
Praise for the second edition of The Design of Sites "In my worldwide IBM marketing role, I have the benefit of working with some of the finest international interactive agencies and internal Web teams. As I read The Design of Sites, [I see] the insight from years of professional advice has been put to paper. Nowhere have I seen such a practical, effective, and easy-to-use book to solve and avoid Internet design issues. I keep a copy of the book handy to remind me of the things I forgot and to gain fresh perspectives. It never fails to deliver." -John Cilio, marketing manager, IBM System x & z Storage Synergy "The Design of Sites artfully brings forward the original intent of Christopher Alexanders pattern language into the user experience design arena. It is a valuable and comprehensive reference." -George Hackman, Jr., senior director of User Experience for User Interface Guidelines, Patterns and Standards, Oracle Corporation "The Design of Sites is one of the best tools I have in my usability toolbox. [These] Web UI design patterns make it easy for me to show my clients how to get the most usability bang for their
The Design Sites Patterns Creating Related Books

Web Style Guide: Basic Design Principles for Creating Web Sites

Consistently praised in earlier editions as the best volume on classic elements of web site design, Web Style Guide, now in its Third Edition, continues its tradition of emphasis on fundamentals. Focusing on the needs of web site designers in corporations, government, nonprofit organizations, and academic institutions, the book explains established design principles and how they apply in web design projects in which information design, interface design, and efficient search and navigation are of...

Mobile Design and Development: Practical concepts and techniques for creating mobile sites and web apps (Animal Guide)

Mobile Design and Development by Brian Fling is a start to finish guide for designing and building mobile apps regardless of experience, device or platform. Brian took on the daunting challenge to write the mobile guide missing from bookshelves. As Brian describes it "this is a book that teaches people how to cook, not a collection of recipes." Since its release the book has been incredibly well received. It has being described as a "must have" by many experts in the mobile community. The 16 ch...

Creating Killer Web Sites

Master the art of third-generation site design Creating Killer Web Sites was the first true design book for the Web. It became the best-selling book on the Internet in 1996 and has been translated into ten languages. It has taught an entire generation of site designers how to get control over their pages. It shows, in practical terms, the fundamentals of design applied to the Web. Now completely updated! Every chapter has new material! In this expanded second edition, you'll find the techniqu...
Creating Web Sites Bible

Updated for the most recent tools, techniques, and standards for creating cutting-edge Web sites for businesses or personal use, this book is one-stop shopping for HTML, JavaScript, CSS, tables, forms, Flash, and more. Brand-new chapters cover Ajax, Adobe CS3 tools, RSS, and blogging tools. Hands-on guidance and expert advice dive into such topics as creating and editing images and graphics, adding multimedia elements (e.g., Flash animations, audio, and video), creating stores for Yahoo! and Amazon....

Parallel Programming with Microsoft .NET: Design Patterns for Decomposition and Coordination on Multicore Architectures (Patterns & Practices)

The CPU meter shows the problem. One core is running at 100 percent, but all the other cores are idle. Your application is CPU-bound, but you are using only a fraction of the computing power of your multicore system. What next? The answer, in a nutshell, is parallel programming. Where you once would have written the kind of sequential code that is familiar to all programmers, you now find that this no longer meets your performance goals. To use your systems CPU resources efficiently, you need to...

Money Making Membership Sites: Getting Started Creating A Cash-Sucking Website

Many people are unaware of the goldmine they are sitting on when thinking about creating a membership website. Achieving this can be as simple as offering a basic service or a range of PLR products which provide value to other people online. Discover how to get your first membership site, and start owning a money-making investment which produces reoccurring income for years to come!


Universal Design provides practitioners, graduate students, and other professionals interested in obtaining practical advice on how to effectively create and re-create interiors of academic libraries for teaching, learning, and research. The academic library ‘as place’ continues to evolve around the idea that the existing environment can have multiple uses. Partnerships with other college and university agencies, such as centers for teaching excellence and writing centers have compatible mission...

UI Design with Adobe Illustrator: Discover the ease and power of using Illustrator to design Web sites and apps

Create high fidelity prototypes for complex websites and applications with the easy-to-learn and super-efficient vector capabilities of Illustrator and make the fear of client changes a thing of the past. Whether you're a seasoned Photoshop veteran, a budding designer, or someone who simply has a good eye and artistic vision, this book will show you how to produce mockups and UI elements in a creative and productive way. Strongly of the opinion that design should not happen solely in a browser, Ri...

Costume Design 101 - 2nd edition: The Business and Art of Creating Costumes For Film and Television (Costume Design 101: The Business & Art of Creating)

Written by an industry veteran with 40 years of experience, this book is the new edition of Costume Design

Design Patterns Explained: A New Perspective on Object-Oriented Design (2nd Edition)

“One of the great things about the book is the way the authors explain concepts very simply using analogies rather than programming examples; this has been very inspiring for a product I’m working on: an audio-only introduction to OOP and software development.” Bruce Eckel “...I would expect that readers with a basic understanding of object-oriented programming and design would find this book useful, before approaching design patterns completely. Design Patterns Explained complements the existin...