

Hugh Beyer

User-Centered Agile Methods

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Stephen J. Payne, Andrew Howes



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User-Centered Agile Methods Hugh Beyer, 2010-07-07 With the introduction and popularization of Agile methods of software development existing relationships and working agreements between user experience groups and developers are being disrupted Agile methods introduce new concepts the Product Owner the Customer but not the user short iterations User Stories Where do UX professionals fit in this new world Agile methods also bring a new mindset no big design no specifications minimal planning which conflict with the needs of UX design This lecture discusses the key elements of Agile for the UX community and describes strategies UX people can use to contribute effectively in an Agile team overcome key weaknesses in Agile methods as typically implemented and produce a more robust process and more successful designs We present a process combining the best practices of Contextual Design a leading approach to user centered design with those of Agile development Table of Contents Introduction Common Agile Methods Agile Culture Best Practices for Integrating UX with Agile Structure of a User Centered Agile Process Structuring Projects Conclusion

User-Centered Agile Methods Hugh Beyer, 2022-06-01 With the introduction and popularization of Agile methods of software development existing relationships and working agreements between user experience groups and developers are being disrupted Agile methods introduce new concepts the Product Owner the Customer but not the user short iterations User Stories Where do UX professionals fit in this new world Agile methods also bring a new mindset no big design no specifications minimal planning which conflict with the needs of UX design This lecture discusses the key elements of Agile for the UX community and describes strategies UX people can use to contribute effectively in an Agile team overcome key weaknesses in Agile methods as typically implemented and produce a more robust process and more successful designs We present a process combining the best practices of Contextual Design a leading approach to user centered design with those of Agile development Table of Contents Introduction Common Agile Methods Agile Culture Best Practices for Integrating UX with Agile Structure of a User Centered Agile Process Structuring Projects Conclusion

Contextual Design Karen Holtzblatt, Hugh Beyer, 2016-11-16 Contextual Design Design for Life Second Edition describes the core techniques needed to deliberately produce a compelling user experience Contextual design was first invented in 1988 to drive a deep understanding of the user into the design process It has been used in a wide variety of industries and taught in universities all over the world Until now the basic CD approach has needed little revision but with the wide adoption of handheld devices especially smartphones the way technology is integrated into people's lives has fundamentally changed Contextual Design V2.0 introduces both the classic CD techniques and the new techniques needed to design for life fulfilling core human motives while supporting activities This completely updated and revised edition is written in a clear informal style without excessive jargon and is the must have book for any UX Design library Users will find coverage of mobile devices and consumer and business products all illustrated with new examples case studies and discussions on how to use CD with the agile development and other project requirements

methods Provides tactics on how to gather detailed data on how people live work and use products Helps develop a coherent picture of a whole user population Presents tactics on how to use the seven Cool Concepts to support core human motives and generate new product concepts guided by user data ideation techniques and principles key to producing a compelling user experience Explains how to structure the system and user interface to best support the user across place time and platform

Learner-Centered Design of Computing Education Mark Guzdial, 2022-05-31 Computing education is in enormous demand Many students both children and adult are realizing that they will need programming in the future This book presents the argument that they are not all going to use programming in the same way and for the same purposes What do we mean when we talk about teaching everyone to program When we target a broad audience should we have the same goals as computer science education for professional software developers How do we design computing education that works for everyone This book proposes use of a learner centered design approach to create computing education for a broad audience It considers several reasons for teaching computing to everyone and how the different reasons lead to different choices about learning goals and teaching methods The book reviews the history of the idea that programming isn't just for the professional software developer It uses research studies on teaching computing in liberal arts programs to graphic designers to high school teachers in order to explore the idea that computer science for everyone requires us to re think how we teach and what we teach The conclusion describes how we might create computing education for everyone

