Interface Design The Art Of Developing Easy To Use

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AdvancED Flash Interface Design Guido Rosso 2006-11-28 * The book will support the new version of Flash, released later on this year. * This is the only up-to-date book on the market that covers Flash Interface Design in this depth. * It includes complete example sites, to show the reader what can be achieved with Flash graphics alone.

Computer-Human Interaction Seongil Lee 2008-06-24 Welcome to the proceedings of APCHI 2008, the 8th Asia-Pacific Conference on Computer–Human Interaction held in Seoul, Korea. Following the success of the preceding APCHI conferences, in Singapore (1996, 2000), Australia (1997), Japan (1998), China (2002), New Zealand (2004) and Taiwan (2006), the 8th APCHI brought together the researchers, developers, practitioners, and educators in the field of human–computer interaction. APCHI has been a major forum for scholars and practitioners in the Asia-Pacific region on the latest challenges and developments in HCI. Theoretical breakthroughs and practical systems and interfaces were presented at this 2008 conference, thanks to the support of KADO, the HCI ITRC of Sungkyu- wan University, and KIST. APCHI 2008 featured a comprehensive program including keynote speeches, regular paper presentations, poster, demos, and special panel sessions. To address the challenge of socially blending ubiquitous computing technologies and a wider sp- trum of people with a variety of skills, knowledge, and capabilities, APCHI 2008 set "Universal and Ubiquitous" as the conference theme. APCHI 2008 attracted a total of 151 paper submissions. Among such a large number of submissions, 45 full papers were accepted as submitted or with minor revisions. All papers were reviewed by at least two reviewers. For the remaining submissions, 41 were recommended to change according to the reviews and were submitted as extended abstracts and posters. One special session with six invited papers was organized to support the conference theme of "Universal and Ubiquitous.

Minimalism Hartmut Obendorf 2009-06-12 The notion of Minimalism is proposed as a theoretical tool supporting a more differentiated understanding of reduction and thus forms a standpoint that allows definition of aspects of simplicity. Possible uses of the notion of minimalism in the field of human–computer interaction design are examined both from a theoretical and empirical viewpoint, giving a range of results. Minimalism defines a radical and potentially useful perspective for design analysis. The empirical examples show that it has also proven to be a useful tool for generating and modifying concrete design techniques. Divided into four parts this book traces the development of minimalism, defines the four types of minimalism in interaction design, looks at how to apply it and finishes with some conclusions.

Fifth Annual Workshop on Space Operations Applications and Research (SOAR '91) 1992

Instructional Technology Research, Design and Development: Lessons from the Field Alias, Nor Aziah 2011-11-30 Design and development research, which has considerable implications for instructional design, focuses on designing and exploring products, artifacts and models, as well as programs, activity, and curricula. Instructional Technology Research, Design and Development: Lessons from the Field is a practical text on design and development research in the field of instructional technology. This book gives readers an overview of design and development research and how it is conducted in different contexts and for various purposes. Further, this reference source provides readers with practical knowledge on design and development research gained through investigation of lessons learned in the field.

The Art of Agile Development James Shore 2008-01-21 For those considering Extreme Programming, this book provides no-nonsense advice on agile planning, development, delivery, and management taken from the authors' many years of experience. While plenty of books address the what and why of agile development, very few offer the information users can apply directly.

Engineering Innovation and Design Artde Donald Kin-Tak Lam 2019-05-31 This volume represents the proceedings of the 7th International Conference on Innovation, Communication and Engineering (ICICE 2018), which was held in P.R. China, November 9-14, 2018. The conference aimed to provide an integrated communication platform for researchers in a wide range of fields including information technology, communication science, applied mathematics, computer science, advanced material science, and engineering. Hopefully, the conference and resulting proceedings will enhance interdisciplinary collaborations between science and engineering technologists in academia and industry within this unique international network.

