Participatory Design Principles And Practices Ratpro

The authors of Thoughtful Interaction Design go beyond the usual technical concerns of usability and usefulness to consider interaction design from a design perspective. The shaping of digital artifacts is a design process that influences the form and functions of workplaces, schools, communication, and culture; the successful interaction designer must use both ethical and aesthetic judgment to create designs that are appropriate to a given environment. This book is not a how-to manual, but a collection of tools for thought about interaction design. Working with information technology—called by the authors "the material without qualities"—interaction designers create not a static object but a dynamic pattern of interactivity. The design vision is closely linked to context and not simply focused on the technology. The authors' action-oriented and context-dependent design theory, drawing on design theorist Donald Schön's concept of the reflective practitioner, helps designers deal with complex design challenges created by new technology and new knowledge. Their approach, based on a foundation of thoughtfulness that acknowledges the designer's responsibility not only for the functional qualities of the design product but for the ethical and aesthetic qualities as well, fills the need for a theory of interaction design that can increase and nurture design knowledge. From this perspective they address the fundamental question of what kind of knowledge an aspiring designer needs, discussing the process of design, the designer, design methods and techniques, the design product and its qualities, and conditions for interaction design.

Although co-design has been practised in new service and product development for some years, it has only recently begun to appear in the burgeoning field of social innovation. It appears to be well-attuned to this new context, offering as it does an open-ended relational process to generate novel solutions to problems whose very definition seems to escape more conventional approaches. However, even less research attention has been paid to co-design than to social innovation. This book explores the potential of co-design as a social innovation process. It reviews the diverse theoretical and disciplinary foundations on which co-design is based. It proposes a framework for understanding co-design as a cohesive practice across the extremely broad scope of its potential applications. It explores appropriate approaches to governance and evaluation of co-design initiatives and outlines the key issues and limitations on its use. Although it is intended to provide a robust theoretical basis for researching co-design initiatives, it will also be of interest to anyone who is contemplating putting co-design into practice.

Proceedings of the 2014 EUROCALL Conference, which was held from the 20th to the 23rd of August 2014 at the University of Groningen, The Netherlands.

Adsorption of Information Technology to Software Reliability.

Principles and Practices

Organizational Information Systems in the Context of Globalization

First International Conference, DUXU 2011, Held as Part of HCI International 2011, Orlando, FL, USA, July 9-14, 2011, Proceedings

IFIP TC8 & TC9 / WG8.2 & WG9.4 Working Conference on Information Systems Perspectives and Challenges in the Context of Globalization June 15–17, 2003, Athens, Greece

Volume 67 (Supplement 30)

Transformational Government Through EGov Practice

Social Science, Technical Systems, and Cooperative Work

Organizational Information Systems in the Context of Globalization exemplifies the role of social theory in approaching ICT utilization challenges in a globalization context. The debates raised on implementation, policy, organizations and organizing, and social dynamics, increase our awareness of the diversity of perspectives we need to delve into when framing the role of ICTs in the globalization agenda. The equal representation of managerial and non-managerial decision making contexts alerts us to the fact that ICTs should not be considered only as a corporate wealth creation prerogative. This book contains the selected proceedings of the Working Conference on Information Systems Perspectives and Challenges in the Context of Globalization, sponsored by the International Federation for Information Processing (IFIP) and held in Athens, Greece in June 2003.

Participatory design is about the direct involvement of people in the co-design of the technologies they use. Its central concern is how collaborative design processes can be driven by the participation of the people affected by the technology designed. Embracing a diverse collection of principles and practices aimed at making technologies, tools, environments, businesses, and social institutions more responsive to human needs, the International Handbook of Participatory Design is a state-of-the-art reference handbook for the subject. The Handbook brings together a multidisciplinary and international group of highly recognized and experienced experts to present an authoritative overview of the field and its history and discuss contributions and challenges of the pivotal issues in participatory design, including heritage, ethics, ethnography, methods, tools and techniques and community involvement. The book also highlights three large-scale case studies which show how participatory design has been used to bring about outstanding changes in different organizations. The book shows why participatory design is an important, highly relevant and rewarding area for research and practice. It will be an invaluable resource for students, researchers, scholars and professionals in participatory design.

