

1. Record Nr.	UNINA9910463446503321
Titolo	Theology, evolution and the mind [[electronic resource] /] edited by Neil Spurway
Pubbl/distr/stampa	Newcastle upon Tyne, : Cambridge Scholars, 2009
ISBN	1-4438-1016-9
Descrizione fisica	1 online resource (253 p.)
Altri autori (Persone)	SpurwayNeil <1936->
Disciplina	231.765
Soggetti	Human evolution - Religious aspects - Christianity Mind and body Brain - Evolution 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	TABLE OF CONTENTS; THE SCIENCE AND RELIGION FORUM; INTRODUCTION; PART 1; CHAPTER ONE; CHAPTER TWO; CHAPTER THREE; CHAPTER FOUR; CHAPTER FIVE; CHAPTER SIX; CHAPTER SEVEN; CHAPTER EIGHT; CHAPTER NINE; CHAPTER TEN; CHAPTER ELEVEN; CHAPTER TWELVE; PART 2; CHAPTER THIRTEEN; CHAPTER FOURTEEN; CHAPTER FIFTEEN; CHAPTER SIXTEEN; CHAPTER SEVENTEEN; INDEX
Sommario/riassunto	In pre-scientific thought mind itself, and its religious perceptions particularly, were considered gifts from God, injected into a previously created world of matter. By contrast, all the contributors to this book accept an evolutionary account of life, mind and its religious dispositions. However they hold more divergent views on the relation of mind to body and brain, on the validity of those religious dispositions, and on how far even Christ, and his predicted Second Coming, may be seen as...

2. Record Nr.	UNINA9910969026803321
Autore	Mara Andrew
Titolo	UX on the go : a flexible guide to user experience design / / Andrew Mara
Pubbl/distr/stampa	New York, NY : , : Routledge, , 2021
ISBN	1-000-16401-2 0-429-27723-7 1-000-16397-0
Edizione	[1st ed.]
Descrizione fisica	1 online resource (243 pages)
Disciplina	658.812 658.8343
Soggetti	Consumer satisfaction User interfaces (Computer systems) - Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover -- Half Title -- Title Page -- Copyright Page -- Dedication -- Table of Contents -- List of Figures -- Acknowledgments -- Introduction -- Welcome to User Experience on the Go -- Defining User Experience -- Three Principles -- First Principle -- Second Principle -- Third Principle -- Good News -- Bad News -- Filling in the Gaps -- A Week in the Life of a UX Professional -- When to Observe and Interview -- A Note about Face-to-Face vs. Virtual Teams -- Using This Book -- The Stretch -- Challenges -- 1 Take an Active User Experience Stance -- Do, Observe, Think -- Just Temperate Brave Action -- UX Team Justice Manifesto -- UX Project Plan -- Preliminary Fieldwork -- UX Scavenger Hunt -- Challenge #1: Finding Your Future Network -- UX Story: Iterating an Orphaned Girls' School in South Sudan -- Conclusion -- 2 Build Your Temporary Team -- Team Assembly -- Design Studio -- Role Card -- Standup -- Project Profile -- Team Meetup -- Challenge #2: Build a UX Lair -- Conclusion -- 3 Map Your Best UX Cycle -- UX Inventory -- Connect the Dots -- Building Additional Team Support -- Opportunity Workshop -- Project Précis -- Requirements -- Challenge #3: Plant a UX Garden -- Conclusion -- 4 Find and Understand Your Users -- What Can Be Measured or Characterized --

