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Josh Clark has written the book "Tapworthy -Designing Great iPhone Apps" [10] which describes guidelines and useful things to keep in mind when designing an iPhone application. In chapter ...

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Whether you're a designer, programmer, manager, or marketer, "Tapworthy" teaches you to "think iPhone" and helps you ask the right questions--and get the right answers -- throughout the design process. You'll explore how considerations of design, psychology, culture, ergonomics, and usability combine to create a tapworthy app. Along the way, you'll get behind-the-scenes insights from the designers of apps like Facebook, USA Today, Twitterrific, and many others.

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Set your app apart with elegant design, efficient usability, and a healthy dose of personality. This accessible, well-written guide shows you how to design exceptional user experiences for the iPhone and iPod Touch through practical principles and a rich collection of visual examples. Whether you're a designer, programmer, manager, or marketer, Tapworthy teaches you to "think iPhone" and helps you ask the right questions and get the right answers throughout the design process.

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Tapworthy on Apple Books

One of the best books about iPhone development that doesn't have a single bit of code in it (which is a good thing). This book is completely focused on making good design and interface choices when building your iPhone apps. As a developer with very little design skill, I can't recommend this book enough.

Amazon.com: Customer reviews: Tapworthy: Designing Great ...

Tapworthy : Designing Great iPhone Apps.. [Josh Clark] -- So you've got an idea for an iPhone app -- along with everyone else on the planet. Set your app apart with elegant design, efficient usability, and a healthy dose of personality.

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Tapworthy [Book] - O'Reilly Media

Designing Tapworthy Apps: An Interview With Josh Clark. Written by Matthew Magain. Summary: Josh Clark is a designer of mobile apps and mobile websites, and the author of "Tapworthy: Designing Great iPhone Apps". Josh Clark is a designer of mobile apps and websites. He took some time out to talk about what it takes to design a "tapworthy" app.

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