Usability Testing Essentials Ready Settest By Carol M Barnum 2010 11 05

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Universal Methods of Design Bruce Hanington 2012-02-01 This comprehensive reference provides a thorough and critical presentation of 100 research methods, synthesis/analysis techniques, and research deliverables for human centered design, delivered in a concise and accessible format perfect for designers, educators, and students. Universal Methods of Design serves as an invaluable compendium of methods that can be easily referenced and used by cross-disciplinary teams in nearly any design project. Methods and techniques are organized alphabetically for ongoing, quick reference. Each method is presented in a two-page format. The left-hand page contains a concise description of the method, accompanied by references for further reading. On the

right-hand page, images and cases studies for each method are presented visually. The relevant phases for design application are highlighted as numbered icons along the right side of the page, from phases 1 (planning) through 5 (launch and monitor). Build more meaningful products with these methods and more: A/B Testing, Affinity Diagramming, Behavioral Mapping, Bodystorming, Contextual Design, Critical Incident Technique, Directed Storytelling, Flexible Modeling, Image Boards, Graffiti Walls, Heuristic Evaluation, Parallel Prototyping, Simulation Exercises, Touchstone Tours, and Weighted Matrix. This essential guide: Dismantles the myth that user research methods are complicated, expensive, and time-consuming Creates a shared meaning for cross-disciplinary design teams Illustrates methods with compelling visualizations and case studies Characterizes each method at a glance Indicates when methods are best employed to help prioritize appropriate design research strategies Universal Methods of Design is an essential resource for designers of all levels and specializations. Usability Testing Essentials: Ready, Set ...Test! Carol M. Barnum 2020-06-27 Usability Testing Essentials presents a practical, step-by-step approach to learning the entire process of planning and conducting a usability test. It explains how to analyze and apply the results and what to do when confronted with budgetary and time restrictions. This is the ideal book for anyone involved in usability or user-centered design—from students to seasoned professionals. Filled with new examples and case studies, Usability Testing Essentials, 2nd Edition is completely updated to reflect the latest approaches, tools and techniques needed to begin usability testing or to advance in this area. Provides a comprehensive, step-by-step guide to usability testing, a crucial part of every product's development Discusses important usability issues such as international testing, persona creation, remote testing, and accessibility Presents new examples covering mobile devices and apps, websites, web applications, software, and more Includes strategies for using tools for moderated and unmoderated testing, expanded content on task analysis, and on analyzing and reporting results
Nessus, Snort, and Ethereal Power Tools Brian Caswell 2005-09-14 Nessus, Snort, and Ethereal Power Tools covers customizing Snort to perform intrusion detection and prevention; Nessus to analyze the network layer for vulnerabilities; and Ethereal to sniff their network for malicious or unusual traffic. The book contains an appendix detailing the best of the rest open source security tools. Each of these tools is intentionally designed to be highly customizable so that users can torque the programs to suit their particular needs. Users can code their own

custom rules, plug-ins, and filters that are tailor-made to fit their own networks and the threats which they most commonly face. The book describes the most important concepts of coding and customizing tools, and then provides readers with invaluable working scripts that can either be used as is or further refined by using knowledge gained from the book. Snort, Nessus, and Ethereal are the three most popular open source security tools in the world Only book that teaches readers how to customize these tools for their specific needs by coding rules, plugins, and filters Companion Web site provides all working code and scripts from the book for download A Handbook for Teaching and Learning in Higher Education Heather Fry 2003-12-16 First Published in 2002. Routledge is an imprint of Taylor & Francis, an informa company.

Naked Statistics: Stripping the Dread from the Data Charles Wheelan 2013-01-07 "Brilliant, funny . . . the best math teacher you never had."—San Francisco Chronicle Once considered tedious, the field of statistics is rapidly evolving into a discipline Hal Varian, chief economist at Google, has actually called "sexy." From batting averages and political polls to game shows and medical research, the real-world application of statistics continues to grow by leaps and bounds. How can we catch schools that cheat on standardized tests? How does Netflix know which movies you'll like? What is causing the rising incidence of autism? As best-selling author Charles Wheelan shows us in Naked Statistics, the right data and a few well-chosen statistical tools can help us answer these questions and more. For those who slept through Stats 101, this book is a lifesaver. Wheelan strips away the arcane and technical details and focuses on the underlying intuition that drives statistical analysis. He clarifies key concepts such as inference, correlation, and regression analysis, reveals how biased or careless parties can manipulate or misrepresent data, and shows us how brilliant and creative researchers are exploiting the valuable data from natural experiments to tackle thorny questions. And in Wheelan's trademark style, there's not a dull page in sight. You'll encounter clever Schlitz Beer marketers leveraging basic probability, an International Sausage Festival illuminating the tenets of the central limit theorem, and a head-scratching choice from the famous game show Let's Make a Deal—and you'll come away with insights each time. With the wit, accessibility, and sheer fun that turned Naked Economics into a bestseller, Wheelan defies the odds yet again by bringing another essential, formerly unglamorous discipline to life.

