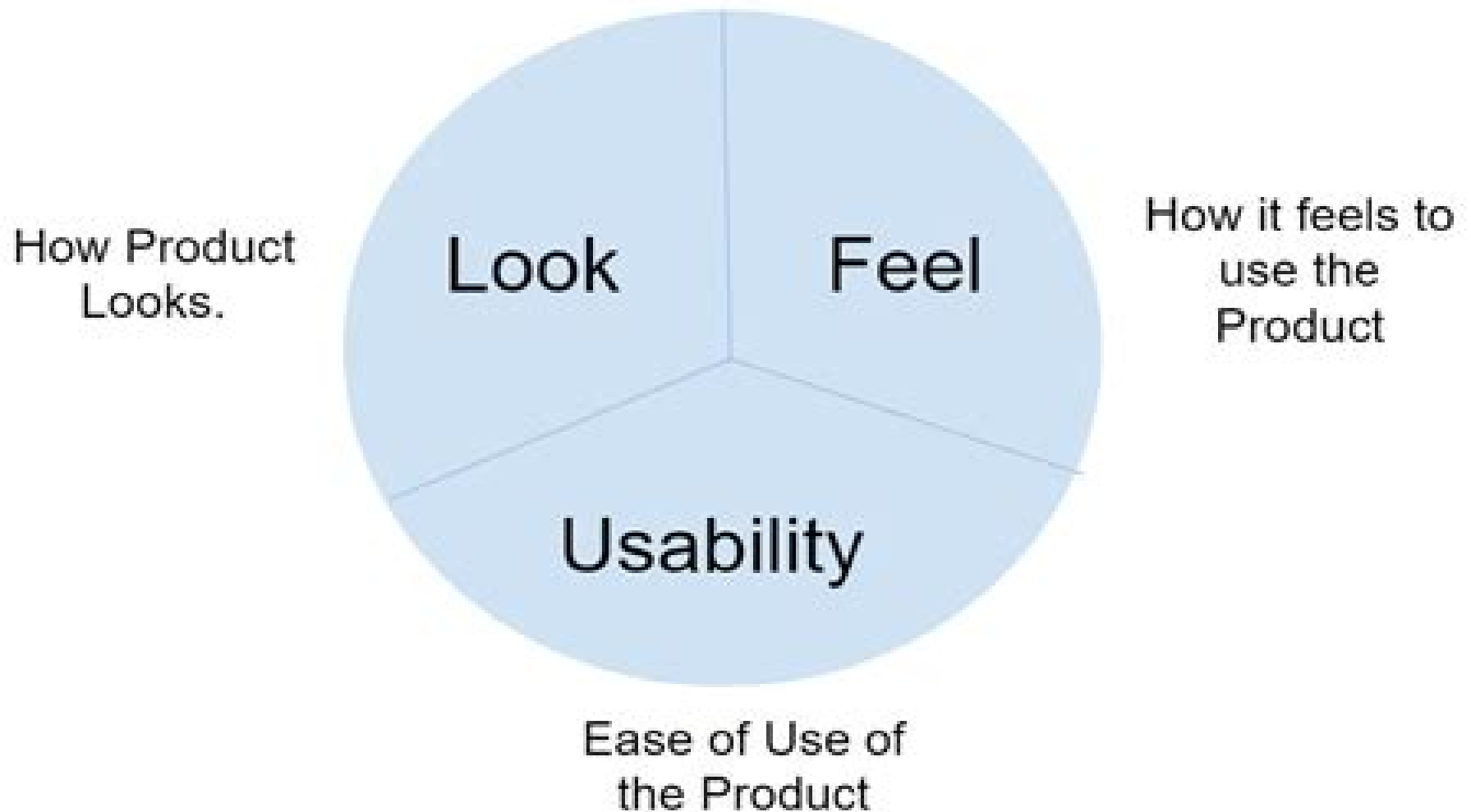


User Experience (UX)



User Interface Design Usability Software Projekten

Stephan Thesmann



User Interface Design Usability Software Projekten:

