Dont Make Me Think Web Usability Das Intuitive Web Mitp Business Von Steve Krug 26 Juli 2006

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

' + !! 'Don't Make **Me** Think' book discussion with Steve Krug **UX Design Simplified - Don't Make Me Think By Steve Krug - A Book Review** ' + !! #

Chapter 1 Don't Make Me Think The \"Don't Make Me Think\" approach to UX Design Dont Make Me Think Revisited A Common Sense Approach to Web Usability 3rd Edition Voices That Matter ~~Review: Don't make me think revisited by Steve Krug~~ ~~Don't Make Me Think Discussion — User Defenders: Community (Book Club: 006)~~**Don't Make Me Think** ~~Dont Make Me Think Revisited A Common Sense Approach to Web Usability 3rd Edition Voices That Matter~~ ~~Taylor Swift - Look What You Made Me Do~~ *Website design tips (hindi) | Don ' t make me think | seekbasic |book summary| animated* Sting And Shaggy: NPR Music Tiny Desk Concert **Radiohead - Creep** *Don't Make Me Think Chapter 1* ~~Website Design- Don't Make Me Think~~ *Don't Make Me Think. Vlog* Dont Make Me Think Web
Steve Krug's, "Don't Make Me Think: A Common Sense Approach to Web Usability," is as good as any web page design and development management book around. It's style is based on the principles Krug lays forth of simplicity, minimize textual content, and don't tax people's already overloaded brains.

Don't Make Me Think: A Common Sense Approach to Web ...
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 ...
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 ...
In Don't Make Me Think, usability expert Steve Krug distills his years of experience and observation into clear, practical--and often amusing--common sense advice for the people in the trenches (the designers, programmers, writers, editors, and Webmasters), the people who tell them what to do (project managers, business planners, and marketing people), and even the people who sign the checks.

Don't Make Me Think! A Common Sense Approach to Web ...
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
Steve Krug (pronounced "kroog") is best known as the author of Don't Make Me Think: A Common Sense Approach to Web Usability, now in its third edition with over 600,000 copies in print. His second book is the usability testing handbook Rocket Surgery Made Easy: The Do-It-Yourself Guide to Finding and Fixing Usability Problems.

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

Steve Krug | Usability, mostly.
"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 ...
New Riders Publishing Berkeley, California USA. Don't Make Me Think! A Common Sense Approach to Web Usability, Second Edition. © 2006 Steve Krug New Riders 1249 Eighth Street Berkeley, CA 94710 510/524-2178 800/283-9444 510/524-2221 (fax) Find us on the Web at www.pe achpit.com To report errors, please send a note to errata@pe achpit.com New Riders is an imprin t of Peachpit, a division of Pearson Education.

Don ' t Make Me Think!
In Don't Make Me Think, usability expert Steve Krug distills his years of experience and observation into clear, practical--and often amusing--common sense advice for the people in the trenches (the designers, programmers, writers, editors, and Webmasters), the people who tell them what to do (project managers, business planners, and marketing people), and even the people who sign the checks.

Dont Make Me Think A Common Sense Approach to Web ...
INTRODUCTION Read me first 2 Throat clearing and disclaimers GUIDING PRINCIPLES 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 3 Billboard Design 101 28 Designing for scanning, not reading CHAPTER 4 Animal, Vegetable, or Mineral? 42

Don ' t Make Me Think, Revisited - pearsoncmg.com
Don ' t Make Me Think – Key Learning Points for UX Design for the Web. 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 ...
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
Since Don ' t Make Me Think was first published in 2000, hundreds of thousands of Web designers and developers have relied on usability guru Steve Krug ' s guide to help them understand the principles of intuitive navigation and information design.

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