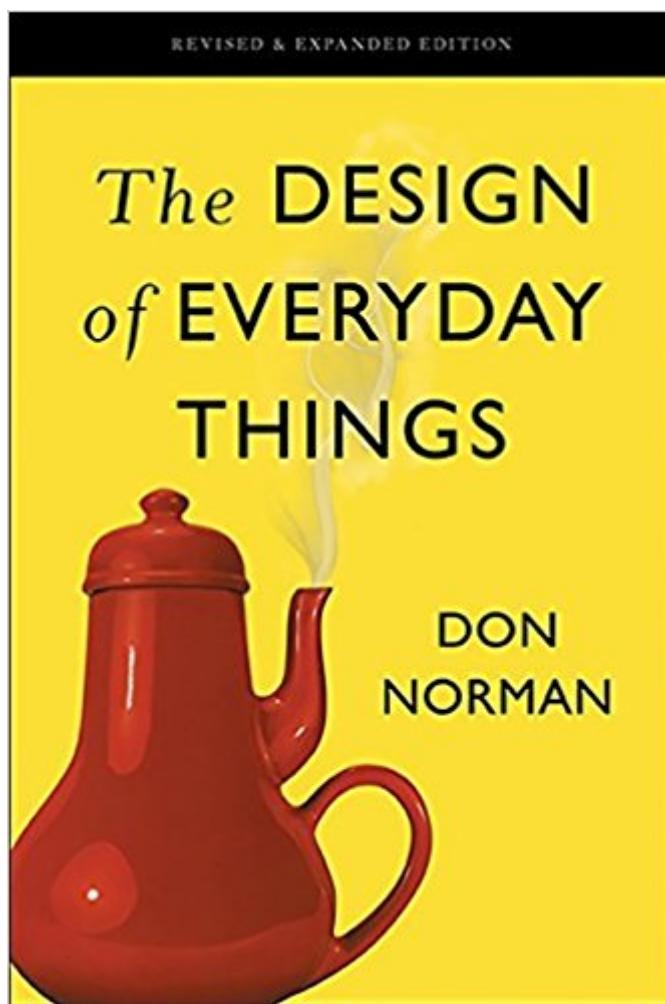


The book was found

The Design Of Everyday Things: Revised And Expanded Edition



Synopsis

Even the smartest among us can feel inept as we fail to figure out which light switch or oven burner to turn on, or whether to push, pull, or slide a door. The fault, argues this ingenious—even liberating—book, lies not in ourselves, but in product design that ignores the needs of users and the principles of cognitive psychology. The problems range from ambiguous and hidden controls to arbitrary relationships between controls and functions, coupled with a lack of feedback or other assistance and unreasonable demands on memorization. The Design of Everyday Things shows that good, usable design is possible. The rules are simple: make things visible, exploit natural relationships that couple function and control, and make intelligent use of constraints. The goal: guide the user effortlessly to the right action on the right control at the right time. In this entertaining and insightful analysis, cognitive scientist Don Norman hails excellence of design as the most important key to regaining the competitive edge in influencing consumer behavior. Now fully expanded and updated, with a new introduction by the author, The Design of Everyday Things is a powerful primer on how—and why—some products satisfy customers while others only frustrate them.

Book Information

Paperback: 368 pages

Publisher: Basic Books; Rev Exp edition (November 5, 2013)

Language: English

ISBN-10: 0465050654

ISBN-13: 978-0465050659

Product Dimensions: 5.5 x 1 x 8.2 inches

Shipping Weight: 12.8 ounces (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars 251 customer reviews

Best Sellers Rank: #674 in Books (See Top 100 in Books) #1 in Books > Business & Money > Industries > Retailing #1 in Books > Arts & Photography > Decorative Arts & Design > Industrial & Product Design #2 in Books > Medical Books > Psychology > Applied Psychology

Customer Reviews

Choice“Even classics can be updated and improved… Highly recommended.Ã¢â€•“This book changed the field of design. As the pace of technological change accelerates, the principles in this book are increasingly important. The new examples and ideas about design and product development make it essential reading.Ã¢â€•Ã•—Patrick

