Tapworthy Designing Great Iphone Apps

User experience design is one of the fastest-growing specialties in graphic design. Smart companies realize that the most successful products are designed to meet the needs and goals of real people—the users. This means putting the user at the center of the design process. This innovative, comprehensive book examines the user-centered design process from the perspective of a designer. With rich imagery, Interactive Design introduces the different UX players, outlines the user-centered design process from user research to user testing, and explains through various examples how user-centered design has been successfully integrated into the design process of a variety of design studios worldwide.

The three-volume set LNCS 9186, 9187, and 9188 constitutes the proceedings of the 4th International Conference on Design, User Experience, and Usability, DUXU 2015, held as part of the 17th International Conference on Human-Computer Interaction, HCII 2015, in Los Angeles, CA, USA, in August 2015, jointly with 13 other thematically similar conferences. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences were carefully reviewed and selected from 4843 submissions. These papers address the latest research

and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 132 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three-volume set. The 67 papers included in this volume are organized in topical sections on users in DUXU, women in DUXU, information design, touch and gesture DUXU, mobile DUXU, and wearable DUXU.

The four-volume set LNCS 8517, 8518, 8519 and 8520 constitutes the proceedings of the Third International Conference on Design, User Experience and Usability, DUXU 2014, held as part of the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014, jointly with 13 other thematically similar conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing

major advances in knowledge and effective use of computers in a variety of application areas. The total of 256 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this four-volume set. The 66 papers included in this volume are organized in topical sections on design theories, methods and tools; user experience evaluation; heuristic evaluation; media and design; design and creativity.
Handleiding voor het verbeteren van de gebruiksvriendelijkheid van een website.
This book on marketing continues to reflect our firm belief that the Wheel of Consumer Analysis is a powerful tool not only for organizing consumer behaviour knowledge but also for understanding consumers and for guiding the development of successful marketing strategies. In fact, it has been used by marketing consultants and practitioners to do so. The various chapters presented here follow several approaches, which researchers can explore in different contexts. This book intends to contribute to a better understanding of the application areas of marketing strategies and shows how these business practices in social sciences can stimulate various topics.
Since the appearance of the smartphone and tablet computers, we are experiencing a boom in Mobile Design. And, as it happens with the development of new gadgets and technologies, some trends and patterns are already

established. With this eBook: Mobile Design Patterns, you will learn the most important guidelines and strategies for Mobile Design, including solutions for forms, tap ahead patterns and UX approaches. TABLE OF CONTENTS 1) The Elements Of The Mobile User Experience 2) Picking A Mobile Support Strategy For Your Website 3) Essential Design Patterns For Mobile Banking 4) Seven Guidelines For Designing High Performance Mobile User Experiences 5) Useful Design Tips For Your iPad App 6) A User Centered Approach To Web Design For Mobile Devices 7) Mobile Auto Suggest on Steroids: Tap Ahead Design Pattern

Der Themenschwerpunkt der vorliegenden Monografie beschäftigt sich mit der professionellen Entwicklung und Bereitstellung mobiler Business-Apps, die im Kontext unternehmerischer Aktivitäten zum Einsatz kommen. Bei der Softwareentwicklung gilt es, vielfältigen Qualitätsanforderungen wie z.B. der Performance, der Wartbarkeit, der Plattformunabhängigkeit, der Ergonomie oder der Sicherheit gerecht zu werden. Darüber hinaus bedarf es des Managements betrieblich eingesetzter Geräte und Apps unter Berücksichtigung unternehmensspezifisch festzulegender Mobilitätsstrategien. Innerhalb der vorliegenden Forschungsarbeit wurden neben diesen Themen auch spezielle Aspekte wie der datenschutzrechtliche Umgang mit Nutzerdaten oder auch

Qualitätsmodelle und Ansätze zur plattformübergreifenden Entwicklung behandelt.

Mobile devices, now prevalent in work and educational environments, have completely changed our interactions with information. They have a greater impact on content consumption and creation, enabling users to search for information, apply new knowledge, and evaluate the consequences of their decisions in real time. Mobile learning can be a great tool for knowledge-building and can trigger a learning experience on the go and in the moment of need. But to realize the potential of mobile learning in your organization, you need to be strategic. This Infoline will: Outline how to design a mobile learning strategy for organizations Provide an understanding of mobile learning´s potential Detail the steps involved in design, development, and implementation Also included is a job aid that will walk you through the key questions you need to answer to develop a strategy that will work for your organization.

