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phenomena of experience; 6. Chemesthesis
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 Section B: Capacities and skills
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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
