

1. Record Nr.	UNINA9910481014103321
Titolo	Product experience [[electronic resource] /] / editors, Hendrik N.J. Schifferstein & Paul Hekkert
Pubbl/distr/stampa	Amsterdam ; ; Boston, : Elsevier Science, 2008
ISBN	1-281-09996-1 9786611099961 0-08-055678-7
Descrizione fisica	1 online resource (687 p.)
Altri autori (Persone)	SchiffersteinH <1964-> (Hendrik) HekkertPaul
Disciplina	658.8342 658.8343
Soggetti	Consumers' preferences Brand choice - Psychological aspects Consumer behavior New products 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	Front Cover; Product Experience; Copyright Page; CONTENTS; PREFACE; LIST OF CONTRIBUTORS; Introducing Product Experience; PART I: FROM THE HUMAN PERSPECTIVE; Section 1: A senses; Chapter 1. On the visual appearance of objects; 1. On visual appearance; 2. The physical world; 3. Object appearance; 4. Perception; 5. Conclusion; Chapter 2. The tactual experience of objects; 1. Introduction; 2. The meaning of touch; 3. Tactual interaction; 4. Tactual properties of objects; 5. Tactual sensations: Being touched by objects; 6. The body language of objects 7. The feelings involved in tactual experience8. Educating the tactual senses; 9. Future developments; Chapter 3. The experience of product sounds; 1. Whether to be silent; 2. The domain of product sounds; 3. Spectral and temporal structure of sounds; 4. Product sounds; 5. Process of auditory perception; 6. Designing the experience of consequential product sounds; 7. Conclusion; Chapter 4. Taste, smell and chemesthesis in product experience; 1. Introduction; 2. Taste; 3.

Taste: Basic phenomena of taste experience; 4. Smell; 5. Smell: Basic phenomena of experience; 6. Chemesthesis
7. Measuring chemosensory product experience
8. Context, information and expectations in chemosensory and product experience; 9. Age, gender, cultural and social factors in chemosensory and product experience; 10. Conclusion; Chapter 5. Multisensory product experience; 1. Introduction; 2. Comparing the different sensory modalities; 3. Sensory imagery; 4. Attention switching between the senses; 5. Cross-modal correspondences; 6. Interactions between various sensory domains; 7. Sensory (in)congruity; 8. Sensory dominance; 9. Conclusions and directions for future research
Section B: Capacities and skills
Chapter 6. Human capability and product design; 1. Introduction; 2. User characteristics; 3. Product design; 4. Vision; 5. Hearing; 6. Intellectual functioning; 7. Communication; 8. Locomotion; 9. Reach and stretch; 10. Dexterity; 11. Summary; Chapter 7. Connecting design with cognition at work; 1. Introduction; 2. Design and cognition at work: Impaired or unimpaired micro-cognition; 3. Design and cognition at work: Expanding the impact of macro-cognition; 4. Contrasting micro- and macro-cognitive viewpoints; 5. Macro-cognition and expansive adaptations
6. Inventing the future of cognition at work
Chapter 8. Designing for expertise; 1. Introduction; 2. Perspectives on expertise; 3. Innovation and the eminent level of expertise; 4. The implications of differences in user expertise for product design; 5. Summary and conclusion; PART II: FROM THE INTERACTION PERSPECTIVE; Chapter 9. Holistic perspectives on the design of experience; 1. Introduction; 2. Personal meanings of design products; 3. Application; Section A: The aesthetic experience; Chapter 10. Product aesthetics; 1. Introduction; 2. Organizational properties; 3. Meaningful properties
4. Universal aesthetic principles

Sommario/riassunto

The book brings together research that investigates how people experience products: durable, non-durable, or virtual. In contrast to other books, the present book takes a very broad, possibly all-inclusive perspective, on how people experience products. It thereby bridges gaps between several areas within psychology (e.g. perception, cognition, emotion) and links these areas to more applied areas of science, such as product design, human-computer interaction and marketing. The field of product experience research will include some of the research from four areas: Arts, Ergonomics, Techn