Advances in Neuroergonomics and Cognitive Engineering Kelly S. Hale, Kay M. Stanney, 2016-07-26 This book offers a broad perspective on the field of cognitive engineering and neuroergonomics. It covers emerging practices and future trends towards the harmonious integration of human operators with computational systems. The book reports on novel theoretical findings on mental workload and stress activity theory, human reliability, error and risk, and neuroergonomic measures alike together with a wealth of cutting edge applications. It describes key advances in the understanding of cognitive processes including mechanisms of perception, memory, reasoning and motor response, giving a special emphasis to their role in the interactions between humans and the other elements of a computer based system. Based on the AHFE's main track on Neuroergonomics and Cognitive Engineering held on July 27-31, 2016 in Walt Disney World, Florida, USA, the book provides readers with a comprehensive view of the current challenges in cognitive computing and factors influencing human performance.

User - Interface - Design Alexander Florin, 2015-06-09 Projekte für Webseiten oder Software fordern heute neben dem bloßen Funktionieren auch eine einfache Bedienung. Was einfach oder intuitiv ist hängt dabei von der Nutzungssituation und der Zielgruppe ab. Usability wird nicht am Ende eines Projektes auf eine Webseite oder Software aufgetragen. Usability kann nur gelingen, wenn sie in allen Projektphasen und von allen Beteiligten ernstgenommen wird. Das Buch *User Interface Design* beschreibt nicht nur die Ansprüche an eine gute Nutzer-Schnittstelle, sondern bietet einen Überblick und Einstieg in alle Aspekte des Interface Design: von Geschichte über Design-Grundlagen und Standard-Elemente bis zu ISO und DIN-Normen. Ein umfangreiches Glossar erläutert die Fachbegriffe und zahlreiche Checklisten unterstützen bei der Umsetzung im Alltag.

Usability von Produkten und Anleitungen im digitalen Zeitalter Gertrud Grünwied, 2017-01-12 Technische Produkte können nur erfolgreich sein, wenn die Gebrauchstauglichkeit, die Usability, frühzeitig im Entwicklungsprozess geplant und in allen Produktphasen verankert wird. Dies betrifft smarte Geräte, Softwareprodukte, Webanwendungen und Apps genauso wie komplexe und umfangreich dokumentierte Maschinen, Fahrzeuge und Systeme. In ihrem Buch vermittelt Gertrud Grünwied eine ganzheitliche Sicht auf intuitiv bedienbare Produkte und deren Anleitungen. Sie bietet das relevante Know-how zu User-Centered Design und eine Übersicht zur Auswahl von Usability-Methoden. Usability-Maßnahmen beschreibt sie schrittweise von der Planung der Durchführung und Auswertung bis zur Optimierung von Produkt und Anleitung. Der Praxisteil präsentiert Fallstudien für Anleitungen mit und ohne Produkt sowie für eine Dienstleistungs-App im Internet außerdem eine Betrachtung zu Kosten, Nutzen und Implementierungszeitpunkt von Usability-Methoden. Die dargestellten Usability-Maßnahmen erstrecken sich nicht nur auf das technische Produkt selbst, sondern auch auf die Nutzungssituation und die smarte Benutzerinformation. Zum Beispiel das Nachschlagen in der Bedienungsanleitung zur Fehlerbehebung, Dokumentations-Apps zum Kennenlernen von Systemfunktionen oder das Benutzen und Lernen anhand einer Produktsimulation per Video-Tutorial oder Animation. Damit richtet sich das Buch an alle Mitarbeiter produzierender Unternehmen und ihrer

Dienstleister die an Usability Aspekten beteiligt sind Produktmanager Entwickler IT Spezialisten Designer Technische Redakteure und Mitarbeiter in Schulung und Service aber auch an Studierende der Informatik und Ingenieurwissenschaften einschlie ßlich Technischer Redaktion und Kommunikation Inhalt Anforderungen an Usability von Produkten und Anleitungen 4 0 Prozesse und Planung Nutzer und Nutzungsforschung Gestaltung Evaluation Anwenden der Methoden und ihre Wirtschaftlichkeit Fallstudien Software Tools und Normen

Mensch und Computer 2015 - Usability Professionals Anja Endmann,Holger Fischer,Malte Krökel,2015-09-14 Usability Professionals Workshop deals with the practical applications of human machine interaction research It is organized by the German ACM specialty section of the UPA Usability Professionals Association The volume presents the latest research findings through case studies and practice reports along with in depth discussions

