

(Download pdf ebook) The Best Interface Is No Interface: The simple path to brilliant technology (Voices That Matter)

## The Best Interface Is No Interface: The simple path to brilliant technology (Voices That Matter)

Von Golden Krishna

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**Von Golden Krishna : The Best Interface Is No Interface: The simple path to brilliant technology (Voices That Matter)** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Best Interface Is No Interface: The simple path to brilliant technology (Voices That Matter):

KundenrezensionenHilfreichste Kundenrezensionen2 von 11 Kunden fanden die folgende Rezension hilfreich. Eine

Abhandlung über, wie schlecht die Dinge haben sich im Bereich der Handhelds bekommen. Von Charles Ashbacher. Es ist sinnvoller, in diesem Buch in Bezug auf die Schaffung von Schnittstellen zu elektronischen Geräten, als in mehreren anderen zusammen. Der wichtigste Punkt ist einfach, die besten Schnittstellen zwischen Mensch und Maschinen sind die einfachen, aber ein großer Prozentsatz von Designern glaube, dass Komplikation ist der beste Weg zu gehen. Einige der Fakten sind beeindruckend, aber nicht überraschend. Einer der schönsten ist die Länge der Nutzungsvereinbarungen und Privatsphäre, die wir alle neigen dazu, klicken Sie ohne sie zu lesen. Krishna weist darauf hin, dass der iTunes Bedingungen Dokument ist das äquivalent von 56 Druckseiten, und es ist schwer zu verstehen auch in Rechtssprache geschrieben. Zwei Forscher an der Carnegie Mellon hat eine Studie und festgestellt, dass, wenn sie den Tag zu definieren als 8 Stunden lang, es wäre die durchschnittliche Person nehmen 76 Tage, um die Nutzungsbedingungen Vereinbarungen aller Websites, die häufig sie besuchen, zu lesen. Komplette betrieben, ist es klar, dass das Ziel ist es, einfach zu bewältigen, anstatt zu erklären und deren Hilfe Benutzer. Mit anderen Worten, begraben Rechts Notizen, wo nur wenige werden sie finden. Mehrere Beispiele für extrem einfache Schnittstellen gegeben sind, eine der besten ist es, Schlüssel, die wissen, wo sie gegenüber dem Auto sind zu haben. Wenn sie im Auto eine bleiben, wenn die menschliche Blätter und verriegelt die Tür sie verhindern, dass sie gesperrt. Ein anderer war ein einfaches Gerät, das wird an einem Riegelschloss und entriegelt die Tür ein, wenn der Schlüssel in die Nähe der Tür. Auch hier sehr einfach und vermeidet die mehrstufigen Prozess des Herausziehens des Handheld und scrollen, um die richtige App zu finden und dann Ausführung. Hauptpunkt Krishnas ist das mobile Gerät die Menschheit braucht, um sich von den Apps für Apps willen Mentalität zu bekommen. Mit anderen Worten könnte die ständige Bau von Apps, für die es keine wirkliche Notwendigkeit und eine viel einfachere Lösung entwickelt werden. Da Menschen Brombeeren mit dem Potential Geräten in den verschiedenen Arten, sowie auch die Anzahl der Anwendungen bewältigt wachsen sind verfügbar, die es notwendig ist, zur Vereinfachung in beiden. Krishna legt nach vorne einige duster amüsante Fakten, damit Sie erkennen, wie sehr sich die Dinge bereits erreicht den Punkt, wo nicht einmal die compulsives mithalten kann. Dieses Buch wurde kostenlos zur Überprüfung Zwecke zur Verfügung gestellt.

Kurzbeschreibung Our love affair with the digital interface is out of control. We've embraced it in the boardroom, the bedroom, and the bathroom. Screens have taken over our lives. Most people spend over eight hours a day staring at a screen, and some technological innovators are hoping to grab even more of your eyeball time. You have screens in your pocket, in your car, on your appliances, and maybe even on your face. Average smartphone users check their phones 150 times a day, responding to the addictive buzz of Facebook or emails or Twitter. Are you sick? There's an app for that! Need to pray? There's an app for that! Dead? Well, there's an app for that, too! And most apps are intentionally addictive distractions that end up taking our attention away from things like family, friends, sleep, and oncoming traffic. There's a better way. In this book, innovator Golden Krishna challenges our world of nagging, screen-based bondage, and shows how we can build a technologically advanced world without digital interfaces. In his insightful, raw, and often hilarious criticism, Golden reveals fascinating ways to think beyond screens using three principles that lead to more meaningful innovation. Whether you're working in technology, or just wary of a gadget-filled future, you'll be enlightened and entertained while discovering that the best interface is no interface.

Pressestimmen "An irreverent, crazy tirade. So why should you read this book? Because irreverence is precisely what is needed today to get us out of the rut of bad, unintelligible, frustrating design. Because the book is funny, caustic, and insightful. So next time you are feeling low, just open the book to some random page and read for a few minutes. You will start smiling, laughing, and learning. A great cure for all that ails you. Why read this book? Well, because I told you to." - Don Norman, Design Lab, University of California, San Diego Author of "The Design of Everyday Things, Revised and Expanded" "If Silicon Valley doesn't read this book, we're all \*\*\*\*ed." - Doug LeMoine, Managing Director, Cooper "In this amusing, smart, and brave case against our screen-based world, Golden Krishna reinforces his position as one of the world's foremost thinkers of user experience design." - Martin Thornkvist, Conference Director, The Conference by Media Evolution "This essential book will hopefully mark the moment in history when we say 'ENOUGH!' to screen saturation and usher in a more meaningful co-habitation with technology." - Kevin Farnham, Founder of Method and Co-Author of "Experience Design: A Framework for Integrating Brand, Experience, and Value" "A mind-bending, thoughtful, life-affirming and sure-to-be-controversial manifesto about how we might significantly change our relationship to the technology that surrounds us." - Dave Gray, Author of "The Connected Company" and "Gamestorming: A Playbook for Innovators, Rulebreakers, and Changemakers" "If Silicon Valley doesn't read this book, we're all \*\*\*\*ed." - Doug LeMoine, Managing Director, Cooper "An irreverent, crazy tirade. So why should you read this book? Because irreverence is precisely what is needed today to get us out of the rut of bad, unintelligible, frustrating design. Because the book is funny, caustic, and insightful. So next time you are feeling low, just open the book to some random page and read for a few minutes. You will start smiling, laughing, and learning. A great cure for all that ails you. Why read this book? Well, because I told you to." - Don Norman, Design Lab, University of California, San Diego Author of "The Design of Everyday Things,

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But that's exactly what makes it worth reading. It's not bland theory, but a lively tale well told by someone with deep experience in the field of user experience design." " - PC Magazine " ""If Silicon Valley doesn't read this book, we're all \*\*\*\*ed." - Doug LeMoine, Managing Director, Cooper "An irreverent, crazy tirade. So why should you read this book? Because irreverence is precisely what is needed today to get us out of the rut of bad, unintelligible, frustrating design. Because the book is funny, caustic, and insightful. So next time you are feeling low, just open the book to some random page and read for a few minutes. You will start smiling, laughing, and learning. A great cure for all that ails you. Why read this book? 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