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Discover the strategies, tools, and technologies necessary for developing successful mobile learning programs In the modern, rapidly-expanding mobile learning environment, only clear guidelines and state-of-the-art technologies will stand up to the challenges that lie ahead. With a smart focus that combines a proven process with all-important strategies and practical applications, Mastering Mobile Learning stands as the most modern, comprehensive resource on the subject. It also features unique technical content previously unavailable among the literature of the mobile learning field. This book will help you turn concept into reality. This book will show you best practices for obtaining and providing educational, training, and professional development content on devices like smartphones, tablets and other mobile devices.

Trainers, educators, designers, instructional technologists, workplace learning professionals, and HR professionals will learn how mobile learning differs from other forms of e-learning, and will be introduced to the challenges and—more importantly—the advantages of mobile learning strategies and technologies for 21st century business environments. The book provides: An overview of mobile learning, including evolving definitions and reasons for executives to embrace this approach A discussion of the business drivers of mobile learning, advice for creating a mobile learning content strategy, and easy ways to inexpensively launch mobile learning Valuable tips on how to use unique affordances of mobile devices to better serve your learners while they are on the go Information on the ROI of mobile learning, using mobile devices as research tools, and why training in mobile development is critical An overview of the technical aspects of the design and development of mobile learning Written by experts in this burgeoning field, Mastering Mobile Learning provides a roadmap for creating the most effective learning content, strategies, and applications possible.

The increasing automation of driving functions and the electrification of powertrains present new challenges for the chassis with regard to complexity, redundancy, data security, and installation space. At the same time, the mobility of the future will also require entirely new vehicle concepts, particularly in urban areas. The intelligent chassis must be connected, electrified, and automated in order to be best prepared for this future. Contents New Chassis Systems.- Handling and Vehicle Dynamics.- NVH –

Acoustics and Vibration in the Chassis.- Smart Chassis, ADAS, and Autonomous Driving.- Lightweight Design.- Innovative Brake Systems.- Brakes and the Environment.- Electronic Chassis Systems.- Virtual Chassis Development and Homologation.- Innovative Steering Systems and Steer-by-Wire.- Development Process, System Properties and Architecture.- Innovations in Tires and Wheels. Target audiences Automotive engineers and chassis specialists as well as students looking for state-of-the-art information regarding their field of activity - Lecturers and instructors at universities and universities of applied sciences with the main subject of automotive engineering - Experts, researchers and development engineers of the automotive and the supplying industry Publisher ATZ live stands for top quality and a high level of specialist information and is part of Springer Nature, one of the leading publishing groups worldwide for scientific, educational and specialist literature. Partner TÜV SÜD is an international leading technical service organisation catering to the industry, mobility and certification segment.

"The Secrets of my App Success" is widely known as the Bible of app development for Non-Programmers.

Featuring a complete update of the previous edition to reflect the new and expanded tools of PowerPoint 2013. By providing in-depth guidance, specific instructions, and helpful exercises, the book helps everyday trainers to create potent e-learning through the readily available popular desktop application. Established expert Jane Bozarth

guides readers through the powerful new and updated features of the soon-to-be-released 2013 version, covering everything from text to art, animation to interactivity. If you have PowerPoint, this book will immediately put free real-world tools in your hands. Also features many online tools, including relevant technical design elements from older PowerPoint versions as well as a wealth of additional tools, templates, and examples. SECTION ONE: FOUNDATIONS Chapter One: Creating E-Learning with PowerPoint Chapter Two: It's About Design, Not Software SECTION TWO: INTERFACE AND CONTENT Chapter Three: The Graphic User Interface and Course Architecture Chapter Five: Creating and Editing Art Chapter Six: Animation Chapter Seven: Interactivity Chapter Eight: Add-Ons, Blending, Performance Support, and Job Aids Chapter Nine: Adding Narration and Multimedia SECTION THREE: DELIVERY AND SUPPORT Chapter Ten: Saving, Uploading, and Distributing Appendix: PowerPoint Basics References and Other Sources Other Resources

