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DEVELOPING USER INTERFACES

Ensuring Usability Through Product & Process

Deborah Hix • H. Rex Hartson
Foreword by James D. Foley

Developing User Interfaces Ensuring Usability Through Product And Process

Theo Mandel

Developing User Interfaces Ensuring Usability Through Product And Process:

Developing User Interfaces Deborah Hix,H. Rex Hartson,1993-05-10 Ensuring usability in a user interface requires keen attention to both the interface itself and the process by which it is developed This book presents state of the art guidelines on both of these topics interface and process in a single comprehensive volume written in a practical step by step approach

3D User Interfaces Joseph J. LaViola Jr.,Ernst Kruijff,Ryan P. McMahan,Doug Bowman,Ivan P. Poupyrev,2017-04-07 The Complete Up To Date Guide to Building Great 3D User Interfaces for Any Application 3D interaction is suddenly everywhere But simply using 3D input or displays isn t enough 3D interfaces must be carefully designed for optimal user experience 3D User Interfaces Theory and Practice Second Edition is today s most comprehensive primary reference to building state of the art 3D user interfaces and interactions Five pioneering researchers and practitioners cover the full spectrum of emerging applications techniques and best practices The authors combine theoretical foundations analysis of leading devices and empirically validated design guidelines This edition adds two new chapters on human factors and general human computer interaction indispensable foundational knowledge for building any 3D user interface It also demonstrates advanced concepts at work through two running case studies a first person VR game and a mobile augmented reality application Coverage Includes 3D user interfaces evolution elements and roadmaps Key applications virtual and augmented reality VR AR mobile wearable devices What 3D UI designers should know about human sensory systems and cognition ergonomics How proven human computer interaction techniques apply to 3D UIs 3D UI output hardware for visual auditory and haptic tactile systems Obtaining 3D position orientation and motion data for users in physical space 3D object selection and manipulation Navigation and wayfinding techniques for moving through virtual and physical spaces Changing application state with system control techniques issuing commands and enabling other forms of user input Strategies for choosing developing and evaluating 3D user interfaces Utilizing 2D magic natural multimodal and two handed interaction The future of 3D user interfaces open research problems and emerging technologies *Formal Methods in Human-Computer Interaction* Philippe Palanque,Fabio Paterno,2012-12-06 Formal methods have already been shown to improve the development process and quality assurance in system design and implementation This volume examines whether these benefits also apply to the field of human computer interface design and implementation and whether formal methods can offer useful support in usability evaluation and obtaining more reliable implementations of user requirements Its main aim is to compare the different approaches and examine which particular type of implementation and problem each one is best suited to To enable the reader to compare and contrast the approaches as easily as possible each one is applied to the same case study the specification of an ideal Netscape like web browser and html page server The resulting volume will provide invaluable reading for final year undergraduate and postgraduate courses on user interfaces user interface design and applications of formal methods **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   <u>Multiple User Interfaces</u> Ahmed Seffah,Homa Javahery,2005-01-14 Multiple User Interfaces allow people using mobile phones lap tops desk tops palm tops or PDAs to access and read information from their central server or the internet in a coherent and consistent way and to communicate effectively with other users who may be using different devices MUIs provide multiple views of the information according to the device used and co ordinate communication between the users Multiple User Interfaces Engineering and Applications Frameworks is the first work to describe user interface design for mobile and hand held devices such as mobile phones Given the proliferation of books on web site design in the late 90s this promises to be the forerunner in a new wave of books dealing with the issues specific to small screens limited memory and wireless transmission It also deals with problems relating to multi user functionality and sharing the same application over various platforms Offers a comprehensive account of state of the art research Combines human and technical aspects including social interaction workflow HCI system architectures Provides practical toolkits guidelines and experience reports Includes contributions from leading experts at all the key institutions Virginia Tech Concordia University Lancaster University Ericsson Intel With such a unique and cutting edge approach researchers and developers working on user interface design in companies manufacturing handsets and other portable devices university HCI groups and companies providing web based information services for delivery to hand held devices will find this indispensable

