Tapworthy Designing Great Iphone Apps

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Tapworthy: Designing Great iPhone Apps. by. Josh Clark (Goodreads Author) 3.99 · Rating details · 379 ratings · 32 reviews. So you've got an idea for an iPhone app -- along with everyone else on the planet. Set your app apart with elegant design, efficient usability, and a healthy dose of personality. This accessible, well-written guide shows you how to design exceptional user experiences for the iPhone and iPod Touch through practical principles and a rich collection of visual examples.

Tapworthy: Designing Great iPhone Apps by Josh Clark
You'll explore how considerations of design, psychology, culture, ergonomics, and usability combine to create a tapworthy app. Along

the way, you'll get behind-the-scenes insights from the...

Tapworthy: Designing Great iPhone Apps - Josh Clark ...
Tapworthy: Designing Great iPhone Apps--New from O'Reilly Sebastopol, CA —So you've got an idea for an iPhone app—along with everyone else on the planet. Now, with Tapworthy (O'Reilly Media, $39.99 USD), you can learn to set your app apart with elegant design, efficient usability, and a healthy dose of personality.

Tapworthy: Designing Great iPhone Apps--New from O'Reilly
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Tapworthy: Designing Great iPhone Apps - iPhone book ...
Josh Clark has written the book "Tapworthy -Designing Great iPhone Apps" [10] which describes guidelines and useful things to keep in mind when designing an iPhone application. In chapter ...

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Whether you're a designer, programmer, manager, or marketer, "Tapworthy" teaches you to "think iPhone" and helps you ask the right questions--and get the right answers -- throughout the design process. You'll explore how considerations of design, psychology, culture, ergonomics, and usability combine to create a tapworthy app. Along the way, you'll get behind-the-scenes insights from the designers of apps like Facebook, USA Today, Twitterrific, and many others.

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Tapworthy: Designing Great iPhone Apps by Josh Clark ...
Set your app apart with elegant design, efficient usability, and a healthy dose of personality. This accessible, well-written guide shows you how to design exceptional user experiences for the iPhone and iPod Touch through practical principles and a rich collection of visual examples. Whether you're a designer, programmer, manager, or marketer, Tapworthy teaches you to "think iPhone" and helps you ask the right questions — and get the right answers — throughout the design process.

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You'll explore how considerations of design, psychology, culture, ergonomics, and usability combine to create a tapworthy app. Along the way, you'll get behind-the-scenes insights from the designers of

apps like Facebook, USA Today, Twitterrific, and many others.

?Tapworthy on Apple Books
One of the best books about iPhone development that doesn't have a single bit of code in it (which is a good thing). This book is completely focused on making good design and interface choices when building your iPhone apps. As a developer with very little design skill, I can't recommend this book enough.

Amazon.com: Customer reviews: Tapworthy: Designing Great ...
Tapworthy : Designing Great iPhone Apps.. [Josh Clark] -- So you've got an idea for an iPhone app -- along with everyone else on the planet. Set your app apart with elegant design, efficient usability, and a healthy dose of personality.

Tapworthy : Designing Great iPhone Apps. (eBook, 2010 ...
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You'll explore how considerations of design, psychology, culture, ergonomics, and usability combine to create a tapworthy app. Along the way, you'll get behind-the-scenes insights from the designers of apps like Facebook, USA Today, Twitterrific, and many others. Develop your ideas from initial concept to finished design

Tapworthy [Book] - O'Reilly Media

Designing Tapworthy Apps: An Interview With Josh Clark. Written by Matthew Magain. Summary: Josh Clark is a designer of mobile apps and mobile websites, and the author of "Tapworthy: Designing Great iPhone Apps". Josh Clark is a designer of mobile apps and websites. He took some time out to talk about what it takes to design a 'tapworthy' app.

