

Designing Web Interfaces: Principles and Patterns for Rich Interactions

by Bill Scott & Theresa Neil

ISBN: 978-0-596-51625-3 - US \$49.99

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Designing Web Interfaces discusses interaction design patterns based on six design principles using real-world examples. The six design principles are Make It Direct, Keep It Lightweight, Stay on the Page, Provide an Invitation, Use Transitions, and React Immediately. At the end of each section is a 'Best Practices' box to help the reader determine when the situation calls for which interaction design pattern. The authors also list 'Anti-Patterns', or design patterns to avoid in certain situations. The authors discuss the discoverability, readability, accessibility, symmetry of interaction, and visual noise of a pattern, among other features.

Designing Web Interfaces does not give the background coding for how to creating these design patterns, but instead, is a good go-to reference for choosing an appropriate interaction design pattern for the type of web-site that you are creating and the way you would like the viewer to interact with it.