



There's Not an App for That: Mobile User Experience Design for Life

Simon Robinson, Gary Marsden, Matt Jones

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There's Not an App for That will make your work stand out from the crowd. It walks you through mobile experiences, and teaches you to evaluate current UX approaches, enabling you to think outside of the screen and beyond the conventional. You'll review diverse aspects of mobile UX: the screens, the experience, how apps are used, and why they're used. You'll find special sections on "challenging your approach", as well as a series of questions you can use to critique and evaluate your own designs. Whether the authors are discussing real-world products in conjunction with suggested improvements, showcasing how existing technologies can be put together in unconventional ways, or even evaluating "far out" mobile experiences of the future, you'll find plenty of practical pointers and action items to help you in your day-to-day work.

- Provides you with new and innovative ways to think about mobile design
- Includes future mobile interfaces and interactions, complete with real-world, applied information that teaches you how today's mobile services can be improved
- Illustrates themes from existing systems and apps to show clear paths of thought and development, enabling you to better design for the future

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