

Pervasive Information Architecture Designing Cross Channel User Experiences

The Media Convergence Handbook sheds new light on the complexity of media convergence and the related business challenges. Approaching the topic from a managerial, technological as well as end-consumer perspective, it acts as a reference book and educational resource in the field. Media convergence at business level may imply transforming business models and using multiplatform content production and distribution tools. However, it is shown that the implementation of convergence strategies can only succeed when expectations and aspirations of every actor involved are taken into account. Media consumers, content producers and managers face different challenges in the process of media convergence. Volume II of the Media Convergence Handbook tackles these challenges by discussing media business models, production, and users' experience and perspectives from a technological convergence viewpoint.

Set in Paris in the mid-1960s, Lucile, a young, rootless woman, finds herself torn between a fifty-year-old businessman and a thirty-year-old hot-blooded, impulsive editor; and, in a companion to the novel, the translator describes the process of rewriting

Information architecture (IA) is far more challenging—and necessary—than ever. With the glut of information available today, anything your organization wants to share should be easy to find, navigate, and understand. But the experience you provide has to be familiar and coherent across multiple interaction channels, from the Web to smartphones, smartwatches, and beyond. To guide you through this broad ecosystem, this popular guide—now in its fourth edition—provides essential concepts, methods, and techniques for digital design that have withstood the test of time. UX designers, product managers, developers, and anyone involved in digital design will learn how to create semantic structures that will help people engage with your message. This book includes: An overview of IA and the problems it solves for creating effective digital products and services A deep dive into IA components, including organization, labeling, navigation, search, and metadata Processes and methods that take you from research to strategy, design, and IA implementation

This book describes the essential components of the SCION secure Internet architecture, the first architecture designed foremost for strong security and high availability. Among its core features, SCION also provides route control, explicit trust information, multipath communication, scalable quality-of-service guarantees, and efficient forwarding. The book includes functional specifications of the network elements, communication protocols among these elements, data structures, and configuration files. In particular, the book offers a specification of a working prototype. The authors provide a comprehensive description of the main design features for achieving a secure Internet architecture. They facilitate the reader throughout, structuring the book so that the technical detail gradually increases, and supporting the text with a glossary, an index, a list of abbreviations, answers to frequently asked questions, and special highlighting for examples and for sections that explain important research, engineering, and deployment features. The book is suitable for researchers, practitioners, and graduate students who are interested in network security.

Programming with R

Foundations for Designing Online User Experiences

Microservice Architecture

Outcome-Driven Business Architecture

Process and practice

The Information Architecture of Discovery

Transactions on Large-Scale Data- and Knowledge-Centered Systems XLVIII

Smashing UX Design

To make sense of the world, we're always trying to place things in context, whether our environment is physical, cultural, or something else altogether. Now that we live among digital, always-networked products, apps, and places, context is more complicated than ever—starting with "where" and "who" we are. This practical, insightful book provides a powerful toolset to help information architects, UX professionals, and web and app designers understand and solve the many challenges of contextual ambiguity in the products and services they create. You'll discover not only how to design for a given context, but also how design participates in making context. Learn how people perceive context when touching and navigating digital environments See how labels, relationships, and rules work as building blocks for context Find out how to make better sense of cross-channel, multi-device products or services Discover how language creates infrastructure in organizations, software, and the Internet of Things Learn models for figuring out the contextual angles of any user experience

The overall functions of a government impact a wide range of sectors in society. It is imperative for governments to work at full capacity and potential in order to ensure quality progress for its citizens. Driving Efficiency in Local Government Using a Collaborative Enterprise Architecture Framework: Emerging Research and Opportunities is an essential scholarly publication for the latest research on methods for smart government initiatives and implementations, and addresses prevalent internal and external security risks. Featuring extensive coverage on a broad range of topics such as technology funds, mobile technology, and cloud computing, this book is ideally designed for professionals, academicians, researchers, and students seeking current research on the ways in which governments can advance and prosper.

