

# UX Resources Master List

Curated by [Michelle Pakron](#)

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## *People to Follow/Read/Watch //*

### [Debbie Levitt](#) \ UX/CX Research and Strategy

Few people are as devoted to the UX field or have contributed as much as Debbie. A UX veteran with over 25 years of experience, she is pro-critical thinking, customer-centricity, and quality user research.

- Debbie has a [YouTube Channel](#) with hundreds of videos on every UX and CX topic you can think of
- She has a new book, [Customers Know You Suck](#)
- She has a free [Slack community for UXers](#)
- She also has articles on [Medium](#)
- And is active on [LinkedIn](#)
- And she also has training on [Axure](#) and other UX topics and also provides [1+1 Coaching](#)
- She has [Office Hours](#) every week

### [Larry Marine](#) \ UX Architect

Larry is the UX veteran that other UX vets go to for guidance.

- Frequent guest on the [DeltaCX channel](#)
  - [Micro Lesson: Designing Backwards](#)
  - [Micro Lesson: Task Analysis and Optimized Workflow](#)
- He has a [blog](#) on his consulting company site
- He just released a book on UX which I got to help edit, called [Disruptive Research!!!](#)

### [Peter Merholz](#) / UX Expert, Author, Trainer

- Co-founded Adaptive Path, one of the OG UX-centered design agencies
- Co-author of the book [Org Design for Design Orgs](#)
- Has a [blog](#) where he talks mainly about design leadership
- Has a podcast with Jesse James Garret about design leadership called [Finding Our Way](#)

### [Darren Hood](#) \ UX Research, Design, and Education

Darren has decades of experience in UX and is active in the community.

- Hosts a weekly UX podcast called [The World of UX](#) which is also available on [YouTube](#)
- Is active on [LinkedIn](#)
- Writes articles on [Medium](#)
- Has a monthly UX networking event called UX Chit Chat Hour - follow him on [LinkedIn](#) to get the monthly event link
- Has done numerous talk and masterclasses:
  - [UX Strategy Masterclass](#)

- [Garrison of Excellence](#)
- [Design Processes are Overrated](#)
- [Is Design Thinking Killing UX?](#)
- [Evaluating UX Education](#)

### **[Dr. Nick Fine](#) \ UX Researcher**

Dr. Nick has a PhD in HCI and is an experienced senior-level researcher and UX advocate.

- He is active on [LinkedIn](#)
- Co-founder of [The Cult of Curiosity](#)
- Is a frequent guest on [Debbie Levitt's YouTube channel](#)
- Often on other YouTube Channels and does talks
  - [Better at UX Research and Design Than AI](#)
  - [Scientific Design](#)
  - [Creating Data Driven Personas that Perform](#)

### **[Stephanie Walter](#) \ UX Researcher + Designer, Accessibility Advocate**

Stephanie is a bit of a unicorn with skills that cover the whole realm of UX. She is a passionate advocate for accessible design and often teaches workshops and provides a wealth of free content on her site.

- She is active on [LinkedIn](#)
- She has [UX Templates and Resources](#) available for purchase
- Her [blog](#) is active and updated weekly
- She often [speaks at events, does workshops, and is a guest on shows](#)
- Selected training
  - [Designing Adaptive Components](#)
  - [A designer's guide to documenting accessibility & user interactions](#)
  - [How Cognitive Biases Influence User Decisions](#)
  - [Investing in User Centric Design is a Good Business Decision](#)

### **[Michele Ronsen](#) / UX Researcher**

- Active on [LinkedIn](#)
- Founder of [Curiosity Tank](#), a provider of user research training
  - Site also has a [UX Lexicon](#), [Blog](#), and [UXR resources](#)
- A frequent guest on the [DeltaCX YouTube channel](#)

### **[Jeremy Miller](#) / Experience Architect**

- Active on [LinkedIn](#)
- Just published a book, [Beyond UX Design](#)
- [Cognition Catalog](#): A collection of cognitive biases, one of my fav topics!
- Hosts his own UX podcast, [Beyond UX Design](#)

- [The Ultimate User Flow to Bigger Pay with Hang 🙌 Xu](#)
- [Thinking Caps On: Critical Thinking with Debbie Levitt](#)

