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major part of
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The book gets off
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aims to illuminate

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is that a new
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engineering, is
needed. There is a
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on human-
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interaction as a
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To (Ada, C#, or Java)
and introduces the
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certain kinds of
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focuses on
"reactive systems,"
which continuously
interact with the
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On the surface,
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design practices
and data science
may not seem like
obvious partners.
But these
disciplines actually
work toward the
same goal, helping
designers and
product managers
understand users
so they can craft
elegant digital
experiences. While

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data can enhance design, design can bring deeper meaning to data.

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This book provides
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examples are
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This book contains the knowledge an interaction designer should know about pervasive design for sustainability. Relevant design research is discussed and framed in a story and value based

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Sustainability is the most important design goal. This is the first message. A second message is that information technologies, and in particular pervasive computing are invaluable keys in the quest for

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Thirdly there is a lack of knowledge on sustainability issues in the interaction design community. In this book a unique meta-level framework structures an extensive discussion of design for

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The framework is based on a principle of justice that is complemented by circumstances for sustainability chosen from the perspective of interaction design. We suggest and present the following circumstances:

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Limited shared
resources, socio-
technical
components and
structures,
technology
development,
vision and
reflection,
cognitive and
behavioural
support, joint
ventures and
political action.

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Topics discussed within the circumstances include experience design, ethics, Latours's modes of existence, design fiction, computer games, futures studies, theories for reflection and behavioural change, personal informatics, and

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practice theory.

The convolute concludes with a number of case studies where interaction design research is summarized and studied from the perspective of sustainability. We start out with thoughts on sustainable

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consumption,
sustainable
character, and the
sustainable family
that gets a section
each. Adding to
them are
annotated case
studies from
research on design
fiction, game and
performance, value
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perspective design
and design for a
sustainable
society. The book
is a polyphonic
convolute which
means that there
will be some
overlap in the
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discourses.

Development in the

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areas related to interaction design can be sensed by identifying the surfacing themes. In total the e-book consists of the equivalence of 530 pages excluding references and index. Håkan Gulliksson is a lecturer on Interaction

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technology and
Sustainable design
at Umeå University
for more than ten
years.

Services and
products are
increasingly
composed of
interconnected
computerized
things with
embedded sensors

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and interaction capabilities. This trend is evident also in everyday objects and tools and is rapidly changing the way we live our lives. Design work and designers have to keep up with this development and adapt both thinking and tools. The

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problem is no longer just to design a physical object or interact with a single computational device and design is not even limited to the service embedding the device. Design needs to include all of the above while, importantly, also

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particular context
of use into account.
This book presents
a framework and a
number of tools
from a systems
perspective that
will help the
designer take the
step from
designing a thing
or a web site to
designing a context

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aware pervasive
service. As a first
basis for this, three
complementary
interactors;
Human,
Information and
Thing, along with
the interactions
they enable are
introduced. This
basis is used to
infuse a way of
thinking on

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pervasive services
that is reapplied
also to groups and
joint ventures.

Services are
thoroughly
introduced in the
book along with
their support,
ranging from
networked
infrastructure for
communication to
cognitive by

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artificial intelligence. The design process is introduced by a discussion on the goals for design. Usability, value based design and meaningful user experiences are surveyed as guides for better designs. Beginning with the resultant

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Understanding, the design process is staged using the levels of service design, requirement analysis, concept, information, interaction, and appearance design. Relevant tools and an outline of the possible design space of mobile

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and pervasive
applications are
given for each
level, and the
design work is
framed by an
overall story-based
approach. In total
the book consists
of 658 pages, 112
figures and 218
illustrations. Both
text and ideas
have improved

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from the third
edition. One year
Weiser. Håkan
Gulliksson is a
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Interaction
technology and
Mobile design at
Umeå University
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been the
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