Design, User Experience, and Usability. Theory, Methods, Tools and Practice Aaron Marcus,2011-06-24 The two volume set LNCS 6769 LNCS 6770 constitutes the proceedings of the First International Conference on Design User Experience and Usability DUXU 2011 held in Orlando FL USA in July 2011 in the framework of the 14th International Conference on Human Computer Interaction HCII 2011 incorporating 12 thematically similar conferences A total of 4039 contributions was submitted to HCII 2011 of which 1318 papers were accepted for publication The total of 154 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in the book The papers are organized in topical sections on DUXU theory methods and tools DUXU guidelines and standards novel DUXU devices and their user interfaces DUXU in industry DUXU in the mobile and vehicle context DXU in Web environment DUXU and ubiquitous interaction appearance DUXU in the development and usage lifecycle DUXU evaluation and DUXU beyond usability culture branding and emotions

Tools for Working with Guidelines Jean Vanderdonckt,Christelle Farenc,2012-12-06 This volume contains the papers presented at the International Workshop on Tools for Working with Guidelines TFWWG 2000 held in Biarritz France in October 2000 It is the final outcome of the International Special Interest Group on Tools for Working with Guidelines Human computer interaction guidelines have been recognized as a uniquely relevant source for improving the usability of user interfaces for interactive systems The range of interactive techniques exploited by these interactive systems is rapidly expanding to include multimodal user interfaces virtual reality systems highly interactive web based applications and three dimensional user interfaces Therefore the scope of guidelines sources is rapidly expanding as well and so are the tools that should support users who employ guidelines to ensure some form of usability Tools For Working With Guidelines TFWWG covers not only software tools that designers developers and human factors experts can use to manage multiple types of guidelines but also looks at techniques addressing organizational sociological and technological issues

Usability Management bei SAP-Projekten Petra Abele,Jörn Hurtienne,Jochen Prümper,2007-12-21 In Unternehmen Verwaltungen und Organisationen erledigen Mitarbeiterinnen und Mitarbeiter Arbeitsaufgaben damit Ziele reicht werden k nnen Dabei st tzen sie sich immer h ufiger auf Informations und Kommunikationssysteme IuK Neueren tersuchungen zufolge arbeiteten im

Jahre 2005 fast 54 % der deutschen Beschäftigten mindestens ein Viertel ihrer Arbeitszeit am Computer Ca 40 % nutzten dabei E Mail oder das Internet für ihre Arbeit fast 9 % arbeiteten im Rahmen von Telearbeit von zu Hause aus an einem Computer Europäische Stiftung 2007 In anderen wirtschaftlich auch sehr erfolgreichen europäischen Ländern wie z B Dänemark Finnland den Niederlanden Norwegen Schweden und der Schweiz sind die Anteile übrigens noch höher so dass wir davon ausgehen können dass die steigende Aufgabenerledigung auch in Deutschland noch weiter zunehmen wird Diese Entwicklung hat schon in den 80er Jahren des vergangenen Jahrhunderts die Europäische Union veranlasst sich durch eine Richtlinie der Arbeitsbedingungen bei der Bildschirmarbeit anzunehmen Die EG Bildschirm Richtlinie 1990 die in Deutschland durch die Bildschirmarbeitsverordnung vom 4 Dezember 1996 in nationales Recht umgesetzt wurde und die zur Zeit gerade evaluiert wird beschränkte sich dabei nicht nur auf die klassischen ergonomischen Faktoren wie z B Bildschirm Schreibtisch Arbeitsstuhl und Arbeitsumgebung sondern thematisierte auch die Mensch Maschine Schnittstelle also das Zusammenwirken von Arbeitsaufgabe Benutzer und Computer

User-Centered Interaction Design Patterns for Interactive Digital Television Applications Tibor Kunert, 2009-06-12 Technology is meant to make life easier and to raise its quality Our interaction with technology should be designed according to human needs instead of us being required to adapt to technology Even so technology may change quickly and people and their habits change slowly With the aim of supporting user acceptance of iTV the focus of this book is on the usability of iTV applications A method for developing interaction design patterns especially for new technologies is presented for the first time The main characteristics covered in this new approach are systematic identification of recurrent design problems usability as a quality criterion for design solutions integration of designers into the pattern development process including identification of designers needs and iterative evaluation and optimisation of patterns to encourage designers to accept and use them usability testing to identify proven design solutions and their trade offs presentation of specific design guidelines

