

1. Record Nr.	UNINA9911093146803321
Titolo	Digital experience design : ideas, industries, interaction / / edited by Linda Leung
Pubbl/distr/stampa	Bristol, U.K., : Intellect, 2008
ISBN	1-282-03516-9 9786612035166 1-84150-285-5
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (130 p.)
Collana	Changing Media, Changing Europe
Altri autori (Persone)	LeungLinda
Disciplina	004.019 006.7
Soggetti	Human-computer interaction User interfaces (Computer systems) - Design User-centered system design Human-computer interaction - Social aspects Interactive computer systems - Design Internet industry World Wide Web - Social aspects Technology - Social aspects
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; Preliminary Pages; Contents; Acknowledgements; Chapter 1 Introduction; Chapter 2 Users as Learners: Rethinking Digital Experiences as Inherently Educational; Chapter 3 You Are What You Wear: The Ideal and Real Consumer/User; Chapter 4 What' s the Story? Harnessing the Power of Storytelling in Film for Experience Design; Chapter 5 The Art of 'Slow' : Taking Time in the Digital Age; Chapter 6 The Personal is the Political: Why Feminism is Important to Experience Design; Chapter 7 Lessons from Web Accessibility and Intellectual Disability Chapter 8 Beyond the Visual: Applying Cinematic Sound Design to the Online EnvironmentChapter 9 Architectures of the Physical and Virtual: Parallel Design Principles in Built and Digital Environments; Chapter 10

Art and Articulation: The Finer Points of Engaging the User in Abstract Concepts and Lateral Thinking; Bibliography; List of Contributors; Index; Back cover

Sommario/riassunto

Although the dot.com bubble burst long ago, the interactive media industry is still flush with fresh talent, new ideas, and financial success. Digital Experience Design chronicles the diverse histories and perspectives of people working in the dot.com world alongside an account of the current issues facing the industry. From the perspective of older disciplines such as education, fine art, and cinema, this volume investigates how dot.com practitioners balance the science of usability with abstract factors such as the emotional response design can provoke. Contributors from a wide-range of diff
