

[PDF] User Experience Psicologia Degli Oggetti Degli Utenti E Dei Contesti Duso

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User experience. Psicologia degli oggetti, degli utenti e dei contesti d'uso-Stefano Triberti 2017

Advances in Usability, User Experience and Assistive Technology-Tareq Z. Ahram 2018-06-27 This book focuses on emerging issues in usability, interface design, human-computer interaction, user experience and assistive technology. It highlights research aimed at understanding human interaction with products, services and systems, and focuses on finding effective approaches for improving user experience. It also discusses key issues in designing and providing assistive devices and services to individuals with disabilities or impairment, to assist mobility, communication, positioning, environmental control and daily living. The book covers modelling as well as innovative design concepts, with a special emphasis on user-centered design, and design for specific populations, particularly the elderly. Virtual reality, digital environments, heuristic evaluation and forms of device interface feedback of (e.g. visual and haptic) are also among the topics covered. Based on the AHFE 2018 Conference on Usability & User Experience and the AHFE 2018 Conference on Human Factors and Assistive Technology, held on July 21-25, 2018, in Orlando, Florida, USA, this book reports on cutting-edge findings, research methods and user-centred evaluation approaches.

Perspectives on Design and Digital Communication II-Nuno Martins

Proceedings of the 20th Congress of the International Ergonomics Association (IEA 2018)-Sebastiano Bagnara 2018-08-10 This book presents the proceedings of the 20th Congress of the International Ergonomics Association (IEA 2018), held on August 26-30, 2018, in Florence, Italy. By highlighting the latest theories and models, as well as cutting-edge technologies and applications, and by combining findings from a range of disciplines including engineering, design, robotics, healthcare, management, computer science, human biology and behavioral science, it provides researchers and practitioners alike with a comprehensive, timely guide on human factors and ergonomics. It also offers an excellent source of innovative ideas to stimulate future discussions and developments aimed at applying knowledge and techniques to optimize system performance, while at the same time promoting the health, safety and wellbeing of individuals. The proceedings include papers from researchers and practitioners, scientists and physicians, institutional leaders, managers and policy makers that contribute to constructing the Human Factors and Ergonomics approach across a variety of methodologies, domains and productive sectors. This volume includes papers addressing the following topics: Ergonomics in Design, Activity Theories for Work Analysis and Design, and Affective Design.

Proceedings of the 1st International and Interdisciplinary Conference on Digital Environments for Education, Arts and Heritage-Alessandro Luigini 2019-03-22 This book gathers peer-reviewed papers presented at the 1st International and Interdisciplinary Conference on Digital Environments for Education, Arts and Heritage (EARTH2018), held in Brixen, Italy in July 2018. The papers focus on interdisciplinary and multi-disciplinary research concerning cutting-edge cultural heritage informatics and engineering; the use of technology for the representation, preservation and communication of cultural heritage knowledge; as well as heritage education in digital environments; innovative experiments in the field of digital representation; and

methodological reflections on the use of IT tools in various educational contexts. The scope of the papers ranges from theoretical research to applications, including education, in several fields of science, technology and art. EARTH 2018 addressed a variety of topics and subtopics, including digital representation technologies, virtual museums and virtual exhibitions, virtual and augmented reality, digital heritage and digital arts, art and heritage education, teaching and technologies for museums, VR and AR technologies in schools, education through digital media, psychology of perception and attention, psychology of arts and communication, as well as serious games and gamification. As such the book provides architects, engineers, computer scientists, social scientists and designers interested in computer applications and cultural heritage with an overview of the latest advances in the field, particularly in the context of science, arts and education.

