

The Resonant Interface Hci Foundations For Interaction Design

This is likewise one of the factors by obtaining the soft documents of this **The Resonant Interface Hci Foundations For Interaction Design** by online. You might not require more epoch to spend to go to the books inauguration as without difficulty as search for them. In some cases, you likewise complete not discover the broadcast The Resonant Interface Hci Foundations For Interaction Design that you are looking for. It will entirely squander the time.

However below, like you visit this web page, it will be consequently utterly easy to acquire as without difficulty as download guide The Resonant Interface Hci Foundations For Interaction Design

It will not give a positive response many times as we accustom before. You can complete it even if put on an act something else at house and even in your workplace. hence easy! So, are you question? Just exercise just what we come up with the money for under as competently as evaluation **The Resonant Interface Hci Foundations For Interaction Design** what you in imitation of to read!

User Interface Design and Evaluation - Debbie Stone 2005-04-29

User Interface Design and Evaluation provides an overview of the user-centered design field. It illustrates the benefits of a user-centered approach to the design of software, computer systems, and websites. The book provides clear and practical discussions of requirements gathering, developing interaction design from user requirements, and user interface evaluation. The book's coverage includes established HCI topics—for example, visibility, affordance, feedback, metaphors, mental models, and the like—combined with practical guidelines for contemporary designs and current trends, which makes for a winning combination. It provides a clear presentation of ideas, illustrations of concepts, using real-world applications. This book will help readers develop all the skills necessary for iterative user-centered design, and provides a firm foundation for user interface design and evaluation on which to build. It is ideal for seasoned professionals in user interface design and usability engineering (looking for new tools with which to expand their knowledge); new people who enter the HCI field with no prior educational experience; and software developers, web application developers, and information appliance designers who need to

know more about interaction design and evaluation. Co-published by the Open University, UK. Covers the design of graphical user interfaces, web sites, and interfaces for embedded systems. Full color production, with activities, projects, hundreds of illustrations, and industrial applications.

Information Technology - Richard Fox 2013-02-08

Information Technology: An Introduction for Today's Digital World introduces undergraduate students to a wide variety of concepts they will encounter throughout their IT studies and careers. The book covers computer organization and hardware, Windows and Linux operating systems, system administration duties, scripting, computer networks, regular expressions, binary numbers, the Bash shell in Linux, DOS, managing processes and services, and computer security. It also gives students insight on IT-related careers, such as network and web administration, computer forensics, web development, and software engineering. Suitable for any introductory IT course, this classroom-tested text presents many of the topics recommended by the ACM Special Interest Group on IT Education (SIGITE). It offers a far more detailed examination of the computer than current computer literacy texts, focusing on concepts essential to all IT professionals—from

operating systems and hardware to information security and computer ethics. The book highlights Windows/DOS and Linux with numerous examples of issuing commands and controlling the operating systems. It also provides details on hardware, programming, and computer networks. Ancillary Resources The book includes laboratory exercises and some of the figures from the text online. PowerPoint lecture slides, answers to exercises, and a test bank are also available for instructors.

Computational and Experimental Simulations in Engineering - Hiroshi Okada 2019-11-16

This book gathers the latest advances, innovations, and applications in the field of computational engineering, as presented by leading international researchers and engineers at the 24th International Conference on Computational & Experimental Engineering and Sciences (ICCES), held in Tokyo, Japan on March 25-28, 2019. ICCES covers all aspects of applied sciences and engineering: theoretical, analytical, computational, and experimental studies and solutions of problems in the physical, chemical, biological, mechanical, electrical, and mathematical sciences. As such, the book discusses highly diverse topics, including composites; bioengineering & biomechanics; geotechnical engineering; offshore & arctic engineering; multi-scale & multi-physics fluid engineering; structural integrity & longevity; materials design & simulation; and computer modeling methods in engineering. The contributions, which were selected by means of a rigorous international peer-review process, highlight numerous exciting ideas that will spur novel research directions and foster multidisciplinary collaborations.

