Information Appliances and Beyond: Interaction Design for Consumer Products (Interactive Technologies)

Eric Bergman

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Information appliances and other interactive products "beyond the desktop" present user interface design challenges that are only beginning to be understood. In this one-of-a-kind book, interaction designers examine the issues they confronted in their projects: Microsoft Windows CE, a vehicle navigation system, interactive children's toys, and more. You'll enjoy reading their engaging and sometimes surprising stories, but more importantly you'll gain insights that will benefit your own design and development work.

* Begins with an interview in which design expert Don Norman details his vision of "making technology invisible."
* Includes an eight-page, full-color insert containing screen shots, product diagrams, and other illustrations.
* Presents inside accounts of information appliance success stories including:
* An interview with Rob Haitani, lead interaction designer of the original PalmPilot
* The design and evaluation methodologies behind Nokia's mobile phones
* The high-level information appliance design considerations emphasized by Sun Microsystems
* Essential reading for interaction designers, human factors engineers, usability specialists, software engineers and project managers working in all of these areas.

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