Interaction Design. Beyond Human - Computer Interaction. 3rd Edition

Description: A revision of the #1 text in the Human Computer Interaction field, Interaction Design, the third edition is an ideal resource for learning the interdisciplinary skills needed for interaction design, human-computer interaction, information design, web design and ubiquitous computing.

The authors are acknowledged leaders and educators in their field, with a strong global reputation. They bring depth of scope to the subject in this new edition, encompassing the latest technologies and devices including social networking, Web 2.0 and mobile devices. The third edition also adds, develops and updates cases, examples and questions to bring the book in line with the latest in Human Computer Interaction.

Interaction Design offers a cross-disciplinary, practical and process-oriented approach to Human Computer Interaction, showing not just what principles ought to apply to Interaction Design, but crucially how they can be applied. The book focuses on how to design interactive products that enhance and extend the way people communicate, interact and work. Motivating examples are included to illustrate both technical, but also social and ethical issues, making the book approachable and adaptable for both Computer Science and non-Computer Science users. Interviews with key HCI luminaries are included and provide an insight into current and future trends.

The book has an accompanying website which has been updated to include resources to match the new edition.

Contents:
1. What is interaction design?
   1.1 Introduction
   1.2 Good and poor design
   1.3 What is interaction design?
   1.4 The user experience
   1.5 The process of interaction design
   1.6 Interaction design and the user experience
2. Understanding and conceptualizing interaction
   2.1 Introduction
   2.2 Understanding the problem space and conceptualizing design
   2.3 Conceptual models
   2.4 Interface metaphors
   2.5 Interaction types
   2.6 Paradigms, theories, models, and frameworks
3. Cognitive aspects
   3.1 Introduction
   3.2 What is cognition?
3.3 Cognitive frameworks

4. Social interaction
4.1 Introduction
4.2 Being social
4.3 Face-to-face conversations
4.4 Remote conversations
4.5 Telepresence
4.6 Co-presence
4.7 Emergent social phenomena

5. Emotional interaction
5.1 Introduction
5.2 Emotions and the user experience
5.3 Expressive interfaces
5.4 Frustrating interfaces
5.5 Persuasive technologies and behavioural change
5.6 Anthropomorphism and zoomorphism
5.7 Models of emotion

6. Interfaces
6.1 Introduction
6.2 Interface types
6.3 Natural user interfaces
6.4 Which interface?

7. Data gathering
7.1 Introduction
7.2 Five key issues
7.3 Data recording
7.4 Interviews
7.5 Questionnaires
7.6 Observation
7.7 Choosing and combining techniques

8. Data analysis, interpretation, and presentation
8.1 Introduction
12.5 What did we learn from the case studies?

13. An evaluation framework
13.1 Introduction
13.2 DECIDE: A framework to guide evaluation

14. Evaluation Studies: From Controlled to Natural Settings
14.1 Introduction
14.2 Usability testing
14.3 Experiments
14.4 Field studies

15. Evaluation: Inspections, Analytics and Models
15.1 Introduction
15.2 Inspections: heuristic evaluation and walkthroughs
15.3 Analytics
15.4 Predictive models

Order by Fax - using the form below
Order by Post - print the order form below and send to

Research and Markets,
Guinness Centre,
Taylors Lane,
Dublin 8,
Ireland.
Fax Order Form
To place an order via fax simply print this form, fill in the information below and fax the completed form to 646-607-1907 (from USA) or +353-1-481-1716 (from Rest of World). If you have any questions please visit http://www.researchandmarkets.com/contact/

Order Information
Please verify that the product information is correct.

Product Name: Interaction Design. Beyond Human - Computer Interaction. 3rd Edition
Web Address: http://www.researchandmarkets.com/reports/2241999/
Office Code: SCAYONS3

Product Format
Please select the product format and quantity you require:

Quantity
Hard Copy (Paper back): ☐ USD 109 + USD 28 Shipping/Handling

* Shipping/Handling is only charged once per order.

Contact Information
Please enter all the information below in BLOCK CAPITALS

Title: Mr ☐ Mrs ☐ Dr ☐ Miss ☐ Ms ☐ Prof ☐

First Name: ___________________________ Last Name: ___________________________
Email Address: * ___________________________
Job Title: ___________________________
Organisation: ___________________________
Address: ___________________________
City: ___________________________
Postal / Zip Code: ___________________________
Country: ___________________________
Phone Number: ___________________________
Fax Number: ___________________________

* Please refrain from using free email accounts when ordering (e.g. Yahoo, Hotmail, AOL)
Payment Information

Please indicate the payment method you would like to use by selecting the appropriate box.

☐ Pay by credit card: You will receive an email with a link to a secure webpage to enter your credit card details.

☐ Pay by check: Please post the check, accompanied by this form, to:
Research and Markets,
Guinness Center,
Taylors Lane,
Dublin 8,
Ireland.

☐ Pay by wire transfer: Please transfer funds to:
Account number 833 130 83
Sort code 98-53-30
Swift code ULSBIE2D
IBAN number IE78ULSB98533083313083
Bank Address Ulster Bank,
27-35 Main Street,
Blackrock,
Co. Dublin,
Ireland.

If you have a Marketing Code please enter it below:

Marketing Code:

Please note that by ordering from Research and Markets you are agreeing to our Terms and Conditions at http://www.researchandmarkets.com/info/terms.asp