

Designing Gestural Interfaces: Touchscreens and Interactive Devices

Filesize: 4.38 MB

Reviews

A very wonderful book with lucid and perfect answers. It is probably the most incredible book i have study. Its been designed in an exceptionally simple way and is particularly just after i finished reading through this publication by which in fact transformed me, alter the way in my opinion. (Macey Schneider)

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DESIGNING GESTURAL INTERFACES: TOUCHSCREENS AND INTERACTIVE DEVICES



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O Reilly Media, Inc, USA, United States, 2008. Paperback. Book Condition: New. 231 x 178 mm. Language: English . Brand New Book. If you want to get started in new era of interaction design, this is the reference you need. Touch screens on mobile devices and ATMs let us manipulate things onscreen with our but there s been no central source of information about gestural interface technology - until now. Designing Gestural Interfaces provides you with essential information about kinesiology, sensors, ergonomics, physical computing, touchscreen technology, and new interface patterns: all you need to know to augment your existing skills in traditional websites, software, or physical products. Packed with informative illustrations and photos, this book helps you: learn the process of designing gestural interfaces, from documentation to prototyping to communicating to the audience what the product does; get an overview of technologies surrounding touch screens and interactive environments; examine current patterns and trends in touchscreen and gestural design; learn about the techniques used by practicing designers and developers today; see how other designers have solved interface challenges in the past; and, look at future trends in this rapidly evolving field. Only half a dozen years ago, the gestural interfaces introduced in the film Minority Report were science fiction. Now, because of technological, social, and market forces, we see similar interfaces deployed everywhere. Designing Gestural Interfaces will help you enter this new world of possibilities.

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