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Soggetti	User interfaces (Computer systems) Software engineering Computer organization Management information systems Computer science User Interfaces and Human Computer Interaction Software Engineering Computer Systems Organization and Communication Networks Management of Computing and Information Systems
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Foreword -- Introduction -- A user-centred process -- The 7±2 most important user-centred techniques -- Getting a handle on UX – planning -- A user-oriented strategy: company-wide UX -- That's life – examples from actual practice.
Sommario/riassunto	A new product can be easy or difficult to use, it can be efficient or cumbersome, engaging or dispiriting, it can support the way we work and think – or not. What options are available for systematically addressing such parameters and provide users with an appropriate functionality, usability and experience? In the last decades, several fields have evolved that encompass a user-centred approach to create

better products for the people who use them. This book provides a comprehensible introduction to the subject. It is aimed first and foremost at people involved in software and product development – product managers, project managers, consultants and analysts, who face the major challenge of developing highly useful and usable products. Topics include: The most important user-centred techniques and their alignment in the development process Planning examples of user-centred activities for projects User-oriented approaches for organisations Real-life case studies Checklists, tips and a lot of background information provide help for practitioners.

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