New Perspectives in End-User Development

- Fabio Paternò 2017-08-09

This book provides an in-depth insight into the emerging paradigm of End-User Development (EUD), discussing the diversity and potential for creating effective environments for end users. Containing a unique set of contributions from a number of international researchers and institutes, many relevant issues are discussed and solutions proposed, making important aspects of end-user development research available to a broader audience. Most people are

familiar with the basic functionality and interfaces of computers. However, developing new or modified applications that can effectively support users' goals still requires considerable programming expertise that cannot be expected of everyone. One of the fundamental challenges that lie ahead is the development of environments that enable users with little or no programming experience to develop and modify their own applications. The ultimate goal is to empower people to flexibly employ and personalise advanced information and communication technologies.

Research in the Wild - Yvonne Rogers

2017-04-04

The phrase "in-the-wild" is becoming popular again in the field of human-computer interaction (HCI), describing approaches to HCI research and accounts of user experience phenomena that differ from those derived from other lab-based methods. The phrase first came to the forefront 20-25 years ago when anthropologists Jean Lave (1988), Lucy Suchman (1987), and Ed Hutchins (1995) began writing about cognition being in-the-wild. Today, it is used more broadly to refer to research that seeks to understand new technology interventions in everyday living. A reason for its resurgence in contemporary HCI is an acknowledgment that so much technology is now embedded and used in our everyday lives. Researchers have begun following suit—decamping from their usability and living labs and moving into the wild; carrying out in-situ development and engagement, sampling experiences, and probing people in their homes and on the streets. The aim of this book is to examine what this new direction entails and what it means for HCI theory, practice, and design. The focus is on the insights, demands and concerns. But how does research in the wild differ from the other applied approaches in interaction design, such as contextual design, action research, or ethnography? What is added by labeling user research as being in-the-wild? One main difference is where the research starts and ends: unlike user-centered, and more specifically, ethnographic approaches which typically begin by observing existing practices and then suggesting general design implications or system requirements, in-the-wild approaches create and evaluate new technologies and

experiences in situ (Rogers, 2012). Moreover, novel technologies are often developed to augment people, places, and settings, without necessarily designing them for specific user needs. There has also been a shift in design thinking. Instead of developing solutions that fit in with existing practices, researchers are experimenting with new technological possibilities that can change and even disrupt behavior. Opportunities are created, interventions installed, and different ways of behaving are encouraged. A key concern is how people react, change and integrate these in their everyday lives. This book outlines the emergence and development of research in the wild. It is structured around a framework for conceptualizing and bringing together the different strands. It covers approaches, methods, case studies, and outcomes. Finally, it notes that there is more in the wild research in HCI than usability and other kinds of user studies in HCI and what the implications of this are for the field.

Human-Machine Reconfigurations - Lucy Suchman 2007

Publisher description

The Handbook of Multimodal-Multisensor Interfaces, Volume 1 - Sharon Oviatt
2017-06-01

The Handbook of Multimodal-Multisensor Interfaces provides the first authoritative resource on what has become the dominant paradigm for new computer interfaces— user input involving new media (speech, multi-touch, gestures, writing) embedded in multimodal-multisensor interfaces. These interfaces support smart phones, wearables, in-vehicle and robotic applications, and many other areas that are now highly competitive commercially. This edited collection is written by international experts and pioneers in the field. It provides a textbook, reference, and technology roadmap for professionals working in this and related areas. This first volume of the handbook presents relevant theory and neuroscience foundations for guiding the development of high-performance systems. Additional chapters discuss approaches to user modeling and interface designs that support user choice, that synergistically combine modalities with sensors, and that blend multimodal input and output. This

volume also highlights an in-depth look at the most common multimodal-multisensor combinations—for example, touch and pen input, haptic and non-speech audio output, and speech-centric systems that co-process either gestures, pen input, gaze, or visible lip movements. A common theme throughout these chapters is supporting mobility and individual differences among users. These handbook chapters provide walk-through examples of system design and processing, information on tools and practical resources for developing and evaluating new systems, and terminology and tutorial support for mastering this emerging field. In the final section of this volume, experts exchange views on a timely and controversial challenge topic, and how they believe multimodal-multisensor interfaces should be designed in the future to most effectively advance human performance. [Design, User Experience, and Usability: Theory, Methodology, and Management](#) - Aaron Marcus
2017-06-28