This book discusses business architecture as a basis for aligning efforts with outcomes. It views BA as complementary to enterprise architecture, where the focus of technological initiatives and inventories is to understand and improve business organization, business direction, and business decision-making. This book provides a practical, long-term view on BA. Based on the authors' consulting experience and industrial research, the material in this book is a valuable addition to the thought processes around BA and EA. The lead author has direct and practical experience with large clients in applying APQC capability framework for undertaking multiple enterprise-wide capability assessments.

The classic work on the evaluation of city form. What does the city's form actually mean to the people who live there? What can the city planner do to make the city's image more vivid and memorable to the city dweller? To answer these questions, Mr. Lynch, supported by studies of Los Angeles, Boston, and Jersey City, formulates a new criterion—imageability—and shows its potential value as a guide for the building and rebuilding of cities. The wide scope of this study leads to an original and vital method for the evaluation of city form. The architect, the planner, and certainly the city dweller will all want to read this book.

The Fourth Industrial Revolution

Observing the User Experience

On the Nature of Information in Digital Architecture

The Design and Integration of Information Spaces, Second Edition

Simple Steps for Making Stuff Better

Release It!

Pervasive Information Architecture

Handbook of Usability and User-Experience

Websites and apps are places where critical parts of our lives happen. We shop, bank, learn, gossip, and select our leaders there. But many of these places weren't intended to support these activities. Instead, they're designed to capture your attention and sell it to the highest bidder. Living in Information draws upon architecture as a way to design information environments that serve our humanity.

Wow! So many of the user experience research methods we have refined and used over the years are now organized and described in detail in one book. --Christian Rohrer, Manager, User Experience Research, Yahoo! I love Observing the User Experience! This comprehensive guide approaches user experience research like never before, and is well-written, easy-to-read, and quite user friendly. It provides a real-world example of how research is done in just enough detail that it can both inform a CEO of the role of usability as well as inform the methodology to someone starting out in the field. Bravo! --Kelly Braun, Usability Manager, Ebay The gap between who designers and developers imagine their users are, and who those users really are, can be the biggest problem with product development. Observing the User Experience will help you bridge that gap to understand what your users want and need from your product, and whether they'll be able to use what you've created. Filled with real-world experience and a wealth of practical information, this book presents a complete toolbox of techniques to help designers and developers see through the eyes of their users. It provides in-depth coverage of 13 user experience research techniques that will provide a basis for developing better products, whether they're Web, software or mobile based. In addition, it's written with an understanding of how software is developed in the real world, taking tight budgets, short schedules, and existing processes into account. Features and benefits: Explains how usable products that are still original, creative, and unique -A valuable resource for designers, developers, project managers-anyone in a position where their work comes in direct contact with the end user. -Provides a real-world perspective on research and provides advice about how user research can be done cheaply, quickly and how results can be presented persuasively -Gives readers the tools and confidence to perform user research on their own designs and tune their software user experience to the unique needs of their product and its users

Pervasive Information Architecture explains the 'why' and 'how' of pervasive information architecture (IA) through detailed examples and real-world stories. It offers insights about trade-offs that can be made and techniques for even the most unique design challenges. The book will help readers master agile information structures while meeting their unique needs on such devices as smart phones, GPS systems, and tablets. The book provides examples showing how to: model and shape information to adapt itself to user needs, goals, and seeking strategies; reduce disorientation and increase legibility and way-finding in digital and physical spaces; and alleviate the frustration associated with choosing from an ever-growing set of information, services, and goods. It also describes relevant connections between pieces of information, services and goods to help users achieve their goals. This book will be of value to practitioners, researchers, academics, and students in user experience design, usability, information architecture, interaction design, HCI, web interaction/interface designer, mobile application design/development, and information design. Architects and industrial designers moving into the digital realm will also find this book helpful. Master agile information structures while meeting the unique user needs on such devices as smart phones, GPS systems, and tablets Find out the 'why' and 'how' of pervasive information architecture (IA) through detailed examples and real-world stories Learn about trade-offs that can be made and techniques for even the most unique design challenges

Pervasive Information ArchitectureDesigning Cross-Channel User ExperiencesElsevier