The three-volume set LNCS 10288, 10289, and 10290 constitutes the proceedings of the 6th International Conference on Design, User Experience, and Usability, DUXU 2017, held as part of the 19th International Conference on Human-Computer Interaction, HCII 2017, in Vancouver, BC, Canada, in July 2017, jointly with 14 other thematically similar conferences. The total of 1228 papers presented at the HCII 2017 conferences were carefully reviewed and selected from 4340 submissions. These papers address the latest research and development efforts and highlight the human

aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 168 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three-volume set. LNCS 10288: The 56 papers included in this volume are organized in topical sections on design thinking and design philosophy; aesthetics and perception in design; user experience evaluation methods and tools; user centered design in the software development lifecycle; DUXU education and training. LNCS 10289: The 56 papers included in this volume are organized in topical sections on persuasive and emotional design; mobile DUXU; designing the playing experience; designing the virtual, augmented and tangible experience; wearables and fashion technology. LNCS 10290: The 56 papers included in this volume are organized in topical sections on information design; understanding the user; DUXU for children and young users; DUXU for art, culture, tourism and environment; DUXU practice and case studies.

How can you make your iPad or iPhone app stand out in the highly competitive App Store? While many books simply explore the technical aspects of iPad and iPhone app design and development, App Savvy also focuses on the business, product, and marketing elements critical to pursuing, completing, and selling your app -- the ingredients for turning a great idea into a genuinely successful product. Whether you're

a designer, developer, entrepreneur, or just someone with a unique idea, App Savvy explains every step in the process, with guidelines for planning a solid concept, engaging customers early and often, developing your app, and launching it with a bang. Author Ken Yarmosh details a proven process for developing successful apps, and presents numerous interviews with the App Store's most prominent publishers. Learn about the App Store and how Apple's mobile devices function Follow guidelines for vetting and researching app ideas Validate your ideas with customers -- and create an app they'll be passionate about Assemble your development team, understand costs, and establish a workable process Build your marketing plan while you develop your application Test your working app extensively before submitting it to the App Store Assess your app's performance and keep potential buyers engaged and enthusiastic People today use technology on different devices in different locations. Users expect to access information on all relevant screens and across multiple channels through smartphones, tablets, laptops/desktops, smart (internet-connected) TVs, and other devices, such as smartwatches for example. Multiscreen is no longer a nice add-on, it's a requirement. In this environment, user experience needs to cater to multiple devices. This book provides a holistic approach that will help UX professionals to offer a hands-on guide for UX design across multiple screens. It presents an opportunity to learn how to cater designs for customers. Readers will find patterns, strategies, examples and case studies, methodologies, and insights to help inspire them to

develop a viable strategy for their own digital products and services. UX professionals will walk through important elements of multiscreen UX: Investigating the devices and their capabilities Understanding the users and their capabilities Considering the context in which users use these devices Navigating next generation information experiences and the future of content management Designing content and UI architecture for multiscreen projects A hands-on, practical guide to UX design for how users approach content – across more than one screen at a time Discusses devices, users, and their practices Includes best practices, real-world examples, and tips and tricks A preface written by Scott Jenson

"Want to create an iPhone app that truly delights its users? Learn how to go from initial idea to exceptional app with this 8-session video course. You'll discover how to "think iPhone" as you plan and create app interfaces in tune with the ergonomics, psychology, and culture of an audience on the go. Experienced designers and newcomers alike will learn the techniques and mindset required to craft a tapworthy iPhone app."--Resource description page.

