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This practical book explores the concept of calm technology, a method for smoothly capturing the user's attention only when necessary, while calmly remaining in the user's periphery most of the time.

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Principles of calm design—peripheral attention, context, and ambient awareness; Calm communication patterns—improving attention through a variety of senses; Exercises for improving existing products through calm technology; Principles and patterns of calm technology for companies and teams; The origins of calm technology at Xerox PARC

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Calm Technology Principles And Patterns For Non ...
calm technology principles and patterns for non intrusive design paperback at walmartcom in calm technology amber gives us ready to use patterns for designing calm interactions as well as the underlying principles behind them this practical book explores the concept of calm technology a method for smoothly capturing a users attention

How can you design technology that becomes a part of a user's life and not a distraction from it? This practical book explores the concept of calm technology, a method for smoothly capturing a user's attention only when necessary, while calmly remaining in the background most of the time. You'll learn how to design products that work well, launch well, are easy to support, easy to use, and remain unobtrusive. Author Amber Case presents ideas first introduced by researchers at Xerox PARC in 1995, and explains how they apply to our current technology landscape, especially the Internet of Things. This book is ideal for UX and product designers, managers, creative directors, and developers. You'll learn: The importance and challenge of designing technology that respects our attention Principles of calm design—peripheral attention, context, and ambient awareness Calm communication patterns—improving attention through a variety of senses Exercises for improving existing products through calm technology Principles and patterns of calm technology for companies and teams The origins of calm technology at Xerox PARC

Advances in narrow artificial intelligence make possible agentive systems that do things directly for their users (like, say, an automatic pet feeder). They deliver on the promise of user-centered design, but present fresh challenges in understanding their unique promises and pitfalls. Designing Agentive Technology provides both a conceptual grounding and practical advice to unlock agentive technology's massive potential.

Sound can profoundly impact how people interact with your product. Well-designed sounds can be exceptionally effective in conveying subtle distinctions, emotion, urgency, and information without adding visual clutter. In this practical guide, Amber Case and Aaron Day explain why sound design is critical to the success of products, environments, and experiences. Just as visual designers have a set of benchmarks and a design language to guide their work, this book provides a toolkit for the auditory experience, improving collaboration for a wide variety of stakeholders, from product developers to composers, user experience designers to architects. You'll learn a complete process for designing, prototyping, and testing sound. In two parts, this guide includes: Past, present, and upcoming advances in sound design Principles for designing quieter products Guidelines for intelligently adding and removing sound in interactions When to use voice interfaces, how to consider personalities, and how to build a knowledge map of queries Working with brands to create unique and effective audio logos that will speak to your customers Adding information using sonification and generative audio

Today we have the ability to connect speech, touch, and gestural interfaces into products that engage several human senses at once. This practical book explores examples from current designers and devices to describe how these products blend multiple interface modes together into a cohesive user experience. Authors Christine Park and John Alderman explain the basic principles behind multimodal interaction and introduce the tools you need to root your design in the ways our senses shape experience. This book also includes guides on process, design, and deliverables to help your team get started. The book covers several topics within multimodal design, including: New Human Factors: learn how human sensory abilities allow us to interact with technology and the physical world New Technologies: explore some of the technologies that enable multimodal interactions, products, and capabilities Multimodal Products: examine different categories of products and learn how they deliver sensory-rich experiences Multimodal Design: learn processes and methodologies for multimodal product design, development, and release

MCN's 2018 conference, Humanizing the Digital, explored how museums can use technology to foster human connection and dialogue, advance accessibility and inclusion, and champion inquiry and knowledge. After witnessing the presentations and rich conversations that arose from them, a group of practitioners came together to explore how best to capture and disseminate the learnings that occurred at the conference. The outcome was a decision to solicit and publish a book inspired by the conference and its ideas. Humanizing the Digital: Unproceedings from the MCN 2018 Conference contains 17 conference-inspired responses to the state of museum technology in 2018, including essays, reflections, case studies, conversations, and an experimental in-book zine. The topics explore areas as diverse as calm technology, Artificial Intelligence, Augmented Reality, visitor-centered communication, interpretation and programming, empathy, inclusion and slow change. NOTE: All profits from books purchased directly from the publishers will go towards the MCN scholarship program, which helps new people attend the MCN conference. We encourage attentive online shopping choices, as purchases from other sellers will decrease contributions to support the MCN community.