Podcast marketing-Gaia Passamonti 2020-10-23T00:00:00+02:00 Il primo manuale italiano che spiega cosa sono i branded podcast, come progettarli e quale valore portano in una strategia di content marketing. Nel 2019 12,1 milioni di persone in Italia hanno ascoltato almeno un podcast, contro i 10,3 del 2018, con una crescita quindi del 16%. La durata media di ascolto di un podcast è di oltre 20 minuti. Bastano questi dati per comprendere come questo media possa diventare un tassello davvero efficace e del tutto nuovo della comunicazione e del marketing aziendale. Questo manuale contiene tutti gli strumenti utili per progettare podcast di successo, capaci di rispettare la forma narrativa necessaria per dare voce ai valori del brand in modo rilevante per gli ascoltatori. Responsabili marketing e comunicazione di aziende e agenzie troveranno nel libro, anche attraverso case histories e interviste ai protagonisti del mondo del podcast italiano, tutti gli "attrezzi del mestiere" per comprendere cosa sono i branded podcast, come progettarli e come integrarli in modo efficace in un piano di marketing.

Bottlenecks-David C. Evans 2017-02-11 Learn the psychological constrictions of attention, perception, memory, disposition, motivation, and social influence that determine whether customers will be receptive to your digital innovations. Bottlenecks: Aligning UX Design with User Psychology fills a need for entrepreneurs, designers, and marketing professionals in the application of foundational psychology to user-experience design. The first generation of books on the topic focused on web pages and cognitive psychology. This book covers apps, social media, in-car infotainment, and multiplayer video games, and it explores the crucial roles played by behaviorism, development, personality, and social psychology. Author David Evans is an experimental psychology Ph.D. and senior manager of consumer research at Microsoft who recounts high-stakes case studies in which behavioral theory aligned digital designs with the bottlenecks in human nature to the benefit of users and businesses alike. Innovators in design and students of psychology will learn: The psychological processes determining users' perception of, engagement with, and recommendation of digital innovations Examples of interfaces before and after simple psychological alignments that vastly enhanced their effectiveness Strategies for marketing and product development in an age of social media and behavioral targeting Hypotheses for research that both academics and enterprises can perform to better meet users' needs Who This Book Is For Designers and entrepreneurs will use this book to give their innovations an edge on what are increasingly competitive platforms such as apps, bots, in-car apps, augmented reality content. Usability researchers and market researchers will leverage it to enhance their consulting and reporting. Students and lecturers in psychology departments will want it to help land employment in the private sector. Praise "Bottlenecks" is a tight and eminently actionable read for business leaders in startups and enterprises alike. Evans gives us a rich sense of key psychological processes and even richer examples of them in action." - Nir Eyal, Author of Hooked: How to Build Habit-Forming Products "Clients frequently ask our UX researchers and designers for deeper truths about why certain designs work and others fail. Bottlenecks offers practical explanations and evidence based on the idea that human cognition did not

begin with the digital age.” - John Dirks, UX Director and Partner, Blink UX “Bottlenecks brings together two very important aspects of user experience design: understanding users and translating this into business impact. A must-read for anyone who wants to learn both.” - Josh Lamar, Sr. UX Lead, Microsoft Outlook

La professione dell'ergonomo-Vanni Codeluppi 2017-01-10T00:00:00+01:00 85.101

Design for Ergonomics-Francesca Tosi 2019-11-21 This book focuses on the global quality of the design of systems that people interact with during their work activities and daily lives; a quality that involves the globality of people's experience - physical, sensory, cognitive and emotional. It presents a concise and structured overview of the ergonomic approach to planning, and of methodological and operational tools from ergonomic research that can more directly and concretely contribute to the design process. The book also explores physical ergonomics and cognitive ergonomics, which are essential components of design culture. The final section addresses the main design problems and intervention criteria regarding the design of environments, products and equipment, as well as the design of communication, training and learning interface systems based on digital technologies. The book is chiefly intended for designers and anyone interested in the methods, tools and opportunities for in-depth analysis and development that ergonomics can offer regarding the conception, production and testing of products, environments and services, whether physical or virtual. It also offers a learning resource for professionals and students in Industrial Design and Planning.

