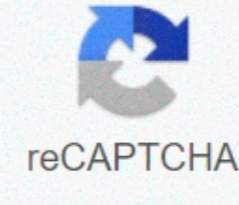




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Here are our UX Book recommendations for what to read during all those long, winter nights ahead. Check them out! 1. Smashing UX Design (by Jesmond J. Allen and James J. Chudley) Known as the 'UX Bible', this UX book is written by authors from Smashing Magazine, the world's most popular resource for web designers and developers (which just so happens to be featured in our overview of the best UX blogs). In this book, Allen and Chudely share their UX tips based on a collective 30 years having worked in UX. This includes when and how to use the most appropriate UX research and plenty of design techniques. Learn more about the book here. Get this book. 2. Don't Make Me Think (by Steve Krug) An oldie but goodie, this UX book focuses on website usability, which interestingly enough, wasn't even considered a legitimate field of its own in 2000 (at the time of writing). It has since been revised in 2005 and 2013 and serves as a great guide for creating designs with which users don't need to think too much about how the user interface works. In other words, problem-solving but also very easy to use. Learn more about the book here. Get this book. 3. 100 Things Every Designer Needs to Know About People (by Susan Weinschenk) This UX book is an interesting combination of real science and research as well as practical examples that will help you better understand UX design. Like many expert publications, this book is not designed to be read continuously. It is rather a chapter book that covers a variety of different topics such as 'How People See', 'How People Read', 'How People Think' and more. Learn more about the book here. Get this book. 4. Lean UX (by Jeff Gothelf and Josh Seiden) This is a fairly well-known one to the UX world. The Lean UX Approach to interaction design is an approach that is "tailor-made for today's web-driven reality". This UX book is inspired by Lean and Agile development theories, showing you how to quickly experiment with your design ideas as well as validate them with users and iterate upon the design based on these learnings. Lean UX was given the 2013 Jolt Award from Dr. Dobb's Journal (Best Book of the Year). Learn more about this book here. Get this book. 5. The Design of Everyday Things (by Don Norman) Originally published in 1988 (don't freak out!), this UX book was majorly updated and re-published in 2013 and is now a best-seller. The Design of Everyday Things focuses on the psychology behind good and bad design and touches on topics (or shall I say disciplines) such as ergonomics, design practice and behavioural psychology. This author has also popularised the term 'user-centered design' which he has defined and explained in great detail in the book. Learn more about this book here. Get this book. Looking for more UX resources? There are plenty more books that were not mentioned, including About Face: The Essentials of Interaction Design, UI is Communication, The UX Book, Universal Principles of Design, and more. If you enjoyed this article...you might also like our overview of the top 10 Hottest User Experience blogs, read this article for better understanding of the difference between UX and UI or learn more about the Best User Experience Tools out there. Happy Reading! I get asked quite often for book recommendations on different design related topics. I finally found a little bit of time to go through my list of ebooks and paper books. Those are the books written in English I read and can truly recommend, (there's a few more books in on the French version of this list). I wrote a small review for each of those. Note that I still haven't read half of the books I bought, so stay tuned, this list will be updated often. Currently reading:Delta CX: The Truth About How Valuing Customer Experience Can Transform Your Business, UX for Lean Startups, Nudge et Bad Science. ** Last updated: March 2021 ** Summary I ordered the list in different categories to help you go through it: Understanding & selling User eXperience Just Enough Research – Erika Hall A nice introduction to different methods of user research, from the basics to process, competitive research, evaluative research, etc. She also added a chapter on surveys in the second edition. Like most A Book Apart books, a lot of information is packed in this one. You will want to keep it close to your desk for future reference. Where to find it: A Book Apart The User Experience Team of One: A Research and Design Survival Guide – Leah Buley I started my career as the "only UX designer in the team" and this book was really helpful. The book is split in 2 parts: philosophy (building principles, attitude, perspective) and practice (methods, techniques, tips and tricks). The first part concentrates on helping you sell UX to the company. The second one presents different UX methods and tools to help you build user centric products. Both parts are equally useful depending on where you work and where you are in your career. Where