Computer-Supported Collaboration Weidong Huang,Mark Billinghurst,Leila Alem,Chun Xiao,Troels Rasmussen,2024-05-24 Discover the latest developments in AR VR mobile and wearable technologies for the remote guidance of physical tasks In Computer Supported Collaboration Theory and Practice an expert team of researchers delivers the latest instruction in using augmented reality AR virtual reality VR and mobile or wearable technology to support remote guidance on physical tasks The authors offer an overview of the field before moving on to discuss state of the art research developments in everything from shared visual spaces to the use of hand gestures and gaze information for better collaboration The book also describes the hardware devices software tools and libraries that can be used to help build remote guidance systems as well as the industrial systems and applications that have been used in real world settings Finally Computer Supported Collaboration includes a discussion of the current challenges faced by practitioners in the field and likely future directions for new research and development Readers will also discover A thorough introduction and review of the art of remote guidance research and engineering Comprehensive explorations of the shared visual space used to support common grounding and the remote guidance of physical tasks as well as mobility support for local workers Practical

discussions of mobility support of workers and helpers in remote guidance including systems that support hands free interaction In depth explorations of communication cues in remote guidance including systems that support gesturing and sketching on a touch based display Perfect for researchers and professionals working in human computer interaction or computer supported collaborative work Computer Supported Collaboration Theory and Practice is also an ideal resource for educators and graduate students teaching or studying in these fields   **Berkshire Encyclopedia of Human-computer Interaction** William Sims Bainbridge,2004 Presents a collection of articles on human computer interaction covering such topics as applications methods hardware and computers and society   The Elements of User Interface Design Theo Mandel,1997-02-21 a book that should be forced on every developer working today If only half the rules in this book were followed the quality of most programs would increase tenfold Kevin Bachus praising Theo Mandel s The GUI OOUI War A total guide to mastering the art and science of user interface design For most computer users the user interface is the software and in today s ultracompetitive software markets developers can t afford to provide users and clients with anything less than optimal software ease usability and appeal The Elements of User Interface Design is written by a cognitive psychologist and interface design specialist with more than a decade s research and design experience Writing for novices and veteran developers and designers alike Dr Mandel takes you from command line interfaces and graphical user interfaces GUIs to object oriented user interfaces OOUIs and cutting edge interface technologies and techniques Throughout coverage is liberally supplemented with screen shots real life case studies and vignettes that bring interface design principles to life Destined to become the bible for a new generation of designers and developers The Elements of User Interface Design Arms you with a tested in the trenches four phase iterative design process Analyzes well known interfaces including Windows 95 Windows NT OS 2 Warp Microsoft Bob Visual Basic Macintosh and the World Wide Web Schools you in object oriented interface OOUI design principles and techniques Offers practical coverage of interface agents wizards voice interaction social user interfaces Web design and other new and emerging technologies   **Ergonomics for All: Celebrating PPCOE's 20 years of Excellence** Dyi-Yih Michael Lin,Hsieh-Ching Chen,2010-09-29 This book contains the selected papers presented at the 20th anniversary meeting of the Pan Pacific Conference on Ergonomics organized by the Ergonomics Society of Taiwan PPCOE 2010 is an international forum aimed to bring together scholars and practitioners from around the world to exchange and disseminate the latest developments in erg   **Graphical User Interface Design and Evaluation (guide)** David Redmond-Pyle,Alan Moore,1995 Describes a design process that contains techniques such as usability requirement specification task modelling object modelling style guide definition GUI design prototyping and valuation integrated together into a coherent framework This is intended for professional software developers   **Usability in Practice** Michael E. Wiklund,1994 Investigate how major corporations such as Microsoft Borland Apple Eastman Kodak and Silicon Graphics are addressing usability issues Written by usability engineering leadership this book presents case studies of each organization

