



Foundations for Designing User-Centered Systems: What System Designers Need to Know about People

By Frank E. Ritter

Springer. Paperback. Condition: New. 400 pages. Interactive technologies pervade every aspect of modern life. Web sites, mobile devices, household gadgets, automotive controls, aircraft flight decks; everywhere you look, people are interacting with technologies. These interactions are governed by a combination of: the users capabilities; the things the users are trying to do; and the context in which they are trying to do them. All of these factors have to be appropriately considered during design if you want your technology to provide your users with a good experience. Foundations for Designing User-Centered Systems introduces the fundamental human capabilities and characteristics that influence how people use interactive technologies. Organized into four main areas anthropometrics, behaviour, cognition and social factors it covers basic research and considers the practical implications of that research on system design. Applying what you learn from this book will help you to design interactive systems that are more usable, more useful and more effective. The authors have deliberately developed Foundations for Designing User-Centered Systems to appeal to system designers and developers, as well as to students who are taking courses in system design and HCI. The book reflects the authors backgrounds in computer science, cognitive science, psychology and human factors. The...



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