**[Maigen Thomas](#)** / UX Mentor

- Active on [LinkedIn](#)
- Offers guidance on bootcamps and being an early career UXer
- Has a [YouTube channel](#)

**[Thomas Wilson](#)** / Service Design, Strategy, CX/EX/UX

- Thomas is active on [LinkedIn](#) and has lots of hot takes
- Check out [Thomas talk trash](#) about personas ;)

## Podcasts //

- [The World of UX](#) with Darren Hood // General UX topics
- [Finding Our Way](#) with Peter Merholz and Jesse James Garret // UX Design Leadership
- [Beyond UX Design](#) with Jeremy Miller // General UX topics and beyond
- [The NN/g UX Podcast](#) // General UX topics
- [Design Matters](#) with Debbie Milman // Design and Creativity; lots of interviews of famous creatives
- [UI Breakfast](#) with Jane Portman // General design topics
- [The Futur with Chris Do](#) // Design, branding/marketing, and entrepreneurship
- [The Crazy One with Stephen Gates](#) // working in design, and leadership; also posts his podcasts on YouTube

***YouTube Channels \ There are a LOT of UX people on YT but most have two seconds of experience and have no idea what they are talking about- these folks know what they are talking about***

**[Delta CX \(Debbie Levitt\)](#) + [Customer Experience-Customer Centricity](#) \ UX and CX**

Sister channels with hundreds of quality UX videos on everything UX and CX. Debbie has weekly AMA sessions, often with guests, Think out loud sessions, micro lessons on specific topics, and so much more.

- [Company Values Should Guide Decisions, Products, and Services](#)
- [Transforming Toward Customer Centricity](#)

### **UX Research & Strategy \ UX**

Great channel with in depth videos and interviews from UX professionals

- [Why good UX talent doesn't get hired With Hang Xu](#)
- [Q&A with Debbie Levitt](#)

### **NN/g \ UX**

Official channel from NN/g with over 600 short videos on various UX topics.

- [You are NOT the user](#)
- [Principles of Human-centered Design](#)

### **The Space In between (Brave UX) \ UX**

Channels with hundreds of interviews with UX pros.

- [Don Norman](#)
- [Debbie Levitt](#)

### **VAEXPEREINCE \ UX design**

Channels has hundreds of videos about UX including ones about career, portfolios, interviewing.

- [How to create a UX Design case study](#)
- [Will AI tools replace UX Designers?](#)

### **BlatzChatz \ UX**

Channel run by Jen Blatz, she has great UXers on and lots of hot takes

- [AI Threats to UX Jobs](#) with Debbie Levitt
- [UX is Much More Than Metrics](#) with Thomas Wilson

***Books // So many books! Here is a small curation of the ones I suggest.***

UPDATE: Pretty much everything from [A Book Apart](#) is gold. They shut down this year, but you can still find copies of the books in various resellers; some have even been made free by the authors. Keep up with what is happening with these books // <https://alandalton.github.io/Authors-Apart/>

Read A Book Apart titles for **free online**:

- [Mobile First](#) by Luke Wroblewski
- [The Elements of Content Strategy](#) by Erin Kissane
- [Demystifying Public Speaking](#) by Lara Hogan
- [Responsive Design: Patterns and Principles](#) by Ethan Marcotte
- [Responsive Web Design](#) by Ethan Marcotte
- [Conversational Design](#) by Erika Hall (7/09/25)

Places you can still buy ABA titles

- [Design is a Job](#) - buy direct from author Mike Monteiro
- [Amazon](#) has most of the titles available for purchase

(8/24) [Butterick's Practical Typography](#)

- Excellent online book on typography

(8/24) [Legibility](#)

- Free online book on legible typography
- Print version also available for purchase

(8/24) [Redesigning Design Systems](#)

- Free online book about design systems

(8/24) [Beyond UX Design](#) by Jeremy Miller

- UX is more than how to use Figma. Jeremy covers different aspects that are rarely taught or talked about

(8/23) [Disruptive Research](#) by Larry Marine

- Learn about Larry's unique method of knowledge-oriented research and design

(8/23) [Deceptive Patterns: Exposing the Tricks Tech Companies Use to Control You](#) by Harry Brignull

- Been waiting forever for this book! Harry created the concept of dark/deceptive patterns, and his new book has a wealth of info on the different types of deceptive patterns, and also info about how different countries are starting to create laws to prevent deceptive practices.