Positive Technology: Designing E-experiences for Positive Change-Andrea Gaggioli 2019-09-23 In recent years, there has been a growing interest in the potential role that digital technologies can play in promoting well-being. Smartphones, wearable devices, virtual/augmented reality, social media, and the internet provide a wealth of useful tools and resources to support psychological interventions that facilitate positive emotions, resilience, personal growth, creativity, and social connectedness. Understanding the full extent of this potential, however, requires an interdisciplinary approach that integrates the scientific principles of well-being into the design of e-experiences that foster positive change. This book provides an overview of recent advances and future challenges in Positive Technology, an emergent field within human-computer interaction that seeks to understand how interactive technologies can be used in evidence-based well-being interventions. Its focus of analysis is two-fold: at the theoretical level, Positive Technology aims to develop conceptual frameworks and models for understanding how computers can be effectively used to help individuals achieve greater well-being. At the methodological and applied level, Positive Technology is concerned with the design, development, and validation of digital experiences that promote positive change through pleasure, flow, meaning, competence, and positive relationships.

Responsive Design Workflow-Stephen Hay 2013 Provides information on responsive solutions to Web site design, covering such topics as wireframes, text, breakpoints, screenshots, browsers, and design manuals.

Quirks of the Quantum Mind-Robert G. Jahn 2012-10 BOTH A REFLECTION AND A PRODUCT OF THE MIND This book does not offer a quantum mechanical 'explanation' of human consciousness. Rather, it proposes something far more radical: namely, that quantum mechanics, like any other model of human representation, is both a reflection and a product of the mind, and is fundamentally intuitive, describing a reality of which we are an integral component. ROBERT G. JAHN is Professor of Aerospace Sciences and Dean, Emeritus of Princeton University's School of Engineering and Applied Science, founder of the PEA R laboratory, and Chairman of ICRL. BRENDA J. DUNNE holds degrees in psychology and the humanities, was the director of the PEA R laboratory from its inception in 1979, and is currently President of ICRL.

Neuro Web Design-Susan Weinschenk 2009-03-30 “While you're reading Neuro Web Design, you'll probably find yourself thinking 'I already knew that...' a lot. But when you're finished, you'll discover that your ability to create effective web sites has mysteriously improved. A brilliant idea for a book, and very nicely done.” - Steve Krug, author of Don't Make Me Think! A Common Sense Approach to Web Usability Why do people decide to buy a

product online? Register at your Web site? Trust the information you provide? Neuro Web Design applies the research on motivation, decision making, and neuroscience to the design of Web sites. You will learn the unconscious reasons for people's actions, how emotions affect decisions, and how to apply the principles of persuasion to design Web sites that encourage users to click. Neuro Web Design employs “neuro-marketing” concepts, which are at the intersection of psychology and user experience. It's scientific, yet you'll find it accessible, easy to read, and easy to understand. By applying the concepts and examples in this book, you'll be able to dramatically increase the effectiveness and conversion rates of your own Web site.

P5 eHealth: An Agenda for the Health Technologies of the Future-Gabriella Pravettoni 2019-11-29 This open access volume focuses on the development of a P5 eHealth, or better, a methodological resource for developing the health technologies of the future, based on patients' personal characteristics and needs as the fundamental guidelines for design. It provides practical guidelines and evidence based examples on how to design, implement, use and elevate new technologies for healthcare to support the management of incurable, chronic conditions. The volume further discusses the criticalities of eHealth, why it is difficult to employ eHealth from an organizational point of view or why patients do not always accept the technology, and how eHealth interventions can be improved in the future. By dealing with the state-of-the-art in eHealth technologies, this volume is of great interest to researchers in the field of physical and mental healthcare, psychologists, stakeholders and policymakers as well as technology developers working in the healthcare sector.

Giornale Italiano Di Psicologia- 2006

Networked Flow-Andrea Gaggioli 2012-10-05 Identifying 'networked flow' as the key driver of networked creativity, this new volume in the Springer Briefs series deploys concepts from a range of sub-disciplines in psychology to suggest ways of optimizing the innovative potential of creative networks. In their analysis of how to support these networks, the contributing authors apply expertise in experimental, social, cultural and educational psychology. They show how developing a creative network requires the establishment of an optimal group experience in which individual intentions inform and guide collective goals. The volume represents a three-fold achievement. It develops a ground-breaking new perspective on group creativity: the notion of 'networked flow' as a bridging concept linking the neuropsychological, psychological and social levels of the creative process. In addition, the authors set out a six-stage model that provides researchers with a methodological framework (also by referring to the social network analysis) for studying the creativity traditionally associated with interpersonal contexts. Finally, the book includes perceptive analysis of the novel possibilities opened up by second-generation internet technologies, particularly in social networking, that seem destined to develop and sustain online creativity. As a wide-ranging exposition of a new direction in theoretical psychology that is laden with exciting possibilities, this volume will inform and inspire professionals, scholars and students alike.

