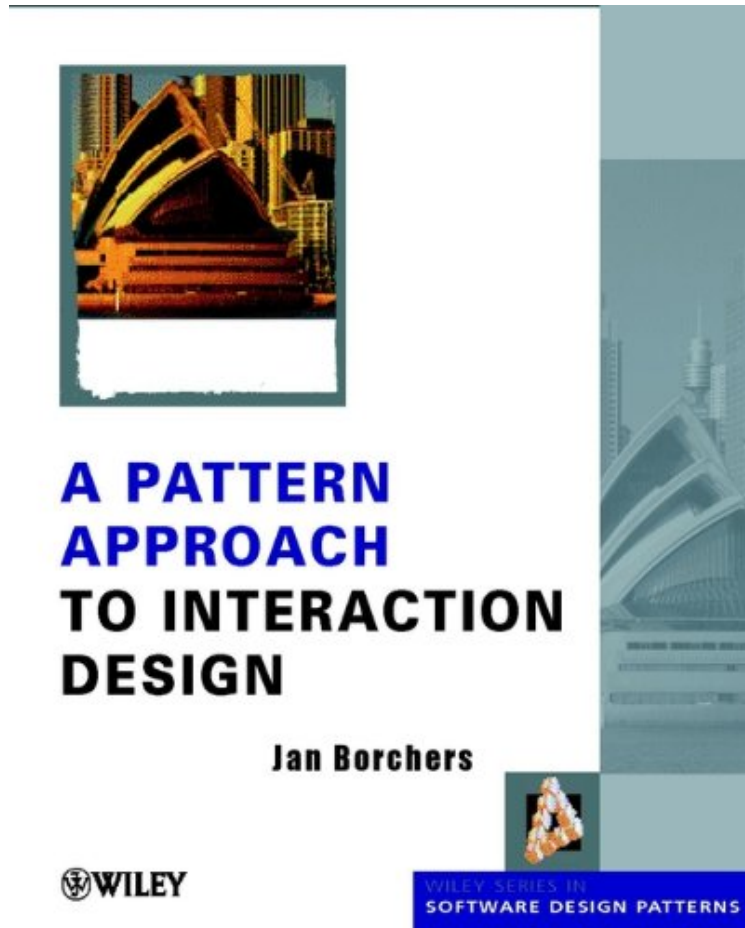


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## A Pattern Approach to Interaction Design (Wiley Software Patterns Series)

Von Jan Borchers

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**Von Jan Borchers : A Pattern Approach to Interaction Design (Wiley Software Patterns Series)** before purchasing it in order to gage whether or not it would be worth my time, and all praised A Pattern Approach to Interaction Design (Wiley Software Patterns Series):

KundenrezensionenHilfreichste Kundenrezensionen4 von 4 Kunden fanden die folgende Rezension hilfreich. Mageres Buch fr teures GeldVon Will PowerDas Buch setzt den Muster-Ansatz aus anderen Fachgebieten (Software, Architektur) auf das HCI-Design um. Anwendungsbeispiele werden in Form verschiedener Musiksysteme illustriert.Leider bleibt das Buch thematisch vergleichsweise flach und bewegt sich nicht deutlich ber das Ma einer guten Diplomarbeit hinaus. Der extrem teure Preis steht in keinem Verhlnis zu Umfang und inhaltlicher Tiefe des Buchs.Die wissenschaftlichen Erkenntnisse sind ohnehin weitgehend in Paper-Form dokumentiert.4 von 7 Kunden fanden die folgende Rezension hilfreich. Lesenswert!Von Ein KundeDieses Buch stellt einen Ansatz zur Entwicklung von Human-Computer-Interaktionen vor, der aus der Architektur bernommen wurde und dort erfolgreich eingesetzt

wurde, um den Nutzer in die Gestaltung der Umgebung einzubeziehen. Nach einem geschichtlichen Überblick werden existierende Patternsprachen betrachtet, sowie ein kritischer Blick auf die verbreiteten Softwarepatterns geworfen. Natürlich fehlt auch ein Überblick über die Einbeziehung in den Entwicklungsprozess nicht. Im zweiten Teil gibt der Autor das konkrete Beispiel einer Patternsprache, die auf seinen Erfahrungen aus vielen multimedialen Ausstellungen basiert. Das Buch eignet sich insbesondere als Ergänzung zur Vorlesung "HCI Design Patterns", die der Autor an der RWTH Aachen liest.

**Kurzbeschreibung** A much-needed guide on how to apply patterns in user interface design While the subject of design patterns for software development has been covered extensively, little has been written about the power of the pattern format in interface design. A Pattern Approach to Interactive Design remedies this situation, providing for the first time an introduction to the concepts and application of patterns in user interface design. The author shows interface designers how to structure and capture user interface design knowledge from their projects and learn to understand each other's design principles and solutions. Key features of this book include a comprehensive pattern language for the interface design of interactive exhibits as well as a thorough introduction to original pattern work and its application in software development. The book also offers invaluable practical guidance for interface designers, project managers, and researchers working in HCI, as well as for designers of interactive systems.

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