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| 1. Record Nr. | UNISA996395827503316 |
| Autore | Hart John, D.D. |
| Titolo | The Christians best garment: or, The putting on of the Lord Jesus Christ [[electronic resource]] : Wherein the absolute necessity, excellency, and usefulness of Christ, as a garment, to believing souls, is briefly open and applied. Secondly, the naked, miserable, lost, and undone condition of all unbelievers, who have not put on this garment, discovered. Thirdly and lastly, some few brief, but powerful motives to perswade us to the putting on of this garment, with directions how to live to the glory of Christ here, that so we may live with Christ hereafter in glory. By a godly, able, and faithful servant of Jesus Christ |
| Pubbl/distr/stampa | London, : printed for E. Andrews, at the White Lion near Pye-Corner, 1664 |
| Edizione | [The third edition.] |
| Descrizione fisica | [48] p. : ill. (woodcut) |
| Soggetti | Christian life - Biblical teaching Christian life - Quotations, maxims, etc - Protestant authors |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | By John Hart. With a half-title. Text in black letter. Frontispiece = woodcut portrait of the author, John Hart. Signatures: A-C. Copy filmed cropped at head. Reproduction of the original in the Bodleian Library. |
| Sommario/riassunto | eebo-0014 |

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| 2. Record Nr. | UNINA9910822719103321 |
| Autore | Grant Will |
| Titolo | 101 ux principles : a definitive design guide. // Will Grant |
| Pubbl/distr/stampa | Birmingham ; ; Mumbai : , : Packt, , 2018 |
| ISBN | 1-78883-073-3 |
| Edizione | [1st edition] |
| Descrizione fisica | 1 online resource (415 pages) |
| Disciplina | 005.72 |
| Soggetti | Web sites - Design User-centered system design |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Includes index. |
| Sommario/riassunto | <p>The most important things you need to know about creating successful user experiences We want our UX to be brilliant. We want to create stunning user experiences. We want our UX to drive the success of our business with useful and usable software products. This book draws on the wisdom and training of Jakob Nielsen and Don Norman to help you get your UX right - in 101 ways! 101 UX Principles shows you the 101 most important things you need to know about usability and design. A practical reference for UX professionals, and a shortcut to greatness for anyone who needs a clear and wise selection of principles to guide their UX success. Learn the key principles that drive brilliant UX design. Enjoy 101 Principles including 'Good UX has a Beginning, a Middle, and an End', 'Make Your Links Look Like Links', 'Don't Use Obsolete Icons', 'Decide Whether an Interaction Should Be Obvious, Easy, or Possible', 'Test with Real Users', 'Making the most of fonts', 'Good UX for search results', and 'Show your user - don't tell your user!' ?Good to read from beginning to end, and a nice dip-in-and-out text, the chapter titles reminded me of principles I don't even think about explicitly when I likely should. The book inspired me to start more explicitly articulating some of the principles I just take for granted.? - Elizabeth Churchill, Director of User Experience at Google ?This is a great practical read. It is convenient to use as a reference when solving real UX problems. I would definitely recommend it as an introduction to UX, but also as a</p> |

good reminder of best practices for more experienced designers.? - Anne-Marie Leger, Designer at Shopify ?A great Mood Booster and Pep Talk. Like a good pep talk from a sports coach before a game, Will reminds us of the common pitfalls we all come across.? - Kate Pincott Product Designer at Facebook Some more of the 101 UX Principles featured in this book: Work with user expectations not against them How to build upon established metaphors How to arrange navigation elements How to introduce new ideas to your user Matching pagination and content structure When invention is not good for UX Striving for simplicity Reducing user tasks What to make clickable Making the most of fonts Making your links look like links Picking the right control for the job Data input and what users care about How to handle destructive user actions When color should not convey information Tappable areas and the size of fingers Getting payment de...
