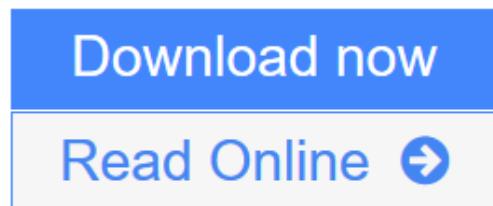


Tapworthy: Designing Great iPhone Apps

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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.

Whether you're a designer, programmer, manager, or marketer, Tapworthy teaches you to "think iPhone" and helps you ask the right questions -- and get the right answers -- throughout the design process. You'll explore how considerations of design, psychology, culture, ergonomics, and usability combine to create a tapworthy app. Along the way, you'll get behind-the-scenes insights from the designers of apps like Facebook, *USA Today*, Twitterrific, and many others.

Develop your ideas from initial concept to finished design
Build an effortless user experience that rewards every tap
Explore the secrets of designing for touch
Discover how and why people really use iPhone apps
Learn to use iPhone controls the Apple way
Create your own personality-packed visuals

Tapworthy: Designing Great iPhone Apps Details

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From Reader Review Tapworthy: Designing Great iPhone Apps for online ebook

Renee Valdez says

I enjoyed this book. The author provides a smooth read with interstitial articles written by people working on application design. This book is great for someone wanting to know the basics of app development from a UI standpoint. You'll get best practices and how to approach using the built in standards iOS.

Joe says

This book is an invaluable resource for anyone designing iOS apps. Although it's now slightly out of date, it provides a better interface guide than Apple's own by surveying the field of iOS apps for good and bad examples; the interviews with makers of well-known apps discussing their UI decisions are particularly interesting.

Jack Gidding says

Josh Clark does an elegant job describing how to design good UIs for the iPhone. A must read for anyone working with XCode and IB.

You must read this one in color, so paper or iPad versions are recommended.

Bernardo says

Un poquito desactualizado, le falta cubrir resoluciones nuevas (obviamente iPhone 5 ni se diga) y cambios en iOS 5 y 6.

Es principalmente enfocado en diseño, por lo que no debes esperar una línea de código ni nada enfocado al desarrollo, pero sí muy buenos insights del proceso creativo de una app (y del proceso en general) y también detalles útiles para la estética.

Chris Hitchcock says

Pretty good overview of how to design an app that would make a good iOS citizen. While it is focused on the iPhone, I think a lot of the points made in this book would apply to mobile website design as well as other touch-focused operating systems like Android or webOS.

The way the different design areas were broken down in the book will make it is to refer back to certain areas when starting a new project.

Kim says

Great book for the programming/designer dummy. I laughed (because Josh Clark is a funny guy); I cried (because I wish I had the skills to write my own app); it left me able to speak somewhat intelligently with the smart people who will be writing my app for an upcoming work project.

Alex says

I've been waiting for somebody to write this book for the last year. It's not a technical book on iPhone development. It's also not a survey of best apps. Instead, it's a review of design paradigms (and effective examples that skirt these paradigms) for iPhone app development. Think of it as a companion to Apple's Human Interface Guidelines. That is, it's a review of design patterns, practices and recommendations made by a careful observer outside of Apple.

Trey Piepmeier says

This is a bit punny and silly in parts, but is full of great information and terminology for someone who is a great appreciator of iOS apps, but who knows nothing about designing or building them (me). However, I would even recommend this book to experienced iOS folks. This book is filled with best practices and examples of how **not** to do things -- including some choice examples of Apple's own apps (notification badge icon on the Phone app shows "2" for a single missed call if the caller leaves a voicemail).

I attended Josh Clark's workshop a few months ago at WebVisions. This book is a little out of date compared to the material he covered there. There's very little mention of iPads, no mention(?) of the retina display, and, of course, no mention of the impending iOS 5. I look forward to an updated version.

Note: this review written on an iPad, which is my absolute least favorite way to type.

Laurian says

Given that this is the **only** book that I've read on mobile design, I was still really really impressed. This book keeps it super simple: it covers the mobile design space - i.e., what you can and cannot/should not control; the best practices surrounding the designs; and, how really smart people have done it before. The use of case studies, and the break down of each chapter is really clean. And, let me not skimp on the great use of graphics to explain. The book is beautiful and the writing is easy to follow. While not explicitly a UX book (it doesn't really get under the covers of how to step through the design process), I think this would be a great book for anyone doing mobile design.

Rick Austin says

If you are working on the design of a mobile application then this is a must read. Full of usability recommendations and tons of real world examples. Goes into a lot of details about what users expect in their mobile experience. Takes time to cover common controls and UI capabilities. Very much iPhone focused but is valuable for any mobile application designer including Android.

Jennifer Hogan says

Tapworthy is a great guide to mobile app design, and really interface design in general. This book details how to develop your ideas, design experiences that reward, why you should embrace Apple's design sensibility, and what considerations to keep in mind when designing for touch. Anyone working with mobile apps should give this book a read, you'll be surprised at how much you'll learn.

Dave says

Very insightful stuff, wish he'd write a new book!

Matt Balara says

Like any technology book, it's become quickly dated, but if you know nothing about interface design, especially for mobile, this is a great summary of the basic concerns.

I've been designing interfaces for a while, so only 3 stars, as I found myself skipping large chunks, but it's a good introduction to the world of (mostly iOS) mobile design.

Karen Harris says

I just started doing mobile application development and needed a solid book on iPhone UI design. I have nothing to compare this book to, but it's excellent, exactly what I was looking for. It describes every widget and its correct usage, as well as offering alternative solutions to common UI problems. It's also precise - it details the pixel dimensions of elements in the iPhone's built-in apps. Very highly recommended to anyone doing iPhone development.

Shawn Grimes says

One of the best books about iPhone development that doesn't have a single bit of code in it (which is a good thing). This book is completely focused on making good design and interface choices when building your iPhone apps. As a developer with very little design skill, I can't recommend this book enough. It takes a

practical approach to design that makes it easy to understand design principles and why you need to make certain choices in your app design. Every iOS developer should read this book!