Paper Prototyping Carolyn Snyder 2003-05-12 Do you spend a lot of time during the design process wondering

what users really need? Do you hate those endless meetings where you argue how the interface should work? Have you ever developed something that later had to be completely redesigned? Paper Prototyping can help. Written by a usability engineer with a long and successful paper prototyping history, this book is a practical, how-to guide that will prepare you to create and test paper prototypes of all kinds of user interfaces. You'll see how to simulate various kinds of interface elements and interactions. You'll learn about the practical aspects of paper prototyping, such as deciding when the technique is appropriate, scheduling the activities, and handling the skepticism of others in your organization. Numerous case studies and images throughout the book show you real world examples of paper prototyping at work. Learn how to use this powerful technique to develop products that are more useful, intuitive, efficient, and pleasing: * Save time and money - solve key problems before implementation begins * Get user feedback early - use it to focus the development process * Communicate better - involve development team members from a variety of disciplines * Be more creative - experiment with many ideas before committing to one *Enables designers to solve design problems before implementation begins *Five case studies provide real world examples of paper prototyping at work *Delves into the specifics of what types of projects paper prototyping is and isn't good for.

The Mobile Frontier Rachel Hinman 2012-06-11 Mobile user experience is a new frontier. Untethered from a keyboard and mouse, this rich design space is lush with opportunity to invent new and more human ways for people to interact with information. Invention requires casting off many anchors and conventions inherited from the last 50 years of computer science and traditional design and jumping head first into a new and unfamiliar design space.

Beginning J2ME Sing Li 2006-10-31 * J2ME or Wireless Java development platform is a topic of interest, and is still a hot topic for shows like JavaOne. * Empowered by info on GUI graphics, sound, and music; enables a beginning wireless Java developer to build games for cell phone and other wireless devices. * Easy-to-read style with lots of practical, hands-on code examples.

Involving the Audience Lee Ann Kastman Breuch 2018-09-19 Involving the Audience: A Rhetorical Perspective on Using Social Media to Improve Websites examines the usability challenges raised by large complex websites and proposes ways the social web can expand usability research to address these new challenges. Using the

website healthcare.gov as an initial illustration, Breuch explains how large complex websites are inherently challenged by open-ended, interactive tasks that often have multiple pathways to completion. These challenges are illustrated through two in-depth case studies, each addressing the launch of an interactive, complex website designed for a large public audience.

Handbook of Usability Testing Jeffrey Rubin 2011-03-10 Whether it's software, a cell phone, or a refrigerator, your customer wants - no, expects - your product to be easy to use. This fully revised handbook provides clear, step-by-step guidelines to help you test your product for usability. Completely updated with current industry best practices, it can give you that all-important marketplace advantage: products that perform the way users expect. You'll learn to recognize factors that limit usability, decide where testing should occur, set up a test plan to assess goals for your product's usability, and more.

Android User Interface Design Ian G. Clifton 2013-04-15 Build Android Apps That Are Stunningly Attractive, Functional, and Intuitive In today's crowded Android marketplace, it's more important than ever to differentiate your apps. Great design is the best way to do that. Now, leading Android app design expert Ian G. Clifton shows you how to make your apps come alive and how to deliver apps that users will want, love, and buy! Reflecting the Android 4.2 SDK, this book serves both as a tutorial for the entire design and implementation process and as a handy reference you'll rely on for every Android development project. Clifton shows how to create effective designs, organize them into Android components, and move gracefully from idea, to wireframe, to comp, to finished app. You'll learn how to bring your own voice, personality, and style to your app designs; how to leverage advanced drawing techniques such as PorterDuff compositing; how to test designs on diverse Android devices; and much more. Android User Interface Design details each step of the design and development process and contains extensive downloadable sample code, including complete finished apps. Learn how Android has evolved to support outstanding app design Integrate app design with development, from idea through deployment Understand views, the building blocks of Android user interfaces Make the most of wireframes and prototypes Build efficient layouts and integrate smooth animations Make apps more useful by automatically updating ListViews Combine views into custom components Use image compositing and other advanced techniques Work with the canvas and advanced drawing Leverage Google Play and Amazon Appstore

assets One step at a time, this guide helps you bridge the gap between Android developers and designers so you can work with colleagues to create world-class app designs...or do it yourself!