Web Development with the Mac Aaron Vegh 2010-02-25 Everything you need to know to create Web sites using your Mac Create and deploy striking Web sites and apps on a Mac for your own business or for clients using the essential techniques in this focused guide. While most Web site how-tos are geared toward either designers or programmers, this detailed book covers both aspects, helping you develop the complete skill sets that you'll need professionally. Tap all of the out-of-the-box perks that Apple has to offer for Web development with these techniques and insights from a seasoned Mac Web developer. Takes you through everything that Macs have to offer for Web development, such as a Web server, PHP, and Ruby on Rails; Macs come with these right out of the box, making setting up a Web development environment pushbutton-easy Reveals the science and the artistry behind creating beautiful and intuitive Web pages using Apple technology Covers the technical elements of Web page construction with HTML, CSS, Javascript, PHP, and Rails; then goes beyond to show you how to add creative flair using Photoshop Turn your design and development skills into marketable assets with this essential guide for Apple users. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Automotive Interaction Design Fang Chen 2022-09-19 This book focuses on the design of the in-car human–machine interface (HMI) and the design-relevant psychology. It combines a design perspective with an applied theoretical perspective. The design perspective informs the reader about how to set up a design process that puts users at the centre of the design process. The theoretical perspective provides the reader with an understanding of concepts from perception and cognitive psychology, supporting the decision-making in the design process. This is an ideal book for automotive engineers and practitioners in the automotive industry who face the challenge of designing information and

entertainment systems, advanced driver assistance systems (ADAS) and automated driving systems (ADS), and the associated HMIs.

THE DEVELOPMENT OF TRAFFIC-INFORMATION WEB-SITE-DESIGN GUIDELINES CHRISTOPHER NOWAKOWSKI, JOHN LENNEMAN, MARK KOJIMA, PAUL GREEN 1999

Designing with the Mind in Mind Jeff Johnson 2013-12-17 In this completely updated and revised edition of Designing with the Mind in Mind, Jeff Johnson provides you with just enough background in perceptual and cognitive psychology that user interface (UI) design guidelines make intuitive sense rather than being just a list or rules to follow. Early UI practitioners were trained in cognitive psychology, and developed UI design rules based on it. But as the field has evolved since the first edition of this book, designers enter the field from many disciplines. Practitioners today have enough experience in UI design that they have been exposed to design rules, but it is essential that they understand the psychology behind the rules in order to effectively apply them. In this new edition, you'll find new chapters on human choice and decision making, hand-eye coordination and attention, as well as new examples, figures, and explanations throughout. Provides an essential source for user interface design rules and how, when, and why to apply them Arms designers with the science behind each design rule, allowing them to make informed decisions in projects, and to explain those decisions to others Equips readers with the knowledge to make educated tradeoffs between competing rules, project deadlines, and budget pressures Completely updated and revised, including additional coverage on human choice and decision making, hand-eye coordination and attention, and new mobile and touch-screen examples throughout

Interface Design Peter Bickford 1997 A guide for designing easy-to-use software, this book offers an on-the-job view of what it takes to create great products, offering practical tips and advice instead of forcing the reader to extrapolate from abstract psychological theory. "Human Interface" targets a wide range of design issues, from taming the incomprehensible interfaces of database systems and the Internet, to using sound and animation effectively in multimedia.

Advances in Web-Based Learning Joseph Fong 2003-08-02 This book constitutes the refereed proceedings of the First International Conference on Web-Based Learning, ICWL 2002, held in Hong Kong, China in August 2002.The 34 revised full papers presented together with an invited keynote paper were carefully reviewed and selected from 75 submissions. The papers are organized in topical sections on system modeling and architectures, distance learning systems engineering, collaborative systems, experiences in distance learning, databases and data mining, and multimedia.