DeperoFuturista-Fortunato Depero 1999 During the post-war years Fortunato Depero was one of the key figures of the second Futurist movement, not only in the field of painting but also in graphics, stage sets, the applied arts and experimental writing. This catalogue of the American exhibition, one of the most thorough and up-to-date monographs of the eclectic Italian Futurist artist, is arranged in four sections: The Avant-garde Period 1914-1917 (Plastic Complexes, We Abstract Futurists, Synthetic Architectural Forms), The Aesthetics of Magic 1917-1927 (The Automaton and the Picto-plastic Drama, The New Fantastic), The Magician's House 1919-1927 (The House of Futurist Art. International Exhibitions, Graphic Design), America, America 1928-1932 and more (Metropolitan Visions, Advertising, America Again). A definitive picture of Depero's long career, raging from the early days, to the important Futurist period of the "Casa del Mago"/The Wizard's House (the studio-laboratory created by the artist at Roverero during the time of his enthusiastic participation in the Futurist movement), until the New York period in the thirties, when he was active in costumes, sets and important drawings on urban-industrial themes.

Solving Product Design Exercises-Artiom Dashinsky 2018-02-07 Practice your product design and UX skills. Prepare for your next job interview. Redesign the NYC metrocard system. Design a dashboard for a general practitioner. Redesign an ATM. Learn how to solve and present exercises like these, that top startups use to

interview designers for product design and UI/UX roles. Today top companies are looking for business-minded designers who are not just focused on visuals. With this book you can practice this kind of mindset, prepare for job interview, learn how to interview other designers and find concepts for projects for your portfolio. What will you learn from this book: Prepare for the design interview -- prepare for the design exercise and learn more about how tech companies hire product designers. Improve your portfolio -- use product challenges to showcase in your portfolio instead of unsolicited visual redesigns. Step up your design career -- practice your product design skills to become a better designer and prepare for your next career move. Interview designers -- learn how to interview designers to evaluate their skills in the most efficient and scalable way. What's inside? A 7-step framework for solving product design exercises 30+ examples of exercises similar to exercises used by Google, Facebook, Amazon etc. 5 full solutions for product design exercises 5 short interviews with design leaders that worked at Apple, Google, Pinterest, IDEO etc.

UX Research-Brad Nunnally 2016-11-15 One key responsibility of product designers and UX practitioners is to conduct formal and informal research to clarify design decisions and business needs. But there's often mystery around product research, with the feeling that you need to be a research Zen master to gather anything useful. Fact is, anyone can conduct product research. With this quick reference guide, you'll learn a common language and set of tools to help you carry out research in an informed and productive manner. This book contains four sections, including a brief introduction to UX research, planning and preparation, facilitating research, and analysis and reporting. Each chapter includes a short exercise so you can quickly apply what you've learned. Learn what it takes to ask good research questions Know when to use quantitative and qualitative research methods Explore the logistics and details of coordinating a research session Use softer skills to make research seem natural to participants Learn tools and approaches to uncover meaning in your raw data Communicate your findings with a framework and structure

Don't Make Me Think, Revisited-Steve Krug 2014 Offers observations and solutions to fundamental Web design problems, as well as a new chapter about mobile Web design.

Communicating the Environment to Save the Planet-Maurizio Abbati 2019-01-30 This book, based on authoritative sources and reports, links environmental communication to different fields of competence: environment, sustainability, journalism, mass media, architecture, design, art, green and circular economy, public administration, big event management and legal language. The manual offers a new, scientifically based perspective, and adopts a theoretical-practical approach, providing readers with qualified best practices, case studies and 22 exclusive interviews with professionals. A fluent style of writing leads the readers through specific details, enriching their knowledge without being boring. As such it is an excellent preparatory and interdisciplinary academic tool intended for university students, scholars, professionals, and anyone who would like to know more on the matter.