Special Issue on Digital Ecosystems and Social Networks

Information Architecture for the World Wide Web

The Academics / Practitioners Roundtable 2014–2019

Architecture

HCI International 2022 Posters

Software for Data Analysis

Architecture in Formation

Design and Deploy Production-Ready Software

Handbook of Usability and User Experience: Methods and Techniques is concerned with emerging usability and user experience in design concepts, theories and applications of human factors knowledge focusing on the discovery, design and understanding of human interaction and usability issues with products and systems for their improvement. This volume presents methods and techniques to design products, systems and environments with good usability, accessibility and user satisfaction. It introduces the concepts of usability and its association with user experience, and discusses methods and models for usability and UX. It also introduces relevant cognitive, cultural, social and experiential individual differences, which are essential for understanding, measuring and utilizing these differences in the study of usability and interaction design. In addition, the book discusses the use of usability assessment to improve healthcare, the relationship between usability and user experience in the built environment, the state-of-the-art review of usability and UX in the digital world, usability and UX in the current context, and emerging technologies. We hope that this first of two volumes will be helpful to a large number of professionals, students and practitioners who strive to incorporate usability and user experience principles and knowledge in a variety of applications. We trust that the knowledge presented in this volume will ultimately lead to an increased appreciation of the benefits of usability and incorporate the principles of usability and user experience knowledge to improve the quality, effectiveness and efficiency of consumer products, systems and environments in which we live.

The essential interaction design guide, fully revised and updated for the mobile age About Face: The Essentials of Interaction Design, Fourth Edition is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The interaction design profession is booming with the success of design-intensive companies, priming customers to expect "design" as a critical ingredient of marketplace success. Consumers have little tolerance for websites, apps, and devices that don't live up to their expectations, and the responding shift in business philosophy has become widespread. About Face is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated Fourth Edition continues to lead the way with ideas and methods relevant to today's design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods Design for mobile platforms and consumer electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the current shift in consumer technology habits will find About Face to be a comprehensive, essential resource.

World-renowned economist Klaus Schwab, Founder and Executive Chairman of the World Economic Forum, explains that we have an opportunity to shape the fourth industrial revolution, which will fundamentally alter how we live and work. Schwab argues that this revolution is different in scale, scope and complexity from any that have come before. Characterized by a range of new technologies that are fusing the physical, digital and biological worlds, the developments are affecting all disciplines, economies, industries and governments, and even challenging ideas about what it means to be human. Artificial intelligence is already all around us, from supercomputers, drones and virtual assistants to 3D printing, DNA sequencing, smart thermostats, wearable sensors and microchips smaller than a grain of sand. But this is just the beginning: nanomaterials 200 times stronger than steel and a million times thinner than a strand of hair and the first transplant of a 3D printed liver are already in development. Imagine "smart factories" in which global systems of manufacturing are coordinated virtually, or implantable mobile phones made of biosynthetic materials. The fourth industrial revolution, says Schwab, is more significant, and its ramifications more profound, than in any prior period of human history. He outlines the key technologies driving this revolution and discusses the major impacts expected on government, business, civil society and individuals. Schwab also offers bold ideas on how to harness these changes and shape a better future—one in which technology empowers people rather than replaces them; progress serves society rather than disrupts it; and in which innovators respect moral and ethical boundaries rather than cross them. We all have the opportunity to contribute to developing new frameworks that advance progress.

The A-to-Z guide to spotting and fixing usability problems Frustrated by pop-ups? Forms that make you start over if you miss a field? Nonsensical error messages? You're not alone! This book helps you simply get it right the first time (or fix what's broken). Boasting a full-color interior packed with design and layout examples, this book teaches you how to understand a user's needs, divulges techniques for exceeding a user's expectations, and provides a host of hard won advice for improving the overall quality of a user's experience. World-renowned UX guru Eric Reiss shares his knowledge from decades of experience making products useable for everyone...all in an engaging, easy-to-apply manner. Reveals proven tools that simply make products better, from the users' perspective Provides simple guidelines and checklists to help you evaluate and improve your own products Zeros in on essential elements to consider when planning a product, such as its functionality and responsiveness, whether or not it is ergonomic, making it foolproof, and more. Addresses considerations for product clarity, including its visibility, understandability, logicalness, consistency, and predictability Usable Usability walks you through numerous techniques that will help ensure happy customers and successful products!