So you've got an idea for an iPhone app -- along with everyone else on the planet. Set your app apart with elegant design, efficient usability, and a healthy dose of personality. This accessible, well-written guide shows you how to design exceptional user experiences for the iPhone and iPod Touch through practical principles and a rich collection of visual examples. Whether you're a designer, programmer, manager, or marketer, Tapworthy teaches you to "think iPhone" and helps you ask the right questions -- and get the right answers -- throughout the design process. You'll explore how considerations of design, psychology, culture, ergonomics, and usability combine to create a tapworthy app. Along the way, you'll get behind-the-scenes insights from the designers of apps like Facebook, USA Today, Twitterrific, and many others. Develop your ideas from initial concept to finished design Build an effortless user experience that rewards every tap Explore the secrets of designing for touch Discover how and why people really use iPhone apps Learn to use iPhone controls the Apple way Create your own personality-packed visuals

With the millions of apps in the crowded Apple iTunes App Store, it can be difficult to get your apps noticed. How can you make your app stand out from the crowd and get it the reviews it deserves? iOS Wow Factor shows you how to get noticed! It explains how to go beyond the basics and where to "break the rules" to give your users

a "wow" experience! You'll learn to use standard controls, as well as to create non-standard controls and high-impact custom interactions to realize truly compelling app designs. Get grounded in Apple's Human Interface Guidelines (HIG) so that you can appreciate all its wisdom. From that excellent foundation, move beyond the HIG and learn how to ensure that all your apps have that "wow" factor. Learn all about user experience (UX) design techniques, with and beyond Apple's HIG, and how to move your apps out of mundane design and into innovative user experiences. Examine the characteristics and constraints of the iOS platform and how to leverage its strengths to maximum effect in your apps. iOS Wow Factor explains what makes a successful mobile app design, and how to apply those principles of success to your own apps. Once you get the iOS Wow Factor into your apps, you can watch your app adoption rate increase and gain the traction it needs to succeed and earn a profit in the Apple iTunes App Store. Find out everything you'll need to "wow" your future customers!

The iPhone is the hottest gadget of our generation, and much of its success has been fueled by the App Store, Apple's online marketplace for iPhone applications. Over 1 billion apps have been downloaded in the 9 months the App Store has been open, ranging from the simplest games to the most complex business apps. Everyone has an idea for the next best-selling iPhone app—presumably that's why you're reading this now. And with the release of the iPad, this demand will just continue to grow. So how do you build an application for the iPhone and iPad? Don't you need to spend years learning complicated programming languages? What about Objective-C, Cocoa Touch, and the software development kit (SDK)? The answer is that you don't need to know any of those things. Anybody can start building simple applications for the iPhone and iPad, and this book will show you how. This book takes you to getting your first applications up and running using plain English and practical examples. It cuts through the fog

of jargon and misinformation that surrounds iPhone and iPad application development, and gives you simple, step-by-step instructions to get you started. Teaches iPhone and iPad application development in language anyone can understand Provides simple, step-by-step examples that make learning easy Offers videos that enable you to follow along with the author—it's like your own private classroom

Everyone wants their product to be the next great killer app. But in the increasingly crowded world of mobile content, this pinnacle of success is becoming harder and harder to reach. The iPod, iPhone, and iPad offer tremendous opportunity for the...

When you're under pressure to produce a well designed, easy-to-navigate mobile app, there's no time to reinvent the wheel. This concise book provides a handy reference to 70 mobile app design patterns, illustrated by more than 400 screenshots from current iOS, Android, BlackBerry, WebOS, Windows Mobile, and Symbian apps. User experience professional Theresa Neil (Designing Web Interfaces) walks you through design patterns in 10 separate categories, including anti-patterns. Whether you're designing a simple iPhone application or one that's meant to work for every popular mobile OS on the market, these patterns provide solutions to common design challenges. This print edition is in full color. Pattern categories include: Navigation: get patterns for primary and secondary navigation Forms: break the industry-wide habits of bad form design Tables and lists: display only the most important information Search, sort, and filter: make these functions easy to use Tools: create the illusion of direct interaction Charts: learn best practices for basic chart design Invitations: invite users to get started and discover features Help: integrate help pages into a smaller form factor "It's a super handy catalog that I can flip to for ideas." —Bill Scott, Senior Director of Web Development at PayPal "Looks fantastic." —Erin Malone, Partner at Tangible UX "Just a

quick thanks to express my sheer gratitude for this pub, it has been a guide for me reworking a design for an app already in production!" —Agatha June, UX designer

