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Edizione	[1st edition]
Descrizione fisica	1 online resource (331 p.)
Disciplina	004.01/9
Soggetti	Ubiquitous computing User interfaces (Computer systems) Human-computer interaction
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	Introduction: the middle of Moore's law -- What is user experience design and who creates it? -- Interaction metaphors -- Information is a material -- The Whirlpool Centralpark refrigerator : the design of an accessory port -- Information shadows -- Clickables : toys and information shadows -- Devices are service avatars -- The iPod : a service avatar -- Appliance-ness -- Roomwizard : an appliance for office society -- Scales of experience -- Plasma poster : unifying work cultures with a digital poster -- Observation and ideation -- Simulation and sketching -- Nabaztag, an ambiguous avatar -- Augmentations and mashups -- Common design challenges -- From invisible computing to everywhere.
Sommario/riassunto	The world of smart shoes, appliances, and phones is already here, but the practice of user experience (UX) design for ubiquitous computing is still relatively new. Design companies like IDEO and frogdesign are regularly asked to design products that unify software interaction, device design and service design -- which are all the key components of ubiquitous computing UX -- and practicing designers need a way to tackle practical challenges of design. Theory is not enough for them -- luckily the industry is now mature enough to have tried and tested best

