1. Record Nr. UNINA9910254992503321 Autore Waterworth John Titolo Human-Experiential Design of Presence in Everyday Blended Reality: Living in the Here and Now / / by John Waterworth, Kei Hoshi Cham:,: Springer International Publishing:,: Imprint: Springer,, Pubbl/distr/stampa 2016 **ISBN** 3-319-30334-1 Edizione [1st ed. 2016.] Descrizione fisica 1 online resource (XI, 105 p. 23 illus.) Collana Human-Computer Interaction Series, , 1571-5035 004.019 Disciplina Soggetti User interfaces (Computer systems) User Interfaces and Human Computer Interaction Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Includes index. Nota di contenuto Part I - Living in Mixed Reality -- Introduction: Divided Presence in Mixed Reality -- The Problems of Design -- Part II - Human-Experiential Design -- The Foundations of Human-experiential Design. -Designing with Blends -- Bridging Contextual Gaps with Blended Reality Spaces -- Part III - Blending Reality.-Designing Blended Reality Spaces -- Acting and Interacting in the Here and Now -- Index. Sommario/riassunto This book explores how our lives and social interactions have become split between two intertwined, but not integrated, realities: the physical and the digital. Our sense of presence in the here and now has become fragmented, and yet earlier design approaches reinforced the problem. rather than leading to improvements. The authors address these issues by laving out a new human computer interaction (HCI) design approach - human-experiential design - rooted in a return to first principles of how people understand the world, both consciously and unconsciously. The application of this approach to the design of blended reality spaces is described in detail. Examples and scenarios of designing them to overcome the problems inherent in a variety of mixed reality settings are provided. Human-Experiential Design of Presence in Everyday Blended Reality will appeal to undergraduate and graduate students and researchers in interaction design, psychology, HCI and computer application studies, as well as practicing interaction designers and

computer professionals. It will also be of interest to communication,

media and urban design students, and to all readers with an interest in the technology-mediated future.