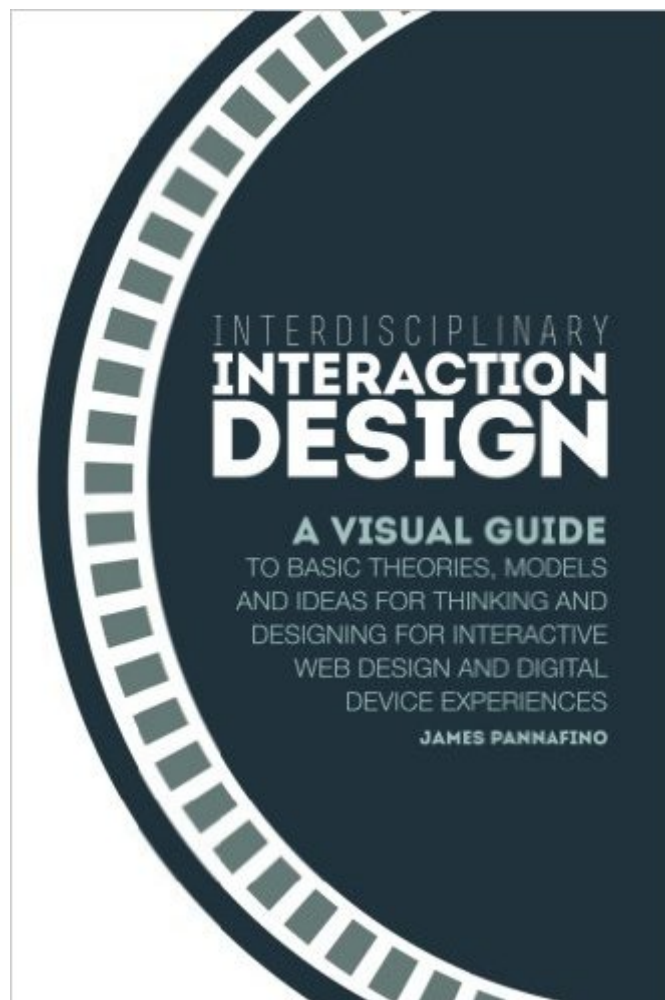# Interdisciplinary Interaction Design: A Visual Guide To Basic Theories, Models And Ideas For Thinking And Designing For Interactive Web Design And Digital Device Experiences

Synopsis

Interaction design has many dimensions to it. It addresses how people deal with words, read images, explore physical space, think about time and motion, and how actions and responses affect human behavior. Various disciplines make up interaction design, such as industrial design, cognitive psychology, user interface design and many others. It is my hope that this book is a starting point for creating a visual language to enhance the understanding of interdisciplinary theories within interaction design. The book uses concise descriptions, visual metaphors and comparative diagrams to explain each termâ ™s meaning. Many ideas in this book are based on timeless principles that will function in varying contexts. The book will give you: Concise explanations and visual representations of over a dozen different disciplineâ ™s theories and ideas. Great starting point for courses that deal with interactive design, Web design, user experience, interface design and new media. Foundational book for timeless interdisciplinary interaction design principles for both thinking and designing in the interactive world.

Book Information

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Customer Reviews

This book is a quick 90-page read through various concepts important to the field of interaction design. Generally, the book has a single concept on each page, with the discipline the concept is coming from, a name, and a short paragraph description of what the concept is. This is followed by a figure or visual representation of the concept, which takes up a half to 2/3 of the page. Furthermore, the book is small, and is 9" x 6".The book is a great and quick introductory read to

many of the various concepts of importance to interaction design, drawing from various fields such as gaming, usability, psychology and design among others. The pages give you the grasp of the central concept, and enough understanding that you can go out and find out about the concepts in more detail in external sources. A sampling of the concepts it touches on includes: affordances, digital skeumorphs, fogg behavior model, pareto principle, and sequence mapping.The Bottom Line: This book would serve well as an introductory survey of various interaction concepts for a beginner, or act as a quick reference for more advanced practitioners. However, those looking for an in-depth understanding of the various topics should look elsewhere as this book only has a perhaps 4 descriptive sentences per topic on average.

For a graphic designer just dipping their toes in the water of interactive design, this book is a good primer of many of the different disciplines in interactive design. Not all of the topics explained will be fully understood with light level of detail supplied in this book. It's sort of like a dictionary level explanation for each topic - each of which might fit on the size of a playing card. To truly understand each topic, the reader needs to understand that there are volumes (literally) on each topic from the interactive professionals that specialize in each branch of this field. I feel it's important for interactive designers to understand how broad this topic can be and that every interactive designer (even if what they do is not the "look and the feel") deserves value and respect for the science and deep level of knowledge they bring to this profession.

I was so excited to come across this book. It clearly and comprehensively defines the theories crucial to being effective at interaction design. It was a quick and easy read and I learned things I can use to explain to clients and colleagues why their designs should look this way instead of that way. I teach graphic design at the college level and have made this book a required reading! It was written by a teacher and works well with interaction design curriculum. Excellent teaching tool, interesting read!

A clean and simple presentation of IxD fundamentals. I consider this to be an outstanding complement to the classic design "bible": "Universal Principles of Design". In fact, presentation is very similar: One principle per page, with illustration, description and examples.

As a beginner in the field of interaction design, I find this to be the most useful of the 5 different interaction design books I bought because it is the fastest to read and understand.It is also by far

the easiest to reference.

This popped up as a "people also bought these books" suggestion on for me a few weeks ago. It was fairly cheap, and looked interesting, so it made a nice impulse buy. And somewhere, some developer working on 's famous recommendation engine, totally just earned his wings, or whatever it is they get. Anyway, the book arrived a few days later, and I totally don't regret buying it. It's a nice, quick, little reference of, well, Interdisciplinary Interaction Design.It has a lot of nice, succinct illustrations of a broad range of concepts. Broad enough that I even picked up a couple more things than I expected while flipping through it. If you're just starting out in UX or interaction design, this is probably worth picking up, especially for the price. I certainly wouldn't recommend it as the sole basis of your study, but that's really not it's intent anyway.While you could find pretty much everything in this book with a little bit of googling, I think you'd be hard-pressed to get it all in one place, and especially so succinctly. All in all, I'd say this book is well worth the 11 dollars. Though while I do love a good paper book, this is one that actually seems like it might almost work better as an ebook.

Lots of interesting bite-sized definitions and concepts, easy to flip through and learn / clarify something.An odd annoyance is that the spine of my book is completely blank, just white showing when it's on the shelf. What gives?

A fantastic breakdown of the elements that go into UX and UI conceptualizing, workflows, and end product. Highly recommended both for beginners, novices, and professionals in Product and Business Owner roles.

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