Researching UX: User Research James Lang 2017-10-26 How well do you really know your users? With properly conducted user research, you can discover what really makes your audience tick. This practical guide will show you, step-by-step, how to gain proper insight about your users so that you can base design decisions on solid evidence. You'll not only learn the different methodologies that you can employ in user research, but also gain insight into important set-up activities, such as recruiting users and equipping your lab, and acquire analysis skills so that you can make the most of the data you've gathered. And finally, you'll learn how to communicate findings and deploy evidence, to boost your design rationale and persuade skeptical colleagues. Design your research Cost justify user research Recruit and incentivise users Discover how to run your research sessions Analyze your results Reporting on results and acting in your findings

Undercover User Experience Cennydd Bowles 2010 Once You Catch The User Experience Bug, the world changes. Doors open the wrong way, websites don't work, and companies don't seem to care. And while anyone can learn the UX remedies---usability testing, personas, prototyping and so on---unless your organization "gets it," putting them into practice is trickier. Undercover User Experience is a pragmatic guide from the front lines, giving frank advice on making UX work in real companies with real problems. Readers will learn how to fit research, idea generation, prototyping and testing into their daily workflow, and how to design good user experiences under the all-too-common constraints of time, budget and culture. "A wonderful, proctical, yet subversive book. Cennydd and James teach you the subtle art of fighting for---and then designing for---users in a hostile world."---Joshua Porter, co-founder Performable and co-creator of 52 weeksofUX. com

Professional Mobile Application Development Jeff McWherter 2012-08-16 Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such as way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for

all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap Zeroes in on topics such as developing applications for Android, IOS, Windows Phone 7, and Blackberry Professional Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle. Understanding Your Users Kathy Baxter 2005-01-19 Today many companies are employing a user-centered design (UCD) process, but for most companies, usability begins and ends with the usability test. Although usability testing is a critical part of an effective user-centered life cycle, it is only one component of the UCD process. This book is focused on the requirements gathering stage, which often receives less attention than usability testing, but is equally as important. Understanding user requirements is critical to the development of a successful product. Understanding Your Users is an easy to read, easy to implement, how-to guide on usability in the real world. It focuses on the "user requirements gathering" stage of product development and it provides a variety of techniques, many of which may be new to usability professionals. For each technique, readers will learn how to prepare for and conduct the activity, as well as analyze and present the data —all in a practical and hands-on way. In addition, each method presented provides different information about the user and their requirements (e.g., functional requirements, information architecture, task flows). The techniques can be used together to form a complete picture of the users' requirements or they can be used separately to address specific product questions. These techniques have helped product teams understand the value of user requirements gathering by providing insight into how users work and what they need to be successful at their tasks. Case studies from industry-leading companies demonstrate each method in action. In addition, readers are provided with the foundation to conduct any usability activity (e.g., getting buy-in from management, legal and ethical considerations, setting up your facilities, recruiting, moderating activities) and to ensure the incorporation of the results into their products. ·Covers all of the significant requirements gathering methods in a readable, practical way ·Presents the foundation readers need to prepare for any requirements gathering activity and ensure that the results are incorporated into their products ·Includes invaluable worksheet and template appendices ·Includes a case study for each method from industry leaders ·Written by experienced authors who teach

conference courses on this subject to usability professionals and new product designers alike

Measuring the User Experience William Albert 2013-05-23 Measuring the User Experience was the first book that focused on how to quantify the user experience. Now in the second edition, the authors include new material on how recent technologies have made it easier and more effective to collect a broader range of data about the user experience. As more UX and web professionals need to justify their design decisions with solid, reliable data, Measuring the User Experience provides the quantitative analysis training that these professionals need. The second edition presents new metrics such as emotional engagement, personas, keystroke analysis, and net promoter score. It also examines how new technologies coming from neuro-marketing and online market research can refine user experience measurement, helping usability and user experience practitioners make business cases to stakeholders. The book also contains new research and updated examples, including tips on writing online survey questions, six new case studies, and examples using the most recent version of Excel. Learn which metrics to select for every case, including behavioral, physiological, emotional, aesthetic, gestural, verbal, and physical, as well as more specialized metrics such as eye-tracking and clickstream data Find a vendor-neutral examination of how to measure the user experience with web sites, digital products, and virtually any other type of product or system Discover in-depth global case studies showing how organizations have successfully used metrics and the information they revealed Companion site, www.measuringux.com, includes articles, tools, spreadsheets, presentations, and other resources to help you effectively measure the user experience

Artificial Intelligence in Education Ig Ibert Bittencourt 2020-07-04 This two-volume set LNAI 12163 and 12164 constitutes the refereed proceedings of the 21th International Conference on Artificial Intelligence in Education, AIED 2020, held in Ifrane, Morocco, in July 2020.* The 49 full papers presented together with 66 short, 4 industry & innovation, 4 doctoral consortium, and 4 workshop papers were carefully reviewed and selected from 214 submissions. The conference provides opportunities for the cross-fertilization of approaches, techniques and ideas from the many fields that comprise AIED, including computer science, cognitive and learning sciences, education, game design, psychology, sociology, linguistics as well as many domain-specific areas. ?*The

conference was held virtually due to the COVID-19 pandemic.