[Customers Know You Suck: Actionable CX Strategies to Better Understand, Attract, and Retain Customers](#) by Debbie Levitt

- A book for all UX folks and especially stakeholders

[Wireframing for Everyone](#) by Michael Angeles and others

- Wireframing is an essential UX skill that few possess. This is from A Book Apart.
- 12/26/24: You can now download the book for free!  
<https://balsamiq.com/learn/wireframing-book/>

[Stuck? Diagrams Help](#) by Abby Covert

- A great book all about diagrams and how they are useful

[UX Strategy: Product Strategy Techniques for Devising Innovative Digital Solutions](#) by Jaime Levy

- Learn the basics of UX strategy to elevate your UX work

[100 Things Every Designer Needs to Know About People](#) by Susan Weinschenk

- Susan has a PhD in psychology and she provides actionable insights about humans that can be applied to design

[Smashing UX Design: Foundations for Designing Online User Experiences](#) by Jesmond J. Allen (Author), James J. Chudley (Author) // One of my favorite UX books. It is like a text book - it covers so much. It can be hard to find but is a great reference and worth the hunt. // PDF is now available for free! //

[https://drive.google.com/file/d/1IzFbtBfATcFXS2FOk\\_eJagV0AOivLk2i/view](https://drive.google.com/file/d/1IzFbtBfATcFXS2FOk_eJagV0AOivLk2i/view)

[I Love You, Now Read This Book. \(It's About Human Decision Making and Behavioral Economics.\)](#) by Guthrie Weinschenk + Susan Weinschenk

- Great intro to Behavioral Economics

[The User Experience Team of One: A Research and Design Survival Guide](#) by Leah Buley

- If you have ever been the whole UX team, you need this book

[Just Enough Research](#) by Erika Hall

- An ALA book that has now been republished in 2024 and is available from the author's website for purchase

[Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability \(3rd Edition\) \(Voices That Matter\)](#) by Steve Krug

- Wonderful intro to usability

[Design for How People Think: Using Brain Science to Build Better Products](#) by John Whalen

- Cognitive psychology meets design

[Bottlenecks: Aligning UX Design with User Psychology](#)

By David C. Evans

- Applied psychology and research

[Information Architecture: Blueprints for the Web](#)

by Christina Wodtke and Austin Govella

- Fluff-free guide on information architecture

[DESIGN FOR COGNITIVE BIAS](#) by David Dylan Thomas

- Great little book on one of my favorite topics, cognitive biases

[Why We Fail: Learning from Experience Design Failures](#) by Victor Lombardi

- Learn what to do by seeing what others did wrong

[Communicating the User Experience: A Practical Guide for Creating Useful UX Documentation](#) by Richard Caddick

- All about creating excellent UX documentation

[Product Management for UX People: From Designing to Thriving in a Product World](#) by Christian Crumlish and Matt LeMay

- Product management and UX have a lot of overlap and UX folk need to understand what it is and how we can better work with our PM peers

[White Space Is Not Your Enemy: A Beginner's Guide to Communicating Visually Through Graphic, Web & Multimedia Design](#) by Kim Golombisky

- Excellent books for folks who have never studied graphic design

[About Face: The Essentials of Interaction Design](#) by Alan Cooper

- Probably the first major book on UI design, from one of the fathers of the field, Alan Cooper

[Web Form Design: Filling in the Blanks](#) by Luke Wroblewski

- THE book on designing forms

[Practical UI](#) by Adham Dannaway

- Adham is active on LinkedIn and he breaks down UI principles in an easy-to-consume and engaging way

[Design for Hackers](#) by David Kadavy

- This is a great, short intro to UI design for folks with no design backgrounds

[Atomic Design](#) by Brad Frost

- One of the first books about breaking down complex UIs into components

BONUS: [Darren Hood's Living, Breathing User Experience Book Recommendation List](#) / This whole list is gold

BONUS: [Monster List of UX Books](#) / TONS of books here, but no real curation

BONUS: [Rosenfeld Media](#). They have great books, training, and conferences.

