DESCRIPTION

Living eXperience Design – the design of life experiences – is an extension of user experience design (UXD). The context comprises usage and practice in real contexts in which spatial, urban, social, temporal, historical and legal dimensions are considered. Reflecting upon LivXD is to examine the whole experience of a target audience in a variety of situations – and not only in those involving digital technology.

This book begins with the definition of LivXD and its associated epistemology, and proceeds to detail field experiments in certain privileged areas: the relation to creation and works, mediation and adult education.

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