



Digital Design Essentials: 100 Ways to Design Better Desktop, Web, and Mobile Interfaces

By Rajesh Lal

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Digital Design Essentials takes a practical, highly accessible approach to creating graphical user interface designs for desktop, mobile, and touch screen devices. Written by an expert in the realm of digital design, this comprehensive, step-by-step guide demonstrates how to apply design principles in a variety of desktops, web pages, mobile devices and other touchscreens. Filled with straightforward strategies in a visual format, it's an essential volume for any designer working in the digital realm. Book resources can be found at DesignUserInterface.com. Here is the **Table of contents**, a list of User Interface covered in the book along with their **architecture, design guidelines, best practices, tips for better user experience**, and **case studies** for each.

Desktop

1. User Interface (Human Computer Interface)
2. Command Line Interface
3. WIMP Interface
4. Graphical User Interface (GUI)
5. Photo Editor
6. Image Manager
7. Desktop Explorer
8. Assistant/Software Wizard
9. Integrated Development Environment (IDE)
10. Media Player
11. Desktop Widget/Gadget
12. Dashboard/Scorecards
13. Instant Messenger (IM)
14. Chat Room
15. Video Chat
16. Interactive Voice Response (IVR) System
17. Direct User Interface
18. 3D User Interface
19. Metro UI/Modern UI

20. Skeuomorphic Design/Faux Real UI

Web

1. Web User Interface (WUI)
2. Accessible Web
3. Website
4. Homepage
5. Personal Website
6. Single-Page Website
7. Blog
8. Blogger Template
9. WordPress Theme
10. Catalog
11. Product Page
12. Shopping Cart
13. Checkout
14. User Account/Registration
15. Login
16. User Profile
17. Online Forums
18. Comment Thread
19. Sitemap
20. Resource Center/Help Center
21. Knowledgebase (KB)
22. Wiki
23. Online Surveys
24. Rating App
25. Rich Internet Application (RIA)
26. Web Widget
27. Book Widget
28. Banner Ad
29. Web Slideshow
30. HTML5 App
31. Zooming User Interface (ZUI)
32. Task Tracking System
33. Content Management System (CMS)
34. Ajax Web Application
35. Social Design
36. Search Engine Optimized (SEO) Web Page
37. Web 2.0 User Interface Design
38. Service-Oriented Architecture (SOA) Design
39. Infographics Design
40. Adaptive User Interface

Mobile

1. Mobile Phone App
2. Mobile Web App
3. Hybrid App
4. Mobile Website

5. Information App
6. Mobile Utility App
7. Lifestyle App
8. Address Book
9. Camera App
10. Photo App
11. Mobile Game App
12. Location Aware App
13. Branded App
14. Consumer Service App
15. Augmented Reality App
16. Bluetooth App
17. Near Field Communication (NFC) App
18. Mobile Ads
19. Mobile Commerce
20. Mobile Search
21. Mobile Home Screen
22. Touch User Interface
23. Multi-Touch User Interface
24. Accessible Touch User Interface
25. Gesture-Based User Interface
26. Pen-Based Interface
27. Mobile Clock App
28. World Clock App
29. Mashup App
30. Voice User Interface

Miscellaneous

1. 10-Foot User Interface
2. Games UI
3. Welcome Email
4. Email Marketing Campaign
5. Email Newsletter
6. E-zine
7. Natural User Interface
8. Natural Language Interface
9. Intelligent User Interface
10. Organic User Interface

Every Interface is illustrated with multiple case studies of popular desktop, web and mobile applications which show cases the User Interface guidelines.