GUI Bloopers 2.0 Jeff Johnson 2007-10-04 GUI Bloopers 2.0, Second Edition, is the completely updated and revised version of GUI Bloopers. It looks at user interface design bloopers from commercial software, Web sites, Web applications, and information appliances, explaining how intelligent, well-intentioned professionals make these mistakes – and how you can avoid them. GUI expert Jeff Johnson presents the reality of interface design in an entertaining, anecdotal, and instructive way while equipping readers with the minimum of theory. This updated version reflects the bloopers that are common today, incorporating many comments and suggestions from first edition readers. It covers bloopers in a wide range of categories including GUI controls, graphic design and layout, text messages, interaction strategies, Web site design – including search, link, and navigation, responsiveness issues, and management decision-making. Organized and formatted so information needed is quickly found, the new edition features call-outs for the examples and informative captions to enhance quick knowledge building. This book is recommended for software engineers, web designers,

web application developers, and interaction designers working on all kinds of products. Updated to reflect the bloopers that are common today, incorporating many comments and suggestions from first edition readers Takes a learn-by-example approach that teaches how to avoid common errors Covers bloopers in a wide range of categories: GUI controls, graphic design and layout, text messages, interaction strategies, Web site design -- including search, link, and navigation, responsiveness issues, and management decision-making Organized and formatted so information needed is quickly found, the new edition features call-outs for the examples and informative captions to enhance quick knowledge building Hundreds of illustrations: both the DOs and the DON'Ts for each topic covered, with checklists and additional bloopers on www.gui-bloopers.com

Usability Evaluation of Online Learning Programs Claude Ghaoui 2003-01-01 Successful use of information and communication technologies depends on usable designs that do not require expensive training, accommodate the needs of diverse users and are low cost. There is a growing demand and increasing pressure for adopting innovative approaches to the design and delivery of education, hence, the use of online learning (also called E-learning) as a mode of study. This is partly due to the increasing number of learners and the limited resources available to meet a wide range of various needs, backgrounds, expectations, skills, levels, ages, abilities and disabilities. The advances of new technology and communications (WWW, Human Computer Interaction and Multimedia) have made it possible to reach out to a bigger audience around the globe. By focusing on the issues that have impact on the usability of online learning programs and their implementation, Usability Evaluation of Online Learning Programs specifically fills-in a gap in this area, which is particularly invaluable to practitioners.

International Colloquium of Art and Design Education Research (i-CADER 2014) Oskar Hasdinor Hassan 2015-10-02 This book focuses on Art and Design Education Research. Gathering 72 papers illustrated with diagrams and tables, they provide state-of-the-art information on infrastructure and sustainable issues in Art and Design, focusing on Design Industrial Applications, Visual Communication and New Media, Art Education Research, Cultural Studies, and the Social Implications of Art. They also offer detailed information on innovative research trends in Design Technology and Multimedia Design, as well as a compilation of interdisciplinary findings combining the Humanities and Quality of Life in Art and Design.

Effective UI Jonathan Anderson 2010-01-26 People expect effortless, engaging interaction with desktop and web applications, but producing software that generates enjoyable user experiences is much harder than many companies anticipate. With Effective UI, you'll learn proven user-experience strategies that will satisfy your clients and customers, drive business value, and increase brand strength. This book shows you how to capture the collaborative and cooperative spirit among designers, engineers, and management required for building engaging software. You'll also learn valuable methods for maintaining focus throughout the process -- whether you're a product manager who needs a clear roadmap, a developer or designer looking for guidance and advocacy, or a businessperson who wants to understand and manage user-experience software initiatives. Learn how to build software that will: Generate engaging and interactive experiences between consumers and businesses, or between businesspeople and their information systems Account for how people work with, think about, and consume information Establish a richer means of collaboration and communication Reduce frustration by streamlining complex tasks and creating processes that are more intuitive Distinguish products, services, and brands to create a competitive advantage Create scalable systems that adapt to changing user needs and behaviors

Computer Games and Technical Communication Jennifer deWinter 2016-05-23 Taking as its point of

departure the fundamental observation that games are both technical and symbolic, this collection investigates the multiple intersections between the study of computer games and the discipline of technical and professional writing. Divided into five parts, Computer Games and Technical Communication engages with questions related to workplace communities and gamic simulations; industry documentation; manuals, gameplay, and ethics; training, testing, and number crunching; and the work of games and gamifying work. In that computer games rely on a complex combination of written, verbal, visual, algorithmic, audio, and kinesthetic means to convey information, technical and professional writing scholars are uniquely poised to investigate the intersection between the technical and symbolic aspects of the computer game complex. The contributors to this volume bring to bear the analytic tools of the field to interpret the roles of communication, production, and consumption in this increasingly ubiquitous technical and symbolic medium.

