Microinteractions Designing With Details Dan Saffer

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#13: Microsoft Design Director, Kat Holmes, on the importance of designing for \"one-size-fits-one\"Simulation #343 Dan Saffer - Productizing New Technology **Microinteractions Designing With Details Dan**

Microinteractions is an essential guide to designing in today's world where a typical person touches a hundred different user experiences each day, and only the clearest interactions will turn a new user

experience into a cherished product. In this book, Dan Saffer turns the Cognitive Walkthrough on its head and takes it to the next level, creating a new model for defining interactions and illustrating the strength of designing for moments rather than systems.

Microinteractions | Designing with Details
Dan provides a framework for discussing microinteractions: 1) triggers, 2) rules, 3) feedback, and 4) loops and modes. Personally, I find this framework somewhat analogous to, but less well defined than, Don Norma "Microinteractions" – the tiny details of how a product or its user interface interacts with its user.

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Microinteractions: Full Color Edition: Designing with ...
Microinteractions: Designing with Details Explore a microinteraction's structure: triggers, rules, feedback, modes, and loops Learn the types of triggers that initiate a microinteraction Create simple rules that define how your microinteraction can be used Help users understand the rules with ...

Microinteractions: Designing with Details – Dan Saffer ...
Dan Saffer It's the little things that turn a good digital product into a great one. With this full color practical book, you'll learn how to design effective microinteractions: the small details that exist inside and around features. How can users change a setting?

Microinteractions: Full Color Edition: Designing with Details
"The best products do two things well: features and details. Features are what draw people to your product; details are what keep them there" says Dan Saffer. The importance of details can't be over-emphasized. Details make users love or hate an app or website. Microinteractions are those details.

Microinteractions: Designing with Details | Webdesigner Depot
microinteractions full color edition designing with details Sep 02, 2020 Posted By Richard Scarry Publishing TEXT ID 8595f6ac Online PDF Ebook Epub Library shipping buy online pick up in store is currently unavailable but this item may be available for in store purchase sign

in to purchase instantly members save with free start

Microinteractions Full Color Edition Designing With ...
These details differentiate between a good, useful product and a great, delightful one. The is a very cool topic to look into, and Dan has done a good job in starting the conversation. Dan provides a framework for discussing microinteractions: 1) triggers, 2) rules, 3) feedback, and 4) loops and modes.

Microinteractions: Full Color Edition: Designing with ...
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microinteractions full color edition designing with details
Microinteractions are contained product moments that revolve around a single use case—they have one main task. Every time you change a setting, sync your data or devices, set an alarm, pick a password, log in, set a status message, or favorite or "like" something, you are engaging with a microinteraction.

What is a Microinteraction? | Microinteractions
Speaker: Dan Saffer The difference between a good product and a great one are its details: the microinteractions that make up the small moments inside and around features. How do you turn on mute ...

Microinteractions: Design with Details
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Microinteractions: Designing with Details 1, Saffer, Dan ...
The Microinteractions Model. Microinteractions have four parts: a Trigger, the Rules, Feedback, and Loops/Modes. The Trigger is what starts a microinteraction. This can be a manual control, such as when a user clicks a button or an icon, or it can be the system trigger that goes off when a set of conditions has been met.

Microinteractions Details Matter | Ideas | Smart Design
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Provides information on user interface design of small details that exist inside applications, covering such topics as triggers, rules, feedback, and loops and modes.

It's the little things that turn a good digital product into a great one. With this practical book, you'll learn how to design effective microinteractions: the small details that exist inside and around features. How can users change a setting? How do they turn on mute, or know they have a new email message? Through vivid, real-world examples from today's devices and applications, author Dan Saffer walks you through a microinteraction's essential parts, then shows you how to use them in a mobile app, a web widget, and an appliance. You'll quickly discover how microinteractions can change a product from one that's tolerated into one that's treasured. Explore a microinteraction's structure: triggers, rules, feedback, modes, and loops Learn the types of triggers that initiate a microinteraction Create simple rules that define how your microinteraction can be used Help users understand the rules with feedback, using graphics, sounds, and vibrations Use modes to let users set preferences or modify a microinteraction Extend a microinteraction's life with loops, such as "Get data every 30 seconds"

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Help users understand the rules with feedback, using graphics, sounds, and vibrations Use modes to let users set preferences or modify a microinteraction Extend a microinteraction's life with loops, such as "Get data every 30 seconds"

Describes effective approaches to interaction design, with information on developing a design strategy, conducting research, analyzing the data, creating concepts, and testing and deployment.