A Practitioner's Guide to User Research

Reframing Information Architecture

Emerging Research and Opportunities

Usable Usability

Designing the Search Experience

Proceedings of the AHFE 2019 International Conference on Human Factors and Systems Interaction, July 24-28, 2019, Washington D.C., USA

Methods and Techniques

Introduction to Information Retrieval

John Chambers turns his attention to R, the enormously successful open-source system based on the S language. His book guides the reader through programming with R, beginning with simple interactive use and progressing by gradual stages, starting with simple functions. More advanced programming techniques can be added as needed, allowing users to grow into software contributors, benefiting their careers and the community. It provides a powerful mechanism for contributions to be organized and communicated. This is the only advanced programming book on R, written by the author of the S language from which R evolved.

Information Architecture is about organizing and simplifying information, designing and integrating information spaces/systems, and creating ways for people to find and interact with information content. Its goal is to help people understand and manage information and make the right decisions accordingly. This updated and revised edition of the book looks at integrated information spaces in the web context and beyond, with a focus on putting theories and principles into practice. In the ever-changing social, organizational, and technological contexts, information architects not only design individual information spaces (e.g., websites, software applications, and mobile devices), but also tackle strategic aggregation and integration of multiple information spaces across websites, channels, modalities, and platforms. Not only do they create predetermined navigation pathways, but they also provide tools and rules for people to organize information on their own and get connected with others. Information architects work with multi-disciplinary teams to determine the user experience strategy based on user needs and business goals, and make sure the strategy gets carried out by following the user-centered design (UCD) process via close collaboration with others. Drawing on the authors' extensive experience as HCI researchers, User Experience Design practitioners, and Information Architecture instructors, this book provides a balanced view of the IA discipline by applying theories, design principles, and guidelines to IA and UX practices. It also covers advanced topics such as iterative design, UX decision support, and global and mobile IA considerations. Major revisions include moving away from a web-centric view toward multi-channel, multi-device experiences. Concepts such as responsive design, emerging design principles, and user-centered methods such as Agile, Lean UX, and Design Thinking are discussed and related to IA processes and practices.

Spaces of Interaction, Places for Experience is a book about Human-Computer Interaction (HCI), interaction design (ID) and user experience (UX) in the age of ubiquitous computing. The book explores interaction and experience through the different spaces that contribute to interaction until it arrives at an understanding of the rich and complex places for experience that will be the focus of the next period for interaction design. The book begins by looking at the multilayered nature of interaction and UX—not just with new technologies, but with technologies that are embedded in the world. People inhabit a medium, or rather many media, which allow them to extend themselves, physically, mentally, and emotionally in many directions. The medium that people inhabit includes physical and semiotic material that combine to create user experiences. People feel more or less present in these media and more or less engaged with the content of the media. From this understanding of people in media, the book explores some philosophical and practical issues about designing interactions. The book journeys through the design of physical space, digital space, information space, conceptual space and social space. It explores concepts of space and place, digital ecologies, information architecture, conceptual blending and technology spaces at work and in the home. It discusses navigation of spaces and how people explore and find their way through environments. Finally the book arrives at the concept of a blended space where the physical and digital are tightly interwoven and people experience the blended space as a whole. The design of blended spaces needs to be designed by understanding the physical and the digital, by an understanding of conceptual blending and by the desire to design at a human scale. There is no doubt that HCI and ID are changing. The design of "microinteractions" remains important, but there is a bigger picture to consider. UX is spread across devices, over time and across physical spaces. The comingling of the physical and the digital in blended spaces leads to new social spaces and new conceptual spaces. UX concerns the navigation of these spaces as much as it concerns the design of buttons and screens for apps. By taking a spatial perspective on interaction, the book provides new insights into the evolving nature of interaction design.

