# UX/CX/ID/IA: Books for people who design for people

These are my favorite books for all things People Experience Design.

## DETAILED & IN THE WEEDS LOOK AT UX/ID

### **About Face 2.0: The Essentials of Interaction Design** 4th Edition

<https://www.amazon.com/gp/product/B000OZ0N62/ref=dbs_a_def_rwt_hsch_vapi_taft_p1_i2>

### **The Elements of User Experience: User-Centered Design for the Web and Beyond (2nd Edition)**

<https://www.amazon.com/Elements-User-Experience-User-Centered-Design-ebook/dp/B004JLMDOC/ref=pd_sim_351_6/132-5587618-4740430?_encoding=UTF8&pd_rd_i=B004JLMDOC&pd_rd_r=abb2b9b8-6c6e-11e9-a963-6f3949decc2c&pd_rd_w=OFzOP&pd_rd_wg=j8vSJ&pf_rd_p=90485860-83e9-4fd9-b838-b28a9b7fda30&pf_rd_r=PCN7H1D3GV0HBYK1QR6F&psc=1&refRID=PCN7H1D3GV0HBYK1QR6F>

## **GETTING STARTED**

### **100 Things Every Designer Needs to Know About People**

<https://www.amazon.com/Things-Designer-People-Voices-Matter-ebook/dp/B004X1V1CS/ref=pd_sim_351_2/132-5587618-4740430?_encoding=UTF8&pd_rd_i=B004X1V1CS&pd_rd_r=abb2b9b8-6c6e-11e9-a963-6f3949decc2c&pd_rd_w=OFzOP&pd_rd_wg=j8vSJ&pf_rd_p=90485860-83e9-4fd9-b838-b28a9b7fda30&pf_rd_r=PCN7H1D3GV0HBYK1QR6F&psc=1&refRID=PCN7H1D3GV0HBYK1QR6F>

## UX & PSYCHOLOGY OF THE NUDGE & HOOK

### NUDGE:

<https://www.amazon.com/Nudge-Improving-Decisions-Health-Happiness/dp/014311526X/ref=tmm_pap_swatch_0?_encoding=UTF8&qid=1558313306&sr=1-1>

### Evil by Desin: **Interaction Design to Lead Us into Temptation**

<https://www.amazon.com/gp/product/1118422147/ref=ppx_od_dt_b_asin_title_s00?ie=UTF8&psc=1>

### **Hooked: A Guide to Building Habit-Forming Products**

<https://www.amazon.com/Nir-Eyal-Hooked-Building-Habit-Forming/dp/B00N4GP2KK/ref=tmm_pap_swatch_0?_encoding=UTF8&qid=&sr=>

### **Seductive Interaction Design: Creating Playful, Fun, and Effective User Experiences (Voices That Matter)**

<https://www.amazon.com/gp/product/0321725522/ref=ppx_od_dt_b_asin_title_s01?ie=UTF8&psc=1>

## CLASSICS - THEORY AND LOGIC OF UX & DESIGN:

### Don't Make Me Think

<https://www.amazon.com/Dont-Make-Think-Revisited-Usability-dp-0321965515/dp/0321965515/ref=mt_paperback?_encoding=UTF8&me=&qid>=

### **The Design of Everyday Things**

<https://www.amazon.com/gp/product/0465067107/ref=dbs_a_def_rwt_bibl_vppi_i2>

## HOW TO BE SCRAPPY & GATHER INFORMATION ON YOUR CUSTOMERS:

### The User Experience Team of One: A Research and Design Survival Guide

<https://www.amazon.com/User-Experience-Team-One-Research-ebook/dp/B00DUITE5Q/ref=sxbs_sxwds-stvp?keywords=User+Testing&pd_rd_i=B00DUITE5Q&pd_rd_r=08c239d6-a815-4c4b-8f44-68c7a0ac48e2&pd_rd_w=NCDre&pd_rd_wg=mlNVk&pf_rd_p=a6d018ad-f20b-46c9-8920-433972c7d9b7&pf_rd_r=TJFDP184QQC101YCCBXD&qid=1556756120&s=digital-text>