The three-volume set LNCS 10288, 10289, and 10290 constitutes the proceedings of the 6th International Conference on Design, User Experience, and Usability, DUXU 2017, held as part of the 19th International Conference on Human-Computer Interaction, HCII 2017, in Vancouver, BC, Canada, in July 2017, jointly with 14 other thematically similar conferences. The total of 1228 papers presented at the HCII 2017 conferences were carefully reviewed and selected from 4340 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 168 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three-volume set. LNCS 10288: The 56 papers included in this volume are organized in topical sections on design thinking and design philosophy; aesthetics and perception in design; user experience evaluation methods and tools; user centered design in the software development lifecycle; DUXU education and training. LNCS 10289: The 56 papers

included in this volume are organized in topical sections on persuasive and emotional design; mobile DUXU; designing the playing experience; designing the virtual, augmented and tangible experience; wearables and fashion technology. LNCS 10290: The 56 papers included in this volume are organized in topical sections on information design; understanding the user; DUXU for children and young users; DUXU for art, culture, tourism and environment; DUXU practice and case studies.

The New ABCs of Research - Ben Shneiderman 2016-02-04

The problems we face in the 21st century require innovative thinking from all of us. Be it students, academics, business researchers of government policy makers. Hopes for improving our healthcare, food supply, community safety and environmental sustainability depend on the pervasive application of research solutions. The research heroes who take on the immense problems of our time face bigger than ever challenges, but if they adopt potent guiding principles and effective research lifecycle strategies, they can produce the advances that will enhance the lives of many people. These inspirational research leaders will break free from traditional thinking, disciplinary boundaries, and narrow aspirations. They will be bold innovators and engaged collaborators, who are ready to lead, yet open to new ideas, self-confident, yet empathetic to others. In this book, Ben Shneiderman recognizes the unbounded nature of human creativity, the multiplicative power of teamwork, and the catalytic effects of innovation. He reports on the growing number of initiatives to promote more integrated approaches to research so as to promote the expansion of these efforts. It is meant as a guide to students and junior researchers, as well as a manifesto for senior researchers and policy makers, challenging widely-held beliefs about how applied innovations evolve and how basic breakthroughs are made, and helping to plot the course towards tomorrow's great advancements.

Learning for Adaptive and Reactive Robot Control - Aude Billard 2022-02-08

Methods by which robots can learn control laws that enable real-time reactivity using dynamical systems; with applications and exercises. This book presents a wealth of machine learning

techniques to make the control of robots more flexible and safe when interacting with humans. It introduces a set of control laws that enable reactivity using dynamical systems, a widely used method for solving motion-planning problems in robotics. These control approaches can replan in milliseconds to adapt to new environmental constraints and offer safe and compliant control of forces in contact. The techniques offer theoretical advantages, including convergence to a goal, non-penetration of obstacles, and passivity. The coverage of learning begins with low-level control parameters and progresses to higher-level competencies composed of combinations of skills. Learning for Adaptive and Reactive Robot Control is designed for graduate-level courses in robotics, with chapters that proceed from fundamentals to more advanced content. Techniques covered include learning from demonstration, optimization, and reinforcement learning, and using dynamical systems in learning control laws, trajectory planning, and methods for compliant and force control . Features for teaching in each chapter: • applications, which range from arm manipulators to whole-body control of humanoid robots; • pencil-and-paper and programming exercises; • lecture videos, slides, and MATLAB code examples available on the author's website . • an eTextbook platform website offering protected material[EPS2] for instructors including solutions.

