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Nota di contenuto	Future-Proof Web Design: A Survival Guide; Contents; Introduction; What's This Book About?; No Artificial Flavorings; Conventions Within This Book; Your Marauders Map; Chapter 1: Future-Proof Survival Techniques; Understanding the Environment; Planning for a Successful Website; Learning to Adapt or Evolve; Resolving Issues of Compatibility; Chapter 2: The Five Principles of Ubiquity; Websites Are like Onions; Level 1: Graceful Design; Level 2: Progressive Design; Level 3: Adaptive Design; Level 4: Responsive Design; Level 5: Reactive Design; Chapter 3: Designing for the Desktop Knowing the Challenge: CompatibilityDesktop; Laptop; Netbooks; Nettops; Chapter 4: Helping Out the Handheld; Benefiting from Portability; Tablet; Smartphone; Featurephone; eReader; PDA; Wristwatch; Chapter 5: Evolving for Entertainment; Bringing the Web into the Living Room; Television; Game Console; Handheld Console; Media Player; Set Top Box; Chapter 6: Automobiles and Appliances; Preparing for Your Dream Reality; Embedded Gadgets; Connected Objects; Transportation; Physical Goods; Chapter 7: Designing for Input Tools; Just Point and Flick!; Pointer; Touchpad; Keyboard; Remote Control MicrophoneImaging; Scanner; Other Tools; Chapter 8: Designing for Output Tools; Your Digital Eyes and Ears; Display; Projector; E Ink;

Speakers; Printers; Chapter 9: Environmental Influences; Internal and External Factors; Components; Connectivity; Bandwidth; Chapter 10: Influencing Operating Systems; Inside the System Shell; GUIs; Controls; Associations; Typefaces; Colors; Security; Chapter 11: Details on Design Software; What You Code is What You Get; CMSs; Visual Editors (WYSIWYG); Snippets; Wizards; Chapter 12: Befriend the Web Browser; Windows to the Web; Trident; Gecko; WebKit; Presto MobileProxy; Alternates; Chapter 13: Providing Powerful Plug-Ins; Plug-and-Play Interactivity; Enhancements; Extensions; Multimedia; Chapter 14: Alternative Content Applications; Browsing Without a Browser; Reformatters; Apps and Widgets; Accessibility Aids; Augmented Reality; Chapter 15: The Consequences of Code; The Compatibility of Code; (x) HTML; CSS; JavaScript; WML; Metadata; Non-Standard Code; Chapter 16: Third-Party Dependency; The Weakest Link; Resources; Frameworks; Services; Chapter 17: Deliberations About Design; The Art of Aging Gracefully; Architecture; Content; Layout; Iteration Chapter 18: Fun with Futuristic FeaturesThe Tools of Tomorrow; Visual Effects; Interoperability; Personalization; Chapter 19: Dealing with the Robot Army; Of Machines and Men; Search Engines; Social Networks; Automated Tools; Verification; Chapter 20: Factoring in the Human Element; A Matter of Being Human; Physical Conditions; Intellectual Challenges; Emotional Factors; Social Expectations; Index

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## Sommario/riassunto

Best practices for flexible design that meet common challenges The web is constantly changing and evolving with an increased range of devices, browsers, and standards that need to be considered in design. Web designers know they must stay sharp in order to keep up with the rapid pace of technology change. This much-needed book teaches the art of flexible and adaptable design that can work easily with new devices, technologies, and standards. You'll quickly discover how this resource stands out from the crowd as it provides you with a roadmap for ensuring that your designs are stable a

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