Assistive Technologies: Concepts, Methodologies, Tools, and Applications Management Association, Information Resources 2013-08-31 Individuals with disabilities often have difficulty accomplishing tasks, living independently, and utilizing information technologies; simple aspects of daily life taken for granted by non-disabled individuals. Assistive Technologies: Concepts, Methodologies, Tools, and Applications presents a comprehensive collection of research, developments, and knowledge on technologies that enable disabled individuals to function effectively and accomplish otherwise impossible tasks. These volumes serve as a crucial reference source for experts in fields as diverse as healthcare, information science, education, engineering, and human-computer interaction, with applications bridging multiple disciplines.

Getting a Web Development Job For Dummies Kathleen Taylor 2015-01-20 Provides information on pursuing a career in web development, including the major categories of web development jobs, the necessary skills, how to build a resume and develop a web portfolio, and how to use online job boards.

Android User Interface Design Ian G. Clifton 2013-04-15 Build Android Apps That Are Stunningly Attractive, Functional, and Intuitive In today's crowded Android marketplace, it's more important than ever to differentiate your apps. Great design is the best way to do that. Now, leading Android app design expert Ian G. Clifton shows you how to make your apps come alive and how to deliver apps that users will want, love, and buy! Reflecting the Android 4.2 SDK, this book serves both as a tutorial for the entire design and implementation process and as a handy reference you'll rely on for every Android development project. Clifton shows how to create effective designs, organize them into Android components, and move gracefully from idea, to wireframe, to comp, to finished app. You'll learn how to bring your own voice, personality, and style to your app designs; how to leverage advanced drawing techniques such as PorterDuff compositing; how to test designs on diverse Android devices; and much more. Android User Interface Design details each step of the design and development process and contains extensive downloadable sample code, including complete finished apps. Learn how Android has evolved to support outstanding app design Integrate app design with development, from idea through deployment Understand views, the building blocks of Android user interfaces Make the most of wireframes and prototypes Build efficient layouts and integrate smooth animations Make apps more useful by automatically updating ListViews Combine views into custom components Use image compositing and other advanced techniques Work with the canvas and advanced drawing Leverage Google Play and Amazon Appstore assets One step at a time, this guide helps you bridge the gap between Android developers and designers so you can work with colleagues to create world-class app designs...or do it yourself!

Computational Linguistics and Intelligent Text Processing Alexander Gelbukh 2003-08-03 CICLing 2003

(www.CICLing.org) was the 4th annual Conference on Intelligent Text Processing and Computational Linguistics. It was intended to provide a balanced view of the cutting-edge developments in both the theoretical foundations of computational linguistics and the practice of natural language text processing with its numerous applications. A feature of CICLing conferences is their wide scope that covers nearly all areas of computational linguistics and all aspects of natural language processing applications. The conference is a forum for dialogue between the specialists working in these two areas. This year we were honored by the presence of our keynote speakers Eric Brill (Microsoft Research, USA), Aravind Joshi (U. Pennsylvania, USA), Adam Kilgarriff (Brighton U., UK), and Ted Pedersen (U. Minnesota, USA), who delivered excellent extended lectures and organized vivid discussions. Of 92 submissions received, after careful reviewing 67 were selected for presentation; 43 as full papers and 24 as short papers, by 150 authors from 23 countries: Spain (23 authors), China (20), USA (16), Mexico (13), Japan (12), UK (11), Czech Republic (8), Korea and Sweden (7 each), Canada and Ireland (5 each), Hungary (4), Brazil (3), Belgium, Germany, Italy, Romania, Russia and Tunisia (2 each), Cuba, Denmark, Finland and France (1 each).

