

<<界面设计模式>>

图书基本信息

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作者：Jenifer Tidwell

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## <<界面设计模式>>

### 内容概要

尽管目前已经存在了各种各样的用户界面设计工具，设计良好的应用界面仍然不是一件容易的事情。这本畅销书是极少数可以信赖的资料，它能帮助你走出设计选项的迷宫。通过把捕捉到的最佳实践和重用思想体现为设计模式，《界面设计模式》提供了针对常见设计问题的解决方案，这些方案可以被裁减以适用于你的具体情况。

《界面设计模式(影印版第2版)》包括手机应用和社交媒体的模式，以及Web应用和桌面软件。每个模式包含了用全彩方式展现的运用技巧，以及你可以立刻取用的务实建议。有经验的设计人员可以把这本指南作为思想的源泉，而新手则可以通过它发现一条通往界面和交互设计世界的大道。

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### 作者简介

Jenifer

Tidwell是交互界面设计、信息架构和预设计分析方面的作家和顾问。她为很多公司，比如IGoole和IMathWorks，设计和搭建过用户界面。

书籍目录

- Introduction to the Second Edition
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## <<界面设计模式>>

Deep-linked State

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## <<界面设计模式>>

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## <<界面设计模式>>

Inverted Nano-pyramid

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Specialized Streams

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Sharing Widget

News Box

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Recent Chatter

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### 媒体关注与评论

“任何一个对界面设计感兴趣的人都应该把这本书放到书架上作为参考。  
这是目前最全面的常见界面设计模式的跨平台评测。

” --Dan Saffer 《Designing Gestural Interfaces》（O'Reilly出版）和《Designing for Interaction》  
（New Riders出版）的作者



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### 编辑推荐

以更自信和更少猜测设计吸引人的易用界面学会经常被错误理解的设计概念，比如受应性、视觉层次、导航距离和色彩的运用获得针对特殊用户界面的建议，包括替代方案和什么时候不应该使用它在觉得恰当的时候混和与重新组合用户界面设计的想法基于图形化设计原则和模式美化用户界面的外观

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