Dont Make Me Think A

Common Sense Approach

To Web Usability 2nd

Edition

Don't Make Me Think Don't Make Me

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Think, Revisited Rocket Surgery Made Easy Christmas Makes Me Think Designing with Web Standards If He Had Been with Me What You Think of Me Is None of My Business Ask a Manager I Thought It Was Just Me (but it Isn't) Jump Start HTML5 Verity Drive Before We Were Strangers Think Again A Little Life

100 Things Every Designer Needs to Know About People The Great Gatsby A Project Guide to UX Design The Paradox of Choice The Crossroads of Should and Must

Don't Make Me Think | Steve Krug | UX Design Book Review *UX Design*

Simplified - Don't Make Me Think By Steve Krug - A Book Review 'Don't Make Me Think' book discussion with Steve Krug

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

〰〰〰〰〰〰〰 〰*Chapter 11*Don't Make Me Think The \"Don't Make Me Think\" approach to UX Design Don't Make Me Think Discussion — User Defenders: Community (Book Club: 006)

Review: Don't make me think revisited by Steve Krug Website design tips (hindi) | Don't make me think | seekbasic |book

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summary| animated Don't Make Me Think *Shocklogic - Our Values: \"Don't Make Me Think\"* Tim McGraw - Don't Make Me Feel At Home (Official Audio) Don't Make Me Think *Don't Make Me Think Chapter 1*

Don't Make Me Think

Don't Make Me Think!Don't Make Me

Think! Presentation Dont Make Me Think A Edition

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

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an existing site. To Web Usability

2nd Edition
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

Don't make me think, revisited | Krug, Steve | download | Z-Library. Download books for free. Find books

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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.

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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

"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

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 (豆瓣)

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!

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