Readings in Human-Computer Interaction Ronald M. Baecker 2014-06-28 The effectiveness of the user-computer interface has become increasingly important as computer systems have become useful tools for persons not trained in computer science. In fact, the interface is often the most important factor in the success or failure of any computer system. Dealing with the numerous subtly interrelated issues and technical, behavioral, and aesthetic considerations consumes a large and increasing share of development time and a corresponding percentage of the total code for any given application. A revision of one of the most successful books on human-computer interaction, this compilation gives students, researchers, and practitioners an overview of the significant concepts and results in the field and a comprehensive guide to the research literature. Like the first edition, this book combines reprints of key research papers and case studies with synthesizing survey material and analysis by the editors. It is significantly reorganized, updated, and enhanced; over 90% of the papers are new. An invaluable resource for systems designers, cognitive scientists, computer scientists, managers, and anyone concerned with the effectiveness of user-computer interfaces, it is also designed for use as a primary or supplementary text for graduate and advanced undergraduate courses in human-computer interaction and interface design. Human computer interaction--historical, intellectual, and social Developing interactive systems, including design, evaluation methods, and development tools The interaction experience, through a variety of sensory modalities including vision, touch, gesture, audition, speech, and language Theories of information processing and issues of human-computer fit and adaptation

Essential Mobile Interaction Design Cameron Banga 2014 Mobile apps should feel natural and intuitive. Users should quickly and easily understand them. This means effective interaction and interface design is crucial to the success of any mobile app. However, few mobile app developers (or even designers) have had adequate training in these areas.

Perspectives in the Development of Mobile Medical Information Systems Pantea Keikhosrokiani 2019-11-19 Perspectives in the Development of Mobile Medical Information Systems: Life Cycle, Management, Methodological Approach and Application discusses System Development Life Cycle (SDLC) thoroughly, focusing on Mobile Healthcare Information Systems (M-HIS). Covering all aspect of M-HIS development, the book moves from modeling, assessment, and design phases towards prototype phase. Topics such as mobile healthcare information system requirements, model identification, user behavior, system analysis and design are all discussed. Additionally, it covers the construction, coding and testing of a new system, and encompasses a discussion on future directions of the field. Based on an existing mobile cardiac emergency system used as a real case throughout the chapters, and unifying

and clarifying the various processes and concepts of SDLC for M-HIS, this book is a valuable source for medical informaticians, graduate students and several members of biomedical and medical fields interested in medical information systems. Presents a system development life cycle that can be used for developing different kinds of systems others than health related and also can be used for educational purposes Includes behavioral studies in the system development life cycle to assist in the design of systems with consideration of users' behavior, which is even more important for medical systems Uses a real mobile cardiac emergency system as an example for systems development

Hardware/Firmware Interface Design Gary Stringham 2009-10-31 Why care about hardware/firmware interaction? These interfaces are critical, a solid hardware design married with adaptive firmware can access all the capabilities of an application and overcome limitations caused by poor communication. For the first time, a book has come along that will help hardware engineers and firmware engineers work together to mitigate or eliminate problems that occur when hardware and firmware are not optimally compatible. Solving these issues will save time and money, getting products to market sooner to create more revenue. The principles and best practices presented in this book will prove to be a valuable resource for both hardware and firmware engineers. Topics include register layout, interrupts, timing and performance, aborts, and errors. Real world cases studies will help to solidify the principles and best practices with an aim towards cleaner designs, shorter schedules, and better implementation! Reduce product development delays with the best practices in this book Concepts apply to ASICs, ASSPs, SoCs, and FPGAs Real-world examples and case studies highlight the good and bad of design processes

User Interface Design Larry E. Wood 1997-12-02 Although numerous sources document aspects of user-centered design, there are few references that consider how a designer transforms the information gathered about users and their work into an effective user interface design. This book explains just how designers bridge that gap. A group of leading experts in GUI design describe their methods in the context of specific design projects, and while the projects, processes, and methods vary considerably, the common theme is building a bridge between user requirements and user interface design.