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Editorial Review

Review

"This reference work illustrates 100 usability design tips for websites and other applications across devices, not only for aesthetics but also for functionality and ease of use. Lal, a digital product designer, addresses advanced website functions, including the creation of a shopping cart, reviews and ratings, mobile commerce, touch screen interfaces, infographics, APIs, and other current technologies. Each topic features a short instructional page with bullet-point recommendations and tips on what to include. A facing page shows real-world examples and/or case studies. Some of the text instructions refer readers to other entries with related design concepts. The content, organized into sections titled "Desktop," "Web," "Mobile," and "Miscellaneous," is well indexed. Rather than being a technical manual on how to create websites, widgets or other applications, this volume presents best practices from an ease-of-use perspective. The examples undoubtedly will become outdated soon, but they represent some of the best illustrations of contemporary usability design. The rapid evolution of technology means that few books are available to compare with this one. It will be useful to those interested and/or active in web development or mobile app development. Summing Up: Recommended. ** Lower- and upper- level undergraduates, general readers, professionals/practitioners." –*Choice*

From the Author

Adventures in Digital Design

The story of digital design begins at the User Interface, the point of contact between user and a digital product. This book will take you on a journey of designing User Interfaces for hundred digital products, for desktop, web, mobile, tablets and TVs. A progressive journey where you will see how digital design has evolved from command line interfaces, to GUIs, to Natural interfaces, to Multi Touch and to Organic User Interfaces. Along the way you will learn how the advancement in technology like capacitive touchscreens, Bluetooth, artificial intelligence and text to speech, has molded the User Interface in innovative ways and taken the digital design to a completely new level. A level where, understanding the context of the product, and their users dictates the design and success of a product is decided by user adoption.

Steve Jobs used to say, Design is not what it looks like, Design is how it works. This book will rip open the look of digital applications and take you behind the scene. It will show you how design works for 100 different digital applications, ranging from desktop software's, widgets, adaptive web interfaces, innovative mobile apps and Games on tablets and TVs.

The book takes a practical approach on design principles and shows you how it can be applied in digital products. The book will guide you through designing interfaces by showing you the big picture view, listing down the design guidelines and best practices and showing real examples and point you how Design principles are successfully applied.

From the Inside Flap

The book will give designer a practical advice on developing a rich user interface for everyday ad-hoc applications and help in their daily job with practical advices, illustrations and case studies. The book has practical principles and guidelines. It talks about how those design principles can be applied to digital

products.

- One GUI guidelines at a time
- Include case studies for solution for Desktop, Mobile, Web, Tablets and TVs
- Architecture view of the Digital products
- Design Guidelines for creating GUIs
- Best practices for designing the user interfaces
- Includes current trends in Digital design

Following are the current trends in design included but not limited to:

- Accessible Interface
- Skeuomorphic vs. Modern UI
- Voice UI and Text to Speech
- One page Website design
- Ajax, RIA, and Ecommerce design
- Mobile Native, Hybrid and Web App
- 10 Foot User Interface and Zoom UI
- Natural and Organic User Interface

Users Review

From reader reviews:

Nancy Wiersma:

As people who live in the particular modest era should be revise about what going on or information even knowledge to make these individuals keep up with the era that is certainly always change and advance. Some of you maybe will probably update themselves by looking at books. It is a good choice to suit your needs but the problems coming to anyone is you don't know what kind you should start with. This Digital Design Essentials: 100 Ways to Design Better Desktop, Web, and Mobile Interfaces is our recommendation to cause you to keep up with the world. Why, since this book serves what you want and wish in this era.

Gloria Eller:

Often the book Digital Design Essentials: 100 Ways to Design Better Desktop, Web, and Mobile Interfaces has a lot info on it. So when you make sure to read this book you can get a lot of advantage. The book was published by the very famous author. The author makes some research just before write this book. That book very easy to read you can find the point easily after perusing this book.

Betty Dansby:

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Lashunda McCloud:

What is your hobby? Have you heard this question when you got scholars? We believe that that question was given by teacher for their students. Many kinds of hobby, Everybody has different hobby. And you know that little person such as reading or as studying become their hobby. You must know that reading is very important and also book as to be the thing. Book is important thing to add you knowledge, except your own teacher or lecturer. You discover good news or update regarding something by book. A substantial number of sorts of books that can you take to be your object. One of them is niagra Digital Design Essentials: 100 Ways to Design Better Desktop, Web, and Mobile Interfaces.

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