The four-volume set CCIS 1580, CCIS 1581, CCIS 1582, and CCIS 1583 contains the extended abstracts of the posters presented during the 24th International Conference on Human-Computer Interaction, HCII 2022, which was held virtually in June - July 2022. The total of 1276 papers and 275 posters included in the 40 HCII 2021 proceedings volumes was carefully reviewed and selected from 5583 submissions. The posters presented in these four volumes are organized in topical sections as follows: Part I: user experience design and evaluation; visual design and visualization; data, information and knowledge; interacting with AI; universal access, accessibility and design for aging. Part II: multimodal and natural interaction; perception, cognition, emotion and psychophysiological monitoring; human motion modelling and monitoring; IoT and intelligent living environments. Part III: learning technologies; HCI, cultural heritage and art; eGovernment and eBusiness; digital commerce and the customer experience; social media and the metaverse. Part IV: virtual and augmented reality; autonomous vehicles and urban mobility; product and robot design; HCI and wellbeing; HCI and cybersecurity.

Advances in Information Architecture

An Introduction to the Art of Creating Integrated Media Experiences

Understanding Context

Firms and User Perspectives

Environment, Language, and Information Architecture

Advances in Design and Digital Communication III

For the Web and Beyond

User Research

The LNCS journal Transactions on Large-Scale Data- and Knowledge-Centered Systems focuses on data management, knowledge discovery, and knowledge processing, which are core and hot topics in computer science. Since the 1990s, the Internet has become the main driving force behind application development in all domains. An increase in the demand for resource sharing across different sites connected through networks has led to an evolution of data- and knowledge-management systems from centralized systems to decentralized systems enabling large-scale distributed applications providing high scalability. This, the 47th issue of Transactions on Large-Scale Data- and Knowledge-Centered Systems, constitutes a special issue focusing on Digital Ecosystems and Social Networks. The 9 revised selected papers cover topics that include Social Big Data, Data Analysis, Cloud-Based Feedback, Experience Ecosystems, Pervasive Environments, and Smart Systems.

Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

Have you heard about the tremendous success Amazon and Netflix have had by switching to a microservice architecture? Are you wondering how this can benefit your company? Or are you skeptical about how it might work? If you've answered yes to any of these questions, this practical book will benefit you. You'll learn how to take advantage of the microservice architectural style for building systems, and learn from the experiences of others to adopt and execute this approach most successfully. This book reports on cutting-edge research into innovative system interfaces, highlighting both lifecycle development and human-technology interaction, especially in virtual, augmented and mixed-reality systems. It describes advanced methodologies and tools for evaluating and improving interface usability and discusses new models, as well as case studies and good practices. The book addresses the human, hardware, and software factors in the process of developing interfaces for optimizing total system performance, while minimizing their costs. It also highlights the forces currently shaping the nature of computing and systems, such as: the importance of portability and technologies for reducing power requirements; the necessity of a better assimilation of computation in the environment; as well as solutions to promote accessibility to computers and systems for people with special needs. The book, which is based on the AHFE 2019 International Conference on Human Factors and Systems Interaction, held on July 24-28, 2019, in Washington D.C., USA, offers a timely survey and practice-oriented guide for systems interface users and developers alike.

Integrated Health Information Architecture

Synergizing Strategies and Intelligence with Architecture

Proceedings of the 6th International Conference on Design and Digital Communication, Digicom 2022, November 3-5, 2022, Barcelos, Portugal

24th International Conference on Human-Computer Interaction, HCII 2022, Virtual Event, June 26 - July 1, 2022, Proceedings, Part 1

