down to its essentials ("A morning a month, that's all we ask"), *Rocket Surgery Made Easy* makes it realistic for teams to test early and often, catching problems while it's still easy to fix them. *Rocket Surgery Made Easy* adds demonstration videos to the proven mix of clear writing, before-and-after examples, witty illustrations, and practical advice that made *Don't Make Me Think* so popular.

Best-selling author, designer, and web standards evangelist Jeffrey Zeldman has revisited his classic, industry-shaking guidebook. Updated in collaboration with co-author Ethan Marcotte, this third edition covers improvements and challenges in the changing environment of standards-based design. Written in the same engaging and witty style, making even the most complex information easy to digest, *Designing with Web Standards* remains your essential guide to creating sites that load faster, reach more users, and cost less to design and maintain. Substantially revised—packed with new ideas. How will HTML5, CSS3, and web fonts change your work? Learn new strategies for selling standards. Change what "IE6 support" means. "Occasionally (very occasionally) you come across an author who makes you think, 'This guy is smart! And he makes me feel smarter, because now I finally understand this concept.'" — Steve Krug, author of *Don't Make Me Think* and *Rocket Surgery Made Easy*. "A web designer without a copy of *Designing with Web Standards* is like a carpenter without a level. With this third edition, Zeldman continues to be the voice of clarity; explaining the complex in plain English for the rest of us." — Dan Cederholm, author, *Bulletproof Web Design* and *Handcrafted CSS*. "Jeffrey Zeldman sits somewhere between 'guru' and 'god' in this industry—and manages to fold wisdom and wit into a tale about WHAT web standards are, HOW standards-based coding works, and WHY we should care." — Kelly Goto, author, *Web ReDesign 2.0: Workflow that Works*. "Some books are meant to be read. *Designing with Web Standards* is even more: intended to be highlighted, dogeared, bookmarked, shared, passed around, and evangelized, it goes beyond reading to revolution." — Liz Danzico, Chair, MFA Interaction Design, School of Visual Arts

Hundreds of thousands of Web designers and developers have relied on usability guru Steve Krug's guide to understand the principles of intuitive navigation and information design. Witty, commonsensical, and eminently practical, it's one of the best loved and most recommended books on the subject. It's a core foundational book that every Web designer must internalize to make their designs truly effective. In this substantially revised edition, Steve returns with fresh perspective to reconsider the principles he originally laid out—commenting, amending, amplifying, and offering fresh new examples to underscore their importance. This edition adds an important new chapter on mobile as well as integrating coverage of mobile throughout.