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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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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.

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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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