

Aaron Marcus (Ed.)

LNCSE 6769

# Design, User Experience, and Usability

Theory, Methods, Tools and Practice

First International Conference, DUXU 2011  
Held as Part of HCI International 2011  
Orlando, FL, USA, July 2011, Proceedings, Part I

**I** Part I



**Design User Experience And Usability Theory Methods  
Tools And Practice First International Conference Duxu  
2011 Held As Part Of Hci Part I Lecture Notes In  
Computer Science**

**Jicheng Xie**



## **Design User Experience And Usability Theory Methods Tools And Practice First International Conference Duxu 2011 Held As Part Of Hci Part I Lecture Notes In Computer Science:**

**Design, User Experience, and Usability. Theory, Methods, Tools and Practice** Aaron Marcus, 2011-06-27 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

**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

**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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**Ergodesign e Arquitetura da Informação** Luiz Agner, 2023-07-07 Talvez voc nunca tenha ouvido falar em ergodesign mas pode ter certa familiaridade com os termos usabilidade design centrado no usu rio e experi ncia do usu rio E esse conceito e outros relacionados que Luiz Agner explica no livro Ergodesign e arquitetura de informa o trabalhando com o usu rio A experi ncia do usu rio em ingl s User eXperience UX busca algo que fa a diferen a na vida das pessoas busca fazer com que elas se engajem na intera o E Agner mostra como a UX se encontra no cruzamento da arte com a ci ncia demanda racioc nio anal tico assim como muita criatividade Como ele mesmo alerta coloca os pingos nos is Com linguagem clara e projeto gr fico cativante a obra foi escrita tanto para o estudante de design publicidade e propaganda inform tica jornalismo rela es p blicas biblioteconomia marketing e administra o quanto para o profissional que quer se atualizar no din mico mundo do design

*Design, User Experience, and Usability. Theory, Methods, Tools and Practice* Aaron Marcus, 2011-06-18 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

**Design, User Experience, and Usability: Theory and Practice** Aaron Marcus, Wentao Wang, 2018-07-10 The three volume set LNCS 10918 10919 and 10290 constitutes the proceedings of the 7th International

Conference on Design User Experience and Usability DUXU 2018 held as part of the 20th International Conference on Human Computer Interaction HCII 2018 in Las Vegas NV USA in July 2018 The total of 1171 papers presented at the HCII 2018 conferences were carefully reviewed and selected from 4346 submissions The papers cover the entire field of human computer interaction addressing major advances in knowledge and effective use of computers in a variety of applications areas The total of 165 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three volume set The 55 papers included in this volume are organized in topical sections on design thinking methods and practice usability and user experience evaluation methods and tools and DUXU in software development **Design, User Experience, and Usability: Theory, Methodology, and Management** Aaron Marcus, Wentao Wang, 2017-06-28 The three volume set LNCS 10288 10289 and 10290 constitutes the proceedings of the 6th International Conference on Design User Experience and Usability DUXU 2017 held as part of the 19th International Conference on Human Computer Interaction HCII 2017 in Vancouver BC Canada in July 2017 jointly with 14 other thematically similar conferences The total of 1228 papers presented at the HCII 2017 conferences were carefully reviewed and selected from 4340 submissions These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems The papers accepted for presentation thoroughly cover the entire field of Human Computer Interaction addressing major advances in knowledge and effective use of computers in a variety of application areas The total of 168 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three volume set LNCS 10288 The 56 papers included in this volume are organized in topical sections on design thinking and design philosophy aesthetics and perception in design user experience evaluation methods and tools user centered design in the software development lifecycle DUXU education and training LNCS 10289 The 56 papers included in this volume are organized in topical sections on persuasive and emotional design mobile DUXU designing the playing experience designing the virtual augmented and tangible experience wearables and fashion technology LNCS 10290 The 56 papers included in this volume are organized in topical sections on information design understanding the user DUXU for children and young users DUXU for art culture tourism and environment DUXU practice and case studies **Design, User Experience, and Usability: Design Thinking and Methods** Aaron Marcus, 2016-07-04 The three volume set LNCS 9746 9747 and 9748 constitutes the proceedings of the 5th International Conference on Design User Experience and Usability DUXU 2016 held as part of the 18th International Conference on Human Computer Interaction HCII 2016 in Toronto Canada in July 2016 jointly with 13 other thematically similar conferences The total of 1287 papers presented at the HCII 2016 conferences were carefully reviewed and selected from 4354 submissions These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems The papers accepted for presentation thoroughly cover the entire field of Human Computer Interaction addressing major advances in knowledge and effective use of computers in a variety of application