Architecting the Internet of Things - Dieter Uckelmann 2011-04-02

Many of the initial developments towards the Internet of Things have focused on the combination of Auto-ID and networked infrastructures in business-to-business logistics and product lifecycle applications. However, the Internet of Things is more than a business tool for managing business processes more efficiently and more effectively - it will also enable a more convenient way of life. Since the term Internet of Things first came to attention when the Auto-ID Center launched their initial vision for the EPC network for automatically identifying and tracing the flow of goods within supply-chains, increasing numbers of researchers and practitioners have further developed this vision. The authors in this book

provide a research perspective on current and future developments in the Internet of Things. The different chapters cover a broad range of topics from system design aspects and core architectural approaches to end-user participation, business perspectives and applications.

Interacting with Presence - Giuseppe Riva
2014-10-08

The experience of using and interacting with the newest Virtual Reality and computing technologies is profoundly affected by the extent to which we feel ourselves to be really 'present' in computer-generated and -mediated augmented worlds. This feeling of 'Presence', of "being inside the mediated world", is key to understanding developments in applications such as interactive entertainment, gaming, psychotherapy, education, scientific visualisation, sports training and rehabilitation, and many more. This edited volume, featuring contributions from internationally renowned scholars, provides a comprehensive introduction to and overview of the topic of mediated presence - or 'tele-presence' - and of the emerging field of presence research. It is intended for researchers and graduate students in human-computer interaction, cognitive science, psychology, cyberpsychology and computer science, as well as for experienced professionals from the ICT industry. The editors are all well-known professional researchers in the field: Professor Giuseppe Riva from the Catholic University of Milan, Italy; Professor John Waterworth from Umeå University, Sweden; Dianne Murray, an HCI Consultant and editor of the journal "Interacting with Computers".

Innovative Applications of Ambient Intelligence: Advances in Smart Systems - Curran, Kevin
2012-01-31

"This book provides perspectives on the convergence of ubiquitous computing, intelligent systems research, and context awareness with the aim of encouraging the further development of ambient intelligence frameworks and research"--

Design and Ethics - Emma Felton 2013-06-19

The value of design for contributing to environmental solutions and a sustainable future is increasingly recognised. It spans many

spheres of everyday life, and the ethical dimension of design practice that considers environmental, social and economic sustainability is compelling. Approaches to design recognise design as a practice that can transform human experience and understanding, expanding its role beyond stylistic enhancement. The traditional roles of design, designer and designed object are therefore redefined through new understanding of the relationship between the material and immaterial aspects of design where the design product and the design process are embodiments of ideas, values and beliefs. This multi-disciplinary approach considers how to create design which is at once aesthetically pleasing and also ethically considered, with contributions from fields as diverse as architecture, fashion, urban design and philosophy. The authors also address how to teach design based subjects while instilling a desire in the student to develop ethical work practices, both inside and outside the studio.

Designing for Digital Reading - Jennifer Pearson 2013-10-01

Reading is a complex human activity that has evolved, and co-evolved, with technology over thousands of years. Mass printing in the fifteenth century firmly established what we know as the modern book, with its physical format of covers and paper pages, and now-standard features such as page numbers, footnotes, and diagrams. Today, electronic documents are enabling paperless reading supported by eReading technologies such as Kindles and Nooks, yet a high proportion of users still opt to print on paper before reading. This persistent habit of "printing to read" is one sign of the shortcomings of digital documents -- although the popularity of eReaders is one sign of the shortcomings of paper. How do we get the best of both worlds? The physical properties of paper (for example, it is light, thin, and flexible) contribute to the ease with which physical documents are manipulated; but these properties have a completely different set of affordances to their digital equivalents. Paper can be folded, ripped, or scribbled on almost subconsciously -- activities that require significant cognitive attention in their digital form, if they are even possible. The nearly subliminal interaction that comes from years of