Quantum Change-William R. Miller 2011-10-21 Most of us walk through each day expecting few surprises. If we want to better ourselves or our lives, we map out a path of gradual change, perhaps in counseling or psychotherapy. Psychologists William Miller and Janet C'de Baca were longtime scholars and teachers of traditional approaches to self-improvement when they became intrigued by a different sort of change that was sometimes experienced by people they encountered--something often described as "a bolt from the blue" or "seeing the light." And when they placed a request in a local newspaper for people's stories of unexpected personal transformation, the deluge of responses was astounding. These compelling stories of epiphanies and sudden insights inspired Miller and C'de Baca to examine the experience of "quantum change" through the lens of scientific psychology. Where does quantum change come from? Why do some of us experience it, and what kind of people do we become as a result? The answers that this book arrives at yield remarkable insights into how human beings achieve lasting change--sometimes even in spite of ourselves.

Psychological Foundations of Marketing-Allan J Kimmel 2018-01-12 This is the only textbook to provide an applied, critical introduction to the role of psychology in marketing, branding and consumer behavior. Ideally

suited for both students and professionals, the new edition is a complete primer on how psychology informs and explains marketing strategies, and how consumers respond to them. The book provides comprehensive coverage of: Motivation: the human needs at the root of many consumer behaviors and marketing decisions. Perception: the nature of perceptual selection, attention, and organization and how they relate to the evolving marketing landscape. Decision making: how and under what circumstances it is possible to predict consumer choices, attitudes, and persuasion. Personality and lifestyle: how insight into consumer personality can be used to formulate marketing plans. Social behavior: the powerful role of social influence on consumption. Now featuring case studies throughout to highlight how psychological research can be applied in the marketplace, and insightful analysis of the role of digital media and new technologies, this award-winning textbook is required reading for anyone interested in this fascinating and evolving subject.

Ottagono- 2004

Image, Eye and Art in Calvino-Birgitte Grundtvig 2017-07-05 Few recent writers have been as interested in the cross-over between texts and visual art as Italo Calvino (1923-85). Involved for most of his life in the publishing industry, he took as much interest in the visual as in the textual aspects of his own and other writers' books. In this volume twenty international Calvino experts, including Barenghi, Battistini, Belpoliti, Hofstadter, Ricci, Scarpa and others, consider the many facets of the interplay between the visual and textual in Calvino's works, from the use of colours in his fiction to the influence of cartoons, from the graphic qualities of the book covers themselves to the significance of photography and landscape in his fiction and non-fiction. The volume is appropriately illustrated with images evoked by Calvino's major texts.

Risk Intelligence-Dylan Evans 2012-04-17 We must make judgments all the time when we can't be certain of the risks. Should we have that elective surgery? Trust the advice of our financial adviser? Take that new job we've been offered? How worried should we be about terrorist attacks? In this lively and groundbreaking book, pioneering researcher Dylan Evans introduces a newly discovered kind of intelligence for assessing risks, demonstrating how vital this risk intelligence is in our lives and how we can all raise our RQs in order to make better decisions every day. Evans has spearheaded the study of risk intelligence, devising a simple test to measure a person's RQ which when posted online sparked a storm of interest and was taken by tens of thousands of people. His research has revealed that risk intelligence is quite different from IQ, and that the vast majority of us have quite poor risk intelligence. However, he did find some people who have very high RQs. So what makes the difference? Introducing a wealth of fascinating research findings, Evans identifies a key set of common errors in our thinking that most of us fall victim to and that undermine our risk intelligence, such as "ambiguity aversion," overconfidence in our knowledge, the fallacy of mind reading, and our attraction to worst-case scenarios. We are also regularly led astray by the ways in which information is provided to us. Citing a wide range of real-life examples-- from the brilliant risk assessment skills of horse race handicappers to the tragically flawed evaluations of risk that caused the financial crisis--Evans illustrates that sometimes our most trusted advisers, including the experts and analysts at the top of their disciplines, don't always give us the best advice when it comes to risk evaluation. Presenting his revolutionary test that allows readers to evaluate their own RQs, Evans introduces a number of simple techniques we can use to build our risk assessment powers and reports on the striking results he's seen in training people to develop their RQs. Both highly engaging and truly mind-changing, Risk Intelligence will fascinate all of those who are interested in how we can improve our thinking in order to enhance our lives.