# **CURRENT & NEXT UP READS:**

**BOOK IN READING GROUP:**

### **100 Things Every Designer Needs to Know About People**

<https://www.amazon.com/Things-Designer-People-Voices-Matter-ebook/dp/B004X1V1CS/ref=pd_sim_351_2/132-5587618-4740430?_encoding=UTF8&pd_rd_i=B004X1V1CS&pd_rd_r=abb2b9b8-6c6e-11e9-a963-6f3949decc2c&pd_rd_w=OFzOP&pd_rd_wg=j8vSJ&pf_rd_p=90485860-83e9-4fd9-b838-b28a9b7fda30&pf_rd_r=PCN7H1D3GV0HBYK1QR6F&psc=1&refRID=PCN7H1D3GV0HBYK1QR6F>

### **The Ten Principles Behind Great Customer Experiences (Financial Times Series)**

<https://www.amazon.com/gp/product/0273775081/ref=ppx_yo_dt_b_asin_title_o09_s00?ie=UTF8&psc=1>

# ALWAYS LEARN MORE – **MY PENDING READING LIST:**

### **Strategic Writing for UX: Drive Engagement, Conversion, and Retention with Every Word**

<https://www.amazon.com/gp/product/1492049395/ref=ppx_yo_dt_b_asin_title_o07_s00?ie=UTF8&psc=1>

(ON PRE-ORDER)

### **Articulating Design Decisions: Communicate with Stakeholders, Keep Your Sanity, and Deliver the Best User Experience** 1st Edition

<https://www.amazon.com/gp/product/1491921560/ref=ppx_yo_dt_b_asin_title_o06_s00?ie=UTF8&psc=1>

### **The Tao of Design and User Experience: The Best Experience is No Experience**

<https://www.amazon.com/Tao-Design-User-Experience-Best/dp/1542784808/ref=tmm_pap_swatch_0?_encoding=UTF8&qid=1558314299&sr=1-12-spons>

### **User Experience Mapping: Enhance UX with User Story Map, Journey Map and Diagrams**

<https://www.amazon.com/User-Experience-Mapping-Enhance-Diagrams/dp/1787123502/ref=sr_1_2_sspa?keywords=USER+EXPERIENCE&qid=1558314234&s=books&sr=1-2-spons&psc=1>

### **Solving Product Design Exercises: Questions & Answers**

<https://www.amazon.com/Solving-Product-Design-Exercises-Questions/dp/1977000428/ref=pd_sim_14_4/133-9062793-0056831?_encoding=UTF8&pd_rd_i=1977000428&pd_rd_r=aa2016db-7a9b-11e9-a109-d74889de0019&pd_rd_w=d4jPX&pd_rd_wg=yiQkm&pf_rd_p=90485860-83e9-4fd9-b838-b28a9b7fda30&pf_rd_r=RJHRHF3RRR71FSATE85S&psc=1&refRID=RJHRHF3RRR71FSATE85S>

### **Think Like a UX Researcher**

<https://www.amazon.com/dp/1138365297/ref=sspa_dk_detail_0?psc=1>

### **101 UX Principles: A definitive design guide**

<https://www.amazon.com/101-UX-Principles-Definitive-Design/dp/1788837363/ref=pd_sim_14_7?_encoding=UTF8&pd_rd_i=1788837363&pd_rd_r=edc15239-7a9b-11e9-b695-87acaaaa01ea&pd_rd_w=fzRMB&pd_rd_wg=nRP50&pf_rd_p=90485860-83e9-4fd9-b838-b28a9b7fda30&pf_rd_r=S8877W6MVJZYTRMN8AP4&psc=1&refRID=S8877W6MVJZYTRMN8AP4>