Meeting and Engaging with Users -- Agile Ethnography -- Direct Participant Recruiting -- Participant Consent Form -- Remote Participant Recruiting -- When You Can't Meet with Users -- Bodystorming -- Heuristic Audit -- Usability Heuristic Audit -- Gestalt Principles -- Strategize Your User Research -- Research Plan -- Effort vs. Value Diagram -- Challenge #4: Create a Listening Practice -- 5 Ask, Observe, and Involve Users -- Contextual Observation -- Setting -- Structure of the Observation -- Observational Notes -- Interviews -- Setting -- Demeanor -- Structuring the Interview -- User Diaries. Unlocking the Potential of Diary Studies -- Camera Studies -- Task Analysis -- Scope -- Conducting a Task Analysis -- Value -- Challenge #5: Conduct a Five-Second Test -- 6 Design with Users -- User Swarms -- Co-Designing -- UX Story: Designing a Social Robot for Teens: Starting from Scratch -- Challenge #6: Write a Story about Co-Evolving Your Interface and Society -- 7 Test and Begin to Sift through the Data -- Affinity Wall Sprint -- Benchmark Test -- A/B Test -- Sentiment Study -- Card Sort -- Hosting a Card Sort -- Variations in Card Sorting -- Online or Digital Card Sorts -- Challenge #6: Create a Data Dashboard -- Challenge #7: Host a User Trivia Contest -- 8 Collect and Analyze the Data -- Validity -- Qualitative Data Analysis -- Transcript Analysis -- Coding Transcripts -- Diary Study Analysis -- Quantitative Research Analysis -- Benchmarking -- A/B Test Analysis -- Sentiment Study Data -- Eye tracking Study Data -- Tree Test Data -- Card Sort Data -- Conclusion -- Challenge #8: Host a Data Analysis Party -- 9 Find the Story in Your Data -- Stories Are Time Machines -- Concept Stories and Usage Stories -- Where to Start Your Story -- Concept Stories -- Usage Story -- Guided Discovery Map -- Challenge #9: Perform Your User Story -- Conclusion -- 10 Present Data to Users, Team Members, and Stakeholders -- Mode of Presentation -- Case Study -- Findings Report -- PechaKucha -- Insight Blog -- Challenge #10: Create a Data Cartoon -- Conclusion -- 11 Persuade with Personas -- Proto-Persona -- Persona -- UX Story: Personas at Mayo Clinic -- Challenge #11: Create a Persona Village -- Conclusion -- 12 Manifest Your Idea in Sketches -- From Scribbles to Sketches -- Sketching -- Sketch Sprint -- Variation: Sketch with Clients and Stakeholders -- Sketchboard -- Infographics -- Nest the Data in a Story -- Craft an Overall Image Scheme. Simplify the Image -- Make It as Small as Possible -- Storyboards -- Challenge #12: Sketch Your Team's Work Week -- Conclusion -- 13 Wireframes and Mockups -- Wireframes -- Mockups -- Combine and Transform -- UX Story: Wireframing an Educational Flow -- Challenge #13: Create an Interface Documentary -- Conclusion -- 14 Create a Prototype or Minimum Viable Product, and Test It -- Prototype -- UX Story: Prototyping a Food Locker -- Minimum Viable Product -- Usability Test Report -- UX Story: Creating an App MVP for a Community Arts Challenge -- Challenge #14: Take Your MVP or Mockup on Tour -- Conclusion -- 15 Capture the Lessons and Disassemble the Team -- Capture the Lessons of the Cycle -- Procedures -- Task Board Cleanup -- Retrospective -- Project Autopsy -- Team Reflection -- Challenge #15: Hold a Reverse Ice-Breaker -- Conclusion -- 16 Prepare to Do It Again -- UX Brown Bag Meeting -- Interface Pageant -- Pop-Up UX -- User Safari -- User Ecology Blueprint -- Challenge #16: Apply One UX Research Technique to Your Workplace -- Index.

challenges to learn from, this comprehensive guide outlines the process of a User Experience project cycle from assembling a team to researching user needs to creating and verifying a prototype. Practice developing a prototype in as little as a week or build your skills in two, four, eight, or sixteen week stretches. Gain insight into individual motivations, connections, and interactions; learn the three guiding principles of the design system; and discover how to shape a user's experience to achieve goals and improve overall immediate experience, satisfaction, and well-being. Written for professionals looking to learn or expand their skills in user experience design and students studying technical communication, information technology, web and product design, business, or engineering alike, this accessible book provides a foundational knowledge of this diverse and evolving field. A companion website will include examples of contemporary UX projects, material to illustrate key techniques, and other resources for students and instructors. Access the material at [uxonthego.com](http://uxonthego.com)--

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