1. Record Nr. UNINA9910437587203321 Autore Boy Guy Titolo Orchestrating Human-Centered Design / / by Guy Boy London:,: Springer London:,: Imprint: Springer,, 2013 Pubbl/distr/stampa **ISBN** 1-4471-4339-6 Edizione [1st ed. 2013.] Descrizione fisica 1 online resource (219 p.) 004.21 Disciplina Soggetti User interfaces (Computer systems) Engineering design Cognitive psychology Social sciences Operations research Management science **Decision making** User Interfaces and Human Computer Interaction **Engineering Design** Cognitive Psychology Social Sciences, general Operations Research, Management Science Operations Research/Decision Theory 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 and index.

Nota di contenuto Preface -- List of Abbreviations -- Introduction -- The Orchestra Model

> -- Cognitive Engineering -- Life-Critical Systems -- The Making of Complex Systems -- Organization Design and Management --

Modeling and Simulation -- Advanced Interaction Media -- Conclusion

-- Subject Index.

Sommario/riassunto The time has come to move into a more humanistic approach of

> technology and to understand where our world is moving to in the early twenty-first century. The design and development of our future products needs to be orchestrated, whether they be conceptual. technical or organizational. Orchestrating Human-Centered Design

presents an Orchestra model that attempts to articulate technology,

organizations and people. Human-centered design (HCD) should not be limited to local/short-term/linear engineering, but actively focus on global/long-term/non-linear design, and constantly identify emergent properties from the use of artifacts. Orchestrating Human-Centered Design results from incremental syntheses of courses the author has given at the Florida Institute of Technology in the HCD PhD program. It is focused on technological and philosophical concepts that high-level managers, technicians and all those interested in the design of artifacts should consider. Our growing software -intensive world imposes better knowledge on cognitive engineering, life-critical systems, complexity analysis, organizational design and management, modeling and simulation, and advanced interaction media, and this well-constructed and informative book provides a road map for this.