The CERT Oracle Secure Coding Standard for Java Fred Long 2012 The only comprehensive set of guidelines for secure Java programming - from the field's leading organizations, CERT and Oracle • •Authoritative, end-to-end code-level requirements for building secure systems with any recent version of Java, including the new Java 7 •Presents techniques that also improve safety, reliability, dependability, robustness, availability, maintainability, and other attributes of quality. •Includes extensive risk assessment guidance, plus references for further information. This is the first authoritative, comprehensive compilation of code-level requirements for building secure systems in Java. Organized by CERT's pioneering software security experts, with support from Oracle's own Java platform developers, it covers every facet of secure software coding with Java 7 SE and Java 6 SE, and offers value even to developers working with other Java versions. The authors itemize the most common coding errors leading to vulnerabilities in Java programs, and provide specific guidelines for avoiding each of them. They show how to produce programs that are not only secure, but also safer, more reliable, more robust, and easier to maintain. After a high-level introduction to Java application security, eighteen consistently-organized chapters detail specific guidelines for each facet of Java development. Each set of guidelines defines conformance, presents both noncompliant examples and corresponding compliant solutions, shows how to assess risk, and offers references for further information. To limit this book's size, the authors focus on 'normative requirements': strict rules for what programmers must do for their work to be secure, as defined by conformance to specific standards that can be tested through automated analysis software. (Note: A follow-up book will present 'non-normative requirements': recommendations for what Java developers typically 'should' do to further strengthen program security beyond testable 'requirements.')

Contextual Design Hugh Beyer 1998 Contextual design is a state-of-the-art approach to designing products directly from an understanding of how the customer works and what the customer needs. Based on a method developed and taught by the authors, this is a practical, hands-on guide that articulates the underlying principles of contextual design and shows how to use them to address different problems, constraints, and organizational situations.

Usability Testing and Research Carol M. Barnum 2002 Built on a solid foundation of current research in the field,

Usability Testing and Research provides a comprehensive, up-to-date perspective in this increasingly important area of technical communication. Based on the most current research in the field, this book reflects the most recent developments and studies on this topic available. Sidebars throughout the book catch the attention of the readers and highlight key concepts in the text. A chapter on web testing provides coverage of what is now the hottest area in usability testing. End of chapter discussions and exercises reinforce learning. Frequent examples of planning, conducting, and reporting usability tests present current samples of projects. An appendix on teamwork gives pertinent advice in an area neglected by other texts: building and coordinating cross-functional teams for usability testing. For those interested in usability testing and research.

Web Content Delivery Xueyan Tang 2006-01-17 The concept of content delivery (also known as content distribution) is be coming increasingly important due to rapidly growing demands for efficient distribution and fast access of information in the Internet. Content delivery is very broad and comprehensive in that the contents for distribution cover a wide range of types with significantly different characteristics and performance concerns, including HTML documents, images, multimedia streams, database tables, and dynamically generated contents. Moreover, to facilitate ubiqui tous information access, the network architectures and hardware devices also vary widely. They range from broadband wired/fixed networks to bandwid- constrained wireless/mobile networks, and from powerful workstations/PCs to personal digital assistants (PDAs) and cellular phones with limited processing and display capabilities. All these levels of diversity are introducing numerous challenges on content delivery technologies. It is desirable to deliver contents in their best quality based on the nature of the contents, network connections and client devices. This book aims at providing a snapshot of the state-of-the-art research and development activities on web content delivery and laying the foundations for future web applications. The book focuses on four main areas: (1) web con tent delivery; (2) dynamic web content; (3) streaming media delivery; and (4) ubiquitous web access. It consists of 17 chapters written by leading experts in the field. The book is designed for a professional audience including academic researchers and industrial practitioners who are interested in the most recent research and development activities on web content delivery.

