

1. Record Nr.	UNINA9910299237303321
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Titolo	Design for Experience : Where Technology Meets Design and Strategy / / by Jinwoo Kim
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2015
ISBN	3-319-14304-2
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (223 p.)
Collana	Human-Computer Interaction Series, , 2524-4477
Disciplina	004 005.437 006.6 006.7 4019
Soggetti	User interfaces (Computer systems) Human-computer interaction Interactive multimedia Multimedia systems Image processing - Digital techniques Computer vision User Interfaces and Human Computer Interaction Media Design Computer Imaging, Vision, Pattern Recognition and Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references at the end of each chapters.
Nota di contenuto	Preface -- Acknowledgements.- A Real Experience -- The Three Threads of Experience -- Fundamentals for Achieving the Balance of Experience -- Creative Conflicts and Dynamic Balancing -- Design for Senseful Experience -- Design for Valuable Experience -- Design for Harmonious Experience -- Design for the Next Experience -- Epilogue.
Sommario/riassunto	Presents a strategic perspective and design methodology that guide the process of developing digital products and services that provide 'real experience' to users. Only when the material experienced runs its course to fulfilment is it then regarded as 'real experience' that is

distinctively senseful, evaluated as valuable, and harmoniously related to others. Based on the theoretical background of human experience, the book focuses on these three questions: How can we understand the current dominant designs of digital products and services? What are the user experience factors that are critical to provide the real experience? What are the important HCI design elements that can effectively support the various UX factors that are critical to real experience? Design for Experience is intended for people who are interested in the experiences behind the way we use our products and services, for example designers and students interested in interaction, visual graphics and information design or practitioners and entrepreneurs in pursuit of new products or service-based start-ups.
