

1. Record Nr.	UNINA9911079016003321
Titolo	Resolution in relation to the payment of Florida claims since the 4th March last. June 2, 1841. Submitted, and ordered to be printed
Pubbl/distr/stampa	Washington, DC : , : [publisher not identified], , 1841
Descrizione fisica	1 online resource (1 page)
Collana	Senate document / 27th Congress, 1st session. Senate ; ; no. 9 [United States congressional serial set] ; ; [serial set no. 390]
Altri autori (Persone)	BentonThomas Hart <1782-1858> (Democrat (MO))
Soggetti	Claims Government publications - United States Legislative materials. United States History War of 1812
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Batch processed record: Metadata reviewed, not verified. Some fields updated by batch processes.

2. Record Nr.	UNINA99111146689303321
Autore	Mara Andrew
Titolo	UX on the go : a flexible guide to user experience design / / Andrew Mara
Pubbl/distr/stampa	Taylor and Francis, 2020
ISBN	1-000-16401-2 0-429-27723-7 1-000-16397-0 9780429277238
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.

interfaces and products in the classroom or the office. With sixteen 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 uxontheho.com"--