learned behavior with paper has been described as lightweight interaction, which is achieved when a person actively reads an article in a way that is so easy and unselfconscious that they are not apt to remember their actions later. Reading is now in a period of rapid change, and digital text is fast becoming the predominant mode of reading. As a society, we are merely at the start of the journey of designing truly effective tools for handling digital text. This book investigates the advantages of paper, how the affordances of paper can be realized in digital form, and what forms best support lightweight interaction for active reading. To understand how to design for the future, we review the ways reading technology and reader behavior have both changed and remained constant over hundreds of years. We explore the reasoning behind reader behavior and introduce and evaluate several user interface designs that implement these lightweight properties familiar from our everyday use of paper. We start by looking back, reviewing the development of reading technology and the progress of research on reading over many years. Drawing key concepts from this review, we move forward to develop and test methods for creating new and more effective interactions for supporting digital reading. Finally, we lay down a set of lightweight attributes which can be used as evidence-based guidelines to improve the usability of future digital reading technologies. By the end of this book, then, we hope you will be equipped to critique the present state of digital reading, and to better design and evaluate new interaction styles and technologies. Table of Contents: Preface / Acknowledgments / Figure Credits / Introduction / Reading Through the Ages / Key Concepts / Lightweight Interactions / Improving Digital Reading / Bibliography / Authors' Biographies

Funology 2 - Mark Blythe 2018-07-20

How should we understand and design for fun as a User Experience? This new edition of a classic book is for students, designers and researchers who want to deepen their understanding of fun in the context of HCI. The 2003 edition was the first book to do this and has been influential in broadening the field. It is the most downloaded book in the Springer HCI Series. This edition adds 14 new chapters that go well beyond the

topics considered in 2003. New chapter topics include: online dating, interactive rides, wellbeing, somaesthetics, design fiction, critical design and participatory design methods. The first edition chapters are also reprinted, with new notes by their authors setting the context in which the 2003 chapter was written and explaining the developments since then. Taken with the new chapters this adds up to a total of 35 theoretical and practical chapters written by the most influential thinkers from academia and industry in this field.

Advances in Future Computer and Control Systems - David Jin 2012-04-13

FCCS2012 is an integrated conference concentrating its focus on Future Computer and Control Systems. "Advances in Future Computer and Control Systems" presents the proceedings of the 2012 International Conference on Future Computer and Control Systems(FCCS2012) held April 21-22,2012, in Changsha, China including recent research results on Future Computer and Control Systems of researchers from all around the world.

Outlines and Highlights for Resonant

Interface - Cram101 Textbook Reviews 2009-12

Never HIGHLIGHT a Book Again! Virtually all of the testable terms, concepts, persons, places, and events from the textbook are included. Cram101 Just the FACTS101 studyguides give all of the outlines, highlights, notes, and quizzes for your textbook with optional online comprehensive practice tests. Only Cram101 is Textbook Specific. Accompanys: 9780321375964

.

The Oxford Handbook of Media, Technology, and Organization Studies - Timon Beyes 2019-12-17

Our most basic relationship with the world is one of technological mediation. Nowadays our available tools are digital, and increasingly what counts in economic, social, and cultural life is what can be digitally stored, distributed, replayed, augmented, and switched. Yet the digital remains very much materially configured, and though it now permeates nearly all human life it has not eclipsed all older technologies. This Handbook is grounded in an understanding that our technologically mediated condition is a condition of organization. It maps and theorizes the largely uncharted territory of media, technology, and organization studies. Written by

scholars of organization and theorists of media and technology, the chapters focus on specific, and specifically mediating, objects that shape the practices, processes, and effects of organization. It is in this spirit that each chapter focuses on a specific technological object, such as the Battery, Clock, High Heels, Container, or Smartphone, asking the question, how does this object or process organize? In staying with the object the chapters remain committed to the everyday, empirical world, rather than being confined to established disciplinary concerns and theoretical developments. As the first sustained and systematic interrogation of the relation between technologies, media, and organization, this Handbook consolidates, deepens, and further develops the empirics and concepts required to make sense of the material forces of organization.

