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The Joy Of UX: User Experience And Interactive Design For Developers (Usability)

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Synopsis

Today, software must deliver an outstanding user experience: if it doesn't, it will fail. For developers, UX expertise isn't just "nice to have" anymore: it's a must.Â The Joy of UX Â is a comprehensive developer's guide to achieving world-class user experience. Â Unlike previous "UX" guides, David Platt's guide is written from the standpoint of the developer who must successfully address user experience while also coping with all the technical, scheduling, and budget challenges of modern software projects. Platt takes a technology-agnostic approach to the principles and techniques of effective user experience development and addresses crucial issues such as telemetry and security that other UX guides largely ignore. Through concrete examples and a complete, start-to-finish case study, you'll learn how to Recognize why so many software user experiences have been so terrible--and what can be done about that Create personas that deepen your understanding of your users Use stories to discover what problemsÂ your users areÂ really trying to solve Quickly implement and iterate user interfaces with wireframes and layouts Test early to see how users reacted to your approach Utilize telemetry to capture the best possible usage information Make sense of the user data you capture Solve the unique experience problems presented by mobile environments Capture and effectively present "big data" Address tradeoffs between security and usability "Polish" your user experience to professional quality Whether you're participating in UX development as a team member, implementing a UX someone else has already designed, or leading the entire process yourself, The Joy of UX will be your indispensable companion.

Book Information

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Customer Reviews

I've known David for a long time (back when real programmers wrote with ones and zeros). He has outdone himself with this book, it is even better than Why Software Sucks, which itself was a classic. This new book should be required reading for all developers, especially those of us with no aesthetic sensibilities whatsoever. There is nothing in here you don't need to know. That is, it is filled with information and techniques and perspectives that will help you build great apps.A key aspect to this book, perhaps its heart and soul, is that we are not writing software for "us" -- we are writing it for consumers which is a very different thing. Do yourself (and your clients and customers) a favor: flip through the Table of Contents, and then buy this book.

The book addresses a serious issue, maybe the most serious one of software development, but in an entertaining way.The ultimate goal of most software development is good user experience. In other words, the success of software development is judged by user experience ultimately, not by how its developers or the management perceive it. This book is about how to make users of software happy.The author is a guru passionate in software development. He has strong opinions and do not hesitate to express them. If you are looking for a traditional textbook on UX with chapters of history, current status, theory, etc., this is not that type. This book explains UX with real life examples and stories, and shows you how to make great UX step by step with available tools.Coding experience is helpful, but certainly not required for reading this book. Even people without any software development experience can enjoy and benefit from reading this book.

This is easily one of the best books available on UX subject matter. It doesn't really matter if you're a user, manager, developer, designer, tester or anything else. David takes you through a journey, a process for implementing an excellent UX. While citing mobile and web samples the author does an excellent job of presenting content that can be applied to any platform. I found this book to be delightful to read and a wealth of information. An excellent overall formula for UX success is

presented that is very actionable. I'm now starting to incorporate the great advice from this book into my applications.

Was hoping for a more technical read -- perhaps a lot more on Balsamic or maybe a technical discussion regarding screen design for multiple monitors -- more nitty gritty.Was good high-level info.

Excellent book. Timely delivery. Value for $$.

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