How are libraries meeting the evolving needs of mobile users? According to comScore, the smartphone is in the "late majority stage of technology adoption curve." And people don't turn to their devices only for quick facts when on the move: 93 percent of mobile users access the Internet from home on their devices; what's more, Pew reports that 63 percent of Americans age 16 and over would use app-based access to library

materials and programs if they were available. In this issue of Library Technology Reports, Kim shows how leading libraries are meeting these evolving needs. Topics include: 6 steps to improving your mobile website Analysis of the advantages and challenges of the responsive Web Comparison of user perceptions of web apps and native apps Visual review of the changes in the libraries mobile web implementation since 2010 Results of MIT surveys of more than 15,000 patrons in 2008 and 2011 Tips for simplifying mobile's complexity

Siegeszug der „App" Während die stationäre Nutzung des Internet tendenziell auf dem Rückzug ist, ist der Siegeszug von Smartphones und Tablets ungebrochen. Das mobile Internet birgt Möglichkeiten, die bei weitem noch nicht ausgeschöpft sind. Wer kann es sich angesichts dessen heute noch leisten, nicht mit einer eigenen App in den Stores der großen Anbieter vertreten zu sein? In sicheres Fahrwasser Wer heute eine App in Auftrag geben, selbst entwickeln oder vertreiben möchte, begibt sich in ein schwieriges rechtliches Umfeld. Nicht nur die Vorgaben der verschiedenen Plattformen, sondern auch eine Reihe von gesetzlichen Regularien aus den unterschiedlichsten Themengebieten wollen beachtet werden. Das Praxishandbuch „Mobile Apps" wird Sie in sicheres Fahrwasser führen und Ihnen die rechtlichen Herausforderungen anschaulich erläutern. Ein umfassender Leitfaden Mit Hilfe von Praxisbeispielen und Checklisten wird Ihnen die komplexe Materie anschaulich nähergebracht. Unsere Autoren, die auf den jeweils von ihnen bearbeiteten Gebieten spezialisiert sind,

erläutern Ihnen alle Fragen, die sich hinsichtlich von Apps in den Bereichen Vertriebs- und Entwicklungsverträge Allgemeine Geschäftsbedingungen Datenschutz Steuerrecht Urheberrecht Marken- und Wettbewerbsrecht Jugendschutzrecht ergeben. Sie erläutern Ihnen darüber hinaus die rechtlichen Beziehungen zwischen den typischerweise an der Entwicklung und dem Vertrieb von App beteiligten Personen, nämlich Entwickler Anbieter Plattform-Betreiber Anwender und die sich in den unterschiedlichen Verhältnissen jeweils ergebenden Besonderheiten. ???

Building a successful digital product requires working knowledge of the technology involved and familiarity with the competition. With new tools appearing regularly, making the job of constructing apps and websites easier, it's possible to dive in with little experience and come out with a hit product. An overview is given of how to design, develop, and launch digital products, including mobile apps, games, websites, and blogs. Understanding the steps needed to create the product, as well as the tools and techniques used during production, will help readers move forward with confidence. The author, an expert game developer, reviews key code languages, technologies, and development approaches, using simple explanations and instructions to get the reader going. The book also covers options for monetizing a digital product, such as setting up

online payment systems or supporting the product with advertising.

Summary Usability Matters: Mobile-first UX for developers and other accidental designers gives you practical advice and guidance on how to create attractive, elegant, and useful user interfaces for native and web-based mobile apps. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Just because a mobile app works doesn't mean real people are going to like it. Usability matters! Most mobile developers wind up being part-time designers, and mastering a few core principles of mobile UI can make the difference between app and crap. About the Book Usability Matters is a guide for developers wrestling with the subtle art of mobile design. With each expertly presented example, app developer and designer Matt Lacey provides easy-to-implement techniques that instantly boost your design IQ. Skipping highbrow design theory, he addresses topics like gracefully handling network dropouts and creating intuitive data inputs. Read this book and your apps will look better, your users will be happier, and you might even get some high-fives at the next design review. What's Inside Understanding your users Optimizing input and output Creating fast, responsive experiences Coping with poor network conditions Managing power and resources About the Reader This book is for mobile developers working on native or web-based apps. About the Author Matt Lacey is an independent mobile developer and consultant and a Microsoft MVP. He's built, advised on, and contributed to apps for social

networks, film and TV broadcasters, travel companies, banks and financial institutions, sports companies, news organizations, music-streaming services, device manufacturers, and electronics retailers. These apps have an installed base of more than 500,000,000 users and are used every day around the world. Matt previously worked at a broad range of companies, doing many types of development. He has worked at startups, small ISVs, national enterprises, and global consultancies, and written software for servers, desktops, devices, and industrial hardware in more languages than he can remember. He lives in the UK with his wife and two children. Table of Contents Introduction Part 1 - Context Who's using the app? Where and when is the app used? What device is the app running on? Part 2- Input How people interact with the app User-entered data Data not from a user Part 3 - Output Displaying items in the app Non-visible output Part 4 - Responsiveness Understanding the perception of time Making your app start fast Making your app run fast Part 5 - Connectivity Coping with varying network conditions Managing power and resources

