1. Record Nr. UNINA9910459856003321 Autore Wigdor Daniel Titolo Brave NUI world [[electronic resource]]: designing natural user interfaces for touch and gesture / / Daniel Wigdor, Dennis Wixon Burlington, MA,: Morgan Kaufmann, c2011 Pubbl/distr/stampa **ISBN** 1-283-52606-9 9786613838513 0-12-382232-7 Edizione [1st edition] Descrizione fisica 1 online resource (257 p.) Altri autori (Persone) WixonDennis Disciplina 004.01/9 005.437 Soggetti User interfaces (Computer systems) Haptic devices Human-computer interaction Electronic books. Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Includes index. Nota di bibliografia Includes bibliographical references and index. Nota di contenuto Front Cover; Brave NUI World; Copyright Page; Contents; Preface; Acknowledgments; About the Authors; Part I: Introducing the NUI; CHAPTER 1 Introduction; CHAPTER 2 The Natural User Interface; Description; Application to NUI; Lessons from the Past: The First Apple Pad; Design Guidelines; Summary; CHAPTER 3 Ecological Niche: Computing, the Social Environment, and Ways of Working; Description; Application to NUI; Lessons from the Past; Design Guidelines; Summary; Part II: Design Ethos of NUI; CHAPTER 4 Less Is More; Description; Application to NUI: Lessons from the Past; Design Guidelines SummaryCHAPTER 5 Contextual Environments; Description; Application to NUI; Lessons from the Past; Design Guidelines; Summary; Further Reading; CHAPTER 6 The Spatial NUI; Description; Application to NUI; Lessons from the Past; Design Guidelines; Summary; Further Reading; CHAPTER 7 The Social NUI; Description; Application to NUI; Lessons from the Past; Inter-user Task Coupling; Design Guidelines; Further

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## Sommario/riassunto

Touch and gestural devices have been hailed as next evolutionary step in human-computer interaction. As software companies struggle to catch up with one another in terms of developing the next great touch-based interface, designers are charged with the daunting task of keeping up with the advances in new technology and this new aspect to user experience design. Product and interaction designers, developers and managers are already well versed in UI design, but touch-based interfaces have added a new level of complexity. They need quick references and real-world examples in order to m