Human-Centered Software Engineering - Cristian Bogdan 2018-12-31

This book constitutes the refereed post-conference proceedings of the 7th IFIP WG 13.2 International Conference on Human-Centered Software Engineering, HCSE 2018, held in Sophia Antipolis, France, in September 2018. The 11 full papers and 7 short papers presented together with 5 poster and demo papers were carefully reviewed and selected from 36 submissions. The papers focus on the interdependencies between user interface properties and contribute to the development of theories, methods, tools and approaches for dealing with multiple properties that should be taken into account when developing interactive systems. They are organized in the following topical sections: HCI education and training; model-based and model-driven approaches; task modeling and task-based approaches; tools and tool support; and usability evaluation and UI testing.

Game Feel - Steve Swink 2008-10-13

"Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a

game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

Human-Computer Interaction: Users and Contexts - Masaaki Kurosu 2015-07-20

The 3-volume set LNCS 9169, 9170, 9171 constitutes the refereed proceedings of the 17th International Conference on Human-Computer Interaction, HCII 2015, held in Los Angeles, CA, USA, in August 2015. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences was carefully reviewed and selected from 4843 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers in LNCS 9171 are organized in topical sections on interaction and quality for the web and social media; HCI in business, industry and innovation; societal and cultural impact of technology; user studies.

Advances in Affective and Pleasurable Design - Yong Gu Ji 2021-07-19

This volume discusses pleasurable design — a part of the traditional usability design and evaluation methodologies. The book emphasizes the importance of designing products and services to maximize user satisfaction. By combining this with traditional usability methods

Resonant Interface does that and more. It moves beyond the traditional scope of human-computer interaction (HCI) and is based on the concept of active learning that integrates theory and practice. Using Computers: Interaction Paradigms; Interaction Frameworks and Styles. Designing Interaction: Interaction Design Process; Discovery; Design; Design Principles; Interaction Design Models; Usability Testing. Facets of Interaction: Color; Interface Components; Icons; Text; Speech and Hearing; Touch and Movement. For all readers interested in human-computer interaction (HCI).

Advances in Visual Informatics - Halimah Badioze Zaman 2013-10-12

This book constitutes the refereed proceedings of the Third International Conference on Advances in Visual Informatics, IVIC 2013, held in Selangor, Malaysia, in November 2013. The four keynotes and 69 papers presented were carefully reviewed and selected from various submissions. The papers focus on four tracks: computer visions and engineering; computer graphics and simulation; virtual and augmented reality; and visualization and social computing.

Sensor-Actuator Supported Implicit Interaction in Driver Assistance Systems - Andreas Riener 2011-06-07

Andreas Riener studies the influence of implicit interaction using vibro-tactile actuators as additional sensory channels for car-driver feedback and pressure sensor arrays for implicit information transmission from the driver toward the vehicle. The results of his experiments suggest the use of both vibro-tactile notifications and pressure sensor images to improve vehicle handling performance and to decrease the driver's cognitive workload.

Converging Technologies for Improving Human Performance - Mihail C. Roco 2013-04-17

M. C. Roco and W.S. Bainbridge In the early decades of the 21st century, concentrated efforts can unify science based on the unity of nature, thereby advancing the combination of nanotechnology, biotechnology, information technology, and new technologies based in cognitive science. With proper attention to ethical issues and societal needs, converging in human abilities, societal technologies could achieve a tremendous improvement outcomes, the nation's productivity, and the quality of life.

This is a broad, cross cutting, emerging and timely opportunity of interest to individuals, society and humanity in the long term. The phrase "convergent technologies" refers to the synergistic combination of four major "NBIC" (nano-bio-info-cogno) provinces of science and technology, each of which is currently progressing at a rapid rate: (a) nanoscience and nanotechnology; (b) biotechnology and biomedicine, including genetic engineering; (c) information technology, including advanced computing and communications; (d) cognitive science, including cognitive neuroscience.

Timely and Broad Opportunity. Convergence of diverse technologies is based on material unity at the nanoscale and on technology integration from that scale.