Places for Experience

Aligning Principles, Practices, and Culture

Information Architecture

Form, Space, and Order

The ultimate guide to UX from the world's most popular resource for web designers and developers Smashing Magazine is the world's most popular resource for mastering User Experience Design (UX). The authors provide an overview of UX and User Centred Design and examine in detail sixteen of the most common UX design and research tools and techniques for your web projects. The authors share their top tips from their collective 30 years of working in UX including: Guides to when and how to use the most appropriate UX research and design techniques such as usability testing, prototyping, wire framing, sketching, information architecture & running workshops How to plan UX projects to suit different budgets, time constraints and business objectives Case studies from real UX projects that explain how particular techniques were used to achieve the client's goals Checklists to help you choose the right UX tools and techniques for the job in hand Typical user and business requirements to consider when designing business critical pages such as homepages, forms, product pages and mobile interfaces as well as explanations of key things to consider when designing for mobile, internationalization and behavioural change. Smashing UX Design is the complete UX reference manual. Treat it as the UX expert on your bookshelf that you can read from cover-to-cover, or to dip into as the need arises, regardless of whether you have 'UX' in your job title or not.

This text is an introduction to the future of mass media and mass communications - cross-media communications. Cross-media is explained through the presentation and analysis of contemporary examples and project-based tutorials in cross-media development. The text introduces fundamental terms and concepts, and provides a solid overview of cross-media communications, one that builds from a general introduction to a specific examination of media and genres to a discussion of the concepts involved in designing and developing cross-media communications. There is also an accompanying DVD-ROM full of hands-on exercises that shows how cross-media can be applied. For the DVD-ROM: http://www.lulu.com/content/817927

Many businesses are based on creating desirable experiences, products and services for users. However, companies often fail to consider the end user - the consumer - in their planning and development processes. How can marketing practitioners effectively understand their customers and create products and services that work for them? This book has the answers. User experience research, also known as UX research, focuses on understanding user behaviours, needs and motivations through a range of observational techniques, task analysis and other methodologies. User Research is a practical guide that shows readers how to use the vast array of user research methods available. Written by one of the UK's leading UX research professionals, readers can benefit from in-depth knowledge that explores the fundamentals of user research. Covering all the key research methods including face-to-face user testing, card sorting, surveys, A/B testing and many more, the book gives expert insight into the nuances, advantages and disadvantages of each, while also providing guidance on how to interpret, analyze and share the data once it has been obtained. Now in its second edition, User Research provides a new chapter on research operations and infrastructure as well as new material on combining user research methodologies.

Discusses Web site hierarchy, usability, navigation systems, content labeling, configuring search systems, and managing the information architecture development process.

Spaces of Interaction, Places for Experience

Advances in Human Factors and Systems Interaction

Improve Product and Service Design and Enhance Your UX Research

Cross-Media Communications

Responsible Design for Digital Places

About Face

Driving Efficiency in Local Government Using a Collaborative Enterprise Architecture Framework: Emerging Research and Opportunities

Media Convergence Handbook - Vol. 2

Search is not just a box and ten blue links. Search is a journey: an exploration where what we encounter along the way changes what we seek. In this book, the authors weave together the theories of information seeking with the practice of user interface design.

This book shares new research findings and practical lessons learned that will foster advances in digital design, communication design, web, multimedia and motion design, graphic design and branding, and other related areas. It gathers the best papers presented at the 3rd International Conference on Digital Design and Communication, DIGICOM 2019, held on November 15–16, 2019, in Barcelos, Portugal. The respective contributions highlight new theoretical perspectives and practical research directions in design and communication, aimed at promoting their use in a global, digital world. The book offers a timely guide and a source of inspiration for designers of all kinds (Graphic, Digital, Web, UI & UX Design and Social Media), for researchers, advertisers, artists, entrepreneurs, and brand or corporate communication managers, and for teachers and advanced students.