Translating Euclid Gerry Stahl, 2022-05-31 Translating Euclid reports on an effort to transform geometry for students from a stylus and clay tablet corpus of historical theorems to a stimulating computer supported collaborative learning inquiry experience The origin of geometry was a turning point in the pre history of informatics literacy and rational thought Yet this triumph of human intellect became ossified through historic layers of systematization beginning with Euclid's organization of the Elements of geometry Often taught by memorization of procedures theorems and proofs geometry in schooling rarely conveys its underlying intellectual excitement The recent development of dynamic geometry software offers an opportunity to translate the study of geometry into a contemporary vernacular However this involves transformations along multiple dimensions of the conceptual and practical context of learning Translating Euclid steps through the multiple challenges involved in redesigning geometry education to take advantage of computer support Networked computers portend an interactive approach to exploring dynamic geometry as well as broadened prospects for collaboration The proposed conception of geometry emphasizes the central role of the construction of dependencies as a design activity integrating human creation and mathematical discovery to form a human centered approach to mathematics This book chronicles an iterative effort to adapt technology theory pedagogy and practice to support this vision of collaborative dynamic geometry and to evolve the approach through on going cycles of trial with students and refinement of resources It thereby provides a case study of a design based research effort in computer supported collaborative learning from a human centered informatics

perspective **Core-Task Design** Leena Norros, Paula Savioja, Hanna Koskinen, 2022-06-01 This book focuses on design of work from the human factors HF perspective In the approach referred to as Core Task Design CTD work is considered practice composed of human actors the physical and social environment and the tools used for reaching the actors objectives This book begins with consideration of an industrial case the modernization of a nuclear power plant automation system and the related human system interfaces in the control room This case illustrates generic design dilemmas that invite one to revisit human factors research methodology Human factors should adopt practice as a new unit of analysis and should accept intervention as an inherent feature of its methodology These suggestions are put into practice in the CTD approach according to which three general design functions are performed those being understand to generalize empirical analysis of the work at hand foresee the promise creation of concepts for future work and intervene to develop participatory development and design of work For fulfillment fulfillment of each of the design functions several CTD methods are introduced The methods are aimed at modeling the core task and analyzing how the actors actually take the core task features into account in order to achieve balance between potentially conflicting demands in action Thereby new understanding of the core task is acquired Further methods focus on projecting the roles and functionality of technologies in the future work and on implementing changes to the work Specific studies of the nuclear power plant s control room renewal constitute an example demonstrating a core task and the associated methods We argue that the CTD approach offers clear utility for the design of future technology work and everyday services and environments CTD utilizes achievements of practice theory in the social sciences to generate a creative synthesis of Cognitive Work Analysis semiotic analysis of practice and the cultural historical theory of activity Core Task Design facilitates dialogue among human factors experts design engineers and end users in their joint development of work The intended audience of this book is students researchers and practitioners of human factors industrial art and design and instrumentation and control system design Table of Contents Acknowledgments Preface Introduction Core Task Design Methodology Understandings How to Generalize from Empirical Enquiry about Actual Work Foreseeing How to Uncover the Promise of Solutions for Future Work Intervening How to Develop the Work System Core Task Design in Broader Perspective Bibliography Author Biographies *Adaptive Interaction* Stephen J. Payne, Andrew Howes, 2022-06-01 This lecture describes a theoretical framework for the behavioural sciences that holds high promise for theory driven research and design in Human Computer Interaction The framework is designed to tackle the adaptive ecological and bounded nature of human behaviour It is designed to help scientists and practitioners reason about why people choose to behave as they do and to explain which strategies people choose in response to utility ecology and cognitive information processing mechanisms A key idea is that people choose strategies so as to maximise utility given constraints The framework is illustrated with a number of examples including pointing multitasking skim reading online purchasing Signal Detection Theory and diagnosis and the influence of reputation on purchasing decisions Importantly these examples

span from perceptual motor coordination through cognition to social interaction Finally the lecture discusses the challenging idea that people seek to find optimal strategies and also discusses the implications for behavioral investigation in HCI

