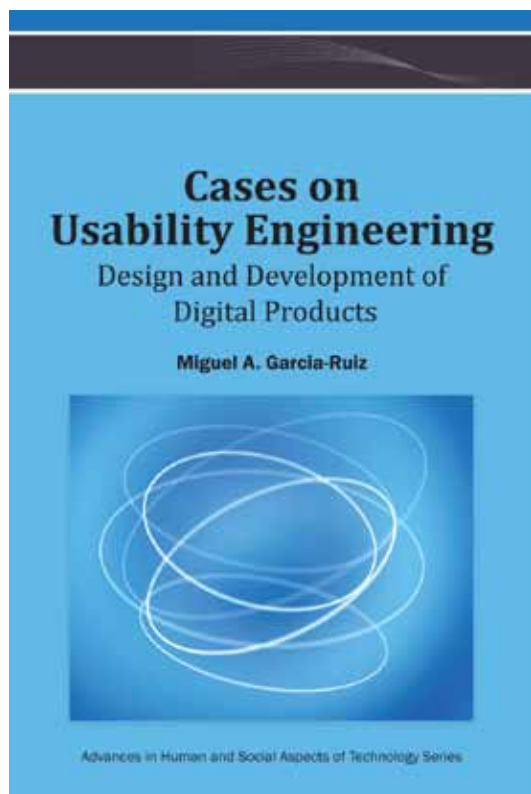


An Excellent Addition to Your Library!

Released: May 2013

Cases on Usability Engineering: Design and Development of Digital Products



Part of the Advances in Human and Social Aspects of Technology (AHSAT) Book Series

Miguel A. Garcia-Ruiz
(Algoma University, Canada)

Information technologies play a significant role in modern information-driven societies, making a comprehensive understanding of digital media a fundamental requisite to success.

Cases on Usability Engineering: Design and Development of Digital Products provides readers with case studies and real-life examples on usability methods and techniques to test the design and development of digital products, such as web pages, video games, and mobile computer applications. Students, lecturers, and academics concentrating in computer science can use these cases to investigate how and why usability can improve the design of digital technology, offering diverse technological solutions that many academics have largely failed to disseminate. This book is part of the Advances in Human and Social Aspects of Technology series collection.

Topics Covered:

- Human-Computer Interaction
- Usability Methodologies
- Usability of Web Products
- Usability Testing and Optimization
- User-Centered Design
- Virtual Environments

ISBN: 9781466640467; © 2013; 470 pp.

Print: US \$175.00 | Perpetual: US \$265.00 | Print + Perpetual: US \$350.00

Pre-pub Discount:*

Print: US \$165.00 | Perpetual: US \$250.00

* Pre-pub price is good through one month after publication date.

Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners. Ideal for classroom use.

Section 1: Usability of Web Products

Chapter 1
Exploring Evaluation Techniques for Children's Websites
Kaiser Colleen (Melio Lab, USA)
Butcher Ginger (Sigma Space Corporation, USA)

Chapter 2
Social Negotiations in Web Usability Engineering
Martin Ian (Leeds Metropolitan University, UK)
Kear Karen (Open University, UK)
Simpkins Neil (Open University, UK)
Busvine John (Open University, UK)

Chapter 3
Developing User Profiles for Interactive Online Products in Practice
Al-Nuaim Hana (King Abdulaziz University, Saudi Arabia)

Chapter 4
Usability Testing of an Education Management Information System:
Santana Pedro C. (University of Colima, Mexico)
Ahumada Ana C. (University of Colima, Mexico)
Magaña Martha A. (University of Colima, Mexico)

Chapter 5
Usability Impact Analysis of Collaborative Environments
Stephens R. Todd (AT&T, USA)

Chapter 6
A Practitioner's Approach to Collaborative Usability Testing
Buelow Julie (Ufoundit.ca, Canada)

Chapter 7
Integrating Semiotics Perception in Usability Testing to Improve Usability Evaluation
Islam Muhammad Nazrul (Åbo Akademi University, Finland)
Tétard Franck (Uppsala University, Sweden)

Section 2: Usability of Mobile Applications

Chapter 8
Developing the Intel® Pair & Share Experience
Boelter Joshua (Intel Corporation, USA)
Kaschub Cynthia (Intel Corporation, USA)

Chapter 9
A Usability Study of Mobile Text Based Social Applications:
Mendoza-González Ricardo (Instituto Tecnológico de Aguascalientes, Mexico)
Rodríguez Francisco Álvarez (Universidad Autónoma de Aguascalientes, Mexico)
Arteaga Jaime Muñoz (Universidad Autónoma de Aguascalientes, Mexico)

Section 3: Usability of Critical Systems

Chapter 10
Pilot Implementation Driven by Effects Specifications and Formative Usability Evaluation
Barlach Anders (Roskilde University, Denmark)
Hertzum Morten (Roskilde University, Denmark)
Simonsen Jesper (Roskilde University, Denmark)

Chapter 11
Design and Development of a Digital Error Reporting System for a Rural Nursing Home
Millet Barbara (Texas Tech University, USA)

Chapter 12
The Usability Evaluation of a Touch Screen in the Flight Deck
Bonelli Stefano (Deep Blue Srl, Italy)
Napoleitano Linda (Deep Blue Srl, Italy)

Section 4: Usability of Virtual Environments, Simulations, and Video Games

Chapter 13
BCI-Based User-Centered Design for Emotionally-Driven User Experience
Carofiglio Valeria (Università degli Studi, Bari, Italy)
Abbatista Fabio (Università degli Studi, Bari, Italy)

Chapter 14
Digital Heritage Systems:
Sylaiou Stella (Hellenic Open University, Greece)
White Martin (University of Sussex, UK)
Liarokapis Fotis (Coventry University, UK)

Chapter 15
Usability Optimization of a Military Training System
Champney Roberto K. (Design Interactive, Inc., USA)
Kokini Christina M. (Design Interactive, Inc., USA)
Stanney Kay M. (Design Interactive, Inc., USA)
Lackey Stephanie (University of Central Florida, Institute for Simulation and Training, USA)

Chapter 16
Pogo Chat
Edwards Rochelle (Electronic Arts Inc., USA)

Order Your Copy Today!

Name: _____

Organization: _____

Address: _____

City, State, Zip: _____

Country: _____

Tel: _____

Fax: _____

E-mail: _____

Enclosed is check payable to IGI Global in
US Dollars, drawn on a US-based bank

Credit Card Mastercard Visa Am. Express

3 or 4 Digit Security Code: _____

Name on Card: _____

Account #: _____

Expiration Date: _____