Designing Mobile Interfaces Steven Hoober 2011-11 With hundreds of thousands of mobile applications available today, your app has to capture users immediately. This book provides practical techniques to help you

catch—and keep—their attention. You'll learn core principles for designing effective user interfaces, along with a set of common patterns for interaction design on all types of mobile devices. Mobile design specialists Steven Hoober and Eric Berkman have collected and researched 76 best practices for everything from composing pages and displaying information to the use of screens, lights, and sensors. Each pattern includes a discussion of the design problem and solution, along with variations, interaction and presentation details, and antipatterns. Compose pages so that information is easy to locate and manipulate Provide labels and visual cues appropriate for your app's users Use information control widgets to help users quickly access details Take advantage of gestures and other sensors Apply specialized methods to prevent errors and the loss of user-entered data Enable users to easily make selections, enter text, and manipulate controls Use screens, lights, haptics, and sounds to communicate your message and increase user satisfaction "Designing Mobile Interfaces is another stellar addition to O'Reilly's essential interface books. Every mobile designer will want to have this thorough book on their shelf for reference." —Dan Saffer, Author of Designing Gestural Interfaces

Maturing Usability Effie Lai-Chong Law 2007-10-24 This book provides an understanding of how current research and practice has contributed towards improving quality issues in software, interaction and value. The book includes chapters on new methods/approaches that will enhance the field of usability. A balance between theoretical and empirical approaches is maintained throughout, and all those interested in exploring usability issues in human-computer interaction will find this a very useful book.

Universal Methods of Design Bella Martin 2012-02 Universal Methods of Design provides a thorough and critical presentation of 100 research methods, synthesis/analysis techniques, and research deliverables for human centered design, delivered in a concise and accessible format perfect for designers, educators, and students. Whether research is already an integral part of a practice or curriculum, or whether it has been unfortunately avoided due to perceived limitations of time, knowledge, or resources, Universal Methods of Design will serve as an invaluable compendium of methods that can be easily referenced and utilized by cross-disciplinary teams in nearly any design project. Universal Methods of Design : dismantles the myth that user research methods are complicated, expensive, and time-consuming ; creates a shared meaning for cross-disciplinary design teams ; illustrates methods with compelling visualizations and case studies ; characterizes each method at a glance ;

indicates when methods are best employed to help prioritize appropriate design research strategies. Universal Methods of Design distills each method down to its most powerful essence, in a format that will help design teams select and implement the most credible research methods best suited to their design culture within the constraints of their projects.

The Browser Hacker's Handbook Wade Alcorn 2014-02-26 Hackers exploit browser vulnerabilities to attack deep withinnetworks The Browser Hacker's Handbook gives a practicalunderstanding of hacking the everyday web browser and using it as abeachhead to launch further attacks deep into corporate networks.Written by a team of highly experienced computer security experts,the handbook provides hands-on tutorials exploring a range ofcurrent attack methods. The web browser has become the most popular and widely usedcomputer "program" in the world. As the gateway to the Internet, itis part of the storefront to any business that operates online, butit is also one of the most vulnerable entry points of any system.With attacks on the rise, companies are increasingly employingbrowser-hardening techniques to protect the unique vulnerabilitiesinherent in all currently used browsers. The Browser Hacker'sHandbook thoroughly covers complex security issues and exploresrelevant topics such as: Bypassing the Same Origin Policy ARP spoofing, social engineering, and phishing to accessbrowsers DNS tunneling, attacking web applications, andproxying—all from the browser Exploiting the browser and its ecosystem (plugins andextensions) Cross-origin attacks, including Inter-protocol Communicationand Exploitation The Browser Hacker's Handbook is written with aprofessional security engagement in mind. Leveraging browsers aspivot points into a target's network should form an integralcomponent into any social engineering or red-team securityassessment. This handbook provides a complete methodology tounderstand and structure your next browser penetration test.

Designing with the Mind in Mind Jeff Johnson 2013-12-17 In this completely updated and revised edition of Designing with the Mind in Mind, Jeff Johnson provides you with just enough background in perceptual and cognitive psychology that user interface (UI) design guidelines make intuitive sense rather than being just a list or rules to follow. Early UI practitioners were trained in cognitive psychology, and developed UI design rules based on it. But as the field has evolved since the first edition of this book, designers enter the field from many disciplines. Practitioners today have enough experience in UI design that they have been exposed to design

rules, but it is essential that they understand the psychology behind the rules in order to effectively apply them. In this new edition, you'll find new chapters on human choice and decision making, hand-eye coordination and attention, as well as new examples, figures, and explanations throughout. Provides an essential source for user interface design rules and how, when, and why to apply them Arms designers with the science behind each design rule, allowing them to make informed decisions in projects, and to explain those decisions to others Equips readers with the knowledge to make educated tradeoffs between competing rules, project deadlines, and budget pressures Completely updated and revised, including additional coverage on human choice and decision making, hand-eye coordination and attention, and new mobile and touch-screen examples throughout