Whitney, Dean, Institute of Design, and Steelcase/Robert C. Pew Professor of Design, Illinois Institute of Technology; Twenty-five years ago The Design of Everyday Things was instrumental in orienting my approach to design. With this latest revised and expanded edition, Don Norman has given me a host of new ideas to explore as well as reminding me of the fundamental principles of great and meaningful design. Part operating manual for designers and part manifesto on the power of designing for people, The Design of Everyday Things is even more relevant today than it was when first published. — Tim Brown, CEO, IDEO, and author of Change by Design

Don Norman is a co-founder of the Nielsen Norman Group, and holds graduate degrees in both engineering and psychology. His many books include Emotional Design, The Design of Future Things, and Living with Complexity. He lives in Silicon Valley, California.

The Design of Everyday Things, by Donald A. Norman, was first published in 1988 under the title The Psychology of Everyday Things, and it shows up in every recommended reading list for product managers. I became a product manager in July 2016, and it is now my turn to read this book. This book lays out many great frameworks for product designing, which I have summarized in greater detail in this blog post's video. Chapter One introduces the six interaction points between the products and users: affordance, signifier, constraints, mapping, feedback, and conceptual model. Chapter Two explores the human behavior — how we make, execute, and evaluate decisions. Chapters Three, Four, and Five elaborate on the six interaction points. Chapters Six and Seven provide the framework for product designing and go-to-market strategies. This book could have been structured more clearly. Mr. Norman did a great job updating his book with new observations from the 21st century, such as online education, 3D printers, and cognitive computing. Perhaps because of these updates, the overall structure becomes a bit patchy and not very easy to follow. For instance, Chapter One introduces the six interaction points, but these interaction points are explained neither methodically nor sequentially in Chapters Three through Five. If we can slough through and digest those three chapters, we will be aptly rewarded with Chapters Six and Seven. It is too often that product managers and designers rush into a solution and build a feature that the users request, but the solution does not necessarily solve the core user problem. To avoid this pitfall, Chapter Six introduces the product design frameworks: The Double-Diamond model and the Human-Centered Design Process. These frameworks stress the importance of finding the right problem. Chapter Seven calls out the importance of go-to-market

strategies. A good product that does not sell is not a good product. Product managers and designers must pay attention to the market, competitors, and user acceptance. Numerous new technologies were not accepted in the commercial market several decades after they were introduced in the lab. For example, our modern smartphone's multi-touch keyboards were first developed by the University of Toronto in the early 1980s, but the first generation iPhone was not introduced until 2007. If the product managers and designers decide to enter the market before the product can be generally accepted, they also might fail. The first mover advantage does not always pay off, and go-to-market strategies need to be carefully devised for a product to succeed. Overall, this is a great book. I highly recommend all product managers and designers to read it.

This book will alter the way you see the world. What makes a device easy or hard to use? We take for granted that many things such as stovetop controls tend to be confusing and error prone. But do they have to be confusing? Don Norman provides useful heuristics and models of human behavior that can guide us to usable designs. He also explores the complex economic and social issues at the root of much of the poor design surrounding us. Highly recommended.

I am learning UX Design and heard this book was a must have. After reading the first 4 chapters I see why it is a must have. Mr. Norman spent a life time figuring this stuff out and does a great job sharing it; thus improved the field of UX Design. Everyone who is going into UX Design has to have this book.

This book had lots of fun examples of bad design. It also advocated some good principles of design. I was hoping, however, that it would live up to its name and focus on Everyday Things. It didn't. Sure, some of the examples were everyday things, like doors. But the whole chapter on error used the classic examples of airplanes and complex systems that I'd already learned about in other contexts. I'm sure it was interesting for people who were encountering it for the first time, but it had nothing to do with everyday things.

