Mobile Interaction Design
Matt Jones, Gary Marsden

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DESCRIPTION

Mobile Interaction Design covers important issues relating to this ever-changing technology, including, developing interfaces and devices with a great deal of sensitivity to human needs, desires, and capabilities. This book is written to inspire and challenge designers’ preconceived notions of this marketplace and to convey lessons learned, and principles involved, in the development and deployment of interactive systems to the mobile environment.

ABOUT THE AUTHOR

Matt Jones has been working on novel, emerging interactive technologies for the past 12 years. He is a member of the British Computer Society Ethics Committee, IFIP Social Accountability Committee and is editing an ACM ToCHI journal special issue on social issues. Matt has written for popular magazines (including Wired) and newspapers, broadcast for the BBC and had work on mobile interaction exhibited in the National Science Museum of the UK.

Gary Marsden has a PhD in Human-Computer Interaction and is associate professor at the University of Cape Town. He has taught several undergraduate and postgraduate courses on interface design and consults privately with various companies such as Orange and Reuters on mobile computing interface design issues.
Mobile Interaction Design shifts the design perspective away from the technology and concentrates on usability; in other words the book concentrates on developing interfaces and devices with a great deal of sensitivity to human needs, desires and capabilities.

- Presents key interaction design ideas and successes in an accessible, relevant way
- Exercises, case studies and study questions make this book ideal for students.
- Provides ideals and techniques which will enable designers to create the next generation of effective mobile applications.
- Critiques current mobile interaction design (bloopers) to help designers avoid pitfalls.
- Design challenges and worked examples are given to reinforce ideas.
- Discusses the new applications and gadgets requiring knowledgeable and inspired thinking about usability and design.
- Authors have extensive experience in mobile interaction design, research, industry and teaching

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