Writing Readable Regulations Thomas A. Murawski 1999

Usability Testing for Survey Research Emily Geisen 2017-02-15 Usability Testing for Survey Research provides researchers with a guide to the tools necessary to evaluate, test, and modify surveys in an iterative method during the survey pretesting process. It includes examples that apply usability to any type of survey during any stage of development, along with tactics on how to tailor usability testing to meet budget and scheduling constraints. The book's authors distill their experience to provide tips on how usability testing can be applied to paper surveys, mixed-mode surveys, interviewer-administered tools, and additional products. Readers will gain an understanding of usability and usability testing and why it is needed for survey research, along with guidance on how to design and conduct usability tests, analyze and report findings, ideas for how to tailor usability testing to meet budget and schedule constraints, and new knowledge on how to apply usability testing to other survey-related products, such as project websites and interviewer administered tools. Explains how to design and conduct usability tests and analyze and report the findings Includes examples on how to conduct usability testing on any type of survey, from a simple three-question survey on a mobile device, to a complex, multi-page establishment survey Presents real-world examples from leading usability and survey professionals, including a diverse collection of case studies and considerations for using and combining other methods Discusses the facilities, materials, and software needed for usability testing, including in-lab testing, remote testing, and eye tracking

A Practical Guide to Usability Testing Joseph S Dumas 1999 In this volume, the authors begin by defining

usability, advocating and explaining the methods of usability engineering and reviewing many techniques for assessing and assuring usability throughout the development process. They then follow all the steps in planning and conducting a usability test, analyzing data, and using the results to improve both products and processes. This book is simply written and filled with examples from many types of products and tests. It discusses the full range of testing options from quick studies with a few subjects to more formal tests with carefully designed controls. The authors discuss the place of usability laboratories in testing as well as the skills needed to conduct a test. Included are forms to use or modify to conduct a usability test, as well as layouts of existing labs that will help the reader build his or her own.

Docker in Practice Ian Miell 2019-02-06 Summary Docker in Practice, Second Edition presents over 100 practical techniques, hand-picked to help you get the most out of Docker. Following a Problem/Solution/Discussion format, you'll walk through specific examples that you can use immediately, and you'll get expert guidance on techniques that you can apply to a whole range of scenarios. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Docker's simple idea-wrapping an application and its dependencies into a single deployable container-created a buzz in the software industry. Now, containers are essential to enterprise infrastructure, and Docker is the undisputed industry standard. So what do you do after you've mastered the basics? To really streamline your applications and transform your dev process, you need relevant examples and experts who can walk you through them. You need this book. About the Book Docker in Practice, Second Edition teaches you rock-solid, tested Docker techniques, such as replacing VMs, enabling microservices architecture, efficient network modeling, offline productivity, and establishing a container-driven continuous delivery process. Following a cookbook-style problem/solution format, you'll explore real-world use cases and learn how to apply the lessons to your own dev projects. What's inside Continuous integration and delivery The Kubernetes orchestration tool Streamlining your cloud workflow Docker in swarm mode Emerging best practices and techniques About the Reader Written for developers and engineers using Docker in production. About the Author Ian Miell and Aidan Hobson Sayers are seasoned infrastructure architects working in the UK. Together, they used Docker to transform DevOps at one of the UK's largest gaming companies. Table of Contents PART 1 - DOCKER

Rocket Surgery Made Easy Steve Krug 2009-12-08 It's been known for years that usability testing can dramatically improve products. But with a typical price tag of $5,000 to $10,000 for a usability consultant to conduct each round of tests, it rarely happens. In this how-to companion to Don't Make Me Think: A Common Sense Approach to Web Usability, Steve Krug spells out a streamlined approach to usability testing that anyone can easily apply to their own Web site, application, or other product. (As he said in Don't Make Me Think, "It's not rocket surgery".) Using practical advice, plenty of illustrations, and his trademark humor, Steve explains how to: Test any design, from a sketch on a napkin to a fully-functioning Web site or application Keep your focus on finding the most important problems (because no one has the time or resources to fix them all) Fix the problems that you find, using his "The least you can do" approach By paring the process of testing and fixing products down to its essentials ("A morning a month, that's all we ask"), Rocket Surgery makes it realistic for teams to test early and often, catching problems while it's still easy to fix them. Rocket Surgery Made Easy adds demonstration videos to the proven mix of clear writing, before-and-after examples, witty illustrations, and practical advice that made Don't Make Me Think so popular.