This proceeding contains a selection of state of the art refereed papers on current Human-Computer Interaction topics, presented at the HCI 2000 conference. This conference is the annual conference of the British HCI Group, and was held at Sunderland University in September 2000. HCI 2000 is the premier European Human-Computer Interaction forum. People and Computers XIV represents a comprehensive guide to current research in HCI which will be essential reading for all researchers,

designers and manufacturers who need to keep abreast of developments in HCI.
The voices in this collection are primarily those of researchers and developers concerned with bringing knowledge of technological possibilities to bear on informed and effective system design. Their efforts are distinguished from many previous writings on system development by their central and abiding reliance on direct and continuous interaction with those who are the ultimate arbiters of system adequacy; namely, those who will use the technology in their everyday lives and work. A key issue throughout is the question of who does what to whom: whose interests are at stake, who initiates action and for what reason, who defines the problem and who decides that there is one. The papers presented follow in the footsteps of a small but growing international community of scholars and practitioners of participatory systems design. Many of the original European perspectives are represented here as well as some new and distinctively American approaches. The collection is characterized by a rich and diverse set of perspectives and experiences that, despite their differences, share a distinctive spirit and direction -- a more humane, creative, and effective relationship between those involved in technology's design and use, and between technology and the human activities that motivate the technology.
End-User Considerations in Educational Technology Design
The Human-Computer Interaction Handbook
Advancing the Impact of Design Science: Moving from Theory to Practice
Practice and Progress in Social Design and Sustainability
Connections, Tensions and Opportunities
Reframing Humans in Information Systems Development
Socio-Informatics

First published in 2006. Routledge is an imprint of Taylor & Francis, an informa company.
This book constitutes the thoroughly refereed proceedings of the 9th International Conference on Design Science Research in Information Systems and Technology, DESRIST 2014, held in Miami, FL, USA in May 2014. The 19 full papers, 7 research-in-progress papers and 18 short papers describing prototype demonstrations were carefully reviewed and selected from 71 submissions. The papers are organized in topical sections on design science; emerging themes; meta issues; methods; supporting business processes; team support; work-in-progress papers and prototypes.
Designers provide creative solutions for user problems and identify the needs of users in a given environment. However, it is often difficult to understand the social design of a product or service. Practice and Progress in Social Design and Sustainability is a critical scholarly resource that provides groundbreaking research on social contributions to design. Featuring coverage on a broad range of topics such as rural sustainability, ecological farmhouse designs, and community public spaces, this book is geared towards architects, designers, program planners, entrepreneurs, and engineers seeking information about design for resolving social issues.
This book constitutes the refereed proceedings of the Second International Conference on Online Communities and Social Computing, OCSC 2007, held in Beijing, China, July 2007 in the framework of the 12th International Conference on Human-Computer Interaction, HCII 2007. It covers designing and developing on-line communities, as well as knowledge, collaboration, learning and local on-line communities.
10th International Conference, CCD 2018, Held as Part of HCI International 2018, Las Vegas, NV, USA, July 15-20, 2018, Proceedings, Part II
Information Communication Technologies: Concepts, Methodologies, Tools, and Applications
Interdisciplinary Perspectives
Design Justice
Community-Led Practices to Build the Worlds We Need
Concepts, Methodologies, Tools, and Applications
Online Communities and Social Computing

This book is the first to directly address the question of how to bridge what has been termed the "great divide" between the approaches of systems developers and those of social scientists to computer supported cooperative work--a question that has been vigorously debated in the systems development literature. Traditionally, developers have been trained in formal methods and oriented to engineering and formal theoretical problems; many social scientists in the CSCW field come from humanistic traditions in which results are reported in a narrative mode. In spite of their differences in style, the two groups have been cooperating more and more in the last decade, as the "people problems" associated with computing become increasingly evident to everyone. The authors have been encouraged to examine, rigorously and in depth, the theoretical basis of CSCW. With contributions from field leaders in the United Kingdom, France, Scandinavia, Mexico, and the United States, this volume offers an exciting overview of the cutting edge of research and theory. It constitutes a solid foundation for the rapidly coalescing field of social informatics. Divided into three parts, this volume covers social theory, design theory, and the sociotechnical system with respect to CSCW. The first set of chapters looks at ways of rethinking basic social categories with the development of distributed collaborative computing technology--concepts of the group, technology, information, user, and text. The next section concentrates more on the lessons that can be learned at the design stage given that one wants to build a CSCW system incorporating these insights--what kind of work does one need to do and how is understanding of design affected? The final part looks at the integration of social and technical in the operation of working sociotechnical systems. Collectively the contributors make the argument that the social and technical are irremediably linked in practice and so the "great divide" not only should be a thing of the past, it should never have existed in the first place.
Businesses and the HCI and Interaction Design communities have embraced design and design research. Design research as a field blends methodologies from several disciplines - sociology, engineering, software, philosophy, industrial design, HCI/interaction design -- so designers can learn from past successes and failure and don't have to reinvent the wheel for each new design (whether it's a digital product, a building, an airplane or furniture). They take into account form, function, and, ultimately, users. Many books exist in the research and academic realm for this field, but none create a usable bridge to design practice. Although business people are embracing design, they are not going to become designers. Design researchers need tools to apply their research in the real world. Design Research through Practice takes advanced design practice as its starting point, but enriches it to build a design process than can respond to both academic and practical problems. The aims of the book are to study

three design research traditions that cover methodological directions in current leading research community. Taking you from the Lab, Field and to the Showroom, Ilpo Koskinen and his group of researchers show you successful traditions in design research that have been integrated into processes and products. Bridging the gap from design research to design practice, this is a must have for any designer. • Gathers design research experts from traditional lab science, social science, art, industrial design, UX and HCI to lend tested practices and how they can be used in a variety of design projects • Provides a multidisciplinary story of the whole design process, with proven and teachable techniques that can solve both academic and practical problems • Presents key examples illustrating how research is applied and vignettes summarizing the key how-to details of specific projects

