

1. Record Nr.	UNINA9910457205903321
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Titolo	Inventing the medium [[electronic resource]] : principles of interaction design as a cultural practice // Janet H. Murray
Pubbl/distr/stampa	Cambridge, Mass., : MIT Press, c2012
ISBN	0-262-29830-9
Descrizione fisica	1 online resource (504 p.)
Disciplina	004.01/9
Soggetti	Human-computer interaction Digital media - Design Social media - Design Intercultural communication Electronic books.
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	Contents; Acknowledgments; Introduction: A Cultural Approach to Interaction Design; The Collective Process of Design; Designing the Unfamiliar; How (Not) to Talk about Design; Part I. Changing Technologies, Lasting Innovations; Chapter 1. Design in an Evolving Medium; Design as Framing and Reframing; Design Explorations: Exploring Design in a New Medium; Chapter 2. Affordances of the Digital Medium; The Four Affordances; The Computer Is a Procedural Medium; Draw on Computer Science Concepts and Conventions; The Computer Is a Participatory Medium; Draw on HCI Concepts and Conventions The Computer Is an Encyclopedic Medium Draw on Information Science Concepts and Conventions; The Computer Is a Spatial Medium; Draw on Visual Design Concepts and Conventions; Design Explorations: Exploring the Affordances of the Digital Medium; Chapter 3. Maximizing the Four Affordances; The Grid of Affordances; Shaping and Satisfying Interactors' Expectations; Designing for Agency and Immersion; Design Explorations: Explorations for Maximizing Digital Affordances; Part II. Designing Expressive Procedures; Chapter 4. Computational Strategies of Representation

Computation as Symbol Manipulation
Abstraction of Processes into Flow
Charts and Pseudocode; Scripting Behaviors; State; Modularity and
Encapsulation; Design Explorations: Computational Strategies of
Representation; Chapter 5. Building Procedural Complexity; Objects,
Classes, Methods, Inheritance; Substitution Systems; Simulations of
Complex Systems; Emergence; Computational Procedures Reflect
Cultural Values; Design Explorations: Strategies for Procedural
Complexity; Part III. Spatial Design Strategies; Chapter 6. Defining and
Navigating Spaces and Places; Lists, Tables, and other Containers
Landscapes
Maps; Places versus Spaces; Abstract Space; Analyzing Real
Spaces and Places; Chapter 7. The Library Model for Collocating
Information; Aggregating Information, Preserving Knowledge; The
Catalog and the Shelf; Labels as Identifiers, Descriptors, and Pointers;
Classification Schemes; Information Organization as a Taxonomy of
Knowledge; Designing for Navigation with Appropriate Labels; Design
Explorations: Collocation in the Emerging Digital Library; Part IV.
Designing Encyclopedic Resources; Chapter 8. The Database Model:
Strategies for Segmentation and Juxtaposition of Information
Semantic Segmentation
Flat File Database; Relational Databases;
Navigating and Visualizing Large Databases; From Tables to Objects;
The Persistence of Ambiguity; Design Explorations: The Database
Model; Chapter 9. The Structured Document Model: Using Standardized
Metadata to Share Knowledge; Structured Documents Are the Basis of
the World Wide Web; Making Meaning with Metadata; Searching the Web
with Metadata and Social Networks; Structured Wikis and the Social
Creation of Knowledge; XML and the Semantic Web; Design
Explorations: Documents Structured with Metadata
Part V. Scripting Interaction
