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   Edizione   [Fourth edition.]

   Descrizione fisica   1 online resource (xxvii, 690 pages) : illustrations

   Disciplina   006.7

   Soggetti   User interfaces (Computer systems) - Design
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   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   Acknowledgments; Foreword; Introduction the the Fourth Edition; Part I: Goal-Directed Design; Chapter 1: A Design Process for Digital Products; The Consequences of Poor Product Behavior; Why Digital Products Fail; Planning and Designing Product Behavior; Recognizing User Goals; Implementation Models and Mental Models; An Overview of Goal-Directed Design; Chapter 2: Understanding the Problem: Design Research; Qualitative versus Quantitative Data in Design Research; Goal-Directed Design Research; Interviewing and Observing Users; Other Types of Qualitative Research
                               Research Is Critical to Good DesignChapter 3: Modeling Users: Personas and Goals; Why Model?; The Power of Personas; Why Personas Are Effective; Understanding Goals; Constructing Personas; Personas in Practice; Other Design Models; Chapter 4: Setting the Vision: Scenarios and Design Requirements; Bridging the Research-Design Gap; Scenarios: Narrative as a Design Tool; Design Requirements: The "What" of Interaction; The Requirements Definition Process; Chapter 5: Designing the Product: Framework and Refinement; Creating the

Design Framework; Refining the Form and Behavior

Validating and Testing the DesignChapter 6: Creative Teamwork; Small, focused teams; Thinking better, together; Working across design disciplines; The extended team; Establishing a creative culture; Identifying skill levels in designers; Collaboration Is the Key; Part II: Designing Behavior and Form; Chapter 8: A Basis for Good Product Behavior; Design Values; Interaction Design Principles; Interaction Design Patterns; Chapter 8: Digital Etiquette; Designing Considerate Products; Designing Smart Products; Designing Social Products; Chapter 9: Platform and Posture; Product Platforms

Product PosturesPostures for the Desktop; Postures for the Web; Postures for Mobile Devices; Postures for Other Platforms; Give Your Apps Good Posture; Chapter 10: Optimizing for Intermediates; Perpetual Intermediates; Inflecting the Interface; Designing for Three Levels of Experience; Chapter 11: Orchestration and Flow; Flow and Transparency; Orchestration; Harmonious Interactions; Motion, Timing, and Transitions; The Ideal of Effortlessness; Chapter 12: Reducing Work and Eliminating Excise; Goal-Directed Tasks versus Excise Tasks; Types of Excise; Excise Is Contextual; Eliminating Excise

Other Common Excise TrapsChapter 13: Metaphors, Idioms, and Affordances; Interface Paradigms; Building Idioms; Manual Affordances; Direct Manipulation and Pliancy; Escape the Grip of Metaphor; Chapter 14: Rethinking Data Entry, Storage, and Retrieval; Rethinking Data Entry; Rethinking Data Storage; Rethinking Data Retrieval; Chapter 15: Preventing Errors and Informing Decisions; Using Rich Modeless Feedback; Undo, Redo, and Reversible Histories; What if: Compare and Preview; Chapter 16: Designing for Different Needs; Learnability and Help ; Customizability; Localization and Globalization

Accessibility

Sommario/riassunto

The essential interaction design guide, fully revised and updated for the mobile ageAbout Face: The Essentials of Interaction Design, Fourth Edition is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts.   The interaction design profession is blooming with the success o