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Smart Things Ubiquitous Computing User

It is intentionally not a comprehensive tutorial of user-centered design'as that is covered in many other books'but it is a handful of techniques useful when designing ubiquitous computing user experiences. In short, Smart Things gives its readers both the "why" of this kind of design and the "how," in well-defined chunks.

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Design companies like IDEO and frogdesign are regularly asked to design products that unify software interaction, device design and service design -- which are all the key components of ubiquitous computing UX The world of smart shoes, appliances, and phones is already here, but the practice of user experience (UX) design for ubiquitous computing is still relatively new.

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Based on years in the UX, mobile, and industrial design trenches, Mike Kuniavsky brings you the first practical book on the subject, whether you call it ubiquitous computing, pervasive computing, or the Internet of Thingsuser experience design.

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Smart Things: Ubiquitous Computing User Experience Design ...

Ubiquitous computing user experiences come in all shapes and sizes. With computation distributed into mobile devices, buildings, and roads, the experience of devices and spaces is no longer limited to what can be held, seen, or inhabited.

Smart Things | ScienceDirect

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Smart Things - 1st Edition

The world of smart shoes, appliances, and phones is already here, but the practice of user experience (UX) design for ubiquitous computing is still relatively new. Design companies like IDEO and frogdesign are regularly asked to design products that unify software interaction, device design. and service design -- which are all the key components of ubiquitous computing UX -- and practicing designers need a way to tackle practical challenges of design.

Smart Things: Ubiquitous Computing User Experience Design ...

The world of smart phones, appliances, picture frames, and shoes is already here, but the practice

of user experience design for digital ubiquitous products and environments that do not have traditional software user interfaces is a relatively new practice.

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Smart things : ubiquitous computing user experience design ...

The underlying technologies to support ubiquitous computing include Internet, advanced middleware, operating system, mobile code, sensors, microprocessors, new I/O and user interfaces, computer networks, mobile protocols, location and positioning, and new materials.

Ubiquitous computing - Wikipedia

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Smart things : ubiquitous computing user experience design ...

General Magic's Magic Cap was an early operating system for mobile devices. It can be thought of as an early attempt at a user-centered ubiquitous computing experience design. It is also an example of a product that followed its metaphor too far. Sony Magic Link (Courtesy Sony)

Smart Things: Chapter 3, Interaction Metaphors, Part 4 ...

Of particular interest is the field of ubiquitous computing, which aims to make computers available throughout the environment, while rendering them effectively invisible. One specific goal is to incorporate computing power into every- day objects in order to create "smart things": real-world

Ubiquitous Computing Infrastructures

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