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Soggetti	User interfaces (Computer systems) Graphic design Science Technical education User Interfaces and Human Computer Interaction Interaction Design Science, multidisciplinary Engineering/Technology Education
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Nota di contenuto	Autoethnography in Human-Computer Interaction: Theory and Practice -- Empathy-based Design Approaches -- Influencing and Measuring Behaviours in Crowd-sources Activities -- Psychometrics -- A Holistic Approach to Measuring User Engagement -- Problematic Envisioning, a Speculative Primer -- From Speculative Design to Speculative Practices -- Design Research: methodological innovation through messiness -- Designing! mart! Objects in the Realm of 3rd Wave HCI -- Performative Interaction -- Somaesthetics.
Sommario/riassunto	This is the first extensive compilation documenting contemporary third wave HCI, covering key methodological developments at the leading edge of human-computer interactions. Now in its second decade as a major current of HCI research, the third wave integrates insights from the humanities and social sciences to emphasize human dimensions beyond workplace efficiency or cognitive capacities. Where the earliest HCI work has been strongly based on the concept of human-machine

coupling, which expanded to workplace collaboration as computers came into mainstream professional use, today HCI can connect to almost any human experience because there are new applications for every aspect of daily life. Volume 2 - Methodologies covers methodological approaches grounded in autoethnography, empathy-based design, crowdsourcing, psychometrics, user engagement, speculative design, somatics, embodied cognition, peripheral practices and transdisciplinarity.

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