Object-based user interfaces allow for a more explicit mapping between
the designers model and the system. OVID was developed to help
designers understand the users models and take advantage of the new
interface style. OVID focuses on t

- Describes and documents the OVID methodology for designing object-oriented interfaces. The authors
developed and use OVID at IBM and OVID is successfully used in the
world-wide IBM Consulting Practice

- Complements the existing object-oriented methodologies (Booch, Rumbaugh, Schlaer-Mellor), because they
do not support user interface modeling, by providing a way to easily
translate user requirements into interface designs

- Describes in an easy-to-understand way the only methodology for dealing with user interface
design. This is the only book available about this methodology

My Personal Review:
The following quotes are from the cover of the book:
This book is of critical importance in our endeavors to leverage different world views in order to
successfully develop software in combination with users, user interface
designers, and programmers. I plan to incorporate this approach in my
own work and hope you will see the worth of this in your work also.

Dr. Brad Cox, Author of Object-Oriented Programming: an Evolutionary Approach, George Mason University

The effective translation of an understanding of the user into highly usable product design is one of the
most significant challenges in the information technology industry. OVID
directly addresses this challenge by defining a new, comprehensive
approach that is based on solid, object-oriented methods.

Karel Vredenburg, Corporate Team Lead for User-Centered Design, IBM

This is a very good book for introducing programmers to object-oriented GUI style, especially for applying programmers object notations to OO GUI style. This is one of the rare sources on the critical topic of how to represent object views in those notations.

Tom Dayton, Senior Usability Engineer, Sun Microsystems Usability Labs & Services

There has long been a need for a method which integrates Object Oriented Design of
applications and their GUIs. This is it. Paul Brebner, Software Research Engineer, CSIRO Land and Water, Australia. Object-oriented interface design is an excellent way to bridge the gap between task data and fully realized systems. Object, view and interaction design (OVID) methodology provides indispensable guidance on bridging that gap successfully. Christopher R. Hale, Senior Human Factors Engineer, Intel Corporation. User interface design has long been a mysterious area for many software developers. OVID blends the art and science of user-centered interface design and usability with the familiar and structured methodologies of Object-Oriented Design. I will use this book in my consulting work, seminars, and courses—and know its practical approach will be very well-received. Theo Mandel, Ph.D., Interface Design/Usability Consultant, Interface Design and Development, Author of The Elements of User Interface Design and The GUI-OUI War. At the beginning of this decade, Don Norman characterized usability as the next competitive frontier. Here at the end of the decade, OVID arms user interface designers for that competition, offering a series of proven design methods presented in a cogent framework, with the user kept at the center. Randolph G. Bias, Manager, Usability Engineering, BMC Software, Inc., co-editor of Cost-Justifying Usability.

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