Game Development Essentials: Game Interface Design Kevin Saunders 2012-03-27 Covering the complex topic of game interface design, GAME DEVELOPMENT ESSENTIALS: GAME INTERFACE DESIGN, is back with an all new Second Edition. This comprehensive introductory text immerses readers in the foundation, theory, and practice of interface creation, while including interviews with working professionals, examples from every gaming era and many genres, and hundreds of screenshots from contemporary games. Also featured are an expanded practice section with a wide variety of real world design examples, coverage of interface design for mobile and motion-sensing devices, multiplayer games, and much more. Readers will explore everything from the history of game interface design and basic design theories to practical strategies for creating winning, interactive interfaces and user experiences. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

GUI Bloopers Jeff Johnson 2000-03-31 "Better read this book, or your design will be featured in Bloopers II. Seriously, bloopers may be fun in Hollywood outtakes, but no movie director would include them in the final film. So why do we find so many bloopers in shipped software? Follow Jeff Johnson as he leads the blooper patrol deep into enemy territory: he takes no prisoners but reveals all the design stupidities that users have been cursing over the years." -Jakob Nielsen Usability Guru, Nielsen Norman Group "If you are a software developer, read this book, especially if you don't think you need it. Don't worry, it isn't filled with abstract and useless theory--this is a book for doers, code writers, and those in

the front trenches. Buy it, read it, and take two sections daily." -Don Norman President, UNext Learning Systems hr align="CENTER" size="1" width="75%" GUI Bloopers looks at user interface design bloopers from commercial software, Web sites, and information appliances, explaining how intelligent, well-intentioned professionals made these dreadful mistakes--and how you can avoid them. While equipping you with all the theory needed to learn from these examples, GUI expert Jeff Johnson also presents the reality of interface design in an entertaining, anecdotal, and instructive way. This is an excellent, well-illustrated resource for anyone whose work touches on usability issues, including software engineers, Web site designers, managers of development processes, QA professionals, and usability professionals. Features Takes a learn-by-example approach that teaches you to avoid common errors by asking the appropriate questions of your own interface designs. Includes two complete war stories, drawn from the author's personal experience, that describe in detail the challenges faced by UI engineers. Covers bloopers in a wide range of categories: GUI components, layout and appearance, text messages, interaction strategies, Web site design, responsiveness issues, management decision-making, and even more at www.GUI-bloopers.com. Organized and formatted based on the results of its own usability testing--so you can quickly find the information you need, packaged in easily digested pieces.

Student Usability in Educational Software and Games: Improving Experiences Gonzalez, Carina 2012-08-31 "This book explores new models of interaction and human-computer interaction paradigms as applied to learning environments"--Provided by publisher.

Screen Design Manual Frank Thissen 2004 The Screen Design Manual provides designers of interactive media with a practical working guide for preparing and presenting information that is suitable for both their target groups and the media they are using. It highlights background information and relationships, clarifying them with examples, and encourages the further development of the language of digital media. In addition to the basics of perception and learning psychology, ergonomics, communication theory, imagery research, and aesthetics, the book also considers design navigation and orientation elements. Guidelines and checklists, along with the comprehensive design of the book, support the transfer of information into practice. Frank Thissen teaches multimedia didactics and information design at the University of Applied Sciences in Stuttgart. For over 10 years he has been developing computer based training. He has worked for international companies such as Siemens AG and SAP AG. His research project explores the role of emotion in e-learning > www.frank-thissen.de Key Topics: - Interactive media - Text for the screen - Effective use of pictures - Video, animation, and sound - Screen layout - Orientation and navigation - Interaction - Emotions and metamessages - Intercultural communication

Developing User Interfaces for Microsoft Windows Everett N. McKay 1999 Provides straightforward and effective methods you can apply right now to create more usable- user-driven-software. Softcover. CD-ROM included. DLC: User interfaces (Computer systems)

Hybrid Learning Reggie Kwan 2011-07-21 This book constitutes the refereed proceedings of the 4th International Conference on Hybrid Learning, ICHL 2011, held in Hong Kong, China, in August 2011. The 32 contributions presented in this volume were carefully reviewed and selected from numerous submissions. In addition two keynote talks are included in this book. The topics covered are practices in borderless education, pedagogical issues and practice, organizational frameworks for hybrid learning, experiences in hybrid learning, computer supported collaborative learning, and interactive hybrid learning systems.