Brave NUI World is the first practical guide for designing touch- and gesture-based user interfaces. Written by the team from Microsoft that developed the multi-touch, multi-user Surface® tabletop product, it introduces the reader to natural user interfaces (NUI). It gives readers the necessary tools and information to integrate touch and gesture practices into daily work, presenting scenarios, problem solving, metaphors, and techniques intended to avoid making mistakes. This book considers diverse user needs and context, real world successes and failures, and the future of NUI. It presents thirty scenarios, giving practitioners a multitude of considerations for making informed design decisions and helping to ensure that missteps are never made again. The book will be of value to game designers as well as practitioners, researchers, and students interested in learning about user experience design, user interface design, interaction design, software design, human computer interaction, human factors, information design, and information architecture. Provides easy-to-apply design guidance for the unique challenge of creating touch- and gesture-based user interfaces Considers diverse user needs and context, real world successes and failures, and a look into the future of NUI Presents thirty scenarios, giving practitioners a multitude of considerations for making informed design decisions and helping to ensure that missteps are never made again

Networked thermostats, fitness monitors, and door locks show that the Internet of Things can (and will) enable new ways for people to interact with the world around them. But designing connected products for consumers brings new challenges beyond conventional software UI and interaction design. This book provides experienced UX designers and technologists with a clear and practical roadmap for approaching consumer product strategy and design in this novel market. By drawing on the best of current design practice and academic research, Designing Connected Products delivers sound advice for working with cross-device interactions and the complex ecosystems inherent in IoT technology.

The authors of Thoughtful Interaction Design go beyond the usual technical concerns of usability and usefulness to consider interaction design from a design perspective. The shaping of digital artifacts is a design process that influences the form and functions of workplaces, schools, communication, and culture; the successful interaction designer must use both ethical and aesthetic judgment to create

designs that are appropriate to a given environment. This book is not a how-to manual, but a collection of tools for thought about interaction design. Working with information technology—called by the authors "the material without qualities"—interaction designers create not a static object but a dynamic pattern of interactivity. The design vision is closely linked to context and not simply focused on the technology. The authors' action-oriented and context-dependent design theory, drawing on design theorist Donald Schön's concept of the reflective practitioner, helps designers deal with complex design challenges created by new technology and new knowledge. Their approach, based on a foundation of thoughtfulness that acknowledges the designer's responsibility not only for the functional qualities of the design product but for the ethical and aesthetic qualities as well, fills the need for a theory of interaction design that can increase and nurture design knowledge. From this perspective they address the fundamental question of what kind of knowledge an aspiring designer needs, discussing the process of design, the designer, design methods and techniques, the design product and its qualities, and conditions for interaction design.

Text Entry Systems covers different aspects of text entry systems and offers prospective researchers and developers global guidelines for conducting research on text entry, in terms of design strategy, evaluation methodology, and requirements; a discussion of the history and current state of the art of entry systems; and specific guidelines for designing entry systems for a specific target, depending on devices, modalities, language, and different physical conditions of users. Text entry has never been so important as it is today. This is in large part due to the phenomenal, relatively recent success of mobile computing, text messaging on mobile phones, and the proliferation of small devices like the Blackberry and Palm Pilot. Compared with the recent past, when text entry was primarily through the standard "qwerty" keyboard, people today use a diverse array of devices with the number and variety of such devices ever increasing. The variety is not just in the devices, but also in the technologies used: entry modalities have become more varied and include speech recognition and synthesis, handwriting recognition, and even eye-tracking using image processing on web-cams. Statistical language modeling has advanced greatly in the past ten years and so therein is potential to facilitate and improve text entry — increasingly, the way people communicate. This book covers different aspects of text entry systems and offers prospective researchers and developers Global guidelines for conducting research on text entry, in terms of design strategy, evaluation methodology, and requirements History and current state of the art of entry systems, including coverage of recent research topics Specific guidelines for designing entry systems for a specific target, depending on devices, modalities, language, and different physical conditions of users

Gesturing is such an integral yet unconscious part of communication

that we are mostly oblivious to it. But if you observe anyone in conversation, you are likely to see his or her fingers, hands, and arms in some form of spontaneous motion. Why? David McNeill, a pioneer in the ongoing study of the relationship between gesture and language, set about answering this question over twenty-five years ago. In Gesture and Thought he brings together years of this research, arguing that gesturing, an act which has been popularly understood as an accessory to speech, is actually a dialectical component of language. Gesture and Thought expands on McNeill's acclaimed classic Hand and Mind. While that earlier work demonstrated what gestures reveal about thought, here gestures are shown to be active participants in both speaking and thinking. Expanding on an approach introduced by Lev Vygotsky in the 1930s, McNeill posits that gestures are key ingredients in an "imagery-language dialectic" that fuels both speech and thought. Gestures are both the "imagery" and components of "language." The smallest element of this dialectic is the "growth point," a snapshot of an utterance at its beginning psychological stage. Utilizing several innovative experiments he created and administered with subjects spanning several different age, gender, and language groups, McNeill shows how growth points organize themselves into utterances and extend to discourse at the moment of speaking. An ambitious project in the ongoing study of the relationship of human communication and thought, Gesture and Thought is a work of such consequence that it will influence all subsequent theory on the subject.

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