



# GUI Design Essentials

*By Susan Weinschenk, Pamela Jamar, Sarah C. Yeo*

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Developing software interfaces and company-wide GUI standards can be difficult, but it is nothing like having to continually redesign software that end users can't work with. This powerful book/CD-ROM package takes the uncertainty out of GUI design by providing you with everything you need to know to quickly design interfaces and your own GUI standards. Drawing upon their experience as leading interface designers, educators, and consultants, the authors teach you the art and science of user centered design. They show you how to bring end users into the design process in order to dramatically enhance the usability of your designs, while making efficient use of your design time. They tell you the right questions to ask and how to translate user feedback into practical design solutions.

First, they describe the entire design process in detail, breaking it down into a series of steps accompanied by useful forms and checklists. Then they provide practical, step-by-step guidelines on how to design Windows 95, Windows 3.1, and the Web.

On the CD-ROM you will find: Design guidelines as an online document; design guidelines in Microsoft Word 7.0 for you to use and customize; and, forms and checklists in Microsoft Word 7.0 for you to use and customize.

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## **GUI Design Essentials By Susan Weinschenk, Pamela Jamar, Sarah C. Yeo Bibliography**

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## **Editorial Review**

### **Amazon.com Review**

The writers of *GUI Design Essentials*, all of whom have many years of experience in interface design and research, teach you how to plan, test, and construct successful Windows interfaces--ones that have a sensible structure, simplify user interaction, and have an attractive appearance without distracting the user. The book is peppered with tips on how to address users' needs and your design goals at the same time, and plenty of screenshots of good interfaces illuminate the writers' advice. Extensive coverage of Web- site design and online help is included. An appendix sums up the writers' design guidelines on windows, dialog boxes, menus, buttons, check boxes, tables and lists, screen layout, fonts, color choices, color combinations, graphics, Web-site design and navigation, online help, wizards, and more. This is a fantastic book for interface designers--and for developers and artists who are faced with the task of designing the perfect interface for any project. A CD-ROM includes the contents of the book in Microsoft Word 7.0 and Adobe Acrobat 3.0 formats.

### **From the Publisher**

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