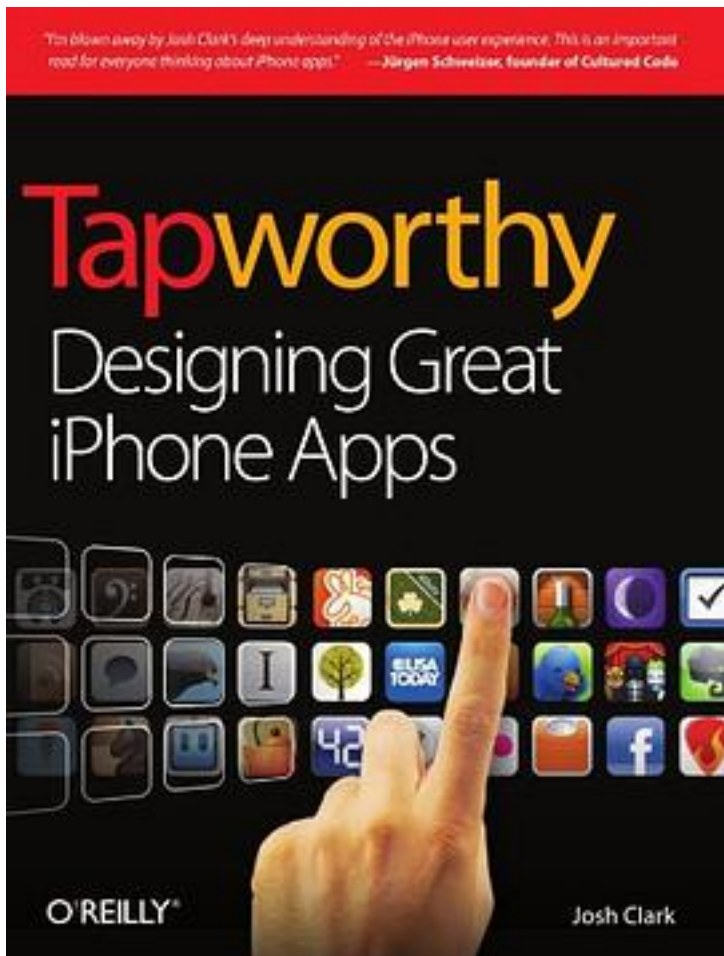


Tapworthy



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著者:Josh Clark

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So you've got an idea for an iPhone app -- along with everyone else on the planet. Set your app apart with elegant design, efficient usability, and a healthy dose of personality. This accessible, well-written guide shows you how to design exceptional

user experiences for the iPhone and iPod Touch through practical principles and a rich collection of visual examples.

作者介绍:

Josh Clark is a writer, designer, and developer who helps creative people clear technical hassles to share their ideas with the world. As speaker and consultant, he has helped scores of companies build effective websites and mobile apps. When he's not writing or speaking about clever design and humane software, he's building it. Josh is the creator of Big Medium, friendly software that actually makes it fun to manage a website. He's also the author of Best iPhone Apps and iWork '09: The Missing Manual, both published by O'Reilly. Before the rise of the Web, Josh worked on a slew of national PBS programs at WGBH-TV in Boston. He shared his three words of Russian with Mikhail Gorbachev, strolled the ranch with Nancy Reagan, hobnobbed with Rockefellers, and wrote trivia questions for a primetime game show. Now Josh makes words and spins code at his hypertext laboratory globalmoxie.com. He divides his time between Providence, Rhode Island, and Paris, France.

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标签

交互设计

设计

iphone

design

app

产品设计

移动设备

用户体验

评论

我是本书译者，希望书籍能尽早与各位读者见面。

假装看完了→→

建议开发者和对iOS感兴趣的朋友看看，挺有意思。这书不是什么Guide，但是从很多方面讲了和apps设计相关的东西，十分详细。

终于看完了，\(^o^)/

想起来自己还有这本书 应该推荐给产品的同事

看3年前的书iphone的OS和apps已经有了很多不同的设计理念
一些基本的guidelance可以借鉴 更多地就在于平时follow的一些usability
research报告和blog了

受益颇多啊发现了自己一直以来一些概念上的错误。。。不过本来看书速度就慢还看了
英文原版的。。眼睛好疼_(:3 > ∠)_

啰嗦，感觉看个touchpoints也差不多

看过的同类书里面最好的。

The book is full of detailed information, the other words, iPhone is a miracle. As the
end of the book, “Go make something amazing.”

every iOS designer's 1st book. a comprehensive way to get educated.

[Tapworthy 下载链接1](#)

书评

很多团队都是从毫无经验开始做 iPhone 应用设计，想起丁香园团队今年上半年着手设计用药助手的时候，几乎是「摸索着前进」，如果当时有这本书在手边，或许可以让我们少走不少弯路。正因如此，我向大家推荐这本书。虽只方寸屏幕，却又气象万千，对于从Web转向移动应用设计的设...

如果你对开发移动应用感兴趣——哪怕是在iPhone以外的平台上，那么这本《触动人心》绝对是不应错过的参考资料。相比较于我以前在blog (<http://dingyu.me>) 上的《Zen of Palm读书笔记》，这本书添加了更多例子，没有任何经验的读者更容易上手。

乘热打铁，罗列下术语：单击、单点 Tap 轻拂 Flick 滑动 Swipe 旋转 twist 摇动 shake 动作选单 action sheet 拨选器 picker 导航栏 navigation bar 标签栏 tab bar 工具栏 toolbar 搜索栏 search bar 范围选择...

