1.	Record Nr.	UNISA996394799403316
	Autore	Justinus Marcus Junianus
	Titolo	The history of Justin, taken out of the four and forty books of Trogus Pompeius [[electronic resource]] : containing the affairs of all ages and countries, both in peace and war, from the beginning of the world until the time of the Roman emperors. With an account of Justin, and the time when he flourished, from G.J. Vossius, and a list of the kings and emperors of the several monarchies, with the year of their reigns, from Eusebius, Berosus and Metasthenes. Translated into English by Rob. Codrington, Master of Arts
	Pubbl/distr/stampa	London, : printed for William Whitwood next door to the Bible in Duck-Lane near West-Smithfield, 1688
	Edizione	[The fifth edition.]
	Descrizione fisica	[16], 304 p. : ill
	Altri autori (Persone)	CodringtonRobert <1601-1665.>
	Soggetti	History, Ancient Emperors - Rome
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	A translation of: Justinus, Marcus Julianus. HistoriÃ¦ PhilippicÃ¦. With added engraved title page (A1v), reading: Iustins History. Copy tightly bound. Reproduction of the original in the William Andrews Clark Memorial Library.
	Sommario/riassunto	eebo-0189

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	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

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...