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# About Face: The Essentials Of Interaction Design



## Synopsis

The essential interaction design guide, fully revised and updated for the mobile age. *About Face: The Essentials of Interaction Design, Fourth Edition* is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The interaction design profession is blooming with the success of design-intensive companies, priming customers to expect "design" as a critical ingredient of marketplace success. Consumers have little tolerance for websites, apps, and devices that don't live up to their expectations, and the responding shift in business philosophy has become widespread. *About Face* is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated *Fourth Edition* continues to lead the way with ideas and methods relevant to today's design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods Design for mobile platforms and consumer electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the current shift in consumer technology habits will find *About Face* to be a comprehensive, essential resource.

## Book Information

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## Customer Reviews

I don't want to ding this book on the content, the previous editions were great, but like another reviewer, the book literally cracked in half and pages started falling out the first time I (gently) opened it. Here is hoping that the publisher addresses the issue, or perhaps this is part of a bad run -- but it is pretty amazing that Wiley let these out the door.

This book gets five stars for the content. Unfortunately, a sticky note has more glue than the binding of this book. The first time I open it the pages immediately started detaching from the spine. For a text book style book I found this very disappointing.

Want to know how to make great software products and systems? Buy this book, read it, and share with your team. There's really nothing like it. This is the fourth version of a 1995 book by Alan Cooper that helped launch the interaction design discipline. Written for practitioners and cited by researchers, each edition of *About Face* has advanced the field. And this thoroughly updated edition will do the same. Sure, you can read blogs on the web that have interesting tidbits to say about designing for social, the niceties of interactive data displays, or gesture design for mobile. And you can certainly buy books that offer design lessons and principles. But no other resource has tackled the subject at the methodical depth and breadth that Cooper's team of writers do here. The material is useful for newbie designers (worth the price just for the consistent and battle-tested vocabulary). What's more, the book provides philosophies, methods, and resources that experienced design managers can use to build happy design teams that programmers and executives love to work with. The writing is often playful, the design is elegant, and the ideas are incendiary. Enjoy!

Great content. But binding is AWFUL. The book is falling apart after weeks.

This is a must have for all UX designers Product Managers, Project Managers, Managers, Digital Designers, Designers... The print edition looks overwhelming from the outset by it's physical appearance (Big) however once embarking on the reading adventure you will be pleasantly surprised at how digestible it is and for me entertaining. Lots of ah ha moments, highlighting and taking notes along the way. I have given my print copy of the last edition to a friend and I'm enjoying the new Kindle edition. Here is a blue print for a truly user centered approach. @creativUXdesign

This is a must-have book for anyone in the IT world. Like other commentators discovered, though, the binding cracked on the first opening and pages fell out. Wondering if the replacement will have

the same problem.

I love the material in the book but the pages are falling out. I'm holding the book together with binder clips. I've only read up through chapter 4 and there are 21 chapters. They don't make binder clips big enough! Am I going to need to glue it? 5/5 for content 0/5 for binding

This book is incredible. Goes into just the right amount of depth on the topic. Unlike other reviewers, I have yet to have problems with the binding - mine has held up fine.

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