areas The total of 157 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three volume set The 49 papers included in this volume are organized in topical sections on design thinking user experience design methods and tools usability and user experience evaluation methods and tools *Design, User Experience, and Usability: Theories, Methods, and Tools for Designing the User Experience* Aaron Marcus, 2014-07-24 The four volume set LNCS 8517 8518 8519 and 8520 constitutes the proceedings of the Third International Conference on Design User Experience and Usability DUXU 2014 held as part of the 16th International Conference on Human Computer Interaction HCII 2014 held in Heraklion Crete Greece in June 2014 jointly with 13 other thematically similar conferences The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems The papers accepted for presentation thoroughly cover the entire field of Human Computer Interaction addressing major advances in knowledge and effective use of computers in a variety of application areas The total of 256 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this four volume set The 66 papers included in this volume are organized in topical sections on design theories methods and tools user experience evaluation heuristic evaluation media and design design and creativity **Design, User Experience, and Usability: Design Discourse** Aaron Marcus, 2015-07-20 The three volume set LNCS 9186 9187 and 9188 constitutes the proceedings of the 4th International Conference on Design User Experience and Usability DUXU 2015 held as part of the 17th International Conference on Human Computer Interaction HCII 2015 in Los Angeles CA USA in August 2015 jointly with 13 other thematically similar conferences The total of 1462 papers and 246 posters presented at the HCII 2015 conferences were carefully reviewed and selected from 4843 submissions These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems The papers accepted for presentation thoroughly cover the entire field of Human Computer Interaction addressing major advances in knowledge and effective use of computers in a variety of application areas The total of 132 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three volume set The 61 papers included in this volume are organized in topical sections on design thinking user experience design and usability methods and tools DUXU management and practice emotional and persuasion design and storytelling narrative and fiction in DUXU **Design, User Experience, and Usability: Technological Contexts** Aaron Marcus, 2016-06-21 The three volume set LNCS 9746 9747 and 9748 constitutes the proceedings of the 5th International Conference on Design User Experience and Usability DUXU 2016 held as part of the 18th International Conference on Human Computer Interaction HCII 2016 in Toronto Canada in July 2016 jointly with 13 other thematically similar conferences The total of 1287 papers presented at the HCII 2016 conferences were carefully reviewed and selected from 4354 submissions These papers address the latest research and development efforts and

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Conference on Human Computer Interaction HCII 2015 in Los Angeles CA USA in August 2015 jointly with 13 other thematically similar conferences The total of 1462 papers and 246 posters presented at the HCII 2015 conferences were carefully reviewed and selected from 4843 submissions These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems The papers accepted for presentation thoroughly cover the entire field of Human Computer Interaction addressing major advances in knowledge and effective use of computers in a variety of application areas The total of 132 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three volume set The 61 papers included in this volume are organized in topical sections on design thinking user experience design and usability methods and tools DUXU management and practice emotional and persuasion design and storytelling narrative and fiction in DUXU      *Design, User Experience, and Usability* Aaron Marcus, Wentao Wang (Design manager), 2019 The four volume set LNCS 11583 11584 11585 and 11586 constitutes the proceedings of the 8th International Conference on Design User Experience and Usability DUXU 2019 held as part of the 21st International Conference HCI International 2019 which took place in Orlando FL USA in July 2019 The total of 1274 papers and 209 posters included in the 35 HCII 2019 proceedings volumes was carefully reviewed and selected from 5029 submissions DUXU 2019 includes a total of 167 regular papers organized in the following topical sections design philosophy design theories methods and tools user requirements preferences emotions and personality visual DUXU DUXU for novel interaction techniques and devices DUXU and robots DUXU for AI and AI for DUXU dialogue narrative storytelling DUXU for automated driving transport sustainability and smart cities DUXU for cultural heritage DUXU for well being DUXU for learning user experience evaluation methods and tools DUXU practice DUXU case studies      **Design, User Experience, and Usability: Design Philosophy, Methods, and Tools** Aaron Marcus, 2013-07-10 The four volume set LNCS 8012 8013 8014 and 8015 constitutes the proceedings of the Second International Conference on Design User Experience and Usability DUXU 2013 held as part of the 15th International Conference on Human Computer Interaction HCII 2013 held in Las Vegas USA in July 2013 jointly with 12 other thematically similar conferences The total of 1666 papers and 303 posters presented at the HCII 2013 conferences was carefully reviewed and selected from 5210 submissions These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems The papers accepted for presentation thoroughly cover the entire field of Human Computer Interaction addressing major advances in knowledge and effective use of computers in a variety of application areas The total of 282 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this four volume set The 67 papers included in this volume are organized in topical sections on design philosophy usability methods and tools and design processes methods and tools      **Design, User Experience, and Usability: User Experience Design for Diverse Interaction Platforms and Environments** Aaron Marcus, 2014-06-11 The four volume set LNCS 8517 8518 8519 and 8520 constitutes the proceedings



