

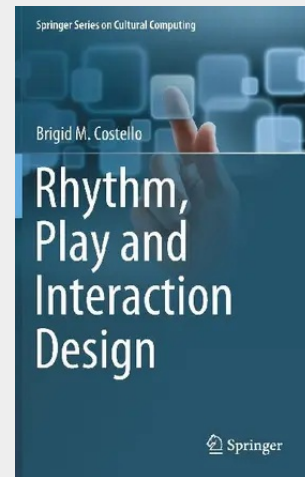
Rhythm, Play and Interaction Design

There are rhythms of action and response to all human-computer interactions. As we click, swipe, tap and sway to their beats, these rhythms intersect with the rhythms of our everyday lives. Perhaps they synchronize, perhaps they disrupt each other or maybe they dance together. Whatever their impact our experience of these rhythms will colour our experience of an interaction design. In playful interactive applications, rhythm is especially crucial because of the role it performs in building and maintaining the precarious spirit of play. Play involves movement and this movement has a rhythm that drives the experience. But what is the character of these rhythms of play and how can they be used in the design of interactive applications? These questions are the focus of this book.

Drawing on traditions of rhythmic design practice in dance, performance, music and architecture, this book reveals key insights into practical strategies for designing playful rhythmic experience. With playful experiences now being incorporated into almost every type of computer application, interaction design practitioners and researchers need to develop a deeper understanding of the specific character of rhythms within play.

Written from a designer's perspective, with interviews from leading creative artists and interaction design practitioners, *Rhythm, Play and Interaction Design* will help practitioners, researchers and students understand, evaluate and create rhythmic experiences.

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53,49 €

49,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9783319678481

Medium: Buch

ISBN: 978-3-319-67848-1

Verlag: Springer

Erscheinungstermin: 11.04.2018

Sprache(n): Englisch

Auflage: 1. Auflage 2018

Serie: Springer Series on Cultural Computing

Produktform: Gebunden

Gewicht: 477 g

Seiten: 188

Format (B x H): 160 x 241 mm