Human-Computer Interaction. Theory, Design, Development and Practice Masaaki Kurosu 2016-07-04

The 3-volume set LNCS 9731, 9732, and 9733 constitutes the refereed proceedings of the 18th International Conference on Human-Computer Interaction, HCII 2016, held in Toronto, ON, Canada, in July 2016. The total of 1287 papers and 186 posters presented at the HCII 2016 conferences and were carefully reviewed and selected from 4354 submissions. The papers 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 volumes constituting the full 27-volume set of the conference proceedings.

Foundations in Sound Design for Embedded Media Michael Filimowicz 2019-06-25 This volume provides a comprehensive introduction to foundational topics in sound design for embedded media, such as physical computing; interaction design; auditory displays and data sonification; speech synthesis; wearables; smart objects and instruments; user experience; toys and playful tangible objects; and the new sensibilities entailed in expanding the concept of sound design to encompass the totality of our surroundings. The reader will gain a broad understanding of the key concepts and practices that define sound design for its use in computational products and design. The chapters are written by international authors from diverse backgrounds who provide multidisciplinary perspectives on sound in its many embedded forms. The volume is designed as a textbook for students and teachers, as a handbook for researchers in sound, programming and design, and as a survey of key trends and ideas for practitioners interested in exploring the boundaries of their profession.

Advances in Web-Based Learning -- ICWL 2003 Wanlei Zhou 2003-09-09 nd The 2 International Conference on Web-Based Learning (ICWL 2003) took place in Melbourne, Australia. ICWL 2003 followed the tradition of the successful ICWL 2002 held in Hong Kong and aimed at providing an in-depth study of the technical and pedago- cal issues, as well as incorporating management issues of Web-based learning. Additionally, there was a focus on issues of interest to the learner, o?ering the optimal Web based learning environment to achieve high academic results. - akin University organized this conference in conjunction with the Hong Kong WebSociety,toprovideaforumwhichgatherededucators,researchers,techno- gists and implementers of Web-based learning from around the world to discuss, collaborate and advance all relevant issues pertaining to this area of research. The main focus of ICWL 2003 was on the most critical areas of Web-based learning, in particular, Web-based learning environments, virtual universities, pedagogical issues related to Web-based learning, multimedia-based e-learning, interactive e-learning systems, intelligence in on-line education, e-learning so- tions, CSCL, and authoring tools for e-learning. In total, the conference received 118 papers from researchers and practitioners from 13 countries. Each paper was reviewed by at least three internationally renowned referees. Papers were ri- rously examined and selected based on their originality, signi?cance, correctness, relevance, and clarity of presentation. Among the high-quality submissions, 50 papers were accepted and included in the proceedings. Later, the proceedings editors will recommend that some high-quality papers from the conference be published in a special issue of an international journal.

Don't Make Me Think Steve Krug 2009-08-05 Five years and more than 100,000 copies after it was first published, it's hard to imagine anyone working in Web design who hasn't read Steve Krug's "instant classic" on Web usability, but people are still discovering it every day. In this second edition, Steve adds three new chapters in the same style as the original: wry and entertaining, yet loaded with insights and practical advice for novice and veteran alike. Don't be surprised if it completely changes the way you think about Web design. Three New Chapters! Usability as common courtesy -- Why people really leave Web sites Web Accessibility, CSS, and you -- Making sites usable and accessible Help! My boss wants me to _____. -- Surviving executive design whims "I thought usability was the enemy of

design until I read the first edition of this book. Don't Make Me Think! showed me how to put myself in the position of the person who uses my site. After reading it over a couple of hours and putting its ideas to work for the past five years, I can say it has done more to improve my abilities as a Web designer than any other book. In this second edition, Steve Krug adds essential ammunition for those whose bosses, clients, stakeholders, and marketing managers insist on doing the wrong thing. If you design, write, program, own, or manage Web sites, you must read this book." -- Jeffrey Zeldman, author of Designing with Web Standards

