

# 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 reasers 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 and 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 mobiles 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:

#### Allen Mullinax:

What do you about book? It is not important together with you? Or just adding material if you want something to explain what you problem? How about your extra time? Or are you busy particular person? If you don't have spare time to do others business, it is gives you the sense of being bored faster. And you have time? What did you do? Everybody has many questions above. They need to answer that question mainly because just their can do in which. It said that about e-book. Book is familiar on every person. Yes, it is proper. Because start from on pre-school until university need this kind of Digital Design Essentials: 100 Ways to Design Better Desktop, Web, and Mobile Interfaces to read.

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Information is provisions for folks to get better life, information these days can get by anyone from everywhere. The information can be a expertise or any news even a concern. What people must be consider when those information which is in the former life are difficult to be find than now could be taking seriously which one is acceptable to believe or which one the particular resource are convinced. If you obtain the unstable resource then you understand it as your main information you will see huge disadvantage for you. All those possibilities will not happen within you if you take Digital Design Essentials: 100 Ways to Design Better Desktop, Web, and Mobile Interfaces as the daily resource information.

#### **Dale Vaught:**

Digital Design Essentials: 100 Ways to Design Better Desktop, Web, and Mobile Interfaces can be one of

your beginning books that are good idea. We all recommend that straight away because this book has good vocabulary which could increase your knowledge in terminology, easy to understand, bit entertaining but nonetheless delivering the information. The author giving his/her effort that will put every word into pleasure arrangement in writing Digital Design Essentials: 100 Ways to Design Better Desktop, Web, and Mobile Interfaces but doesn't forget the main point, giving the reader the hottest and also based confirm resource information that maybe you can be among it. This great information can easily drawn you into fresh stage of crucial thinking.

#### **Beverly Rosa:**

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