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Titolo	Funology 2 : From Usability to Enjoyment / / edited by Mark Blythe, Andrew Monk
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ISBN	3-319-68213-X
Edizione	[2nd ed. 2018.]
Descrizione fisica	1 online resource (XVIII, 561 p. 152 illus., 105 illus. in color.)
Collana	Human–Computer Interaction Series, , 1571-5035
Disciplina	005.437 4.019
Soggetti	User interfaces (Computer systems) Graphic design Educational psychology Education—Psychology Technology User Interfaces and Human Computer Interaction Interaction Design Educational Psychology Applied Science, multidisciplinary
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Nota di contenuto	Introduction -- Playing with Provocations -- Sketching the Polyphonic Design Space of Theme Parks -- What is Pleasure? -- Games Are Just a

Bit of Fun -- Designing for Joyful Movement -- Reorienting Geolocation Data through Mischievous Design -- Improv for Designers -- The Thing and I (Spring of '17 Remix) -- From Evaluation to Crits and Conversation -- The Un(Enjoyable) Experience of Online Dating -- Playful Research Fiction: A Fictional Conference -- Slow, Unaware Things Beyond Interaction. .

Sommario/riassunto

How should we understand and design for fun as a User Experience? This new edition of a classic book is for students, designers and researchers who want to deepen their understanding of fun in the context of HCI. The 2003 edition was the first book to do this and has been influential in broadening the field. It is the most downloaded book in the Springer HCI Series. This edition adds 14 new chapters that go well beyond the topics considered in 2003. New chapter topics include: online dating, interactive rides, wellbeing, somaesthetics, design fiction, critical design and participatory design methods. The first edition chapters are also reprinted, with new notes by their authors setting the context in which the 2003 chapter was written and explaining the developments since then. Taken with the new chapters this adds up to a total of 35 theoretical and practical chapters written by the most influential thinkers from academia and industry in this field.