The intent of this chapter is to outline a distinctive way of thinking about issues of technology and society that has characterized many Nordic approaches to the topic. One of the characteristics of this approach has been the recognition of the worth of human labour. Technology is not seen as an alien force, but something which is itself a product of human labour, and it can be designed and utilized in ways which augment human skills and expertise, rather than degrading them. What is particularly striking, at least to this author, in this approach is that we are presented not simply with a vision of how things could be better in our society, but with concrete exemplars of how we can build such a better world. It is in recognition of this fact that I have chosen the title of this chapter, as it emphasizes that, while the tradition of Utopian literature is the - lineation of a supposedly idea world which exists no-place (u-topos, in Greek), these visions can be an inspiration for quite practical activities on the ground, as steps towards their realization. As Wilde notes (in the quote above) this is a never-ending quest, as with each achievement, we recognize that there are further bridges to cross and places to be visited.

An exploration of how design might be led by marginalized communities, dismantle structural inequality, and advance collective liberation and ecological survival. What is the relationship between design, power, and social justice? “Design justice” is an approach to design that is led by marginalized communities and that aims expilcitly to challenge, rather than reproduce, structural inequalities. It has emerged from a growing community of designers in various fields who work closely with social movements and community-based organizations around the world. This book explores the theory and practice of design justice, demonstrates how universalist design principles and practices erase certain groups of people—specifically, those who are intersectionally disadvantaged or multiply burdened under the matrix of domination (white supremacist heteropatriarchy, ableism, capitalism, and settler colonialism)—and invites readers to “build a better world, a world where many worlds fit; linked worlds of collective liberation and ecological sustainability.” Along the way, the book documents a multitude of real-world community-led design practices, each grounded in a particular social movement. Design Justice goes beyond recent calls for design for good, user-centered design, and employment diversity in the technology and design professions; it connects design to larger struggles for collective liberation and ecological survival.

Encyclopedia of Library and Information Science

The Environmental Communication Yearbook

Cross-Cultural Design. Applications in Cultural Heritage, Creativity and Social Development

Configuring User-Designer Relations

Second International Conference, OCSC 2007, Held as Part of HCI International 2007, Beijing, China, July 22-27, 2007, Proceedings

User Interface Design

Although numerous sources document aspects of user-centered design, there are few references that consider how a designer transforms the information gathered about users and their work into an effective user interface design. This book explains just how designers bridge that gap. A group of leading experts in GUI design describe their methods in the context of specific design projects, and while the projects, processes, and methods vary considerably, the common theme is building a bridge between user requirements and user interface design.

The future of government as we know it is being shaped by the quickly-advancing progression of information and communication technology (ICT) eGovernment systems. eGov presents major challenges and advantages for policy makers and the public alike.

"This book focuses on the study and application of human computer interaction principles in the design of online education"--Provided by publisher.

‘User-designer relations’ concerns the sorts of working relationships that arise between developers and end users of IT products - the different ways designers of IT products seek to engage with users, and the ways users seek to influence product design. It is through the shifting patterns of these relations that IT products are realised. Although it has generally been accepted that achieving better user-designer relations will improve the quality of IT products, there has been little consensus on how this might be achieved. This book aims to deepen our understanding of the relationships between users and designers both as they emerge in the wild and as a consequence of our attempts to intervene. Through a series of case studies the book juxtaposes in-depth explorations of different perspectives and approaches to thinking about - and doing - user-designer relations, considering important implications for design and computer science more generally.

Foundations, Models, and Examples

9th International Conference, DESRIST 2014, Miami, FL, USA, May 22-24, 2014. Proceedings

A Design Perspective on Information Technology

Museum Experience Design

Thoughtful Interaction Design

A New Paradigm?