## Free Web Resources //

- [Built for Mars](#) // They have awesome UX case studies to learn from
- [Baymard Institute - Free UX Research](#) // They have a paid tier as well; fantastic resource for research
- [Growth.Design](#) // Some great case studies here, all fully illustrated and easy to consume. They also have some Psychology tidbits and they offer paid training as well.
- [The Decision Lab](#) // Fantastic resource to learn more about Cognitive Biases
- [NN/g](#) // This website has a ton of articles and videos, going back a hot minute. Their [UX Study Guide](#) is a great resource for folks learning UX on their own.
- [Dark Patterns](#) // Collection of Hall of Shame companies that use dark/deceptive patterns
- [Krisztina Szerovay](#) // She creates Sketchnotes of UX concepts and writes Medium articles adding more context to the topics.

## Resources on Accessibility and Usability //

- [Digital.gov Usability](#) // Gov resource on usability and digital topics  
The US gov has a ton of resources on usability including best practices, examples, and methods
- [Section 508](#) // Learn how to create truly accessible content and services that everyone can access
- [Web Content Accessibility Guidelines \(WCAG\)](#) // The web standard for accessibility
- [Contrast Checker from Web AIM](#) // Tool that allows you to check the contrast of your background and foreground colors

- [ANDI Accessibility Testing Tool](#) // Browser extension to help you check the accessibility of your applications and sites
- [Plain Language.gov](#) // Website that has resources covering what plain language is, why it matters, and how to implement it

## **Paid Web Resources //**

[Interaction Design Foundation](#) // Awesome value in UX education, \$22 month. They have so many great courses under one yearly subscription. Your subscription gives you discounted access to Master Classes as well. I have had a subscription to IDF for years.

- [Design for a Better World with Don Norman](#)
- [Mobile UX Design: The Beginner's Guide with Frank Spillers](#)
- [UX Management: Strategy and Tactics with Frank Spillers](#)
- [Master Class: Complex UI Design: Practical Techniques with Vitaly Friedman](#)
- [Master Class: How to Manage Personal UX Maturity with Darren Hood](#)

You also get access to their [Open Source Literature](#) section as well.

[Coglode](#) // A subscription gives you access to their behavioral science research, which gets delivered in tasty little morsels, fluff-free. Can be pricey but a great resource nonetheless. They also offer paid training on behavioral science.

[UX Inner Circle](#) // Fantastic resource from Frank Spillers

- Monthly subscription gets you access to all webinars Frank produces as well as access to his Slack community; can be pricey but worth the \$ if you are trying to learn UX on your own

Udemy Course: [User Experience \(UX\): The Ultimate Guide to Usability and UX](#) by David Travis

- Fantastic intro to UX, and inexpensive. It is currently \$79.99 but Udemy tends to have a lot of sales. Well worth the money.

[UX 365 Academy by Joe Natoli](#) // A great value at \$168 a year. Joe is an experienced UX consultant; his academy gives you access to all his video training and books. Joe also has several of his individual training courses available on Udemy. He is also active on [LinkedIn](#) and very opinionated ;)

[Ask Like a Pro Workshop for UX Research](#) by Curiosity Tank (Michele Ronsen) // An 8-week online mentorship for professionals who want step-by-step guidance on how to conduct meaningful, relevant, and impactful research.

[NN/g](#) // They offer team training, individual training, and conferences with certifications. Can be pricey but can be a great learning experience and professional experience. Full disclosure: I have a cert from them.

[User Research for Design by Susan Weinshenck, PHD](#) // Udemy course on user research by the author of *100 Things Every Designer Needs to Know About People*

## Topical Resources / Articles and sites you should check out

- [Toools.design](#) // Collection of design resources
- [Intro to Colour Contrast](#) // Learn why color contrast matters, how to test for it, and how it impacts accessibility
- [Humane By Design](#) // Ethical design guidelines
- [Design Good Practices](#) // Level up your Figma practices

## Inspiration / Collections of designs and patterns to learn and be inspired from

- [Unsection](#) // Curated website section design library
- [Refero.Design](#) // Large library of web and iOS patterns

- [Pageflows](#) // Collection of actual user flows to learn from
- [Mobbin](#) // Library of apps, screens, and flows; free and paid
- [Awwwards](#) // Collection of web designs