



## Access Free Dont Make Me Think A Common Sense Approach To Web Usability

“ 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 (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! 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 ...

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