1.	Record Nr.	UNINA9910462321603321
	Autore	Reiss Eric
	Titolo	Usable usability [[electronic resource]] : simple steps for making stuff better / / Eric Reiss
	Pubbl/distr/stampa	Indianapolis, Ind., : John Wiley & Sons, Inc., 2012
	ISBN	9781118185476 (paperback)
		1-280-67914-X
		9786613656070
		1-118-22755-7
	Edizione	[1st edition]
	Descrizione fisica	1 online resource (258 p.)
	Disciplina	004.019
		620.8
		620.8/2
	Soggetti	Industrial design
		New products
		Product design
		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	pt. 1. Ease of use -- pt. 2. Elegance and clarity.
	Sommario/riassunto	The A-to-Z guide to spotting and fixing usability problems Frustrated by pop-ups? Forms that make you start over if you miss a field? Nonsensical error messages? You're not alone! This book helps you simply get it right the first time (or fix what's broken). Boasting a full-color interior packed with design and layout examples, this book teaches you how to understand a user's needs, divulges techniques for exceeding a user's expectations, and provides a host of hard won advice for improving the overall quality of a user's experience. World-renowned UX guru Eric Reiss shares his knowledge

2. Record Nr.	UNINA9910548171103321
Autore	Flandin Simon
Titolo	Simulation Training through the Lens of Experience and Activity Analysis : Healthcare, Victim Rescue and Population Protection / / edited by Simon Flandin, Christine Vidal-Gomel, Raquel Becerril Ortega
Pubbl/distr/stampa	Cham : , , : Springer International Publishing : , , : Imprint : Springer, , 2022
ISBN	9783030895679 303089567X
Edizione	[1st ed. 2022.]
Descrizione fisica	1 online resource (310 pages)
Collana	Professional and Practice-based Learning, , 2210-5557 ; ; 30
Disciplina	370.113 658.31244
Soggetti	Professional education Vocational education Medical education Adult education Personnel management Professional and Vocational Education Medical Education Adult Education Human Resource Development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Chapter 1. An Introduction to Simulation Training through the Lens of Experience and Activity Analysis -- Part I: Experience and Activity-based Conceptualizations of Simulation Design and Outcomes -- Chapter 2. Simulation-based learning for technical gestures in healthcare: What kind of experience is required? -- Chapter 3. Four lines of analysis for civil security crisis simulations: insights for training design -- Chapter 4. Renewing the tools for simulation based training in medical education: How Situated Cognition approaches can help us? -- Chapter 5. The psychological validity of training simulations: Analysis of a simulation with role-playing games to experiment the gesture of "relational touch" -- Chapter 6. Design process for a virtual

simulation environment for training healthcare professionals in geriatrics -- Chapter 7. Ergo-scripting in activity-based training design: An illustration from the design of a virtual environment -- Part II: Empirical Lessons From Experience And Activity-based Approaches To Simulation Training -- Chapter 8. Simulation to experiment and develop risk management in exceptional crisis situations: the case of the Casualty Extraction Teams -- Chapter 9. Analyzing the collective activity of firefighters during urban fire simulation -- Chapter 10. Subjective Evidence Based Ethnography: an alternative to debriefing for large-scale simulation-based training? -- Chapter 11. A study of police cadets' activity during use-of-force simulation-based training: empirical lessons and insights for training design -- Chapter 12. How do simulated high-intensity situations train leaders to maintain their ability to act in unfamiliar, unforeseen or uncertain environments? -- Chapter 13. On care and the sensitive experience of caregiver activity in simulation situations: a possible model for encounters between health practitioners and their patients to enhance communication training -- Part III: Promising Avenues For Simulation Training Design And Research -- Chapter 14. New questions for interventions and research in simulation training based on actors' activity -- Chapter 15. Simulation in healthcare, a resource in times of crisis. a look back and a look forward.

Sommario/riassunto	This book offers various ways in which analyzing professional experience and activity in simulation training makes it possible to describe practice-based learning affordances and processes. Research has been conducted in various simulation programs in the domains of healthcare, victim rescue and population protection, involving healthcare workers, firemen, policemen, servicemen, and civil security leaders. "Work-as-done" (/ "training-as-done") in simulation has been analyzed with ergonomics, occupational psychology, and vocational training approaches. The authors describe and discuss theoretical, methodological, and/or practical issues related to practitioner experience and activity in simulation training. The book also provides evidence on the conditions under which lived experience in simulation can foster or hinder learning, and derives appropriate orientations for simulation design and implementation.