Ten laws of simplicity for business, technology, and design that teach us how to need less but get more. Finally, we are learning that simplicity equals sanity. We're rebelling against technology that's too complicated, DVD players with too many menus, and software accompanied by 75-megabyte "read me" manuals. The iPod's clean gadgetry has made simplicity hip. But sometimes we find ourselves caught up in the simplicity paradox: we want something that's simple and easy to use, but also does all the complex things we might ever want it to do. In The Laws of Simplicity, John Maeda offers ten laws for balancing simplicity and complexity in business, technology, and design—guidelines for needing less and actually getting more. Maeda—a professor in MIT's Media Lab and a world-renowned graphic designer—explores the question of how we can redefine the notion of "improved" so that it doesn't always mean something more, something added on. Maeda's first law of simplicity is "Reduce." It's not necessarily beneficial to add technology features just because we can. And the features that we do have must be organized (Law 2) in a sensible hierarchy so users aren't distracted by features and functions they don't need. But simplicity is not less just for the sake of less. Skip ahead to Law 9: "Failure: Accept the fact that some things can never be made simple." Maeda's concise guide to simplicity in the digital age shows us how this idea can be a cornerstone of organizations and their products—how it can drive both business and technology. We can learn to simplify without sacrificing comfort and meaning, and we can achieve the balance described in Law 10. This law, which Maeda calls "The One," tells us: "Simplicity is about subtracting the obvious, and adding the meaningful."

Moderating Usability Tests provides insight and guidance for usability testing. To a large extent, successful usability testing depends on the skills of the person facilitating the test. However, most usability specialists still learn how to conduct tests through an apprentice system with little formal training. This book is the resource for new and experienced moderators to learn about the rules and practices for interacting. Authors Dumas and Loring draw on their combined 40 years of usability testing experience to develop and present the most effective principles and practices – both practical and ethical – for moderating successful usability tests. The videos are available from the publisher's companion web site. Presents the ten "golden rules that maximize every session's value Offers targeted advice on how to maintain objectivity Discusses the ethical considerations that apply in all usability testing Explains how to reduce the stress that participants often feel Considers the special requirements of remote usability testing Demonstrates good and bad moderating techniques with laboratory videos accessible from the publisher's companion web site

Microservices can have a positive impact on your enterprise—just ask Amazon and Netflix—but you can fall into many traps if you don't approach them in the right way. This practical guide covers the entire microservices landscape, including the principles, technologies, and methodologies of this unique, modular style of system building. You'll learn about the experiences of organizations around the globe that have successfully adopted microservices. In three parts, this book explains how these services work and what it means to build an application the Microservices Way. You'll explore a design-based approach to microservice architecture with guidance for implementing various elements. And you'll get a set of recipes and practices for meeting practical, organizational, and cultural challenges to microservice adoption. Learn how microservices can help you drive business objectives Examine the principles, practices, and culture that define microservice architectures Explore a model for creating complex systems and a design process for building a microservice architecture Learn the fundamental design concepts for individual microservices Delve into the operational elements of a microservices architecture, including containers and service discovery Discover how to handle the challenges of introducing microservice architecture in your organization

What does it mean to have an online persona? How is technology changing the way we work, live and play? How do our tools influence the way we interact with the world? Technology is intertwined with almost every aspect of our lives. Our cell phones, cars and laptops have turned us into cyborgs. Cyborg Anthropology is a way of exploring how we live as a connected species. This book explores topics such as junk sleep, hyperlinked memories, panic architecture, the quantified self, and how humans are changing through the use of technology. This book is an appetizer for an emerging field of study, an inspirational starting point for designers, developers, researchers, students, and anyone who wishes to explore the symbiotic relationship between technology and culture.

Without words, apps would be an unusable jumble of shapes and icons, while voice interfaces and chatbots wouldn't even exist. Words make software human–centered, and require just as much thought as the branding and code. This book will show you how to give your users clarity, test your words, and collaborate with your team. You'll see that writing is designing.