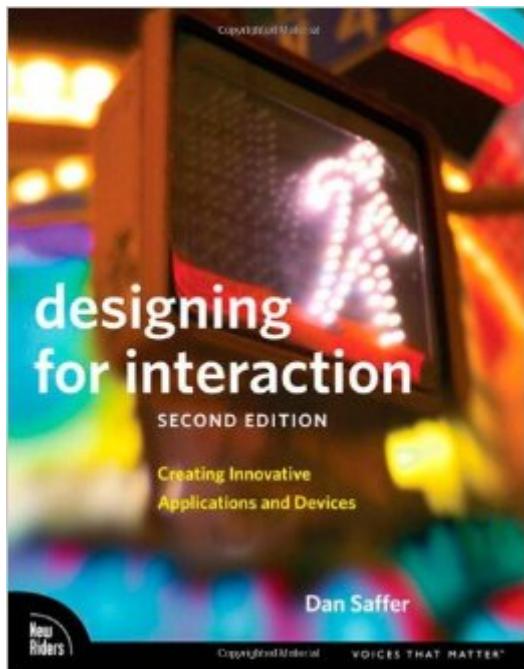


The book was found

# Designing For Interaction: Creating Innovative Applications And Devices (2nd Edition) (Voices That Matter)



## Synopsis

Building products and services that people interact with is the big challenge of the 21st century. Dan Saffer has done an amazing job synthesizing the chaos into an understandable, ordered reference that is a bookshelf must-have for anyone thinking of creating new designs. "Jared Spool, CEO of User Interface Engineering Interaction design is all around us. If you've ever wondered why your mobile phone looks pretty but doesn't work well, you've confronted bad interaction design. But if you've ever marveled at the joy of using an iPhone, shared your photos on Flickr, used an ATM machine, recorded a television show on TiVo, or ordered a movie off Netflix, you've encountered good interaction design: products that work as well as they look. Interaction design is the new field that defines how our interactive products behave. Between the technology that powers our devices and the visual and industrial design that creates the products' aesthetics lies the practice that figures out how to make our products useful, usable, and desirable. This thought-provoking new edition of Designing for Interaction offers the perspective of one of the most respected experts in the field, Dan Saffer. This book will help you learn to create a design strategy that differentiates your product from the competition use design research to uncover people's behaviors, motivations, and goals in order to design for them employ brainstorming best practices to create innovative new products and solutions understand the process and methods used to define product behavior It also offers interviews and case studies from industry leaders on prototyping, designing in an Agile environment, service design, ubicomp, robots, and more.

## Book Information

Series: Voices That Matter

Paperback: 240 pages

Publisher: New Riders; 2 edition (August 24, 2009)

Language: English

ISBN-10: 0321643399

ISBN-13: 978-0321643391

Product Dimensions: 6.9 x 0.6 x 8.8 inches

Shipping Weight: 14.4 ounces (View shipping rates and policies)

Average Customer Review: 3.3 out of 5 stars See all reviews (7 customer reviews)

Best Sellers Rank: #94,722 in Books (See Top 100 in Books) #62 in Books > Arts & Photography > Decorative Arts & Design > Industrial & Product Design #160 in Books > Computers &

## Customer Reviews

99% fluff. There's nothing here to learn from. Do yourself a favor and skip this book. The whole book has only 10 screenshots! Yeah, a book about design that shows nothing? Not my type. Honestly the first two chapters start great, but then you read the other chapters, and realize you have read 70% of the book but still haven't learned a thing. Author talks a lot but shows nada. Skip.

Good read. I wish there were more case studies and "real world" application. I would recommend this book to anyone that wants a quick introduction to interactions design.

Saffer provides a plain overview of the complexities of interaction design. The book is well suited for students or designers coming from other fields, describing basic concepts and methodologies that can help them grasp the outlines of the discipline. Note: I removed my previous review. In hindsight, I held expectations about the content that were not warranted.

Good book.

[Download to continue reading...](#)

Designing for Interaction: Creating Innovative Applications and Devices (2nd Edition) (Voices That Matter)  
Designing for Interaction: Creating Innovative Applications and Devices (Voices That Matter)  
Health Professional and Patient Interaction, 8e (Health Professional & Patient Interaction (Purtilo))  
From Still to Motion: A photographer's guide to creating video with your DSLR (Voices That Matter)  
Captured by the Light: The Essential Guide to Creating Extraordinary Wedding Photography (Voices That Matter)  
Presentation Zen: Simple Ideas on Presentation Design and Delivery (2nd Edition) (Voices That Matter)  
Design for How People Learn (2nd Edition) (Voices That Matter)  
Agile Project Management: Creating Innovative Products (2nd Edition)  
Cheap Complex Devices: Mind Over Matter: Volume Red Electronics Fundamentals: Circuits, Devices & Applications (8th Edition)  
Bulletproof Web Design: Improving flexibility and protecting against worst-case scenarios with HTML5 and CSS3 (3rd Edition) (Voices That Matter)  
Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability (3rd Edition) (Voices That Matter)  
Mathematical Physics of Quantum Wires and Devices: From Spectral Resonances to Anderson Localization (Mathematics and Its Applications)  
Catheters: Types, Applications and Potential Complications (Medical Devices)

and Equipment) Op Amp Applications Handbook (Analog Devices Series) Game Design Workshop: A Playcentric Approach to Creating Innovative Games, Third Edition Calder by Matter: Herbert Matter Photographs of Alexander Calder and his Work The Functional Art: An introduction to information graphics and visualization (Voices That Matter) Scriptin' with JavaScript and Ajax: A Designer's Guide (Voices That Matter) The Content Strategy Toolkit: Methods, Guidelines, and Templates for Getting Content Right (Voices That Matter)

[Dmca](#)