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Our book is called Interaction Design: Beyond Human-Computer Interaction because it is concerned with a broader scope of issues, topics, and paradigms than has traditionally been the scope of human-computer interaction (HCI). This reflects the exciting times we are living in, when there has never been a greater need for in-

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Research Methods in Human-Computer Interaction is a comprehensive guide to performing research and is essential reading for both quantitative and qualitative methods. Since the first edition was published in 2009, the book has been adopted for use at leading universities around the world, including Harvard University, Carnegie-Mellon University, the University of Washington, the University of Toronto, HiOA (Norway), KTH (Sweden), Tel Aviv University (Israel), and many others. Chapters cover a broad range of topics relevant to the collection and analysis of HCI data, going beyond experimental design and surveys, to cover ethnography, diaries, physiological measurements, case studies, crowdsourcing, and other essential elements in the well-informed HCI researcher's toolkit. Continual technological evolution has led to an explosion of new techniques and a need for this updated 2nd edition, to reflect the most recent research in the field and newer trends in research methodology. This Research Methods in HCI revision contains updates throughout, including more detail on statistical tests, coding qualitative data, and data collection via mobile devices and sensors. Other new material covers performing research with children, older adults, and people with cognitive impairments. Comprehensive and updated guide to the latest research methodologies and approaches, and now available in EPUB3 format (choose any of the ePub or Mobi formats after purchase of the

eBook). Expanded discussions of online datasets, crowdsourcing, statistical tests, coding qualitative data, laws and regulations relating to the use of human participants, and data collection via mobile devices and sensors New material on performing research with children, older adults, and people with cognitive impairments, two new case studies from Google and Yahoo!, and techniques for expanding the influence of your research to reach non-researcher audiences, including software developers and policymakers

A revision of the #1 text in the Human Computer Interaction field, Interaction Design, the third edition is an ideal resource for learning the interdisciplinary skills needed for interaction design, human-computer interaction, information design, web design and ubiquitous computing. The authors are acknowledged leaders and educators in their field, with a strong global reputation. They bring depth of scope to the subject in this new edition, encompassing the latest technologies and devices including social networking, Web 2.0 and mobile devices. The third edition also adds, develops and updates cases, examples and questions to bring the book in line with the latest in Human Computer Interaction. Interaction Design offers a cross-disciplinary, practical and process-oriented approach to Human Computer Interaction, showing not just what principles ought to apply to Interaction Design, but crucially how they can be applied. The book focuses on how to design interactive products that enhance and extend the way people communicate, interact and work. Motivating examples are included to illustrate both technical, but also social and ethical issues, making the book approachable and adaptable for both Computer Science and non-Computer Science users. Interviews with key HCI luminaries are included and provide an insight into current and future trends. The book

has an accompanying website www.id-book.com which has been updated to include resources to match the new edition. "The ebook version does not provide access to the companion files."

The essential interaction design guide, fully revised and updated for the mobile age About Face: The Essentials of Interaction Design, Fourth Edition is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The interaction design profession is blooming with the success of design-intensive companies, priming customers to expect "design" as a critical ingredient of marketplace success. Consumers have little tolerance for websites, apps, and devices that don't live up to their expectations, and the responding shift in business philosophy has become widespread. About Face is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated Fourth Edition continues to lead the way with ideas and methods relevant to today's design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods Design for mobile platforms and consumer electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the current shift in consumer technology habits will find About Face to be a comprehensive, essential resource.

Conversational informatics investigates human behaviour with a view to designing conversational artifacts capable of interacting with humans in a conversational fashion. It spans a broad array of topics including linguistics, psychology and human-computer interaction. Until recently research in such areas has been carried out in isolation, with no attempt made to connect the various disciplines. Advancements in science and technology have changed this. Conversational Informatics provides an interdisciplinary introduction to conversational informatics and places emphasis upon the integration of scientific approaches to achieve engineering goals and to advance further understanding of conversation. It features a collection of surveys structured around four prominent research areas: conversational artifacts, conversational contents, conversation environment design and conversation measurement, analysis and modelling Conversational artifacts shows how synthetic characters or intelligent robots use eye gaze, gestures and other non-verbal communicators to interact. Conversational contents looks at developing techniques for acquiring, editing, distributing and utilising the contents that are produced and consumed in conversation. Conversation environment design explains techniques for creating intelligent virtual environments and for representing individuals within a virtual environment by monitoring and reproducing their non-verbal conversational behaviour. Conversation measurement, analysis and modelling demonstrate how conversational behaviour can be measured and analyzed. Conversational Informatics will be an invaluable resource for postgraduate students and researchers in Computer Science and Electrical Engineering as well as engineers and developers working in the field of automation, robotics and agents technology.

An informative real-world guide to studying the "why" of human behavior Introduction to Qualitative Research Methods is a practical, comprehensive guide to the collection and presentation of qualitative data. Unique in the market, this book describes the entire research process ⊔ from design through writing ⊔ illustrated by examples of real, complete qualitative work that clearly demonstrates how methods are used in actual practice. This updated fourth edition includes all new case studies, with additional coverage of mixed methods, non-sociological settings, funding, and a sample interview guide. The studies profiled are accompanied by observation field notes, and the text includes additional readings for both students and instructors. More than just theory, this guide is designed to give you a real-world practitioner's view of how qualitative research is handled every step of the way. Many different disciplines rely on qualitative research as a method of inquiry, to gain an in-depth understanding of human behavior and the governing forces behind it. Qualitative research asks "why" and "how," and the data is frequently complex and difficult to measure. This book shows you how to effectively handle qualitative work, regardless of where it's being applied. Understand the strengths and limitations of qualitative data Learn how experts work around common methodological issues Compare actual field notes to the qualitative studies they generated Examine the full range of qualitative methods throughout the research process Whether you're studying sociology, psychology, marketing, or any number of other fields, especially in the social and behavioral sciences, human behavior is the central concern of your work. So what drives human behavior? That's what qualitative research helps to explain. Introduction to Qualitative Research Methods gives you the foundation you need to begin seeking answers.

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