Multiscreen UX Design Wolfram Nagel, 2015-12-11 People today use technology on different devices in different locations Users expect to access information on all relevant screens and across multiple channels through smartphones tablets laptops desktops smart internet connected TVs and other devices such as smartwatches for example Multiscreen is no longer a nice add on it's a requirement In this environment user experience needs to cater to multiple devices This book provides a holistic approach that will help UX professionals to offer a hands on guide for UX design across multiple screens It presents an opportunity to learn how to cater designs for customers Readers will find patterns strategies examples and case studies methodologies and insights to help inspire them to develop a viable strategy for their own digital products and services UX professionals will walk through important elements of multiscreen UX Investigating the devices and their capabilities Understanding the users and their capabilities Considering the context in which users use these devices Navigating next generation information experiences and the future of content management Designing content and UI architecture for multiscreen projects A hands on practical guide to UX design for how users

approach content across more than one screen at a time Discusses devices users and their practices Includes best practices real world examples and tips and tricks A preface written by Scott Jenson

User Interface Design and Evaluation Debbie Stone, Caroline Jarrett, Mark Woodroffe, Shailey Minocha, 2005-04-29 User Interface Design and Evaluation provides an overview of the user centered design field It illustrates the benefits of a user centered approach to the design of software computer systems and websites The book provides clear and practical discussions of requirements gathering developing interaction design from user requirements and user interface evaluation The book s coverage includes established HCI topics for example visibility affordance feedback metaphors mental models and the like combined with practical guidelines for contemporary designs and current trends which makes for a winning combination It provides a clear presentation of ideas illustrations of concepts using real world applications This book will help readers develop all the skills necessary for iterative user centered design and provides a firm foundation for user interface design and evaluation on which to build It is ideal for seasoned professionals in user interface design and usability engineering looking for new tools with which to expand their knowledge new people who enter the HCI field with no prior educational experience and software developers web application developers and information appliance designers who need to know more about interaction design and evaluation Co published by the Open University UK Covers the design of graphical user interfaces web sites and interfaces for embedded systems Full color production with activities projects hundreds of illustrations and industrial applications

Mensch und Computer 2015 - Tagungsband Martin Pielot, Sarah Diefenbach, Niels Henze, 2015-09-14 These conference proceedings include the specialized academic lecture and brief contributions presented at the Humans and Computers 2015 conference in Stuttgart It provides multiple perspectives from research that collectively provide a kaleidoscope of ideas theories and methodologies The conference bridges the gap between theory and practical implementation with numerous application oriented essays

Asynchrone Anwenderbeteiligung in Software-Projekten Rashid, Asarnusch, 2016-09-06 This work addresses the problem of asynchronous user involvement in software projects It develops a new methodology OpenProposal which Integrates an enhanced snapshot annotation tool into a collaborative environment Two case studies show that this approach could help in reducing the effort for usability tests as well as motivating users to express their ideas and needs more precisely

Usability Engineering kompakt Michael Richter, Markus D. Flückiger, 2010-03-23 Usability Engineering spielt überall dort eine Rolle wo Benutzer mit interaktiven technischen Systemen zu tun haben Welche Faktoren bestimmen ob wir mit einem Produkt sehr einfach nur schwer oder gar nicht zum Ziel kommen Welche Möglichkeiten bieten sich diese Faktoren in der Entwicklung systematisch in den Griff zu bekommen Dieses Buch vermittelt einen leicht verständlichen Einstieg in die Praxis und bietet Ihnen das Wichtigste übersichtlich zum Nachschlagen Die wichtigsten Methoden Umsetzung im Entwicklungsprozess Usability und Requirements Engineering Strategie im Unternehmen Planung Durchführung und Kontrolle Checklisten Praxisbeispiele Denkanstöße Erweiterte 2. Auflage mit Fallstudien aus der Praxis

