

Funology

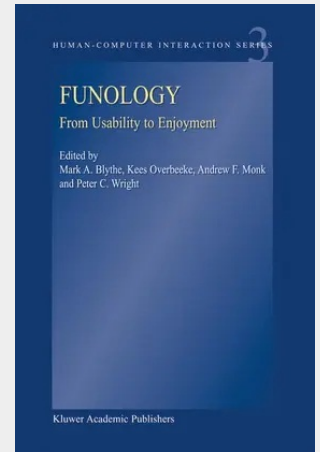
From Usability to Enjoyment

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.

Perhaps in the future there will be a body of knowledge and a set of techniques for assessing the pleasure of interaction that will be as thorough as those that currently assess usability. This book is a first step towards that. It brings together a range of researchers from academia and industry to provide answers. Contributors include Alan Dix, Jacob Nielsen and Mary Beth Rosson as well as a number of other researchers from academia and industry.

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. Perhaps in the future there will be a body of knowledge and a set of techniques for assessing the pleasure of interaction that will be as thorough as those that currently assess usability. This book is a first step towards that. It brings together a range of researchers from academia and industry to provide answers. Contributors include Alan Dix, Jacob Nielsen and Mary Beth Rosson as well as a number of other researchers from academia and industry.



213,99 €

199,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9781402012525

Medium: Buch

ISBN: 978-1-4020-1252-5

Verlag: Springer

Erscheinungstermin: 31.03.2003

Sprache(n): Englisch

Auflage: 1. Auflage 2003

Serie: Human-Computer Interaction Series

Produktform: Gebunden

Gewicht: 699 g

Seiten: 293

Format (B x H): 160 x 241 mm