Architecture in Formation is the first digital architecture manual that bridges multiple relationships between theory and practice, proposing a vital resource to structure the upcoming second digital revolution. Sixteen essays from practitioners, historians and theorists look at how information processing informs and is informed by architecture. Twenty-nine experimental projects propose radical means to inform the new upcoming digital architecture. Featuring essays by: Pablo Lorenzo-Eiroa, Aaron Sprecher, Georges Teyssot, Mario Carpo, Patrik Schumacher, Bernard Cache, Mark Linder, David Theodore, Evan Dougliis, Ingeborg Rocker and Christian Lange, Antoine Picon, Michael Wen-Sen Su, Chris Perry, Alexis Meier, Achim Menges and Martin Bressani. Interviews with: George Legendre, Alessandra Ponte, Karl Chu, CiroNajle, and Greg Lynn. Projects by: Diller Scofidio and Renfro; Mark Burry; Yehuda Kalay; Omar Khan; Jason Kelly Johnson, Future Cities Lab; Alejandro Zaera-Polo and Maider Llaguno Munitxa; Anna Dyson / Bess Krietemeyer, Peter Stark, Center for Architecture, Science and Ecology (CASE); Philippe Rahm; Lydia Kallipoliti and Alexandros Tsamis; Neeraj Bhatia, Infranet Lab; Jenny Sabin, Lab Studio; Luc Courschene, Society for Arts and Technology (SAT); Eisenman Architects; Preston Scott Cohen; Eiroa Architects; Michael Hansmeyer; Open Source Architecture; Andrew Saunders; Nader Tehrani, Office dA; Satoru Sugihara, ATLV and Thom Mayne, Morphosis; Reiser and Umemoto; Roland Snooks, Kokkugia; Philip Beesley; Matias del Campo and Sandra Manning SPAN; Michael Young; Eric Goldemberg, Monad Studio; Francois Roche; Ruy Klein; Chandler Ahrens and John Carpenter.

A single dramatic software failure can cost a company millions of dollars - but can be avoided with simple changes to design and architecture. This new edition of the best-selling industry standard shows you how to create systems that run longer, with fewer failures, and recover better when bad things happen. New coverage includes DevOps, microservices, and cloud-native architecture.

Stability antipatterns have grown to include systemic problems in large-scale systems. This is a must-have pragmatic guide to engineering for production systems. If you're a software developer, and you don't want to get alerts every night for the rest of your life, help is here. With a combination of case studies about huge losses - lost revenue, lost reputation, lost time, lost opportunity - and practical, down-to-earth advice that was all gained through painful experience, this book helps you avoid the pitfalls that cost companies millions of dollars in downtime and reputation. Eighty percent of project life-cycle cost is in production, yet few books address this topic. This updated edition deals with the production of today's systems - larger, more complex, and heavily virtualized - and includes information on chaos engineering, the discipline of applying randomness and deliberate stress to reveal systematic problems. Build systems that survive the real world, avoid downtime, implement zero-downtime upgrades and continuous delivery, and make cloud-native applications resilient. Examine ways to architect, design, and build software - particularly distributed systems - that stands up to the typhoon winds of a flash mob, a Slashdotting, or a link on Reddit. Take a hard look at software that failed the test and find ways to make sure your software survives. To skip the pain and get the experience...get this book.

Designing Cross-Channel User Experiences

The Discipline of Architecture

Research, Innovations and Best Practices

SCION: A Secure Internet Architecture

Living in Information

Orchestrating Experiences

Designing User Experience

Perspectives on Design and Digital Communication

A superb visual reference to the principles of architecture Now including interactive CD-ROM! For more than thirty years, the beautifully illustrated Architecture: Form, Space, and Order has been the classic introduction to the basic vocabulary of architectural design. The updated Third Edition features expanded sections on circulation, light, views, and site context, along with new considerations of environmental factors, building codes, and contemporary examples of form, space, and order. This classic visual reference helps both students and practicing architects understand the basic vocabulary of architectural design by examining how form and space are ordered in the built environment. Using his trademark meticulous drawing, Professor Ching shows the relationship between fundamental elements of architecture through the ages and across cultural boundaries. By looking at these seminal ideas, Architecture: Form, Space, and Order encourages the reader to look critically at the built environment and promotes a more evocative understanding of architecture. In addition to updates to content and many of the illustrations, this new edition includes a companion CD-ROM that brings the book's architectural concepts to life through three-dimensional models and animations created by Professor Ching.

