

<<界面设计模式>>

图书基本信息

书名：<<界面设计模式>>

13位ISBN编号：9787564126841

10位ISBN编号：7564126841

出版时间：2011-5

出版时间：东南大学，O ' Reilly

作者：Jenifer Tidwell

页数：547

版权说明：本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问：<http://www.tushu007.com>

<<界面设计模式>>

内容概要

尽管目前已经存在了各种各样的用户界面设计工具，设计良好的应用界面仍然不是一件容易的事情。这本畅销书是极少数可以信赖的资料，它能帮助你走出设计选项的迷宫。通过把捕捉到的最佳实践和重用思想体现为设计模式，《界面设计模式》提供了针对常见设计问题的解决方案，这些方案可以被裁减以适用于你的具体情况。

《界面设计模式(影印版第2版)》包括手机应用和社交媒体的模式，以及Web应用和桌面软件。每个模式包含了用全彩方式展现的运用技巧，以及你可以立刻取用的务实建议。有经验的设计人员可以把这本指南作为思想的源泉，而新手则可以通过它发现一条通往界面和交互设计世界的大道。

<<界面设计模式>>

作者简介

Jenifer

Tidwell是交互界面设计、信息架构和预设计分析方面的作家和顾问。她为很多公司，比如IGoole和IMathWorks，设计和搭建过用户界面。

书籍目录

Introduction to the Second Edition

Preface

1. What Users Do

A Means to an End

The Basics of User Research

Users' Motivation to Learn

The Patterns

Safe Exploration

Instant Gratification

Satisficing

Changes in Midstream

Deferred Choices

Incremental Construction

Habituation

Microbreaks

Spatial Memory

Prospective Memory

Streamlined Repetition

Keyboard Only

Other People's Advice

Personal Recommendations

2. Organizing the Content:

Information Architecture and Application Structure

The Big Picture

The Patterns

Feature, Search, and Browse

News Stream

Picture Manager

Dashboard

Canvas Plus Palette

Wizard

Settings Editor

Alternate Views

Many Workspaces

Multi-Level Help

3. Getting Around: Navigation, Signposts, and Wayfinding

Staying Found

The Cost of Navigation

Navigational Models

Design Conventions for Websites

The Patterns

Clear Entry Points

Menu Page

Pyramid

Modal Panel

<<界面设计模式>>

Deep-linked State

Escape Hatch

Fat Menus

Sitemap Footer

Sign-in Tools

Sequence Map

Breadcrumbs

Annotated Scrollbar

Animated Transition

4. Organizing the Page: Layout of Page Elements

The Basics of Page Layout

The Patterns

Visual Framework

Center Stage

Grid of Equals

Titled Sections

Module Tabs

Accordion

Collapsible Panels

Movable Panels

Right/Left Alignment

Diagonal Balance

Responsive Disclosure

Responsive Enabling

Liquid Layout

5. Lists of Things

Use Cases for Lists

Back to Information Architecture

Some Solutions

The Patterns

Two- Panel Selector

One-Window Drilldown

List Inlay

Thumbnail Grid

Carousel

Row Striping

Pagination

lump to Item

Alphabet ScroUer

Cascading Lists

Tree Table

New-Item Row

6. Doing Things:Actions and Commands

Pushing the Boundaries

The Patterns

Button Groups

Hover Tools

<<界面设计模式>>

- Action Panel
- Prominent "Done" Button
- Smart Menu Items
- Preview
- Progress Indicator
- Cancelability
- Multi-Level Undo
- Command History
- Macros

7. Showing Complex Data:

- Trees, Charts, and Other Information Graphics
- The Basics of Information Graphics
- The Patterns
- Overview Plus Detail
- Datatips
- Data Spotlight
- Dynamic Queries
- Data Brushing
- Local Zooming
- Sortable Table
- Radial Table
- Multi-Y Graph
- Small Multiples
- Treemap

8. Getting Input from Users: Forms and Controls

- The Basics of Form Design
- Control Choice
- The Patterns
- Forgiving Format
- Structured Format
- Fill-in-the-Blanks
- Input Hints
- Input Prompt
- Password Strength Meter
- Autocompletion
- Dropdown Chooser
- List Builder
- Good Defaults
- Same-Page Error Messages

9. Using Social Media

- What This Chapter Does Not Cover
- The Basics of Social Media
- The Patterns
- Editorial Mix
- Personal Voices
- Repost and Comment
- Conversation Starters

<<界面设计模式>>

Inverted Nano-pyramid

Timing Strategy

Specialized Streams

Social Links

Sharing Widget

News Box

Content Leaderboard

Recent Chatter

10. Going Mobile

The Challenges of Mobile Design

The Patterns

Vertical Stack

Filmstrip

Touch Tools

Bottom Navigation

Thumbnail-and-Text List

Infinite List

Generous Borders

Text Clear Button

Loading Indicators

Richly Connected Apps

Streamlined Branding

11. Making It Look Goofy: Visual Style and Aesthetics

Same Content, Different Styles

The Basics of Visual Design

What This Means for Desktop Applications

The Patterns

Deep Background

Few Hues, Many Values

Corner Treatments

Borders That Echo Fonts

Hairlines

Contrasting Font Weights

Skins and Themes

References

Index

<<界面设计模式>>

媒体关注与评论

“任何一个对界面设计感兴趣的人都应该把这本书放到书架上作为参考。
这是目前最全面的常见界面设计模式的跨平台评测。

” --DanSaffer 《Designing Gestural Interfaces》（O'Reilly出版）和《Designing for Interaction》
（New Riders出版）的作者

<<界面设计模式>>

编辑推荐

以更自信和更少猜测设计吸引人的易用界面学会经常被错误理解的设计概念，比如受应性、视觉层次、导航距离和色彩的运用获得针对特殊用户界面的建议，包括替代方案和什么时候不应该使用它在觉得恰当的时候混和与重新组合用户界面设计的想法基于图形化设计原则和模式美化用户界面的外观

<<界面设计模式>>

版权说明

本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问:<http://www.tushu007.com>