#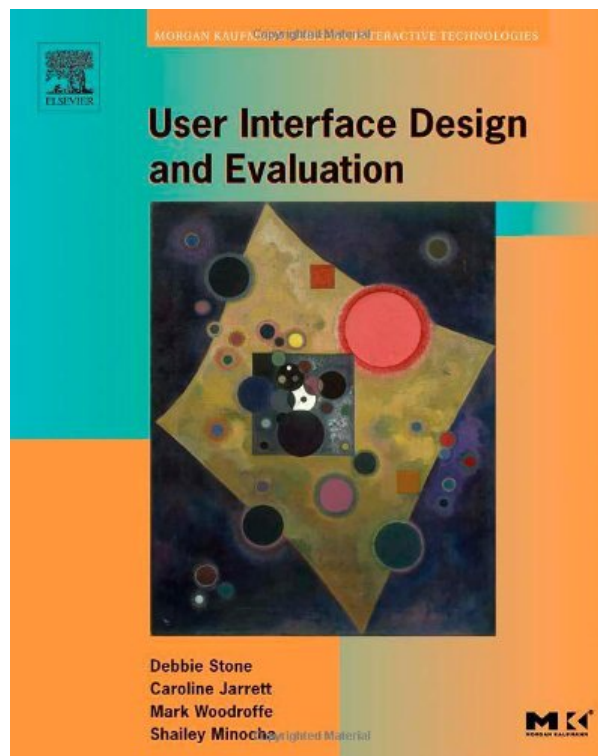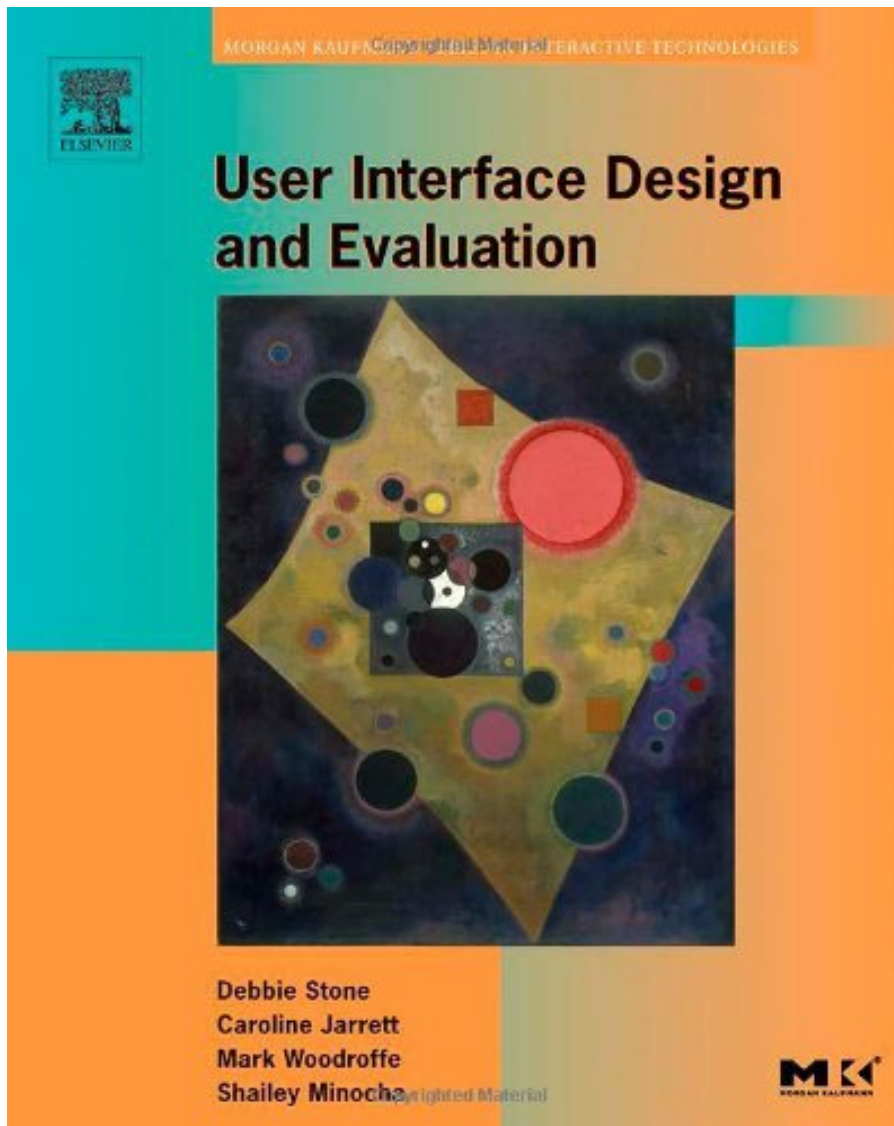 USER INTERFACE DESIGN AND EVALUATION (INTERACTIVE TECHNOLOGIES) BY DEBBIE STONE, CAROLINE JARRETT, MARK WOODROFFE, SHAILEY MINOCHA

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5 of 6 people found the following review helpful.
An Thorough Overview of the Entire Field of Usability
By Kindle Customer
There are a number of helpful, introductory books available about web usability. Namely, "Don't Make Me Think," by Steve Krug, and "Designing the Obvious," by Robert Hoekman, are two I would highly recommend. Both offer general principals to keep in mind while designing web sites.

Neither, however, offers as thorough an overview of the entire field of usability as does "User Interface Design and Evaluation." I found that after having been convinced of the importance of usability by Krug and Hoekman, this book provided the depth and breadth of coverage necessary to gain a thorough understanding of usability.

Usability isn't just about making sure that links are clearly identified and navigation schemes are consistent. More fundamentally, it is necessary to identify the critical user tasks that your application must support. The discussion of Task Analysis in chapter 4 is particularly helpful in this regard. The concept of a 'cognitive walkthrough' is introduced as an effective method of task analysis. I have since utilized this concept

regularly as a very effective way to gain a better understanding of tasks from the user's perspective.

Other concepts such as personas, conceptual design, and usability evaluation are covered equally as thoroughly. This book has the sensibility, thoroughness, and design of a text book. If you are looking to move beyond a cursory understanding of usability, and acquire an understanding of the entire field, I would recommend you buy this book.

4 of 5 people found the following review helpful.
Were I teaching a course in interface design, this would be the text
By Auntebook
I can't tell you how many people I've told to read this book. It's one of the first references I go to on my shelf and I've read it through more than once. Were I to teach a course in interface design (and I have considered it) I would use "User Interface Design and Evaluation" as the text, as it covers the topics from understanding users through testing the usability of the design -- from soup to nuts. The book is full of concrete examples and exercises. I've suggested this book to a number of people new to user experience, as a great place to get started.

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Dated at best.
By A. Nortrup
This text is dated at best. It has some good information on the design process, but has no practical advice on how to design for some of the recent developments in UI, like touch screens or iPhones (which this text pre-dates). Buy it used if you have to have it for class.

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