Human-Computer Interaction -- INTERACT 2013 - Paula Kotzé 2013-07-30

The four-volume set LNCS 8117-8120 constitutes the refereed proceedings of the 14th IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2013, held in Cape Town, South Africa, in September 2013. The 55 papers included in the second volume are organized in topical sections on E-input/output devices (e-readers, whiteboards), facilitating social behaviour and collaboration, gaze-enabled interaction design, gesture and tactile user interfaces, gesture-based user interface design and interaction, health/medical devices, humans and robots, human-work interaction design, interface layout and data entry, learning and knowledge-sharing, learning tools, learning contexts, managing the UX, mobile interaction design, and mobile phone applications.

Digital Rubbish - Jennifer Gabrys 2013-04-26
This is a study of the material life of information and its devices; of electronic waste in its physical and electronic incarnations; a cultural and material mapping of the spaces where electronics in the form of both hardware and information accumulate, break down, or are stowed away. Where other studies have addressed "digital" technology through a focus on its immateriality or virtual qualities, Gabrys traces the material, spatial, cultural and political infrastructures that enable the emergence and dissolution of these technologies. In the course of her book, she explores five interrelated "spaces" where electronics fall apart: from

Silicon Valley to Nasdaq, from containers bound for China to museums and archives that preserve obsolete electronics as cultural artifacts, to the landfill as material repository. *Digital Rubbish: A Natural History of Electronics* describes the materiality of electronics from a unique perspective, examining the multiple forms of waste that electronics create as evidence of the resources, labor, and imaginaries that are bundled into these machines. Ranging across studies of media and technology, as well as environments, geography, and design, Jennifer Gabrys draws together the far-reaching material and cultural processes that enable the making and breaking of these technologies.

Electronic Government and the Information Systems Perspective - Kim Normann Andersen
2011-08-19

This book constitutes the refereed proceedings of the Second International Conference on Electronic Government and the Information Systems Perspective, EGOVIS 2011, held in Toulouse, France, in August/September 2011. The 30 revised full papers presented were carefully reviewed and selected from numerous submissions. Among the topics addressed are aspects of security, reliability, privacy and anonymity of e-government systems, knowledge processing, service-oriented computing, and case studies of e-government systems in several countries.

Exploring Digital Design - Ina Wagner
2010-08-12

Exploring Digital Design takes a multi-disciplinary look at digital design research where digital design is embedded in a larger socio-cultural context. Working from socio-technical research areas such as Participatory Design (PD), Computer Supported Cooperative Work (CSCW) and Human-Computer Interaction (HCI), the book explores how humanities offer new insights into digital design, and discusses a variety of digital design research practices, methods, and theoretical approaches spanning established disciplinary borders. The aim of the book is to explore the diversity of contemporary

digital design practices in which commonly shared aspects are interpreted and integrated into different disciplinary and interdisciplinary conversations. It is the conversations and explorations with humanities that further distinguish this book within digital design research. Illustrated with real examples from digital design research practices from a variety of research projects and from a broad range of contexts *Exploring Digital Design* offers a basis for understanding the disciplinary roots as well as the interdisciplinary dialogues in digital design research, providing theoretical, empirical, and methodological sources for understanding digital design research. The first half of the book *Exploring Digital Design* is authored as a multi-disciplinary approach to digital design research, and represents novel perspectives and analyses in this research. The contributors are Gunnar Liestøl, Andrew Morrison and Christina Mörtberg in addition to the editors. Although primarily written for researchers and graduate students, digital design practitioners will also find the book useful. Overall, *Exploring Digital Design* provides an excellent introduction to, and resource for, research into digital design.

Human-Computer Interfaces and Interactivity: Emergent Research and Applications - Isaías, Pedro
2014-06-30

In more ways than one, assistive technologies can have a profound impact on humans and their operations within society. Understanding these emerging technologies is crucial to their effective use in improving human lives. *Human-Computer Interfaces and Interactivity: Emergent Research and Applications* aims to address the main issues of interest within the culture and design of interactive systems for individuals living with disabilities. This premier reference work addresses a range of approaches including, but not limited to, the conceptual, technological, and design issues related to human-computer interaction, issues of interest to a range of individuals including academics, university teachers, researchers, post-graduate students, public and private institutions, and HCI developers and researchers.