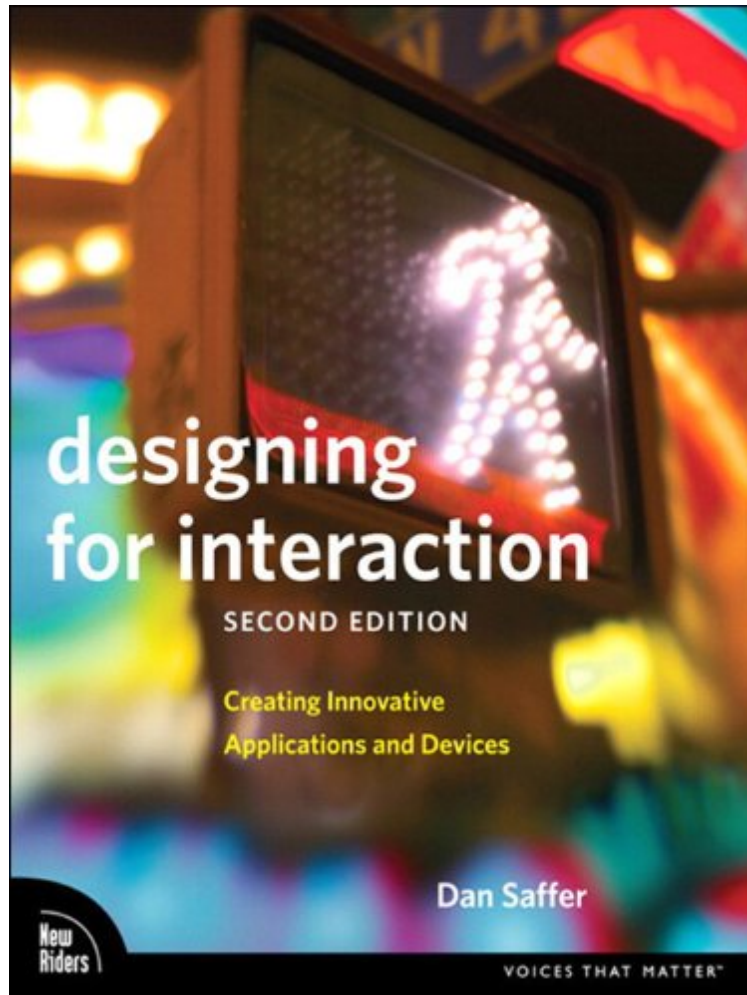


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# Designing for Interaction: Creating Innovative Applications and Devices (Voices That Matter)

Von Dan Saffer

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**Von Dan Saffer : Designing for Interaction: Creating Innovative Applications and Devices (Voices That Matter)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Designing for Interaction: Creating Innovative Applications and Devices (Voices That Matter):

KundenrezensionenHilfreichste Kundenrezensionen3 von 3 Kunden fanden die folgende Rezension hilfreich. Designing for InteractionVon R. BoegelDas Buch "designing for interaction" von Dan Saffer beschreibt detailliert den Prozess einer Interface Produktentwicklung.Der Autor gliedert das Buch in unterschiedliche Kapitel, die Sinnvoll den Designproze beschreiben. Er startet damit Interaction Design zu erklen, zeigt unterschiedliche Anstze fr die Entwicklung auf, bevor er dann mit Design Strategie, Resarch, Auswertung usw. in den Proze startet.Die Anstze die er dabei beschreibt sind Vielseitig und man hat, dann bei der nchsten Gelegenheit vielleicht den ein oder anderen neuen

Ansatz wie man eine Problemstellung noch lösen kann. Allerdings sind die Beschreibungen nicht zu detailliert, sodass man die Lust am Lesen nicht verliert. Das führt an manchen Stellen dazu, dass man z.B. im Research Teil einige Punkte vermisst. Aber den Anspruch alles zu beschreiben hat das Buch nicht. Es vermittelt sehr gut und kurzweilig das Designen von Interaktionen und gibt einen guten Überblick. Der englische Text ist gut verständlich und kommt ohne viele Fremdwörter aus. Ich kann das Buch nur empfehlen, um einen Überblick über Interaction Design zu bekommen. 1 von 1 Kunden fanden die folgende Rezension hilfreich. Man könnte es als Standardwerk betrachten. Von Gokshi Dan Saffer hat in diesem Buch die Prozesse und Überlegungen im Bereich des Interaktionsdesigns klar und detailliert beschrieben. Wenn es um Interaktionsdesign geht, gibt es meines Wissens keine Literatur, die diesem Buch das Wasser reichen kann. Vor allem, weil dieses Buch nicht spezifisch auf Web-Applikationen eingeht, wie viele andere Bücher, sondern jedem hilft, der mit Interaktionsdesign (z.B. Hardwareoberflächen) zu tun hat. Hier die Hauptkapitel: 1 What is Interaction Design? 2 The Four Approaches to Interaction Design 3 Design Strategy 4 Design Research 5 Structured Findings 6 Ideation and Design Principles 7 Refinement 8 Prototyping, Testing and Development 9 The Future of Interaction Design

**Kurzbeschreibung** Building products and services that people interact with is the big challenge of the 21st century. Dan Saffer has done an amazing job synthesizing the chaos into an understandable, ordered reference that is a bookshelf must-have for anyone thinking of creating new designs. Jared Spool, CEO of User Interface Engineering Interaction design is all around us. If you've ever wondered why your mobile phone looks pretty but doesn't work well, you've confronted bad interaction design. But if you've ever marveled at the joy of using an iPhone, shared your photos on Flickr, used an ATM machine, recorded a television show on TiVo, or ordered a movie off Netflix, you've encountered good interaction design: products that work as well as they look. Interaction design is the new field that defines how our interactive products behave. Between the technology that powers our devices and the visual and industrial design that creates the products' aesthetics lies the practice that figures out how to make our products useful, usable, and desirable. This thought-provoking new edition of Designing for Interaction offers the perspective of one of the most respected experts in the field, Dan Saffer. This book will help you learn to create a design strategy that differentiates your product from the competition, use design research to uncover people's behaviors, motivations, and goals in order to design for them, employ brainstorming best practices to create innovative new products and solutions, understand the process and methods used to define product behavior. It also offers interviews and case studies from industry leaders on prototyping, designing in an Agile environment, service design, ubicomp, robots, and more.

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