The MicroStrategy Mobile for App Developers course teaches you how to interact with business intelligence data using MicroStrategy Mobile apps. You will learn how to configure connectivity, build reports and documents for mobile devices, and design process-specific MicroStrategy Mobile™ apps. You should be familiar with MicroStrategy Web™ and MicroStrategy Report Services™ before taking this course.

Le tactile introduit une dimension physique dans des designs qui étaient jusqu'à

présent strictement virtuels et pose un nouveau défi : comment ce design se prend-il en main ? Web designers, il vous faut désormais penser autrement, et Josh Clark est là pour vous guider dans le Far West des écrans tactiles. Apprenez des principes d'ergonomie, de mise en page et de dimensionnement pour tous les écrans, découvrez une boîte à outils gestuelle émergente, ainsi que des tactiques pour accélérer les interactions et améliorer la "découvrabilité" des gestes. Au final, concevez des interfaces qui permettront de toucher - étirer, froisser, déplacer, retourner - les informations elles-mêmes. Le futur est entre vos mains...

When you're under pressure to produce a well designed, easy-to-navigate mobile app, there's no time to reinvent the wheel. This concise book provides a handy reference to 70 mobile app design patterns, illustrated by more than 400 screenshots from current iOS, Android, BlackBerry, WebOS, Windows Mobile, and Symbian apps. User experience professional Theresa Neil (Designing Web Interfaces) walks you through design patterns in 10 separate categories, including anti-patterns. Whether you're designing a simple iPhone application or one that's meant to work for every popular mobile OS on the market.

So you've got an idea for an iPhone app -- along with everyone else on the planet. Set your app apart with elegant design, efficient usability, and a healthy dose of personality. This accessible, well-written guide shows you how to design exceptional user experiences for the iPhone and iPod Touch through practical principles and a rich collection of visual examples. Whether you're a designer, programmer, manager, or marketer, Tapworthy teaches you to "think iPhone" and helps you ask the right questions -- and get the right answers -- throughout

the design process. You'll explore how considerations of design, psychology, culture, ergonomics, and usability combine to create a tapworthy app. Along the way, you'll get behind-the-scenes insights from the designers of apps like Facebook, USA Today, Twitterrific, and many others. Develop your ideas from initial concept to finished design Build an effortless user experience that rewards every tap Explore the secrets of designing for touch Discover how and why people really use iPhone apps Learn to use iPhone controls the Apple way Create your own personality-packed visuals

Explore the game-changing technology that allows mobile learning to effectively reach K-12 students Mobile Learning: A Handbook for Developers, Educators and Learners provides research-based foundations for developing, evaluating, and integrating effective mobile learning pedagogy. Twenty-first century students require twenty-first century technology, and mobile devices provide new and effective ways to educate children. But with new technologies come new challenges—therefore, this handbook presents a comprehensive look at mobile learning by synthesizing relevant theories and drawing practical conclusions for developers, educators, and students. Mobile devices—in ways that the laptop, the personal computer, and netbook computers have not—present the opportunity to make learning more engaging, interactive, and available in both traditional classroom settings and informal learning environments. From theory to practice, Mobile Learning explores how mobile devices are different than their technological predecessors, makes the case for developers, teachers, and parents to invest in the technology, and illustrates the many ways in which it is innovative, exciting, and effective in educating K-12 students. Explores how mobile devices can support the needs of students Provides examples, screenshots, graphics, and visualizations to

enhance the material presented in the book Provides developers with the background necessary to create the apps their audience requires Presents the case for mobile learning in and out of classrooms as early as preschool Discusses how mobile learning enables better educational opportunities for the visually impaired, students with Autism, and adult learners. If you're a school administrator, teacher, app developer, or parent, this topical book provides a theoretical, well-researched discussion of the pedagogical theory and mobile learning, as well as practical advice in setting up a mobile learning strategy.