I was referenced to this book as a must-read in user design. I must say I'm not disappointed. The book does not go technical. It explains principles and does it very convincingly. Everything is backed up by great practical examples: real life events and stories the author has previously experienced. Mr Norman's credentials in this field are impressive and reading his book you are receiving some well refined solid knowledge of how things are. I had worried the examples in the

book might be a outdated given the original edition was released so many years ago. Luckily, this revised edition is everything but dated. Many modern day design thoughts are given and the examples are up-to-date, with stuff like the considerations in deciding for a sound signature in BMW's electric cars. All from the author's vast experience. I recommend you read this book if you are starting with user interface, interaction and experience design. The book's tone is not technical so everyone interested can read it.

If you design anything that isn't purely aesthetic, you should read this book. There are probably very few great English-speaking designers that have not read this book.

Norman does a terrific job explaining the Design discipline as a means to approach human problems and find solutions that make things simple and straightforward (to humans!). He provides clear explanations of concepts that originate from fields like cognitive psychology and human behaviour studies and "translates" them to your everyday language. This book is one of the rarest that explains in plain English that Design is a way to make sense of the world, by observing it and by asking the right questions to find out what's the real issue to solve. Love it! ;)

If you have ever read the original, then you will love the new one too. I recommend this book to all my university engineering students. Great examples today's college student can relate to.

[Download to continue reading...](#)

The Design of Everyday Things: Revised and Expanded Edition Sneaky Green Uses for Everyday Things: How to Craft Eco-Garments and Sneaky Snack Kits, Create Green Cleaners, Remake Paper into Flying Toys, Assemble ... a Robot Recycle Bin with Everyday Things The New Social Story Book, Revised and Expanded 15th Anniversary Edition: Over 150 Social Stories that Teach Everyday Social Skills to Children and Adults with Autism and their Peers Graphic Design Success: Over 100 Tips for Beginners in Graphic Design: Graphic Design Basics for Beginners, Save Time and Jump Start Your Success (graphic ... graphic design beginner, design skills) How to Use Graphic Design to Sell Things, Explain Things, Make Things Look Better, Make People Laugh, Make People Cry, and (Every Once in a While) Change the WorldÃ Ã Dance Recital Journal Love Everyday Laugh Everyday Dance Everyday: Lined Notebook for Girls, Perfect Gift for Dancers ~ Unique Inspirational Quote Diary for Dance Students, Teacher A History of Everyday Life in Scotland, 1600-1800: A History of Everyday Life in Scotland, 1600 to 1800 (A History of Everyday Life in Scotland EUP) Solve Your Child's Sleep Problems: Revised Edition: New, Revised, and

Expanded Edition Graphic Design: The New Basics: Second Edition, Revised and Expanded Universal Principles of Design, Revised and Updated: 125 Ways to Enhance Usability, Influence Perception, Increase Appeal, Make Better Design Decisions, and Teach through Design The Essential Garden Design Workbook: Completely Revised and Expanded Design, When Everybody Designs: An Introduction to Design for Social Innovation (Design Thinking, Design Theory) The Design of Everyday Things Emotional Design: Why We Love (or Hate) Everyday Things ESP8266: Programming NodeMCU Using Arduino IDE - Get Started With ESP8266 (Internet Of Things, IOT, Projects In Internet Of Things, Internet Of Things for Beginners, NodeMCU Programming, ESP8266) The 4-Hour Workweek, Expanded and Updated: Expanded and Updated, With Over 100 New Pages of Cutting-Edge Content. The Holy Spirit - Spiritual Gifts: Book 1: Amazing Power for Everyday People (Expanded Edition) (Illuminated Bible Study Guides Series) Halley's Bible Handbook, Deluxe Edition: Completely Revised and Expanded Edition---Over 6 Million Copies Sold Best Plants for New Mexico Gardens and Landscapes: Keyed to Cities and Regions in New Mexico and Adjacent Areas, Revised and Expanded Edition The China Study: Revised and Expanded Edition: The Most Comprehensive Study of Nutrition Ever Conducted and the Startling Implications for Diet, Weight Loss, and Long-Term Health

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)