An Anthropology of Services Jeanette Blomberg, Chuck Darrah, 2022-06-01 This book explores the possibility for an anthropology of services and outlines a practice approach to designing services The reader is taken on a journey that Blomberg and Darrah have been on for the better part of a decade from their respective positions helping to establish a services research group within a large global enterprise and an applied anthropology master's program at a Silicon Valley university They delve into the world of services to understand both how services are being conceptualized today and the possible benefits that might result from taking an anthropological view on services and their design The authors argue that the anthropological gaze can be useful precisely because it combines attention to details of everyday life with consideration of the larger milieu in which those details make sense Furthermore it asks us to reflect upon and assess our own perspectives on that which we hope to understand and change Central to their exploration is the question of how to conceptualize and engage with the world of services given their heterogeneity the increasing global importance of the service economy and the possibilities introduced for an engaged scholarship on service design While discourse on services and service design can imply something distinctively new the authors point to parallels with what is known about how humans have engaged with each other and the material world over millennia Establishing the ubiquity of services as a starting point the authors go on to consider the limits of design when the boundaries and connections between what can be designed and what can only be performed are complex and deeply mediated In this regard the authors outline a practice approach to designing that acknowledges that designing involves participating in a social context that design and use occur in concert that people populate a world that has been largely built by and with others and that formal models of services are impoverished representations of human performance An Anthropology of Services draws attention to the conceptual and methodological messiness of service worlds while providing the reader with strategies for intervening in these worlds for human betterment as complex and challenging as that may be Table of Contents Preface Acknowledgments Getting Started From Services to Service Worlds The Human Condition Service Concepts Design and its Limits Service Design An anthropology of Services References Author Biographies

How We Cope with Digital Technology Phil Turner, 2022-06-01 Digital technology has become a defining characteristic of modern life Almost everyone uses it we all rely on it and many of us own a multitude of devices What is more we all expect to be able to use these technologies straight out the box This lecture discusses how we are able to do this without apparent problems We are able to use digital technology because we have learned to cope with it To cope is used in philosophy to mean absorbed engagement that is we use our smart phones and tablet computers with little or no conscious effort In human computer interaction this kind of use is more often described as intuitive While this of course is testament to improved design our interest in this lecture is in the human side of these interactions We cope with

technology because we are familiar with it We define familiarity as the readiness to engage with technology which arises from being repeatedly exposed to it often from birth This exposure involves the frequent use of it and seeing people all around us using it every day Digital technology has become as common a feature of our everyday lives as the motor car TV credit card cutlery or a dozen other things which we also use without conscious deliberation We will argue that we cope with digital technology in the same way as we do these other technologies by means of this everyday familiarity But this is only half of the story We also regularly support or scaffold our use of technology These scaffolding activities are described as epistemic actions which we adopt to make it easier for us to accomplish our goals With digital technology these epistemic actions include appropriating it to more closely meet our needs In summary coping is a situated embodied and distributed description of how we use digital technology

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Surface Computing and Collaborative Analysis Work Judith Brown, Jeff Wilson, Robert Biddle, Chris Hack, Stevenson Gossage, 2022-05-31 Large surface computing devices wall mounted or tabletop with touch interfaces and their application to collaborative data analysis an increasingly important and prevalent activity is the primary topic of this book Our goals are to outline the fundamentals of surface computing a still maturing technology review relevant work on collaborative data analysis describe frameworks for understanding collaborative processes and provide a better understanding of the opportunities for research and development We describe surfaces as display technologies with which people can interact directly and emphasize how interaction design changes when designing for large surfaces We review efforts to use large displays surfaces or mixed display environments to enable collaborative analytic activity Collaborative analysis is important in many domains but to provide concrete examples and a specific focus we frequently consider analysis work in the security domain and in particular the challenges security personnel face in securing networks from attackers and intelligence analysts encounter when analyzing intelligence data Both of these activities are becoming increasingly collaborative endeavors and there are huge opportunities for improving collaboration by leveraging surface computing This work highlights for interaction designers and software developers the particular challenges and opportunities presented by interaction with surfaces We have reviewed hundreds of recent research papers and report on advancements in the fields of surface enabled collaborative analytic work interactive techniques for surface technologies and useful theory that can provide direction to interaction design work We also offer insight into issues that arise when developing applications for multi touch surfaces derived from our own experiences creating collaborative applications We present these insights at a level appropriate for all members of the software design and development team

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