Customer experiences are increasingly complicated with multiple channels, touchpoints, contexts, and moving parts all delivered by fragmented organizations. How can you bring your ideas to life in the face of such complexity? Orchestrating Experiences is a practical guide for designers and everyone struggling to create products and services in complex environments.

This volume reveals the history of Information Architecture (IA), reflects on the relationship between practice and research within the discipline, and presents educators with the latest models, frameworks and theories that have emerged from the Information Architecture Academics and Practitioners Roundtable between 2014 and 2019. The most comprehensive and up-to-date overview of Information Architecture so far, this collection is a valuable tool for teachers, researchers, and practitioners interested in recent advances in information architecture in areas such as pervasive computing and embodiment, artificial intelligence, design practice, diversity and ethics in design, and critique. The information landscape has grown more complex, porous and connected the information challenges of smart phones, sensors and IoT demand focused attention from organizations that often embrace a [move fast and break things] ethos. This book not only explores the shift from Classical IA to Contemporary IA it asks, are today's creators prepared to solve the challenges ahead? Have industry-led disciplines abdicated their responsibility to the people who inhabit current information environments? Will this discipline persist? Advances in Information Architecture examines the maturity of the field, revisits the discipline's efforts to transform itself in 2013 with the publication of "Reframing Information Architecture", and considers the opportunities that remain to bridge the academic and practitioner communities.

This new book takes a holistic view of information architecture to offer information professionals a vital critical analysis of library and information service architecture with discussion of methods, tools, techniques, and trends. The editors argue that library assessment literature has primarily dealt with performance measurement and change management strategies, leaving little on the ways of looking at the process architecture of library and information services and on methods for business process analysis. Information Systems: Process and practice aims to fill that gap with a combination of theory and supporting case studies, written by an international line-up of contributors. This book: discusses research and methods that help libraries and information services work from strategic business objectives through to the organisation of processes that support the information services offered opens a new area of research/investigation on the link between information behaviour research and information systems and architecture, illustrated by case studies and projects uses introductory sections and chapter commentary from the editors to draw the discussions together. This will be essential reading for researchers in Information Science, specifically in the areas of digital libraries, information architecture and information systems. It will also be useful for practitioners and students in these areas seeking to understand research issues and challenges and to discover how they have been handled in practice elsewhere.

The Image of the City

Collaborative Design for Complexity

A Novel

Power to the Users : Design, Development, and Use

The Essentials of Interaction Design

Information Systems

That Mad Ache: A Novel/Translator, Trader: An Essay

This book reports on research findings and practical lessons featuring advances in the areas of digital and interaction design, graphic design and branding, design education, society and communication in design practice, and related ones. Gathering the proceedings of the 6th International Conference on Digital Design and Communication, Digicom 2022, held on November 3-5, 2022, as an hybrid event, from Barcelos, Portugal, and continuing the tradition of the previous book, it describes new design strategies and solutions to foster digital communication within and between the society, institutions and brands. By highlighting innovative ideas and reporting on multidisciplinary projects, it offers a source of inspiration for designers of all kinds, including graphic and web designers, UI, UX and social media designers, and to researchers, advertisers, artists, and brand and corporate communication managers alike.

Information architecture has changed dramatically since the mid-1990s and earlier conceptions of the world and the internet being different and separate have given way to a much more complex scenario in the present day. In the post-digital world that we now inhabit the digital and the physical blend easily and our activities and usage of information takes place through multiple contexts and via multiple devices and unstable, emergent choreographies. Information architecture now is steadily growing into a channel- or medium-specific multi-disciplinary framework, with contributions coming from architecture, urban planning, design and systems thinking, cognitive science, new media, anthropology. All these have been heavily reshaping the practice: conversations about labelling, websites, and hierarchies are replaced by conversations about sense-making, place-making, design, architecture, cross media, complexity, embodied cognition and their application to the architecture of information spaces as places we live in in an increasingly large part of our lives. Via narratives, frameworks, references, approaches and case-studies this book explores these changes and offers a way to reconceptualize the shifting role and nature of information architecture where information permeates digital and physical space, users are producers and products are increasingly becoming complex cross-channel or multi-channel services.