Enabling Positive Change-Paolo Inghilleri 2014-01-01 Personal psychological growth Why are some people able to promote their own psychological growth and change toward complexity while others not? Is it possible to propose simple methodologies and instruments that would allow selection of positive experiences and hence develop a stronger and richer Self? This book describes the way to promote and foster positive psychological growth in everyday life, through simple instruments accessible to anyone. Positive psychological experience The focal point of the approach is the concept of Flow of Consciousness, an experience of subjective psychological wellbeing that nourishes and complexifies the Self. The authors propose a wide overview of positive psychological experience considering individual characteristics and experiences, as well as the influence of context, culture and

social relationship, and the effects of the immersion in a globalized world, like the increasing daily use of mediated communication technologies. In the various chapters, this conceptual frame is declined in different areas of research, either consolidated ones or new fields. Self-development tips In a fresh and engaging style, the book transports the readers in a world of situations and opportunities through which they can identify themselves in a positive and stable self-development process. In the first two chapters the authors describe the impact of positive psychological experience in social and individual life. In the following chapters the reader discovers, accompanied by the exposition of concrete research results, the specific characteristics that may promote flow experience in several field of experience: the use of communication technology; the experience of social-networks; clinical settings and Psychotherapy; the psychological relation with environment, politics and social participation, school, sports, family business, mentor's influence, and the perception of quality of life in daytime. Everyday opportunities This opportunity of interacting with different and various kinds of experiences, that may appear dispersive, will on the contrary bring the reader - who may choose this book both for professional or personal reasons - to understand the concept of personal psychological growth in the wider and more concrete perspective, and to comprehend which personal skills he may bring into play in order to improve his personality and his daily experience.

Digital Literacy: Tools and Methodologies for Information Society-Rivoltella, Pier Cesare 2008-01-31 Currently in a state of cultural transition, global society is moving from a literary society to digital one, adopting widespread use of advanced technologies such as the Internet and mobile devices. Digital media has an extraordinary impact on society's formative processes, forcing a pragmatic shift in their management and organization. Digital Literacy: Tools and Methodologies for Information Society strives to define a conceptual framework for understanding social changes produced by digital media and creates a framework within which digital literacy acts as a tool to assist younger generations to interact critically with digital media and their culture, providing scholars, educators, researchers, and practitioners a technological and sociological approach to this cutting-edge topic from an educational perspective.

Environmental Psychology-Mirilia Bonnes 1995-06-22 This textbook provides a clear and comprehensive introduction to the rapidly expanding field of environmental psychology. The authors start with a review of the history of environmental psychology, highlighting its interdisciplinary nature. They trace its roots in architecture, ecology and geography, and examine the continuing relationship of these subjects to the psychological tradition. The book then moves through key contemporary lines of research in the field, contrasting models from perception and cognition, such as those of Gibson and Brunswick, with major social psychological approaches as represented by Lewin, Barker and others. The book concludes with an analysis of the most promising areas of research and practice.

You Should Test That-Chris Goward 2012-12-21 Learn how to convert website visitors into customers Part science and part art, conversion optimization is designed to turn visitors into customers. Carefully developed testing procedures are necessary to help you fine-tune images, headlines, navigation, colors, buttons, and every other element, creating a website that encourages visitors to take the action you seek. This book guides you through creating an optimization strategy that supports your business goals, using appropriate analytics tools, generating quality testing ideas, running online experiments, and making the adjustments that work. Conversion optimization is part science and part art; this guide provides step-by-step guidance to help you optimize your website for maximum conversion rates Explains how to analyze data, prioritize experiment opportunities, and choose the right testing methods Helps you learn what to adjust, how to do it, and how to analyze the results Features hands-on exercises, case studies, and a full-color insert reinforcing key tactics Author has used these techniques to assist Fortune 500 clients You Should Test That explains both the "why" and the "how" of conversion optimization, helping you maximize the value of your website.

