Interface Support for Creativity, Productivity, and Expression in Computer Graphics

Part of the Advances in Multimedia and Interactive Technologies Book Series

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Description:
Interfaces within computers, computing, and programming are consistently evolving and continue to be relevant to computer science as it progresses. Advancements in human-computer interactions, their aesthetic appeal, ease of use, and learnability are made possible due to the creation of user interfaces and result in further growth in science, aesthetics, and practical applications.

Interface Support for Creativity, Productivity, and Expression in Computer Graphics is a collection of innovative research on usability, the apps humans use, and their sensory environment. While highlighting topics such as image datasets, augmented reality, and visual storytelling, this book is ideally designed for researchers, academicians, graphic designers, programmers, software developers, educators, multimedia specialists, and students seeking current research on uniting digital content with the physicality of the device through applications, thus addressing sensory perception.


Topics Covered:

- Aesthetic Composition Indicator
- Augmented Reality
- End-User Computing
- Human-Computer Interaction
- Image Datasets
- Knowledge Visualization
- Psychological Intervention
- Socio-Spatial Engagement
- Various Interfaces
- Virtual Driving Environments
- Visual Storytelling

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