outlining their program structures program goals and team members responsibilities and resources   *A Practical Guide to Usability Testing* Joseph S. Dumas,Janice Redish,1999 In this volume the authors begin by defining usability advocating and explaining the methods of usability engineering and reviewing many techniques for assessing and assuring usability throughout the development process They then follow all the steps in planning and conducting a usability test analyzing data and using the results to improve both products and processes This book is simply written and filled with examples from many types of products and tests It discusses the full range of testing options from quick studies with a few subjects to more formal tests with carefully designed controls The authors discuss the place of usability laboratories in testing as well as the skills needed to conduct a test Included are forms to use or modify to conduct a usability test as well as layouts of existing labs that will help the reader build his or her own   **3D User Interfaces** Doug A. Bowman,2005 Augmented mixed reality gestural 3d en multisensory interfaces   **Conference Record** ,1997   **Critical Issues in User Interface Systems Engineering** David Benyon,1996 It takes a thoroughly integrated approach to the topic based on the principle that systems development can not be divided into design and implementation Instead the topic is assessed from a number of different viewpoints each of which reflects a different perspective on the products processes behaviour and construction of user interface software   *The Cross-GUI Handbook* Aaron Marcus,Nick Smilonich,Lynne Thompson,1995 A source for programmers of comparative information about the principle graphical interfaces GUIs currently available Compares features capabilities appearance behavior and strengths of various GUIs Includes design guidelines for portability and migration and recommendations for handling conflicting or incomplete style guides Covers GUI environments such as Microsoft Windows and Windows NT OSF Motif NeXTSTEP IBM OS 2 and Apple Macintosh Contains numerous diagrams Annotation copyright by Book News Inc Portland OR   **Health Information Systems** Joel Rodrigues,2009-12-31 This reference set provides a complete understanding of the development of applications and concepts in clinical patient and hospital information systems Provided by publisher   Organizing Knowledge J. E. Rowley,John Farrow,2000 Part 1 Information basics explores the nature of information and knowledge and their incorporation into documents Part 2 Records focuses specifically on electronic databases for accessing print or electronic media Part 3 Access explores the range of tools for accessing information resources and covers interfaces indexing and searching languages classification thesauri and catalogue and bibliographic access points Finally Part 4 Systems describes the contexts through which knowledge can be organized and retrieved including OPACs the Internet CD ROMs online search sevices and printed indexes and documents   **Encyclopedia of New Media** Steve Jones,2003 This Encyclopedia is the first comprehensive A Z reference on the ongoing revolution in communications   **Cognition and Survey Research** Monroe G. Sirken,1999-04-21 Survey methods research an interdisciplinary approach Introducing the theory and tools of cognitive aspects of survey methodology CASM a movement that has greatly contributed to the evolving field of survey methods research this collection of monographs explores advances

in the use of cognitive psychology and other sciences to improve the quality of data collected in surveys In 22 articles commissioned specifically for this volume leading survey researchers social scientists and statisticians from around the globe evaluate the advantages of interdisciplinary survey techniques focusing on the many contributions of the CASM movement and drawing on such disciplines as statistics cognitive psychology sociology behavioral sciences anthropology linguistics and computer sciences The authors explain basic concepts and methodologies and demonstrate the application of cognitive theory to all phases of survey research including data processing analysis presentation and administration They provide a critical review of the history and findings of CASM oriented research and describe useful cognitive models used in survey testing and design Also the authors discuss the expanding role of computer technologies and statistical advances in the interdisciplinary aspects of survey methods and draw a roadmap for interdisciplinary survey research into the twenty first century Clearly written and supplemented with extensive references and more than 80 figures and charts Cognition and Survey Research is an indispensable guide for statisticians and professionals who would like to be at the cutting edge of interdisciplinary survey methods research involving the social cognitive computer or statistical sciences

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