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Interaction design that entails a qualitative shift from a symbolic, language-oriented stance to an experiential stance that encompasses the entire design and use cycle. With the rise of ubiquitous technology, data-driven design, and the Internet of Things, our interactions and interfaces with technology are about to change dramatically, incorporating such emerging technologies as shape ...

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Designing Interactions

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Digital technology has changed the way we interact with everything from the games we play to the tools we use at work. Designers of digital technology products no longer regard their job as designing a physical object—beautiful or utilitarian—but as designing our interactions with it.

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Jonas Löwgren is Professor of Interaction Design at Malmö University. He is the coauthor of Thoughtful Interaction Design: A Design Perspective on Information Technology (MIT Press).

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Designing Interactions By Bill Moggridge A pioneer in interaction design tells the stories of designers who changed the way people use everyday things in the digital era. Interviewing the founders of Google, the creator of The Sims, the inventors and developers of the mouse and the desktop, and many others.

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Designing Interactions is a deeply knowing, intimate portrayal of these people: who they are, how they think, and precisely what they do. If you live or work with computers or cell phones—and who among us has any choice about that?—then you owe it to yourself to read this. A labor of love that was years in the making, this classic has no ...

The Materiality of Interaction | The MIT Press

In Designing Interactions, award-winning designer Bill Moggridge introduces us to forty influential designers who have shaped our interaction with technology. Moggridge, designer of the first laptop computer (the GRID Compass, 1981) and a founder of the design firm IDEO, tells us these stories from an industry insider's viewpoint, tracing the ...

Designing Interactions

Designing Interactions Bill Moggridge The MIT Press Cambridge, Massachusetts London, England . Dilbert cartoons about design Top Process Bottom Intellectual property Cartoons ... of interaction design when we compare it to other design disciplines, and if we are already fluent in our understanding and appreciation of design. However, it assumes ...

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A new approach to interaction design that moves beyond representation and metaphor to focus on the material manifestations of interaction. Smart watches, smart cars, the internet of things, 3D printing: all signal a trend toward combining digital and analog materials in design. Interaction with these new hybrid forms is increasingly mediated through physical materials, and therefore ...

Designing with the Body | The MIT Press

Modern cell phone service-menu and address book. Photos Nicolas Zurcher

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