Create your very own apps for the latest iOS devices. You'll start with the basics, and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK, and then guides you though the creation of your first simple application. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, Beginning iPhone Development with Swift 3 offers a comprehensive course in iPhone and iPad programming. In this third edition of the best-selling book, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10-specific project templates, and designed to take advantage of the latest Xcode features. Discover brand-new technologies, as well as significant updates to existing tools. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iOS file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! What You Will Learn Develop your own bestselling iPhone and iPad apps Utilize Swift playgrounds Display data in Table Views Draw to the screen using Core Graphics Use iOS sensor capabilities to map your world Get your app to work with iCloud and more Who This Book is For Anyone who wants to start developing for iPhone and iPad.

Explains how to design, create, and market a successful application across any mobile platform, including iPhone, iPad, Android, and BlackBerry.

Mobile user experience is a new frontier. Untethered from a keyboard and mouse, this rich design space is lush with opportunity to invent new and more human ways for people to interact with information. Invention requires casting off many anchors and conventions inherited from the last 50 years of computer science and traditional design and jumping head first into a new and unfamiliar design space.

What does it take to build an iPhone app with stunning 3D graphics? This book will show you how to apply OpenGL graphics programming techniques to any device running the iPhone OS -- including the iPad and iPod Touch -- with no iPhone development or 3D graphics experience required. iPhone 3D Programming provides clear step-by-step instructions, as well as lots of practical advice, for using the iPhone SDK and OpenGL. You'll build several graphics programs -- progressing from simple to more complex examples -- that focus on lighting, textures, blending, augmented reality, optimization for performance and speed, and much more. All you need to get started is a solid understanding of C++ and a great idea for an app. Learn fundamental graphics concepts, including transformation matrices, quaternions, and more Get set up for iPhone development with the Xcode environment Become familiar with versions 1.1 and 2.0 of the OpenGL ES API, and learn to use vertex buffer objects, lighting, texturing, and shaders Use the iPhone's touch screen, compass, and accelerometer to build interactivity into graphics applications Build iPhone graphics applications such as a 3D wireframe viewer, a simple augmented reality application, a spring system simulation, and more

Attention, designers, it's time to get serious about your creative process. For too long you've allowed yourself to go soft, relying on your software to do all of your creative work at the expense of your craftsmanship. This book will NOT show you how to use every tool

and feature in Adobe Illustrator. This book WILL, however, teach you the importance of drawing out your ideas, analyzing the shapes, and then methodically building them precisely in vector form using the techniques explained in this book. In Vector Basic Training, Second Edition acclaimed illustrative designer Von Glitschka takes you through his systematic process for creating the kind of precise vector graphics that separate the pros from the mere toolers. Along the way, he'll whip your drawing skills into shape and show you how to create elegant curves and precise anchor points for your designs. In addition to new illustrative examples throughout the book, this edition includes an all-new chapter on how to apply color and detail to your illustrations using tried-and-true methods that you'll use over and over again. You'll also get access to over seven hours of all-new HD video tutorials and source files so you can follow along with Von as he walks you through his entire process. Whether you're creating illustrations in Adobe Illustrator, Affinity Designer, CorelDRAW, or even Inkscape, you'll be able to use Von's techniques to establish a successful creative process for crafting consistently precise illustrations every single time you pick you up your pen, stylus, or mouse. In Vector Basic Training, Second Edition, you'll learn: The tools and shortcuts that make up a design pro's creative arsenal How to use "The Clockwork Method" to create accurate curves every time When and where to set just the right number of anchor points for any design How to build shapes quickly using basic Illustrator tools and plug-ins Techniques for art directing yourself to get the results you desire Fundamental methods for applying color and detail to your illustrations

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