Developing Quality Technical Information Michelle Carey 2014-06-23 The #1 Guide to Excellence in Technical Communication—Fully Updated for Embedded Assistance, Mobile, Search, Multimedia, and More Direct from IBM's own content design experts, this guide shows you how to design product interfaces and technical information that always place users front and center. This edition has been fully revised to help you consistently deliver the right content at the right time. You'll master today's best practices to apply nine essential

characteristics of high-quality technical information: accuracy, clarity, completeness, concreteness, organization, retrievability, style, task orientation, and visual effectiveness. Coverage Includes Advocating for users throughout the entire product development process Delivering information in an ordered manner by following progressive disclosure techniques Optimizing content so that users can find it from anywhere Streamlining information for mobile delivery Helping users right where they are Whether you're a writer, editor, information architect, user experience professional, or reviewer, this book shows you how to create great technical information, from the product design to the user interface, topics, and other media. Thoroughly revised and updated Extensive new coverage of self-documenting interfaces and embedded assistance Updated practical guidelines and checklists Hundreds of new examples

Borland C++ Builder 6 Developer's Guide Bob Swart 2003 0672324806.ld The definitive guide to the latest version of Borlands powerful C++Builder. Provides complete coverage of C++Builder Web Services development, now a key component of C++Builder. Borland C++Builder remains best in class IDE over the past 5 years for C++ solutions. Written by a team of top C++Builder experts with expertise in a variety of technical areas related to C++ application development. C++Builder 6 Developers Guide is revised for the latest version of C++Builder, the biggest update to C++Builder in years. C++Builder is an ANSI C++ IDE. The version 6 adds BizShape, a tool to build Web Services using XML/SOAP, .NET, and BizTalk from Microsoft, and SunONE from Sun Microsystems. Other new components include WebSnap for Web application development, DataSnap for database development, and CLX, which allows cross-platform development for Unix and Linux. The new NetCLX Internet components allow development of cross-platform applications with Apache, Microsoft IIS, and Netscape Web Server applications. C++Builder 6 Developers Guide continues as the definitive guide for Borlands C++Builder, providing a clear and concise reference for C++ developers. C++Builder Developers Guide is a unique combination of over 35 C++Builder experts from around the globe. This team brings hundreds of thousands of working hours in professional software development to the creation of this extensive work. Leading the team are Jarrod Hollingworth, Bob Swart, Mark Cashman. and Paul Gustavson. Jarrod is running Backslash (http://www.backslash.com;au), loping software applications for the Internet and key business sectors and working as a software development consultant. Bob (aka. Dr.Bob) is an internationally recognized UK Borland

Connections member and an independent technical author, trainer, and consultant using C++Builder, Kylix, and Delphi based in The Netherlands. Mark Cashman is an independent C++ developer in the U.S. Paul Gustavson lives in Virginia and is a senior systems engineer for Synetics, Inc., a U.S.-based company providing knowledge management, systems engineering, and enterprise management services.

Moderating Usability Tests Joseph S. Dumas 2008-04-09 Moderating Usability Tests provides insight and guidance for usability testing. To a large extent, successful usability testing depends on the skills of the person facilitating the test. However, most usability specialists still learn how to conduct tests through an apprentice system with little formal training. This book is the resource for new and experienced moderators to learn about the rules and practices for interacting. Authors Dumas and Loring draw on their combined 40 years of usability testing experience to develop and present the most effective principles and practices – both practical and ethical – for moderating successful usability tests. The videos are available from the publisher's companion web site. Presents the ten "golden rules that maximize every session's value Offers targeted advice on how to maintain objectivity Discusses the ethical considerations that apply in all usability testing Explains how to reduce the stress that participants often feel Considers the special requirements of remote usability testing Demonstrates good and bad moderating techniques with laboratory videos accessible from the publisher's companion web site Solving Problems in Technical Communication Johndan Johnson-Eilola 2012-12-26 The field of technical communication is rapidly expanding in both the academic world and the private sector, yet a problematic divide remains between theory and practice. Here Stuart A. Selber and Johndan Johnson-Eilola, both respected scholars and teachers of technical communication, effectively bridge that gap. Solving Problems in Technical Communication collects the latest research and theory in the field and applies it to real-world problems faced by practitioners—problems involving ethics, intercultural communication, new media, and other areas that determine the boundaries of the discipline. The book is structured in four parts, offering an overview of the field, situating it historically and culturally, reviewing various theoretical approaches to technical communication, and examining how the field can be advanced by drawing on diverse perspectives. Timely, informed, and practical, Solving Problems in Technical Communication will be an essential tool for undergraduates and graduate

students as they begin the transition from classroom to career.

Methods and Procedures for the Verification and Validation of Artificial Neural Networks Brian J. Taylor 2006-03-20 Neural networks are members of a class of software that have the potential to enable intelligent computational systems capable of simulating characteristics of biological thinking and learning. Currently no standards exist to verify and validate neural network-based systems. NASA Independent Verification and Validation Facility has contracted the Institute for Scientific Research, Inc. to perform research on this topic and develop a comprehensive guide to performing V&V on adaptive systems, with emphasis on neural networks used in safety-critical or mission-critical applications. Methods and Procedures for the Verification and Validation of Artificial Neural Networks is the culmination of the first steps in that research. This volume introduces some of the more promising methods and techniques used for the verification and validation (V&V) of neural networks and adaptive systems. A comprehensive guide to performing V&V on neural network systems, aligned with the IEEE Standard for Software Verification and Validation, will follow this book.

