

Online Library

Dont Make Me

Think Web
Dont Make Me

Usability Das
Think Web

Intuitive Web
Usability Das

Mitp Business
Intuitive Web

Von Steve Krug
Mitp Business

26 Juli 2006
Von Steve Krug

26 Juli 2006

Right here, we have
countless book dont
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steve krug 26 juli 2006
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Don't Make Me Think

| Steve Krug | UX

Design Book Review

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'Don't
Make Me Think' book
discussion with Steve
Krug UX Design
26. Juli 2006
Simplified - Don't Make
Me Think By Steve
Krug - A Book Review

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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

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~~Think: 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
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~~Approach to Web
Usability 3rd Edition~~

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~~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

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Dont Make Me

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

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Dont Make Me

don't tax people's
already overloaded
brains.

Intuitive Web

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

Online Library

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website; (2) Undergoing a website redesign; or (3) Making corrections and enhancements for an existing site.

Von Steve Krug

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.

Online Library Dont Make Me

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

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Dont 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

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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

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Think 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

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Online Library

Dont 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:

Online Library

Dont Make Me

The Do-It-Yourself

Guide to Finding and
Fixing Usability

Problems.

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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

Online Library Dont Make Me

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

Online Library Dont Make Me Think Web

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"

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Dont Make Me

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:

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Online Library Dont Make Me

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

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Krug New Riders 1249

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Don't Make Me
Think!

In Don't Make Me
Think, usability expert

Online Library Dont Make Me

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

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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

Online Library

Dont Make Me

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 -

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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

Online Library Dont Make Me

the year 2000 it has become one of the defining texts in the industry and an invaluable guide to UX professionals around the world.

26 Juli 2006

Don ' t Make Me
Think – Key Learning
Points for UX Design ...

User experience, in a nutshell, is that simple advice: Don ' t make

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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

Online Library Dont Make Me

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.

Online Library Dont Make Me Think Web

Usability Das
Intuitive Web
Web Design
von Steve Krug
26. Juli 2006

Offers observations and solutions to fundamental Web design problems, as well as a new chapter about mobile Web design.

Five years and more than 100,000 copies after it was first published, it's hard to imagine anyone working

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Think Web who hasn't read Steve Krug's "instant classic" on Web usability, but people are still discovering it every day. In this second edition, Steve adds three new chapters in the same style as the original: wry and entertaining, yet loaded with insights and practical advice for novice and veteran

Online Library Dont Make Me

alike. Don't be surprised if it completely changes the way you think about Web design. Three New Chapters! Usability Das Intuitive Web
Why people really leave Web sites Web

Accessibility, CSS, and you -- Making sites usable and accessible
Help! My boss wants me to _____. -- Surviving executive design whims

Online Library Dont Make Me

"I thought usability was the enemy of design until I read the first edition of this book.

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

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Usability Das
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Mhp Business
von Steve Krug
26. Juli 2006

my abilities as a Web designer than any other book. In this second edition, Steve Krug adds essential ammunition for those whose bosses, clients, stakeholders, and marketing managers insist on doing the wrong thing. If you design, write, program, own, or manage Web sites, you must read this

Online Library

Dont Make Me

book." -- Jeffrey

Zeldman, author of
Designing with Web
Standards

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Offers observations and
solutions to fundamental

Web design problems,

such as how to design

pages for scanning, how

to eliminate needless

words, and how to

streamline design for

user navigation, while

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Thinking Web
Usability Das
Intuitive Web
revealing why most Web
design team arguments
about usability are a
waste of time.

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Von Steve Krug

26 Juli 2006

Discusses how to design
usable Web sites by
exploring how users
really use the Web and
offers suggestions for

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streamlining navigation,
creating a home page,
and writing for Web
sites.

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Von Steve Krug

26 Juli 2006

It's been known for
years that usability
testing can dramatically
improve products. But
with a typical price tag
of \$5,000 to \$10,000 for
a usability consultant to

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conduct each round of tests, it rarely happens.

