Blythe / Overbeeke / Monk

Funology

From Usability to Enjoyment

This book reflects the move in Human Computer Interaction studies from standard usability concerns towards a wider set of problems to do with fun, enjoyment, aesthetics and the experience of use.

Traditionally HCI has been concerned with work and task based applications but as digital technologies proliferate in the home fun becomes an important issue. There is an established body of knowledge and a range of techniques and methods for making products and interfaces usable, but far less is known about how to make them enjoyable.

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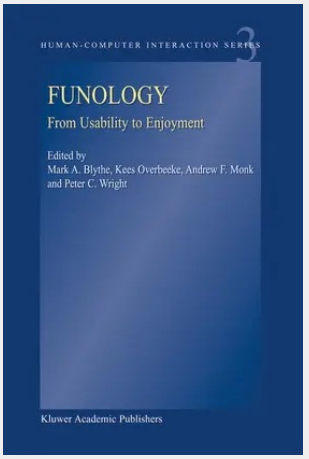

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