Lehrbuch der

Medienpsychologie Roland Mangold, Peter Vorderer, Gary Bente, 2004-02-16 Medien bestimmen unseren Alltag heute in einem Maße das selbst die euphorischsten Prognosen bei der Einführung verschiedener Leitmedien wie etwa Buchdruck Telefon oder Fernsehen weit übersteigt Nicht zuletzt der Personal Computer und die weltweite Vernetzung über das Internet haben die Mediatisierung unserer Welt noch einmal deutlich beschleunigt Medienpsychologie beschäftigt sich mit menschlichem Erleben und Verhalten im Umgang mit Medien Das Lehrbuch bietet eine aktuelle und verständliche Einführung in die verschiedenen Bereiche der Medienpsychologie Neben den Grundlagen einer Medienpsychologie werden einschlägige Forschungsmethoden vorgestellt Die spezifischen Anwendungsfelder schließen sowohl Einsatzgebiete der klassischen Medien als auch der neuen Medien ein Im Lehrbuch werden zunächst die Grundlagen einer empirischen Medienpsychologie dargestellt z B die Schlüsselkonzepte der Mediennutzung und Medienwirkung sowie der Medienkompetenz aber auch kognitions emotions entwicklungs persönlichkeits und sozialpsychologische Theorien Weiterhin wird über die für dieses Fachgebiet spezifisch relevanten Forschungsmethoden informiert Die Breite und Vielschichtigkeit der Forschungsfelder der modernen Medienpsychologie wird im dritten Teil des Lehrbuches deutlich Hier vermitteln Beiträge aus dem Bereich der klassischen Medien als auch der neueren computerbasierten und interaktiven Medien einen umfassenden Eindruck vom breiten Spektrum der Aufgabenfelder Themen sind z B Lesen Fernsehnutzung und Wirkung Infotainment und Edutainment Unterhaltung Werbung computervermittelte Kommunikation E Learning und netzbasierte Wissenskommunikation Computer und Videospiele sowie die sozio emotionale Dimension des Internet *Universal Access in Human Computer Interaction. Coping with Diversity* Constantine Stephanidis, 2007-08-24 This is the first of a three volume set that constitutes the refereed proceedings of the 4th International Conference on Universal Access in Human Computer Interaction UAHCI 2007 held in Beijing China It covers designing for universal access universal access methods techniques and tools understanding motor diversity perceptual and cognitive abilities as well as understanding age diversity *User Interface Design* Larry E. Wood, 1997-12-02 Although numerous sources document aspects of user centered design there are few references that consider how a designer transforms the information gathered about users and their work into an effective user interface design This book explains just how designers bridge that gap A group of leading experts in GUI design describe their methods in the context of specific design projects and while the projects processes and methods vary considerably the common theme is building a bridge between user requirements and user interface design *Knowledge Media Design* Maximilian Eibl, Harald Reiterer, Peter Friedrich Stephan, Frank Thissen, 2009-01-01 Knowledge Media Design KMD beschäftigt sich mit der Generierung Verarbeitung Vermittlung und Bewahrung von medial behandelbarem Wissen Bei der Entwicklung von Wissensmedien integrieren sich Kompetenzen der Informatik Informationswissenschaft Kommunikationswissenschaft Design Psychologie Didaktik und Arbeitswissenschaften Gemeinsam tragen Sie mit ihren Konzepten und Methoden zur umfassenden Erforschung des Arbeitsfeldes bei Der vorliegende Sammelband beschreibt

verschiedene Aspekte von Wissensmedien und beleuchtet sie aus den Perspektiven der Theorie der Methodik und der Praxis. Da bis heute erst wenig Diskussion zwischen den angesprochenen Disziplinen besteht, wird mit diesem Buch ein erster Versuch unternommen, die Positionen ausgewiesener Experten auf einer gemeinsamen Plattform darzustellen. Es werden theoretische Grundlagen, methodische Vorgehensweisen und erfolgreiche Anwendungen aus der Praxis vorgestellt, womit ein Ausgangspunkt für den weiteren Annäherungsprozess der Disziplinen für die Gestaltung von Wissensmedien definiert werden soll.