In this how-to companion to Don't

Make Me Think: A

Common Sense

Approach to Web

Usability, Steve Krug

spells out a streamlined approach to usability testing that anyone can

easily apply to their own Web site, application, or

other product. (As he

Online Library Dont Make Me

said in Don't Make Me Think, "It's not rocket surgery".) Using practical advice, plenty of illustrations, and his trademark humor, Steve explains how to: Test any design, from a sketch on a napkin to a fully-functioning Web site or application Keep your focus on finding the most important problems (because no

Online Library

Dont Make Me

one has the time or resources to fix them all)

Fix the problems that you find, using his "The least you can do"

approach. By paring the process of testing and

fixing products down to its essentials ("A

morning a month, that's all we ask"), Rocket

Surgery makes it

realistic for teams to test early and often, catching

Online Library Dont Make Me

problems while it's still easy to fix them. Rocket Surgery Made Easy adds demonstration videos to the proven mix of clear writing, before-and-after examples, witty illustrations, and practical advice that made Don't Make Me Think so popular.

Best-selling author,
designer, and web

Online Library Dont Make Me

standards evangelist
Jeffrey Zeldman has
revisited his classic,
industry-shaking
guidebook. Updated in
collaboration with co-
author Ethan Marcotte,
this third edition covers
improvements and
challenges in the
changing environment
of standards-based
design. Written in the
same engaging and witty

Online Library Dont Make Me

style, making even the most complex information easy to digest, Designing with Web Standards remains your essential guide to creating sites that load faster, reach more users, and cost less to design and maintain.

Substantially revised—packed with new ideas How will HTML5, CSS3, and

Online Library Dont Make Me

web fonts change your work? Learn new strategies for selling standards Change what “IE6 support” means “Occasionally (very occasionally) you come across an author who makes you think, ‘This guy is smart! And he makes me feel smarter, because now I finally understand this concept.’ ” — Steve

Online Library Dont Make Me

Krug, author of Don ' t
Make Me Think and
Rocket Surgery Made
Easy “ A web designer
without a copy of
Designing with Web
Standards is like a
carpenter without a
level. With this third
edition, Zeldman
continues to be the voice
of clarity; explaining the
complex in plain
English for the rest of

Online Library Dont Make Me

us.” — Dan

Cederholm, author,
Bulletproof Web Design
and Handcrafted CSS

“ Jeffrey Zeldman sits
somewhere between

‘ guru ’ and ‘ god ’

in this industry—and

manages to fold wisdom

and wit into a tale about

WHAT web standards

are, HOW standards-

based coding works, and

WHY we should care. ”

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— Kelly Goto, author,
Web ReDesign 2.0:
Workflow that Works

“ Some books are
meant to be read.
Designing with Web
Standards is even more:
intended to be

highlighted, dogeared,
bookmarked, shared,
passed around, and
evangelized, it goes
beyond reading to
revolution. ” — Liz

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Danzico, Chair, MFA

Interaction Design,

School of Visual Arts

We design to elicit

responses from people.

We want them to buy

something, read more,

or take action of some

kind. Designing without

understanding what

makes people act the

way they do is like

exploring a new city

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without a map: results will be haphazard, confusing, and inefficient. This book combines real science and research with practical examples to deliver a guide every designer needs. With it you ' ll be able to design more intuitive and engaging work for print, websites, applications, and products that

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Matches the way people think, work, and play. Learn to increase the effectiveness, conversion rates, and usability of your own design projects by finding the answers to questions such as: What grabs and holds attention on a page or screen? What makes memories stick? What is more important, peripheral or

Online Library Dont Make Me

central vision? How can you predict the types of errors that people will make? What is the limit to someone 's social circle? How do you motivate people to continue on to (the next step? What line length for text is best? Are some fonts better than others? These are just a few of the questions that the book answers in its

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deep-dive exploration of
what makes people tick.

Intuitive Web

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