前一阵不少人推荐一本关于iPhone设计的书《触动人心——设计优秀的iPhone应用》，丁香园CEO冯大辉说，如果他们的创业团队在设计iPhone应用的时候，可以先看看这本书，估计可以少走不少弯路。本人使用iPhone手机，一直对于iPhone上的一些好玩的应用很感兴趣，于是买来看看。很...

如何打造触动人心的微信订阅号？ 作者：荣振环
看《触动人心》，我是带着思考看的。
这本书我们不要把它看做纯是关于手机应用的书，实际上，它是也是关于手机行为习惯的书，关于移动互联时代如何取悦手机使用用户的书。
不是所有人都做APP，但是相信很多人都用微信，还有一些...

这本书的精彩之处在于有很多比较有意思的设计案例。所谓观千剑而识器。个人意见以为进行大量的APPS分析和总结是笨办法，也是捷径。正如钱钟书所言，下就要下笨功夫。所以实际上众多的设计案例的铺陈是很有启发性的。如果只是案例铺陈未免流于现象。其中不乏点睛之笔，直接...

2011年出版，是移动互联网刚刚兴起的时候出版的。3年后再次读起，还是很有指导意义，书中不仅讲到很多iphone设计规范（这部分的UI规范有更新，建议看：
[ISUX转译]iOS 8人机界面指南（一）：UI设计基础。
<http://isux.tencent.com/ios8-human-interface-guidelines.html> [ISUX...

Iphone设计必读，尤其适合初学者，配合着苹果的“人机交互指南”看，会迅速入门。既有产品经理“道”的部分，又有设计“术”的部分，非常实用，深入浅出，很好。摘录部分精彩要点：1.移动用户 微任务——附近情况——无聊 2.为笨蛋设计 隐喻——简单 图标重在意义清晰 3.内容...

移动设备的小尺寸屏幕（虽然现在有越来越大的趋势，4.3,4.7,5.3,7），决定了普通的网站设计不适合移动设备的操作（内容太丰富，界面交互适用于鼠标键盘）——移动设备主要在移动中使用，操作方式是手指触碰，需要按钮有较大的接触区域才能保证点击到正确的功能。网站的各个模...

放假回家的两周迫切的把这本书读完啦。从一开始我就在感慨，如果要是早学习了这本书，当初设计的时候得少走多少弯路呀。Josh Clark，没有一开始就把很多原则标准抬出来，而是从“为什么”开始，要清楚，我们不是为了设计应用而设计，现在充斥在Apple Store的应用已经够多的...

不知道别人是在多长时间内读完的，不过我用了一周的空闲时间。好长时间以来都没有看过类似风格的书了，把一个问题讲的透彻，易懂，由浅入深的叙述了iphone应用设计的方方面面。我想这本书讨论的内容，不仅仅适合iphone应用开发者，其他应用开发者都适宜阅读。作者展现出...

这本书我很喜欢，它的内容很实际，会很直接地写清楚情况，然后写明白是怎么面对和处理的。重点在于传递的风格，做事做人的风格。自在和从容，对用户的包容。有可能是因为这是一本关于iPhone应用设计的书。真的很不一样。给我的启发是一定要买部旧手机拆来看看，我一定要看...

发于个人公众号：长角鱼骨头 点击跳转：原文链接
豆瓣书评的图片上传比较繁琐就不修改了，图片内容在原文内可以看到。 -----
这样的搭讪场景终于可以出现了：“嗨，你也是神奇宝贝训练师吗？♥” 从Pokemon Go（以下简称PMG）宣布计划，到开服，再到无数人大陆人...

2011年出版，是移动互联网刚刚兴起的时候出版的。3年后再次读起，还是很有指导意义，书中不仅讲到很多iphone设计规范（这部分的UI规范有更新，建议看：
[ISUX转译]iOS 8人机界面指南（一）：UI设计基础。
<http://isux.tencent.com/ios8-human-interface-guidelines.html> [ISUX...

一本iphone设计入门书籍，比较全面的讲解了iPhone设计的规则，从用户的使用习惯和场景入手，逐步地说明了iPhone设计应遵循的规律，基本控件，界面图标设计，与其他应用的结合以及如何礼貌进行对话。适用于想要从事iPhone设计的新手以及摸索着前行的设计者们，系统的武装自己， ...

乘热打铁，罗列下术语： 单击、单点 Tap 轻拂 Flick 滑动 Swipe 旋转 twist 摇动 shake 动作选单 action sheet 拔选器 picker 导航栏 navigation bar 标签栏 tab bar 工具栏 toolbar 搜索栏...

看完了HIG，又来看这本，两本相互补充，记点读书笔记，有图的请看：http://blog.sina.com.cn/s/blog_7b9385b00101ljba.html 第一章用户是如何使用iphone 1移动中
2时间少注意力有限 3你只是众多app中一个，需要尽管搞定用户的任务
4利用忠诚用户进行口碑营销 用户看到的界面...

三分之一的拇指热点区域；纸板原型；上次截图为启动画面后立即装载，让用户觉得快。 Things设计者挨个分析了iphone里面所有内置应用的所有页面。
可以考虑在详情页把标签栏藏起来。质疑（不是抵制）滚屏，固定屏幕给人牢靠的感觉，用户可能不知道如何才能看全。经常做“速...

首先，这本书的纸张对于阅读体验很不好。纸张反光比较厉害，在灯光下看很累人也很伤眼睛。
其次，书的内容一般，平淡，很基础。总的来说就是讲解、细化和补充了下iPhone官网的HIG，并加以实例列举。可能对于初识iPhone的人和研发人员比较试用。
最后，iPhone的一...

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