1. Record Nr.   UNISA996280365303316

   Autore   Lassenius Casper

   Titolo   2015 Agile Conference (AGILE 2015) : 3-7 August 2015, National Harbor, Maryland : proceedings / / Casper Lassenius and Rafael Prikladnicki

   Pubbl/distr/stampa Piscataway, New Jersey : , : IEEE, , 2015

   ISBN   1-4673-7153-X

   Descrizione fisica 1 online resource (112 pages) : illustrations

   Disciplina   005.11

   Soggetti   Agile software development

   Lingua di pubblicazione Inglese

   Formato   Materiale a stampa

   Livello bibliografico Monografia

   Note generali   Includes index.

   Nota di contenuto Welcome Message from the Chairs -- Program Committee and Reviewers -- Research Papers -- Session 1 -- Session 2 -- Session 3 -- Session 4 -- Session 5 -- Short Papers -- Author Index.

   Sommario/riassunto The conference deals with agile and lean software development, which is a core topic of modern software engineering.

2.	Record Nr.	UNINA9910254996703321
	Autore	Brown John N.A
	Titolo	Anthropology-Based Computing : Putting the Human in Human-Computer Interaction / / by John N.A. Brown
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016
	ISBN	3-319-24421-3
	Edizione	[1st ed. 2016.]
	Descrizione fisica	1 online resource (XXVII, 243 p. 94 illus., 35 illus. in color.)
	Collana	Human–Computer Interaction Series, , 2524-4477
	Disciplina	005.437 4.019
	Soggetti	User interfaces (Computer systems) Human-computer interaction Anthropology Social sciences - Data processing User Interfaces and Human Computer Interaction Computer Application in Social and Behavioral Sciences
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Bibliographic Level Mode of Issuance: Monograph
	Nota di contenuto	Foreword -- Preface -- Introduction -- Part I: Everything You Wanted to Know About the Evolution of Computerized Technology, But Where Afraid to Ask -- You are Here -- How Computing Became Ubiquitous and What That Means -- Getting Excited About Calm Technology -- The Evolution of Humans and Technology Part 1 – Humans -- The Evolution of Humans and Technology Part 2 – Technology -- The Evolution of Humans and Technology Part 3 – Computers -- What are Human Factors and Why Should We Care? -- Ergonomics and Biomechanics: The Surprising Science of Using your Body -- Psychology and Neurology: The Surprisingly simple Science of Using your Brain. Part II: Taking Control – It's as Easy as A,B,C -- The Theory of Anthropology-Based Computing -- The Early Days of Anthropology-Based Computing -- The Future of Anthropology-Based Computing -- Part III: Citizen Science: Simple Solutions to Improve the Way Your Technology Treats You -- Stop your Mouse from Twisting Your Arm -- Stop your Keyboard from Twisting Your Arm -- Stop your Tech From

Wringing Your Neck, Breaking Your Back, and Being an All-Round Pain In Your… Life -- Stop Your Phone from Screaming at You (and Everyone Else!) -- Stop your Messages from Killing You (or Your Friends, or Total Strangers) -- Stop Your Dashboard Navigator from Driving You to Distraction -- Stop your Noise-Blocking, High Volume Headlines from Stopping Your Ears -- Your Chapter, an Invitation -- Afterword.

Sommario/riassunto	We have always built tools to improve our productivity and help us lead better lives; however we find ourselves constantly battling against our new computerized tools, making us less productive and putting our health and our lives at risk. This book looks at Human-Computer Interaction (HCI) from a truly human-centred perspective; focusing on human physiology and psychology rather than the motley series of brilliant innovations, glorified mistakes, and cross-generational habits that comprise the computer-centred HCI that we practice today. This three-part guide argues that human interest and calm technology need to be at the heart of HCI. It begins by exposing the inherent dangers in past and present HCI. Using his past experiences within Anthropology, Linguistics, Education, Ergonomics, Human Factors, and Computer Science the author introduces and explores the theory of 'Anthropology-Based Computing' (ABC) as well as a new ideas like Dynamic Environmental Focus (DEF), a new model of General Human Interaction (GHI), and a new triune model of the brain: Brown's Representation of Anthropogenic Interaction in Natural Settings (BRAINS). Detailed illustrations show how HCI can be improved by considering how human bodies and brains actually work. The final part is a series of simple illustrated experiments, each applying an aspect of ABC to improve the way our computers and computerized devices treat us. Anthropology-Based Computing is written for those who work with computers, not just those who work on them. Students and researchers in Design and Psychology, and Computer Scientists as well, will benefit from seeing what is missing from the devices that are already in place, why that is, and how to make the practical changes that will immediately improve the physiological and psychological experience of using phones, on-board navigation systems, and the countless other computers we use at work and at home today and will continue to use in the future.