



Interface Design: The Art of Developing Easy-to-Use Software

Peter Bickford

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A fun practical guide to designing easy-to-use software. Geared for people actively involved building products, Bickford gives a from-the-trenches view of what it takes to produce great software. Avoiding the mire of abstract theory, **Interface Design** offers practical tips and advice stemming from the experience of a renowned interface expert.

The book is derived from Bickford's column with enhanced depth and material engineered to appeal to anyone interested in the art and science of good interface design. Throughout **Interface Design**, Bickford covers a vast variety of design issues ranging from taming the incomprehensible interfaces of database systems and the Internet, to using sound and animation effectively in multimedia.

Bickford offers techniques for controlling the ever-growing complexity of computer software. He tackles clearly and effectively the challenge of translating new features of complex software applications into real benefits, and he makes an impassioned case for design based on the needs of the user, not just the engineering team.

- * Useful for programmers of all skill levels
- * Limits focus of specific programming languages or development environments
- * Covers basic interface issues applicable to most types of projects, as well as specific advice for database, multimedia, networking, and web-based projects

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