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Nota di contenuto	Contents; Acknowledgments; Introduction: A Cultural Approach to Interaction Design; The Collective Process of Design; Designing the Unfamiliar; How (Not) to Talk about Design; Part I. Changing Technologies, Lasting Innovations; Chapter 1. Design in an Evolving Medium; Design as Framing and Reframing; Design Explorations: Exploring Design in a New Medium; Chapter 2. Affordances of the Digital Medium; The Four Affordances; The Computer Is a Procedural Medium; Draw on Computer Science Concepts and Conventions; The Computer Is a Participatory Medium; Draw on HCI Concepts and Conventions The Computer Is an Encyclopedic MediumDraw on Information Science Concepts and Conventions; The Computer Is a Spatial Medium; Draw on Visual Design Concepts and Conventions; Design Explorations: Exploring the Affordances of the Digital Medium; Chapter 3. Maximizing the Four Affordances; The Grid of Affordances; Shaping and Satisfying Interactors' Expectations; Designing for Agency and Immersion; Design Explorations: Explorations for Maximizing Digital Affordances; Part II. Designing Expressive Procedures; Chapter 4. Computational Strategies of Representation Computation as Symbol ManipulationAbstraction of Processes into Flow Charts and Pseudocode; Scripting Behaviors; State; Modularity and

Encapsulation; Design Explorations: Computational Strategies of Representation; Chapter 5. Building Procedural Complexity; Objects, Classes, Methods, Inheritance; Substitution Systems; Simulations of Complex Systems; Emergence; Computational Procedures Reflect Cultural Values; Design Explorations: Strategies for Procedural Complexity; Part III. Spatial Design Strategies; Chapter 6. Defining and Navigating Spaces and Places; Lists, Tables, and other Containers LandscapesMaps; Places versus Spaces; Abstract Space; Analyzing Real Spaces and Places; Chapter 7. The Library Model for Collocating Information; Aggregating Information, Preserving Knowledge; The Catalog and the Shelf; Labels as Identifiers, Descriptors, and Pointers; Classification Schemes; Information Organization as a Taxonomy of Knowledge; Designing for Navigation with Appropriate Labels; Design Explorations: Collocation in the Emerging Digital Library; Part IV. Designing Encyclopedic Resources; Chapter 8. The Database Model: Strategies for Segmentation and Juxtaposition of Information Semantic SegmentationFlat File Database; Relational Databases; Navigating and Visualizing Large Databases; From Tables to Objects; The Persistence of Ambiguity; Design Explorations: The Database Model; Chapter 9. The Structured Document Model: Using Standardized Metadata to Share Knowledge; Structured Documents Are the Basis of the World Wide Web; Making Meaning with Metadata; Searching the Web with Metadata and Social Networks; Structured Wikis and the Social Creation of Knowledge; XML and the Semantic Web; Design Explorations: Documents Structured with Metadata
Part V. Scripting Interaction

Sommario/riassunto

A foundational text offering a unified design vocabulary and a common methodology for maximizing the expressive power of digital artifacts.