A Methodology for Client/server and Web Application Development Roger Fournier 1999 Bring discipline and power to all your Web & C/S projects! Roger Fournier's. A Methodology for Client/Server and Web Application Development shows you how to impose needed discipline on even the most complex Web and client/server development projects. Fournier's start-to-finish methodology walks you step-by-step through every phase: survey, analysis, design, construction, implementation and beyond. Master powerful techniques for delivering finished software faster, including iterative/incremental development, prototyping, timeboxing and joint facilitated user sessions. With extensive examples, checklists and worksheets, Fournier demonstrates how to: Build an enterprise architecture with true scalability and flexibility. Leverage object-oriented programming techniques to the fullest. Establish an effective testing process. Promote reusability with DCOM/ActiveX (TM), CORBA, and JavaBeans (TM) components. Implement technology infrastructures that support Web and C/S development. Discover specific ways to mitigate the risks that lead so many Web and client/server projects to fail. Learn how to improve communication with users, design databases and Web database access more effectively, plan for user training and data conversion and much more. There are no silver bullets, but this book's systematic "best practices" approach, tips and techniques will help you take charge of your Web and client/server development-and deliver business results faster than ever before.

Display and Interface Design Kevin B. Bennett 2011-03-09 Technological advances in hardware and software provide powerful tools with the potential to design interfaces that are powerful and easy to use. Yet, the frustrations and convoluted "work-arounds" often encountered make it clear that there is substantial room for improvement. Drawn from more than 60 years of combined experience studying, implementing, and teaching about performance in human-technology systems, Display and Interface Design: Subtle Science, Exact Art provides a theoretically-based yet practical guide for ecological display and interface design. Written from the perspective of cognitive systems engineering and ecological interface design, the book delineates how to design interfaces tailored to specific work demands, leverage the powerful perception-action skills of the human, and use powerful interface technologies wisely. This triadic approach (domain, human, interface) to display and interface design stands in sharp contrast to traditional dyadic (human, interface) approaches. The authors describe general principles and specific strategies at length and include concrete examples and extensive design tutorials that illustrate quite clearly how these principles and strategies can be applied. The coverage spans the entire continuum of interfaces that might need to be developed in today's work places. The reason that good interfaces are few and far between is really quite simple: they are extremely difficult to design and build properly. While there are many books available that address display design, most of them focus on aesthetic principles but lack scientific rigor, or are descriptive but not prescriptive. Whether you are exploring the principles of interface design or designing and implementing interfaces, this book elucidates an overarching framework for design that can be applied to the broad spectrum of existing domains.

User Interface Design for Programmers Avram Joel Spolsky 2008-01-01 Most programmers' fear of user interface (UI) programming comes from their fear of doing UI design. They think that UI design is like

graphic design—the mysterious process by which creative, latte-drinking, all-black-wearing people produce cool-looking, artistic pieces. Most programmers see themselves as analytic, logical thinkers instead—strong at reasoning, weak on artistic judgment, and incapable of doing UI design. In this brilliantly readable book, author Joel Spolsky proposes simple, logical rules that can be applied without any artistic talent to improve any user interface, from traditional GUI applications to websites to consumer electronics. Spolsky's primary axiom, the importance of bringing the program model in line with the user model, is both rational and simple. In a fun and entertaining way, Spolky makes user interface design easy for programmers to grasp. After reading User Interface Design for Programmers, you'll know how to design interfaces with the user in mind. You'll learn the important principles that underlie all good UI design, and you'll learn how to perform usability testing that works.