



The Humane Interface: New Directions for Designing Interactive Systems

Jef Raskin

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The honeymoon with digital technology is over: millions of users are tired of having to learn huge, arcane programs to perform the simplest tasks; fatigued by the pressure of constant upgrades, and have had enough of system crashes. In *The Humane Interface*, Jef Raskin -- the legendary, controversial creator of the original Apple Macintosh project -- shows that there is another path. Raskin explains why today's interface techniques lead straight to a dead end, and offers breakthrough ideas for building systems users will understand -- and love. Raskin reveals the fundamental design failures at the root of the problems so many users experience; shows how to understand user interfaces scientifically and quantitatively; and introduces fundamental principles that should underlie any next-generation user interface. He introduces practical techniques designers can use to improve their productivity of any product with an information-oriented human-machine interface, from personal computers to Internet appliances and beyond. The book presents breakthrough solutions for navigation, error management, and more, with detailed case studies from Raskin's own work. For all interface design programmers, product designers, software developers, IT managers, and corporate managers.

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