Apple's iWork is more versatile than ever now that there are versions for Mac, iOS, and even iCloud. The only thing iWork doesn't include is its own how-to guide. That's where this friendly, jargon-free Missing Manual comes in. With complete instructions and helpful examples, you'll quickly learn how to create stunning documents, slideshows, and spreadsheets with iWork's Pages, Keynote, and Numbers. The important stuff you need to know: Create elegant files in minutes. Save tons of time by using iWork's collection of prebuilt templates and themes. Craft a variety of documents. Use Pages to design attractive newsletters, catalogs, brochures, flyers, and posters. Build eye-popping presentations. Turn Keynote's themes and easy-to-use cinematic effects into beautiful custom slideshows. Organize and clearly convey information. Jazz up your Numbers spreadsheets with charts, images, and videos. Always have your work on hand. Store your files in iCloud and have them sync automatically to your Mac and iOS devices. Work anywhere, any time. Use the web-based iWork for iCloud to create projects on any computer—even a PC. Versions covered: This edition covers Pages for Mac 5.1, Keynote for Mac 6.1, Numbers for Mac 3.1, version 2.1 of each iOS app, and iWork for iCloud.

Deliver an optimal user experience to all devices—including tablets, smartphones, feature phones, laptops, and large screens—by learning the basics of responsive web design. In this hands-on guide, UX designer Clarissa Peterson explains how responsive web design works, and takes you through a responsive workflow from project kickoff to site launch. Ideal for anyone involved in the process of creating websites—not just developers—this book teaches you fundamental strategies and techniques for using HTML and CSS to design websites that not only adapt to any screen size, but also use progressive enhancement to provide a better user experience based on device capabilities such as touchscreens and retina displays. Start with content strategy before creating a visual design Learn why your default design should be for the narrowest screens Explore the HTML elements and CSS properties essential for responsive web design Use media queries to display different CSS styles based on a device's viewport width Handle elements such as images, typography, and navigation Use performance optimization techniques to make your site lighter and faster

This two-volume-set (CCIS 188 and CCIS 189) constitutes the refereed proceedings of the International Conference on Digital Information Processing and Communications, ICDIPC 2011, held in Ostrava, Czech Republic, in July 2011. The 91 revised full papers of both volumes presented together with 4 invited talks were carefully reviewed and selected from 235 submissions. The papers are organized in topical sections on network security; Web applications; data mining; neural networks; distributed and parallel processing; biometrics technologies; e-learning; information ethics; image processing; information and data management; software engineering; data compression; networks; computer security; hardware and systems; multimedia; ad hoc network; artificial intelligence; signal processing; cloud

computing; forensics; security; software and systems; mobile networking; and some miscellaneous topics in digital information and communications.

The four-volume set LNCS 8012, 8013, 8014 and 8015 constitutes the proceedings of the Second International Conference on Design, User Experience, and Usability, DUXU 2013, held as part of the 15th International Conference on Human-Computer Interaction, HCII 2013, held in Las Vegas, USA in July 2013, jointly with 12 other thematically similar conferences. The total of 1666 papers and 303 posters presented at the HCII 2013 conferences was carefully reviewed and selected from 5210 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 282 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this four-volume set. The 67 papers included in this volume are organized in the following topical sections: cross-cultural and intercultural user experience; designing for the learning and culture experience; designing for the health and quality of life experience; and games and gamification.

Everyone has been talking about the mobile web in recent years, and more of us are browsing the web on smartphones and similar devices than ever before. But most of what we are viewing has not yet been updated for mobile presentation. How can designers bring more of the web up to speed with the capabilities of today's mobile devices? In Mobilizing Web Sites: Develop and Design, author and designer Kristofer Layon addresses that elephant in the room --the many existing web sites that we manage on a day-to-day basis-- and walks through

techniques that web designers can use to make these legacy web sites better-suited for mobile viewing. By focusing on content strategy and the mobile UI experience, web designers can use HTML, CSS, and JavaScript to design mobile presentations of legacy, standards-based web sites. The techniques of gradual mobile improvement are all that a designer needs to help the existing web be more mobile.