Human Computer Confluence-Andrea Gaggioli 2015-12 Human computer confluence is a research area aimed at developing an effective, even transparent, bidirectional communication between humans and computers, which has the potential to enable new forms of sensing, perception, interaction, and understanding. This book provides a groundbreaking collection of chapters exploring the science, technology and applications of HCC, bringing

together experts in neuroscience, psychology and computer science.

Pervasive Information Architecture-Andrea Resmini 2011-03-23 Pervasive Information Architecture explains the 'why' and 'how' of pervasive information architecture (IA) through detailed examples and real-world stories. It offers insights about trade-offs that can be made and techniques for even the most unique design challenges. The book will help readers master agile information structures while meeting their unique needs on such devices as smart phones, GPS systems, and tablets. The book provides examples showing how to: model and shape information to adapt itself to users' needs, goals, and seeking strategies; reduce disorientation and increase legibility and way-finding in digital and physical spaces; and alleviate the frustration associated with choosing from an ever-growing set of information, services, and goods. It also describes relevant connections between pieces of information, services and goods to help users achieve their goals. This book will be of value to practitioners, researchers, academics, and students in user experience design, usability, information architecture, interaction design, HCI, web interaction/interface designer, mobile application design/development, and information design. Architects and industrial designers moving into the digital realm will also find this book helpful. Master agile information structures while meeting the unique user needs on such devices as smart phones, GPS systems, and tablets Find out the 'why' and 'how' of pervasive information architecture (IA) through detailed examples and real-world stories Learn about trade-offs that can be made and techniques for even the most unique design challenges

Developmental Robotics-Angelo Cangelosi 2015-01-09 A comprehensive overview of an interdisciplinary approach to robotics that takes direct inspiration from the developmental and learning phenomena observed in children's cognitive development.

The UX Book-Rex Hartson 2012-01-25 The UX Book: Process and Guidelines for Ensuring a Quality User Experience aims to help readers learn how to create and refine interaction designs that ensure a quality user experience (UX). The book seeks to expand the concept of traditional usability to a broader notion of user experience; to provide a hands-on, practical guide to best practices and established principles in a UX lifecycle; and to describe a pragmatic process for managing the overall development effort. The book provides an iterative and evaluation-centered UX lifecycle template, called the Wheel, for interaction design. Key concepts discussed include contextual inquiry and analysis; extracting interaction design requirements; constructing design-informing models; design production; UX goals, metrics, and targets; prototyping; UX evaluation; the interaction cycle and the user action framework; and UX design guidelines. This book will be useful to anyone interested in learning more about creating interaction designs to ensure a quality user experience. These include interaction designers, graphic designers, usability analysts, software engineers, programmers, systems analysts, software quality-assurance specialists, human factors engineers, cognitive psychologists, cosmic psychics, trainers, technical writers, documentation specialists, marketing personnel, and project managers. A very broad approach to user experience through its components—usability, usefulness, and emotional impact with special attention to lightweight methods such as rapid UX evaluation techniques and an agile UX development process Universal applicability of processes, principles, and guidelines—not just for GUIs and the Web, but for all kinds of interaction and devices: embodied interaction, mobile devices, ATMs, refrigerators, and elevator controls, and even highway signage Extensive design guidelines applied in the context of the various kinds of affordances necessary to support all aspects of interaction Real-world stories and contributions from accomplished UX practitioners A practical guide to best practices and established principles in UX A lifecycle template that can be instantiated and tailored to a given project, for a given type of system development, on a given budget

World Wide Waste: How Digital Is Killing Our Planet—and What We Can Do About It-Gerry McGovern 2020-03-13 Speaking out when it's unpopular. Back in the day, Henry David Thoreau raged at the robber barons—the big shots of their age, despoiling the environment in the name of progress. Deep in the throes of the seemingly unstoppable growth of tech, a modern-day Thoreau has emerged in the guise of Gerry McGovern—decrying the massive, hidden negative impacts of tech on the environment. McGovern has thoroughly documented in World Wide Waste how tech damages the Earth—and what we should be doing about it. It is not just the acres of discarded computer hardware conveniently dumped in Third World countries. Every time an email is downloaded

it contributes to global warming. Every tweet, search, check of a webpage creates pollution. Digital is physical. Those data centers are not in the Cloud. They're on land in massive physical buildings packed full of computers hungry for energy. It seems invisible. It seems cheap and free. It's not. Digital costs the Earth.

