

# GUI Bloopers 2.0, Second Edition: Common User Interface Design Don'ts and Dos (Interactive Technologies)

By Jeff Johnson



**GUI Bloopers 2.0, Second Edition: Common User Interface Design Don'ts and Dos (Interactive Technologies)** By Jeff Johnson

GUI Bloopers 2.0, Second Edition, is the completely updated and revised version of GUI Bloopers. It looks at user interface design bloopers from commercial software, Web sites, Web applications, and information appliances, explaining how intelligent, well-intentioned professionals make these mistakes - and how you can avoid them. GUI expert Jeff Johnson presents the reality of interface design in an entertaining, anecdotal, and instructive way while equipping readers with the minimum of theory.

This updated version reflects the bloopers that are common today, incorporating many comments and suggestions from first edition readers. It covers bloopers in a wide range of categories including GUI controls, graphic design and layout, text messages, interaction strategies, Web site design - including search, link, and navigation, responsiveness issues, and management decision-making.

Organized and formatted so information needed is quickly found, the new edition features call-outs for the examples and informative captions to enhance quick knowledge building.

This book is recommended for software engineers, web designers, web application developers, and interaction designers working on all kinds of products.

- \* Updated to reflect the bloopers that are common today, incorporating many comments and suggestions from first edition readers.
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- \* Hundreds of illustrations: both the DOs and the DON'Ts for each topic covered, with checklists and additional bloopers on www.gui-bloopers.com.

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#### **Editorial Review**

#### Review

"GUI Bloopers 2.0 is an extremely useful book for any software developer or interaction designer. If you have never made any of these mistakes, it's because you have never designed a UI. If anything, these bloopers are even more common now than when version 1.0 was published, so the need for the book has only increased." --Jakob Nielsen, Principal Nielsen Norman Group (www.nngroup.com)

"This is the most entertaining design book I've read. Jeff Johnson has once again done a fabulous job of reminding us about all the silly design mistakes we can make and giving us great advice on how to avoid them in our own designs." --Jared M. Spool, Founding Principal, User Interface Engineering

"The second edition of GUI Bloopers is that true rarity: a sequel to something great that's even better than the original. (Think Godfather II.) While Jeff could have settled for just updating the examples, as near as I can tell he's rewritten nearly the entire book, and it shows. The organization is terrific, the insights are easier to grasp, and above all, the writing is leaner. If you ever picked it up in the past and ended up not plunking down your money, definitely take another look. It's gone from a great book to an excellent one." --Steve Krug, Advanced Common Sense

#### About the Author

Jeff Johnson is an Assistant Professor of Computer Science at the University of San Francisco. He is also a principal at Wiser Usability, a consultancy focused on elder usability. After earning B.A. and Ph.D. degrees from Yale and Stanford, he worked as a UI designer, implementer, manager, usability tester, and researcher at Cromemco, Xerox, US West, Hewlett-Packard, and Sun. He has taught at Stanford, Mills, and the University of Canterbury. He is a member of the ACM SIGCHI Academy and a recipient of SIGCHI's Lifetime Achievement in Practice Award. He has authored articles on a variety of topics in HCI, as well as the books GUI Bloopers (1st and 2nd eds.), Web Bloopers, Designing with the Mind in Mind (1st and 2nd eds.), Conceptual Models: Core to Good Design (with Austin Henderson), and Designing User Interfaces for an Aging Population (with Kate Finn).

#### **Users Review**

#### From reader reviews:

#### Wayne Santiago:

This book untitled GUI Bloopers 2.0, Second Edition: Common User Interface Design Don'ts and Dos (Interactive Technologies) to be one of several books this best seller in this year, that's because when you read this book you can get a lot of benefit into it. You will easily to buy this particular book in the book retail outlet or you can order it through online. The publisher of this book sells the e-book too. It makes you more readily to read this book, as you can read this book in your Mobile phone. So there is no reason for your requirements to past this e-book from your list.

#### Owen Ray:

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#### Sally Rose:

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#### **Lloyd North:**

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