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Titolo	Perspectives on design and digital communication III : research, innovations and best practices // edited by Nuno Martins, Daniel Brandão, Francisco Paiva
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Descrizione fisica	1 online resource (398 pages) : illustrations (black and white, and color)
Collana	Springer Series in Design and Innovation, , 2661-8192 ; ; 24
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Soggetti	Digital communications - Design Digital media - Design
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Nota di contenuto	Interfaces, data and plural languages to develop CoDE: a collaborative platform for multidisciplinary teams -- Scratch-based game development resource set for a toolkit to game design -- Protecting Users' Information and Dignity through Privacy-enhancing Design -- Design Radicalized as Experience: Disentangling and reassembling the dance floor experience to understand the relationship between Design and clubbing -- A case study of remote user research with older adults during lockdown: Analysis of barriers, strategies and of communication issues -- Digital security narratives in the time of COVID-19: a case for kindness -- The professional practice of type designers in the design of variable fonts -- Inclusive Design is much more than the opposite of Exclusive Design.
Sommario/riassunto	This book gathers new empirical findings fostering advances in the areas of digital and communication design, web, multimedia and motion design, graphic design, branding, and related ones. It includes original contributions by authoritative authors based on the best papers presented at the 5th International Conference on Digital Design and Communication, Digicom 2021, together with some invited chapters written by leading international researchers. They report on innovative design strategies supporting communication in a global,

digital world, and addressing, at the same time, key individual and societal needs. This book is intended to offer a timely snapshot of technologies, trends and challenges in the area of design, communication and branding, and a bridge connecting researchers and professionals of different disciplines, such as graphic design, digital communication, corporate, UI Design and UX design.

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