to find it: Rosenfeld Media – Amazon User Experience Revolution – Paul Boag This is a nice complement to Leah Buley's book and will help you "sell" UX process within a company. This is a step by step battle plan to help you build a UX revolution and place users at the heart of your organization, from understanding it, selling the benefits, to customer experience evangelisation, getting managerial support, establishing best practices and more. Where to find it: Boarworld.com – Amazon UX for Beginners: A Crash Course in 100 Short Lessons – Joel Marsh I love the duck on the cover and this is a nice introduction to the different aspects of UX design. It covers a LOT of topics so you won't go deep into each one, but it's a nice book for beginners to grasp the different concepts and decide what they want to dig into more later. It's full of illustrations though so I would advise to get a paper version or to read it on a tablet but not on kindle. Where to find it: Amazon Usability & UX Research specific methods "Don't make me think" + "Rocket Surgery Made Easy" – Steve Krug Steven Krug can be considered as the godfather of usability and user testing. Those 2 books are classics to read on usability and user testing. They are a little bit "dated", but still provide a nice base for the discipline. 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David wrote this amazing guide on how to navigate our own brains. This book will help you understand different biases: users, stakeholders and your own. It's packed with examples inside and outside the digital world on how those biases might affect people. But also how to harness those to bring good to products and the world. Where to find it: A Book Apart Psychology for designers – Joe Leech This a a pocket book you can quickly read that will give you advice on how to use and find psychology theories and apply them to your designs. Where to find it: psychologyfordesigners.com Designing for Emotion – Aaron Walter The reference book to start learning how to design for emotions and build a memorable experience by the design lead at MailChimp Where to find it: A Book Apart 100 Things Every Designer Needs to Know about People – Susan M. Weinschenk Psychology theory is sometimes scary but Susan does a great job at making those theories accessible and easy to understand. 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Information architecture focuses on structuring, organizing and labelling content on your site so that can find it and use it different ways. This is a really practical books with lots of examples from Lisa's project. Lisa examples how to conduct a content audit, how to build and structure categories, labels and different tags and taxonomies. She explains how to analyse the site structure and how to build sitemaps. Finally she shows different structures of navigation and way-finding for you users. This book helped me a lot on my current project. I have 400 different pages with a lot of super heavy content. The book gave me a framework and structure to help me make sense of all of that content for a redesign and migration. I highly recommend it to every designer! Where to find it: A Book Apart How to make sense of any mess – Abby Covert I loved that book. It is a beginner's guide to information architecture split into 7 chapters that will guide you through a journey to help you better understand how to structure, mostly anything (but especially websites). Each chapter contains examples, lessons, but also graphs and exercises. It's a great book for beginners. And even if I'm not a beginner, I ended up smiling, nodding and underlining a lot of parts because Abby has a really amazing way to explain those complex concepts. 100% recommend it! Where to find it: Abby's Website UI & Web Design practical guide Designing User Interfaces – Diana & Michat Malewicz This 500+ pages ebook will teach you the basics of UI Design and help you build usable beautiful interfaces. The book goes starts with some basics "good ui principles" and gestalt principles. 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Where to find it: designsystemsbook.com – Smashing Magazine Sprint – Jake Knapp This is a good introduction to the Design Sprint method. Another great "cookbook full of recipes" I read it before co-animating my first design sprint week when I was working for the University and it was quite helpful. Timeboxing is everything though! Where to find it: thesprintbook.com – Amazon Mobile, touch & responsive Content Strategy for Mobile – Karen McGrane I might be biased because I love Karen, but this book is one of my number one references when it comes down to content strategy. She wrote this in 2012 and I still use some of the methods she wrote about today (2019) in workshops to help me build a strong content strategy and hierarchy, not only for mobile but across different screen sizes. Because "You don't get to decide which platform or device your customers use to access your content: they do". 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