

The Elements of User Interface Design

Theo Mandel, Ph.D.

"...a book that should be forced on every developer working today. If only half the rules in this book were followed, the quality of most programs would increase tenfold."

- Kevin Bachus, praising Theo Mandel's **The GUI-OOUI War**

"A total guide to mastering the art and science of user interface design"

For most computer users, the user interface they work with *is* the product. In today's ultra-competitive software markets, developers can't afford to provide users and clients with anything less than optimal software ease, usability, and appeal.

The Elements of User Interface Design is written by a cognitive psychologist and interface design specialist with more than a decade's research and design experience. Writing for novices and veteran designers/developers alike, Dr. Mandel takes you from command-line interfaces and graphical-user interfaces (GUIs) to object-oriented user interfaces (OOUIs) and cutting-edge interface technologies and techniques. Throughout, coverage is liberally supplemented with screen shots, key ideas and case studies that bring interface design principles to life.

Destined to become the bible for a new generation of designers and developers, **The Elements of User Interface Design** arms you with a "tested-in-the-trenches," four-phase, iterative design process. Major sections of the book include:

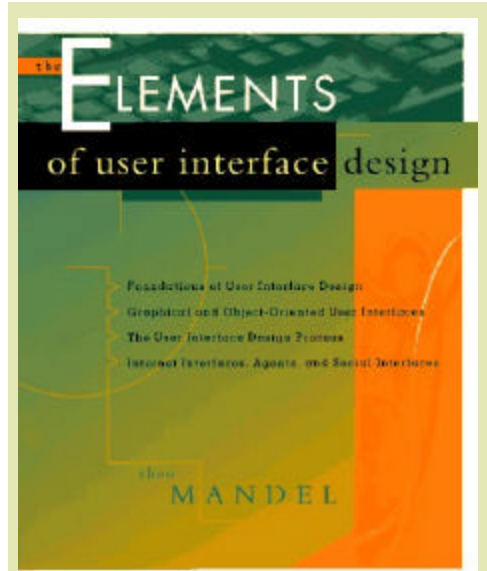
- Foundations of User Interface Design
- Graphical and Object-Oriented User Interfaces
- The User Interface Design Process
- Internet Interfaces, Agents, and Social Interfaces

About the Author

THEO MANDEL is a consultant, author and educator living in Scottsdale, Arizona. He is the founder and principal of Interface Design and Development (IDD). His first book, **The GUI-OOUI War: The Designer's Guide to Human-Computer Interfaces**, was also published by Wiley & Sons. Theo Mandel received his Ph.D. in Cognitive Psychology from the University of Colorado. There he conducted research on how people learn, remember, and read. Mandel worked at IBM for 11 years in the areas of software user interface architecture, product interface design, usability testing, consulting, and technical education. Mandel designs and builds applications and Web sites that people can actually use! He utilizes structured, user-centered design and evaluation techniques to create usable and efficient products.

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Contents:

Designing Quality Software Interfaces

What is a User Interface?

User Interface Models

Psychology of Humans and Computers

Golden Rules of User Interface Design

Standards and User Interface Guidelines

Software Usability Testing

Interface Evolution: Command-Lines
and Menus

Interface Evolution: Graphical Interfaces

Object-Oriented Interfaces: A New World

OOUIs: Meeting User Needs

Iterative User Interface Design Process

The Interface Designer's Toolkit

Help, Advisors, Wizards, and Multimedia

Social Interfaces and Intelligent Agents

New World of Internet User Interfaces