

1. Record Nr.	UNINA9910438101103321
Autore	Schooley Brent
Titolo	Designing for Windows 8 : fundamentals of great design in Windows store apps / / Brent Schooley
Pubbl/distr/stampa	[Berkely, Calif.], : Apress, 2013
ISBN	9781430249603 1430249609
Edizione	[1st ed. 2013.]
Descrizione fisica	1 online resource (168 p.)
Collana	The expert's voice in Windows 8
Disciplina	005.1 005.282
Soggetti	Operating systems (Computers)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Title Page; Copyright Page; Table of Contents; About the Author; About the Technical Reviewer; Acknowledgments; Introduction; Chapter 1 Microsoft Design Style Inspirations; Bauhaus and the Modern Design Movement; Applying Bauhaus to Running Total; International Typographic Style (Swiss Design Style); Typographic Grids; Applying a Typographic Grid to Running Total; Clean and Consistent Typography; Applying Typography to Running Total; Clear Iconography; Applying Iconography to Running Total; Use of Photographic Imagery; Applying Photographic Imagery to Running Total; Bold Use of Color Using Color in Windows 8Cinematography and Motion Design; Motion Design in Windows 8; Summary; Chapter 2: Microsoft Design Style Principles; Show Pride in Craftsmanship; Sweat the Details; Sweat the Details in Running Total; Make It Safe and Reliable; Making Running Total Safe and Reliable; Align to the Grid; Aligning Running Total to the Grid; Be Fast and Fluid; Design for Touch; Designing Running Total for Touch; Delight with Motion; Delighting with Motion in Running Total; Be Responsive and Ready; Making Running Total Responsive and Ready; Be Authentically Digital; Avoid Skeuomorphism Avoiding Skeuomorphism in Running TotalUse Beautiful Typography and Bold Colors; Beautiful Typography and Bold Colors in Running Total; Be Cloud Connected; Cloud Connectedness in Running Total; Do More with Less; Be Great at Something; Being Great in Running Total;

Put Content Before Chrome; Content Before Chrome in Running Total; Inspire Confidence; Inspiring Confidence in Running Total; Win as One; Fit into the UI Model; Work Together to Complete Scenarios; Working Together in Running Total; Use the Tools and Templates Effectively; Tools and Templates Used to Build Running Total; Summary
Chapter 3: Design Strategies for Windows 8The "Best At" Statement; Specific "Best At" Statements; Truly Differentiating Your "Best At" Statement; Real-World "Best At" Example; Running Total's "Best At" Statement; Picking Appropriate Application Scenarios; Brainstorming for Scenarios; Brainstorming Scenarios for Running Total; Removing Scenarios That Sound Like "Features"; Removing "Features" from Running Total's Scenarios; Remove Scenarios That Don't Match the "Best At" Statement; Aligning Running Total's Scenarios with Its "Best At" Statement; Choosing a Navigation and Content Strategy
Navigation Strategies for Windows 8The Hub; Running Total's Hub; The Navigation Bar; More Advanced Uses of the Navigation Bar; Use the Navigation Bar as Needed; Prototyping Your Design; Sketching; Strengths of Sketching in the Prototyping Process; Weaknesses of Sketching in the Prototyping Process; Paper Prototyping; Strengths of Paper Prototyping; Weaknesses of Paper Prototyping; Digital Prototyping; What Is Digital Prototyping?; Choosing a Prototyping Tool; Strengths of Digital Prototyping; Weaknesses of Digital Prototyping; Visual Design Mock-ups; Summary
Chapter 4: Basic Building Blocks of Windows 8 Design

Sommario/riassunto

Designing for Windows 8 is a fast-paced, 150-page primer on the key design concepts you need to create successful Windows 8 apps. This book will help you design a user interface that is both delightful and effective, feels 'right' to your users, and encapsulates a great Windows 8 experience. In this book, you will: Meet the building blocks of solid Windows 8 UI design in a well-designed sample app. Learn how to incorporate key design elements into your apps, such as the app bar, charms and subtle animations from the animation library. Find out how to deliver the core experience that your users expect from Windows 8. Learn how to make your app stand out from thousands of others in the Windows Store. It's now time to create the next generation of Windows applications. Arm yourself with design tactics and join in on this wonderful opportunity!