The Ecological Approach To Visual Perception-James J. Gibson 2013-05-13 This is a book about how we see: the environment around us (its surfaces, their layout, and their colors and textures); where we are in the environment; whether or not we are moving and, if we are, where we are going; what things are good for; how to do things (to thread a needle or drive an automobile); or why things look as they do. The basic assumption is that vision depends on the eye which is connected to the brain. The author suggests that natural vision depends on the eyes in the head on a body supported by the ground, the brain being only the central organ of a complete visual system. When no constraints are put on the visual system, people look around, walk up to something interesting and move around it so as to see it from all sides, and go from one vista to another. That is natural vision -- and what this book is about.

Patient Engagement-Guendalina Graffigna 2016-01-01 Patient engagement should be envisaged as a key priority today to innovate healthcare services delivery and to make it more effective and sustainable. The experience of engagement is a key qualifier of the exchange between the demand (i.e. citizens/patients) and the supply process of healthcare services. To understand and detect the strategic levers that sustain a good quality of patients' engagement may thus allow not only to improve clinical outcomes, but also to increase patients' satisfaction and to reduce the organizational costs of the delivery of services. By assuming a relational marketing perspective, the book offers practical insights about the developmental process of patients' engagement, by suggesting concrete tools for assessing the levels of patients' engagement and strategies to sustain it. Crucial resources to implement these strategies are also the new technologies that should be (1) implemented according to precise guidelines and (2) designed according to a user-centered design process. Furthermore, the book describes possible fields of patients' engagement application by describing the best practices and experiences matured in different fields

Smashing UX Design-Jesmond Allen 2012-05-03

Assistive Technology Assessment Handbook-Stefano Federici 2017-11-23 Assistive Technology Assessment Handbook, Second Edition, proposes an international ideal model for the assistive technology assessment process, outlining how this model can be applied in practice to re-conceptualize the phases of an assistive technology delivery system according to the biopsychosocial model of disability. The model provides reference guidelines for evidence-based practice, guiding both public and private centers that wish to compare, evaluate, and improve their ability to match a person with the correct technology model. This second edition also offers a contribution to the Global Cooperation on Assistive Technology (GATE) initiative, whose activities are strongly focused on the assistive products service delivery model. Organized into three parts, the handbook: gives readers a toolkit for performing assessments; describes the roles of the assessment team members, among them the new profession of psychotechnologist; and reviews technologies for rehabilitation and independent living, including brain-computer interfaces, exoskeletons, and technologies for music therapy. Edited by Stefano Federici and Marcia J. Scherer, this cross-cultural handbook includes contributions from leading experts across five continents, offering a framework for future practice and research.

The Role of Human Factors in Home Health Care-National Research Council 2010-11-14 The rapid growth of home health care has raised many unsolved issues and will have consequences that are far too broad for any one group to analyze in their entirety. Yet a major influence on the safety, quality, and effectiveness of home health care will be the set of issues encompassed by the field of human factors research--the discipline of applying what is known about human capabilities and limitations to the design of products, processes, systems, and work environments. To address these challenges, the National Research Council began a multidisciplinary study to examine a diverse range of behavioral and human factors issues resulting from the increasing migration of medical devices, technologies, and care practices into the home. Its goal is to lay the groundwork for a thorough integration of human factors research with the design and implementation of home health care devices, technologies, and practices. On October 1 and 2, 2009, a group of human factors and other experts met to consider a diverse range of behavioral and human factors issues associated with the increasing migration of medical devices, technologies, and care practices into the home. This book is a summary of that workshop, representing the culmination of the first phase of the study.