iPhone User Interface Design Projects

By Joachim Bondo, David Barnard, Dan Burcaw, Tim Novikoff, Craig Kemper

APress. Paperback. Book Condition: new. BRAND NEW, iPhone User Interface Design Projects, Joachim Bondo, David Barnard, Dan Burcaw, Tim Novikoff, Craig Kemper, With over 100,000 iPhone applications and 125,000 registered iPhone developers, is it still possible to create a top-selling app that stands apart from the six-figure crowd? Of course, but you'll need more than a great idea and flawless code-an eye-catching and functional user interface design is essential. With this book, you'll get practical advice on user interface design from 10 innovative developers who, like you, have sat wondering how to best utilize the iPhone's minimal screen real estate. Their stories illustrate precisely why, with more apps and more experienced, creative developers, no iPhone app can succeed without a great user interface. Whatever type of iPhone project you have in mind-social networking app, game, or reference tool-you'll benefit from the information presented in this book. More than just tips and pointers, you'll learn from the authors' hands-on experiences, including: *Dave Barnard of App Cubby on how to use Apple's user interface conventions and test for usability to assure better results *Joachim Bondo, creator of Deep Green Chess, beats a classic design problem of navigating large dataset results in the...

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