The UX Careers Handbook Cory Lebson 2021-12-15 This second edition of The UX Careers Handbook offers you all the great advice of the first edition—freshly updated—plus a new chapter on critical soft skills, much more on becoming a UX leader, and a 17th user experience (UX) career pathway. The UX Careers Handbook, Second Edition, offers you an insider's advice on learning, personal branding, networking skills, building your resume and portfolio, and actually landing that UX job you want, as well as an in-depth look at what it takes to get into and succeed in a UX career. Whether your interests include design, information architecture, strategy, research, UX writing, or any of the other core UX skillsets, you'll find a wealth of resources in this book. The book also includes: Insights and personal stories from a range of industry-leading UX professionals to show you how they broke into the industry and evolved their own careers over time Activities and worksheets to help you make good decisions and build your career Along with the book, you can explore its companion website with more resources and information to help you stay on top of this fast-changing field. Not only for job seekers, The UX Careers Handbook, Second Edition, is a must-have for Employers and recruiters who want to better understand how to hire and keep UX staff Undergraduate and graduate students thinking about their future careers Professionals in other careers who are thinking about starting to do UX work Cory Lebson has been a UX

consultant and user researcher for over two decades. He is Principal and Owner of a small UX research consultancy, a builder of UX community, and a past president of the User Experience Professionals Association (UXPA). Not only a practitioner of UX, Cory teaches and mentors to help professionals grow their UX skills and conducts regular talks and workshops on topics related to both UX skills and career development.

The Persona Lifecycle John Pruitt 2010-08-04 The Persona Lifecycle is a field guide exclusively focused on interaction design's most popular new technique. The Persona Lifecycle addresses the "how" of creating effective personas and using those personas to design products that people love. It doesn't just describe the value of personas; it offers detailed techniques and tools related to planning, creating, communicating, and using personas to create great product designs. Moreover, it provides rich examples, samples, and illustrations to imitate and model. Perhaps most importantly, it positions personas not as a panacea, but as a method used to complement other user-centered design (UCD) techniques including scenario-based design, cognitive walkthroughs and user testing. The authors developed the Persona Lifecycle model to communicate the value and practical application of personas to product design and development professionals. This book explores the complete lifecycle of personas, to guide the designer at each stage of product development. It includes a running case study with rich examples and samples that demonstrate how personas can be used in building a product end-to-end. It also presents recommended best practices in techniques, tools, and innovative methods and contains hundreds of relevant stories, commentary, opinions, and case studies from user experience professionals across a variety of domains and industries. This book will be a valuable resource for UCD professionals, including usability practitioners, interaction designers, technical writers, and program managers; programmers/developers who act as the interaction designers for software; and those professionals who work with developers and designers. Features * Presentation and discussion of the complete lifecycle of personas, to guide the designer at each stage of product development. * A running case study with rich examples and samples that demonstrate how personas can be used in building a product end-to-end. * Recommended best practices in techniques, tools, and innovative methods. * Hundreds of relevant stories, commentary, opinions, and case studies from user experience professionals across a variety of domains and industries.

The Permanence and Care of Color Photographs Henry Gilmer Wilhelm 1993 Reference source for the care and

preservation of photographs and motion picture film. Evaluates the light fading and dark fading/yellowing characteristics of color transparency films, color negative films, and color photographic papers, with recommendations for the longest-lasting products. High-resolution ink jet, dye sublimation, color electrophotographic, and other digital imaging technologies are discussed, as are conservation matting, mount boards, framing, slide pages, negative and print enclosures, storage boxes, densitometric monitoring of black-and-white and color prints in museum and archive collections, the care of color slide collections, the permanent preservation of color motion pictures, the preservation of cellulose nitrate films, and many other topics.

Engineering Web Applications Sven Casteleyn 2009-07-25 Nowadays, Web applications are almost omnipresent. The Web has become a platform not only for information delivery, but also for eCommerce systems, social networks, mobile services, and distributed learning environments. Engineering Web applications involves many intrinsic challenges due to their distributed nature, content orientation, and the requirement to make them available to a wide spectrum of users who are unknown in advance. The authors discuss these challenges in the context of well-established engineering processes, covering the whole product lifecycle from requirements engineering through design and implementation to deployment and maintenance. They stress the importance of models in Web application development, and they compare well-known Web-specific development processes like WebML, WSDM and OOHDM to traditional software development approaches like the waterfall model and the spiral model. .