Interface Design Stephan Thesmann, 2016-10-05 Da Sie dieses Buch in der Hand halten, wissen Sie bereits, wie wichtig gute Benutzungsoberflächen für den Erfolg einer Software sind, sei es für eine Webseite, eine App oder jedes andere Programm. Aber was genau macht ein gutes User Interface aus? Es gestattet möglichst vielen Benutzern eine Software intuitiv zu benutzen. Dabei geht es auf die unterschiedlichen Fähigkeiten, Vorlieben und auch Emotionen der User ein. Design und Umsetzung sorgen für ein hohes Maß an Zugänglichkeit, nicht nur für Menschen, sondern auch für Suchmaschinen. Dieses Lehrbuch führt Sie in die physiologischen und psychologischen Grundlagen der menschlichen Wahrnehmung und Informationsverarbeitung ein. So dann erfahren Sie, wie Sie Interfaces barrierefrei gestalten und für Suchmaschinen optimieren können, um einen großen Benutzerkreis anzusprechen. Anschließend lernen Sie die Anforderungen an Usability, User Experience und Accessibility in den einzelnen Phasen des Entwurfsprozesses umzusetzen. Die projektorientierte Vorgehensweise führt Sie mit vielen Beispielen und ausführlichen Erläuterungen schrittweise von der ersten Idee bis hin zur Fertigstellung qualitativ hochwertiger Interfaces zu entwerfen und Entwicklungsprozesse zu managen.

Mobile System Design Dennis Krannich, 2010 Mobile Systeme spielen eine immer bedeutendere Rolle in unserem täglichen Leben. Aus diesem Grund werden effektive Prozesse benötigt, um den steigenden Anforderungen der Endverbraucher und dem hohen Kosten- und Zeitdruck gerecht zu werden. Während das Usability Testing für stationäre Systeme weitestgehend standardisiert ist, stellen Mobile Systeme aufgrund ihrer Heterogenität große Anforderungen an das Usability Testing im originalen Benutzungskontext. Die Hauptfrage dieses Buches ist, wie zum einen gewährleistet werden kann, dass Mobile Systeme möglichst unkompliziert und intuitiv benutzt werden können, und zum anderen eine stärkere Berücksichtigung sowohl der zukünftigen Benutzer als auch des Benutzungskontextes im Entwicklungsprozess stattfinden kann. Zu diesem Zweck wird ein toolbasiertes Vorgehensmodell konzipiert, entwickelt und empirisch untersucht. Das Buch richtet sich sowohl an Designer als auch an Programmierer und bietet einen Überblick aktueller Forschung rund um das Thema Mobile System Design.

Interkulturelles User Interface Design Rüdiger Heimgärtner, 2017-07-24 Dieses Fachbuch beschreibt den Weg der Entwicklung eines international nutzbaren Produktes mit Mensch-Maschine-Schnittstelle von der Theorie über die Konzeption und Gestaltung bis hin zur praktischen Umsetzung. Es werden die wichtigsten Konzepte in den Bereichen Philosophie, Kommunikation, Kultur und Ethnocomputing als Grundlage des interkulturellen User Interface Designs erläutert. Der Autor präsentiert direkt nutzbares, handlungsrelevantes Wissen für die Prozesse der Internationalisierung und Lokalisierung von Software. Das Werk ist für ein

allgemeines Publikum geschrieben das sich f r Softwareergonomie Softwareengineering und das menschenzentrierte Design im interkulturellen Kontext interessiert F r Produktmanager und Usability Professionals sind die konkreten Empfehlungen und Checklisten f r die direkte Umsetzung in der Produktgestaltung von besonderem Interesse

Unveiling the Energy of Verbal Beauty: An Mental Sojourn through **User Interface Design Usability Software Projekten**

In some sort of inundated with displays and the cacophony of quick transmission, the profound energy and psychological resonance of verbal beauty often diminish into obscurity, eclipsed by the constant assault of sound and distractions. However, situated within the lyrical pages of **User Interface Design Usability Software Projekten**, a captivating function of fictional splendor that impulses with natural feelings, lies an remarkable journey waiting to be embarked upon. Composed by a virtuoso wordsmith, that enchanting opus manuals viewers on an emotional odyssey, gently exposing the latent possible and profound affect stuck within the complex web of language. Within the heart-wrenching expanse of this evocative analysis, we can embark upon an introspective exploration of the book is central styles, dissect their captivating publishing model, and immerse ourselves in the indelible impression it leaves upon the depths of readers souls.

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