

<<用户界面设计>>

图书基本信息

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前言

Designing the User Interface is written for students, researchers, designers, managers, and evaluators of interactive systems. It presents a broad survey of how to develop high-quality user interfaces for interactive systems. Readers with backgrounds in computer science, psychology, sociology, industrial engineering, information science/studies/systems, business, education, and communications should all find fresh and valuable material. Our goals are to encourage greater attention to usability issues and to promote further scientific study of human-computer interaction, including the rapidly emerging topic of social media participation. Since the publication of the first four editions of this book in 1986, 1992, 1998, and 2005, HCI practitioners and researchers have grown more numerous and influential. The quality of interfaces has improved greatly, while the community of users and its diversity have grown dramatically. Researchers and designers could claim success, but today user expectations are higher, applications are more demanding, and platforms are more varied. In addition to desktop computers, designers now must accommodate web-based services and an increasingly diverse set of mobile devices. User interface designers are moving in new directions: some innovators provoke us with virtual and augmented realities, whereas others offer alluring scenarios for ubiquitous computing, embedded devices, and tangible user interfaces. These innovations are important, but much work remains to be done to improve the experiences of novice and expert users who still struggle with too many frustrations. These problems must be resolved if we are to achieve the goal of universal usability, enabling all citizens in every country to enjoy the benefits of these new technologies. This book is meant to inspire students, guide designers, and provoke researchers to seek those solutions.

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内容概要

本书为了适应因特网和各种移动设备迅猛发展的形势，在第四版的基础上始终以基于Web、桌面和移动设备的设计作为内容主线。

新的设计实例涉及电子商务、在线社区、电子政府、图片管理、购物、交通、游戏和移动电话，选材新颖实用，切合目前的应用实际。

同时，新版本扩展了社交媒体参与和用户生成内容的介绍，代表了人机交互著作的主流发展趋势。

本书面向的读者极为广泛，具有计算机科学、心理学、社会学、工业工程学、信息科学、信息研究、信息系统、商业、教育和通信知识背景的读者，都可以在本书中发现新鲜的、有价值的信息。

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章节摘录

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