A guide to iPad programming provides instructions on building PhotoWheel, a photo management and sharing application, using iOS 5.

La presente obra está dirigida a los estudiantes del Ciclo Formativo de Grado Superior de Administración de Sistemas Informáticos en Red, en concreto para el Módulo Profesional Administración de Sistemas Gestores de Bases de Datos. El libro comienza con una revisión de los conceptos fundamentales de bases de datos. Se explica detalladamente el proceso de instalación y configuración de un sistema gestor de bases de datos estándar, como es MySQL. Se trata el tema de la seguridad, tanto desde el punto de vista de usuarios y permisos sobre los distintos objetos del servidor, como desde el punto de vista de las comunicaciones seguras con TLS/SSL. Se exponen con detalle los mecanismos de optimización y monitorización básicos para mejorar el funcionamiento de nuestro servidor y se tratan las características de alta disponibilidad y balanceo de carga de los sistemas gestores de datos usando el sistema de replicación y clustering de MySQL. Por último, en los apéndices se pretende ampliar el contenido del libro, incluyendo los aspectos tratados en otros

gestores de amplio uso, como son ORACLE y SQL Server. Los capítulos incluyen actividades y ejemplos con el propósito de facilitar la asimilación de los conocimientos tratados. Así mismo, se incorporan test de conocimientos y ejercicios propuestos con la finalidad de comprobar que los objetivos de cada capítulo se han asimilado correctamente. En la página web de Ra-Ma (www.ra-ma.es) se encuentra disponible el material de apoyo y complementario.

Information technologies have evolved to an enabling science for natural resource management and conservation, environmental engineering, scientific simulation and integrated assessment studies. Computing plays a significant role in the every day practices of environmental engineers, natural scientists, economists, and social scientists. The complexity of natural phenomena requires interdisciplinary approaches, where computing science offers the infrastructure for environmental data collection and management, scientific simulations, decision support, documentation and reporting. Ecology, environmental engineering and natural resource management comprise an excellent real-world testbed for IT system demonstration, while presenting new challenges for computer science. Complexity, uncertainty and scaling issues of natural systems constitute a demanding application domain for modelling, simulation and scientific workflows, data management and reporting, decision support and intelligent systems, distributed computing environments, geographical information systems, heterogeneous systems integration, software engineering, accounting systems, control

systems, as well as sustainable manufacturing and reverse logistics. This books offers a collection of papers presented at the 6th International Conference on Environmental Engineering, held in July 2013, in Lüneburg, Germany. Recent success stories in ecoinformatics, promising ideas and new challenges are discussed among computer scientists, environmental engineers, industrial engineers, economists and social scientists, demonstrating new paradigms for problem solving and decision making. This book presents the proceedings of the 20th Congress of the International Ergonomics Association (IEA 2018), held on August 26-30, 2018, in Florence, Italy. By highlighting the latest theories and models, as well as cutting-edge technologies and applications, and by combining findings from a range of disciplines including engineering, design, robotics, healthcare, management, computer science, human biology and behavioral science, it provides researchers and practitioners alike with a comprehensive, timely guide on human factors and ergonomics. It also offers an excellent source of innovative ideas to stimulate future discussions and developments aimed at applying knowledge and techniques to optimize system performance, while at the same time promoting the health, safety and wellbeing of individuals. The proceedings include papers from researchers and practitioners, scientists and physicians, institutional leaders, managers and policy makers that contribute to constructing the Human Factors and Ergonomics approach across a variety of methodologies, domains and productive sectors. This volume includes papers

addressing the following topics: Ergonomics in Design, Activity Theories for Work Analysis and Design, and Affective Design.

This book constitutes the thoroughly refereed post-conference proceedings of the Fourth International Conference on Mobile Computing, Applications, and Services (MobiCASE 2012) held in Seattle, Washington, USA, in October 2012. The 18 revised full papers presented together with 9 revised poster papers were carefully reviewed and selected from 51 submissions. The conference papers are organized in five topical sections, covering mobile application development, multi-dimensional interactions, system support and architecture, mobile applications, and mobile services.

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