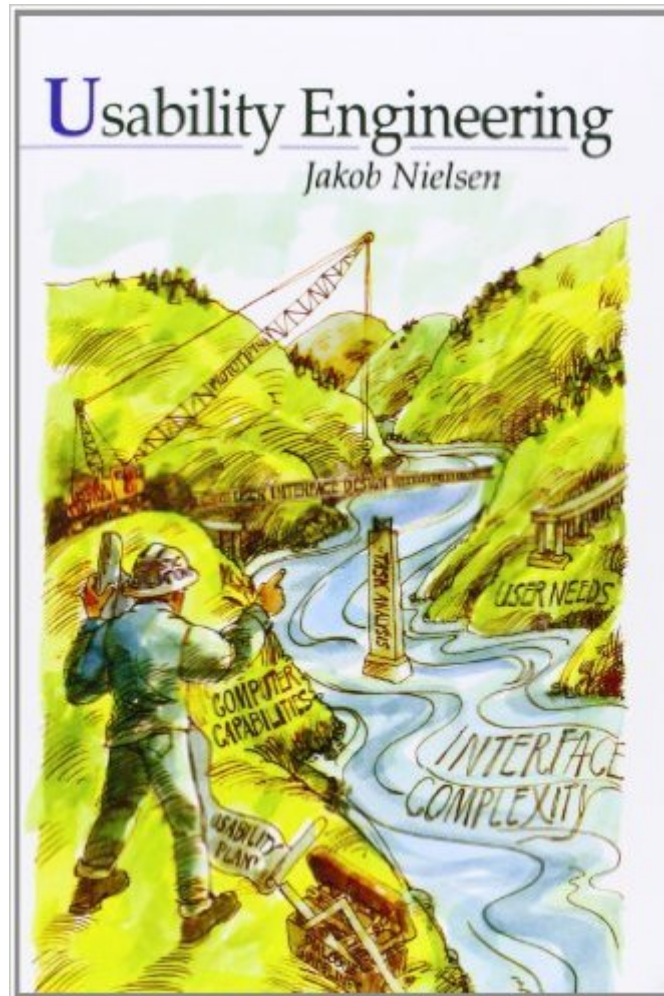


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# Usability Engineering



## Synopsis

Written by the author of the best-selling *HyperText & HyperMedia*, this book is an excellent guide to the methods of usability engineering. The book provides the tools needed to avoid usability surprises and improve product quality. Step-by-step information on which method to use at various stages during the development lifecycle are included, along with detailed information on how to run a usability test and the unique issues relating to international usability. \* Emphasizes cost-effective methods that developers can implement immediately\* Instructs readers about which methods to use when, throughout the development lifecycle, which ultimately helps in cost-benefit analysis. \* Shows readers how to avoid the four most frequently listed reasons for delay in software projects.\* Includes detailed information on how to run a usability test.\* Covers unique issues of international usability.\* Features an extensive bibliography allowing readers to find additional information.\* Written by an internationally renowned expert in the field and the author of the best-selling *HyperText & HyperMedia*.

## Book Information

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## Customer Reviews

As a Web site designer, I've long been an advocate of Jakob Nielsen's ideas -- to an extent. Usability is arguably the most important aspect of any design project, and an aspect too often ignored by many software and Web site designers. Mr. Nielsen, in his book, very aptly points out typical errors and common stumbling blocks of interface design, and presents very convincing arguments and methods for solving these problems. However, strict adherence to Mr. Nielsen's

interface design techniques, at the expense of less easily measured human factors, will often result in a sterile and boring product. Both are eminently efficient and usable, but are also wonderful examples of visual blandness -- nearly devoid of the human and aesthetic factors that contributes to a depth of personality and a richness of sensory stimulation. Although Mr. Nielsen never specifically advocates this, the logical conclusion of his approach is an interface design whose personality and soul have been stripped away in a slavish preference for pure, unencumbered efficiency and usability. Contrary to Mr. Nielsen's examples, the quest for usability should not abrogate the need to avoid ugliness. For the sake of efficient usability, I wonder if Mr. Nielsen has replaced his impractical, hard-to-maintain backyard lawn with efficient asphalt paving. Or maybe pulled out his expensive, hard-to-clean, dirt collecting, living room carpet and replaced it with an efficient concrete floor. I'm joking of course, but even if Mr. Nielsen thinks this way, most do not. Yet, this is the result achieved by many of his user interface examples. Perhaps on the planet Vulcan where everyone thinks like Mr. Spock, Mr. Nielsen's conclusions and methods might be the eminently rational final word on good interface design.

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