



Usability Engineering (Interactive Technologies)

Jakob Nielsen

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Usability Engineering (Interactive Technologies) Jakob Nielsen

Written by the author of the best-selling **HyperText & HyperMedia**, this book is an excellent guide to the methods of usability engineering. The book provides the tools needed to avoid usability surprises and improve product quality. Step-by-step information on which method to use at various stages during the development lifecycle are included, along with detailed information on how to run a usability test and the unique issues relating to international usability.

- * Emphasizes cost-effective methods that developers can implement immediately
- * Instructs readers about which methods to use when, throughout the development lifecycle, which ultimately helps in cost-benefit analysis.
- * Shows readers how to avoid the four most frequently listed reasons for delay in software projects.
- * Includes detailed information on how to run a usability test.
- * Covers unique issues of international usability.
- * Features an extensive bibliography allowing readers to find additional information.
- * Written by an internationally renowned expert in the field and the author of the best-selling HyperText & HyperMedia.



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