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| 1. Record Nr. | UNISA996383816703316 |
| Autore | Briggs Henry <1561-1630.> |
| Titolo | The first chiliad of logarithmes, called in the discourse aforegoing the table of numbers. By Henry Brigs Sr. Henry Sauils Professor of Geometry in the Vniuersitie of Oxford [[electronic resource]] |
| Pubbl/distr/stampa | [London, : W. Stansby, 1626] |
| Descrizione fisica | [36] p |
| Altri autori (Persone) | WingateEdmund <1596-1656.> |
| Soggetti | Logarithms |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | <p>Translation of part 2 of "Arithmetique logarithmetique". Part 1 is Edmund Wingate's "Logarhithmotechnia, or the construction, and use of the logarithmetical tables", and part 2 is Henry Briggs's "The first chiliad of logarithmes, called in the discourse aforegoing the table of numbers".</p> <p>Part 2 formerly STC 3742.</p> <p>Part 2 identified as STC 3742 on UMI microfilm.</p> <p>Signatures: A Bâ' Câ¶.</p> <p>Imperfect; only part 2 filmed.</p> <p>Reproduction of the original in the Bodleian Library.</p> |
| Sommario/riassunto | eebo-0014 |

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| 2. Record Nr. | UNINA9910785585203321 |
| Autore | Wigdor Daniel |
| Titolo | Brave NUI world [[electronic resource]] : designing natural user interfaces for touch and gesture / / Daniel Wigdor, Dennis Wixon |
| Pubbl/distr/stampa | Burlington, MA, : Morgan Kaufmann, c2011 |
| ISBN | 1-283-52606-9 9786613838513 0-12-382232-7 |
| Edizione | [1st edition] |
| Descrizione fisica | 1 online resource (257 p.) |
| Altri autori (Persone) | WixonDennis |
| Disciplina | 004.01/9 005.437 |
| Soggetti | User interfaces (Computer systems) Haptic devices Human-computer interaction |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Includes index. |
| Nota di bibliografia | Includes bibliographical references and index. |
| Nota di contenuto | Front Cover; Brave NUI World; Copyright Page; Contents; Preface; Acknowledgments; About the Authors; Part I: Introducing the NUI; CHAPTER 1 Introduction; CHAPTER 2 The Natural User Interface; Description; Application to NUI; Lessons from the Past: The First Apple Pad; Design Guidelines; Summary; CHAPTER 3 Ecological Niche: Computing, the Social Environment, and Ways of Working; Description; Application to NUI; Lessons from the Past; Design Guidelines; Summary; Part II: Design Ethos of NUI; CHAPTER 4 Less Is More; Description; Application to NUI; Lessons from the Past; Design Guidelines SummaryCHAPTER 5 Contextual Environments; Description; Application to NUI; Lessons from the Past; Design Guidelines; Summary; Further Reading; CHAPTER 6 The Spatial NUI; Description; Application to NUI; Lessons from the Past; Design Guidelines; Summary; Further Reading; CHAPTER 7 The Social NUI; Description; Application to NUI; Lessons from the Past; Inter-user Task Coupling; Design Guidelines; Further Reading; CHAPTER 8 Seamlessness; Description; Lessons from the Past; Application to the NUI; Summary; Further Reading; CHAPTER 9 Super Real; Description; Lessons from the Past |

Application to the NUI Summary; Further Reading; CHAPTER 10 Scaffolding; Description; Application to NUI; Lessons from the Past; Design Guidelines; Summary; Further Reading; CHAPTER 11 User Differentiation; Description; Application to NUI; Lessons from the Past; Design Guidelines; Summary; Part III: New Technologies: Understanding and Technological Artifacts; CHAPTER 12 The State-Transition Model of Input; Description; Application to NUI; Lessons from the Past; Design Guidelines; Summary; Further Reading; CHAPTER 13 Fat Fingers; Description; Application to NUI; Lessons from the Past Design Guidelines Summary; Further Reading; CHAPTER 14 No Touch Left Behind: Feedback Is Essential; Description; Application to NUI; Lessons from the Past; Sources of Error; The Contact Visualizer; Design Guidelines; Summary; CHAPTER 15 Touch versus In-Air Gestures; Description; Application to NUI; Lessons from the Past; Design Guidelines; Summary; Further Reading; Part IV: Creating an Interaction Language; CHAPTER 16 Mechanics, Dynamics, and Aesthetics: The Application of MDA; Description; Application to NUI; Lessons from the Past; Design Guidelines; Summary; Further Reading CHAPTER 17 New Primitives Description; Application to NUI; Lessons from the Past; Design Guidelines; Summary; Further Reading; CHAPTER 18 The Anatomy of a Gesture; Description; Application to NUI; Lessons from the past: Ambiguity; Design guidelines; Summary; CHAPTER 19 Properties of a Gesture Language; Description; Application to NUI; Lessons from the Past; Design Guidelines; Summary; Further Reading; CHAPTER 20 Self-Revealing Gestures; Description; Application to NUI; Lessons from the Past: Control vs. Alt Hotkeys; Design Guidelines; Summary; Further Reading CHAPTER 21 A Model of the Mode and Flow of a Gesture System

Sommario/riassunto

Touch and gestural devices have been hailed as next evolutionary step in human-computer interaction. As software companies struggle to catch up with one another in terms of developing the next great touch-based interface, designers are charged with the daunting task of keeping up with the advances in new technology and this new aspect to user experience design. Product and interaction designers, developers and managers are already well versed in UI design, but touch-based interfaces have added a new level of complexity. They need quick references and real-world examples in order to m