of the Third International Conference on Design User Experience and Usability DUXU 2014 held as part of the 16th International Conference on Human Computer Interaction HCII 2014 held in Heraklion Crete Greece in June 2014 jointly with 13 other thematically similar conferences The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems The papers accepted for presentation thoroughly cover the entire field of Human Computer Interaction addressing major advances in knowledge and effective use of computers in a variety of application areas The total of 256 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this four volume set The 76 papers included in this volume are organized in topical sections on design for the web design for the mobile experience design of visual information design for novel interaction techniques and realities games and gamification      *Design, User Experience, and Usability: Novel User Experiences* Aaron Marcus,2016-06-22 The three volume set LNCS 9746 9747 and 9748 constitutes the proceedings of the 5th International Conference on Design User Experience and Usability DUXU 2016 held as part of the 18th International Conference on Human Computer Interaction HCII 2016 in Toronto Canada in July 2016 jointly with 13 other thematically similar conferences The total of 1287 papers presented at the HCII 2016 conferences were carefully reviewed and selected from 4354 submissions These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems The papers accepted for presentation thoroughly cover the entire field of Human Computer Interaction addressing major advances in knowledge and effective use of computers in a variety of application areas The total of 157 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three volume set The 67 papers included in this volume are organized in topical sections on emotion motivation and persuasion design DUXU in learning and education games and gamification culture language and DUXU DUXU for social innovation and sustainability usability and user experience studies      **Design, User Experience, and Usability: User Experience Design for Everyday Life Applications and Services** Aaron Marcus,2014-06-11 The four volume set LNCS 8517 8518 8519 and 8520 constitutes the proceedings of the Third International Conference on Design User Experience and Usability DUXU 2014 held as part of the 16th International Conference on Human Computer Interaction HCII 2014 held in Heraklion Crete Greece in June 2014 jointly with 13 other thematically similar conferences The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems The papers accepted for presentation thoroughly cover the entire field of Human Computer Interaction addressing major advances in knowledge and effective use of computers in a variety of application areas The total of 256 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this four volume set The 69 papers

included in this volume are organized in topical sections on design for health design for reading and learning design for mobility transport and safety design for rural low literacy and developing communities design for environment and sustainability design for human computer symbiosis      **Design, User Experience, and Usability. Interaction Design**

Aaron Marcus, Elizabeth Rosenzweig, 2020-06-12 This book constitutes the refereed proceedings of the 9th International Conference on Design User Experience and Usability DUXU 2020 held as part of the 22nd International Conference on Human Computer Interaction HCII 2020 in Copenhagen Denmark in July 2020 The conference was held virtually due to the COVID 19 pandemic From a total of 6326 submissions a total of 1439 papers and 238 posters has been accepted for publication in the HCII 2020 proceedings The 40 papers included in this volume were organized in topical sections on UX design methods tools and guidelines interaction design and information visualization and emotional design

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