User-Developer Cooperation in Software Development

This state-of-the-art book explores the implications of contemporary trends that are shaping the future of museum experiences. In four separate sections, it looks into how museums are developing dialogical relationships with their audiences, reaching out beyond their local communities to involve more diverse and broader audiences. It examines current practices in involving crowds, not as passive audiences but as active users, co-designers and co-creators; it looks critically and reflectively at the design implications raised by the application of novel technologies, and by museums becoming parts of connected museum systems and large institutional ecosystems. Overall, the book chapters deal with

aspects such as sociality, creation and sharing as ways of enhancing dialogical engagement with museum collections. They address designing experiences – including participatory exhibits, crowd sourcing and crowd mining – that are meaningful and rewarding for all categories of audiences involved. Museum Experience Design reflects on different approaches to designing with novel technologies and discusses illustrative and diverse roles of technology, both in the design process as well as in the experiences designed through those processes. The trend of museums becoming embedded in ecosystems of organisations and people is dealt with in chapters that theoretically reflect on what it means to design for ecosystems, illustrated by design cases that exemplify practical and methodological issues in doing so. Written by an interdisciplinary group of design researchers, this book is an invaluable source of inspiration for researchers, students and professionals working in this dynamic field of designing experiences for and around museums.

What is participatory research, and how can participatory methods be implemented in practice? This valuable textbook provides an accessible, pragmatic how-to guide for using participatory methods in research. Drawing on their variety of experience in the field, the authors: • outline the principles of participatory research; • explore the practice of utilising participatory methods; • lay out the realities of using such approaches within a range of settings. Providing practical advice, real-world examples, and packed with reflective questions, top tips and suggested further reading, this book will be an essential resource for students and researchers alike.

Health Information Technology (HIT) continues to increase in importance as a component of healthcare provision, but designing HIT is complex. The creation of cooperative learning processes for future HIT users is not a simple task. The importance of engaging end users such as health professionals, patients and relatives in the design process is widely acknowledged, and Participatory Design (PD) is the primary discipline for directly involving people in the technological design process. Exploring the application of PD in HIT is crucial to all those involved in engaging end users in HIT design and, in collaboration with a wide range of people, a broad repertoire of methods and techniques to apply PD within multiple domains has been established. This book, Participatory Design & Health Information Technology, presents the contributions of researchers from 5 countries, who share their experience and insights into applying PD in the development of HIT. The book begins with a review of PD and HIT research, followed by 10 papers, each of which describes important lessons for HIT designers interested in user participation. The papers are grouped under the themes of participatory processes; participatory reflections; participatory business; and participatory inspiration. The book will be of interest to researchers, students, health professionals, IT designers and managers who work with or are interested in supporting participation in the design of HIT.

The two-volume set LNCS 6769 + LNCS 6770 constitutes the proceedings of the First International Conference on Design, User Experience, and Usability, DUXU 2011, held in Orlando, FL, USA in July 2011 in the framework of the 14th International Conference on Human-Computer Interaction, HCII 2011, incorporating 12 thematically similar conferences. A total of 4039 contributions was submitted to HCII 2011, of which 1318 papers were accepted for publication. The total of 154 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in the book. The papers are organized in topical sections on DUXU theory, methods and tools; DUXU guidelines and standards; novel DUXU: devices and their user interfaces; DUXU in industry; DUXU in the mobile and vehicle context; DXU in Web environment; DUXU and ubiquitous interaction/appearance; DUXU in the development and usage lifecycle; DUXU evaluation; and DUXU beyond usability: culture, branding, and emotions.

Building Common Ground and Usable Systems

Participatory Design & Health Information Technology

Human-Computer Interaction: Design and Evaluation

Design, User Experience, and Usability. Theory, Methods, Tools and Practice

Reflections on Practice

People and Computers XIV — Usability or Else!

Interacting with Geospatial Technologies

This book is about emerging models of design that are just beginning to be used by ID types. They are based on constructivist an chaos (non-linear systems or "soft systems") theory. This book provides constructivist instructional design (C-ID) theorists with an opportunity to present an extended version of their design model. After an introductory chapter on the history of instructional design models, and a chapter on the guiding principles of C-ID, the creators of six different C-ID models introduce and explain their models. A final chapter compares the models, discusses the future of C-ID models, and discusses the ways constructivist designers and scholars can interact with, and work with, instructional technologists who use different paradigms.

This second edition of The Human-Computer Interaction Handbook provides an updated, comprehensive overview of the most important research in the field, including insights that are directly applicable throughout the process of developing effective interactive information technologies. It features cutting-edge advances to the scientific

The topic of the research reported here is direct user participation in the task-based development of interactive software systems. Building usable software demands understanding and supporting users and their tasks. Users are a primary source of usability requirements and knowledge, since users can be expected to have intimate and extensive knowledge of themselves, their tasks a their working environment. Task analysis approaches to software development encourage a focus on supporting users and their

tasks while participatory design approaches encourage users' direct, active contributions to software development work. Howeve participatory design approaches often concentrate their efforts on design activities rather than on wider system development activities, while task analysis approaches generally lack active user participation beyond initial data gathering. This research attempts an integration of the strengths of task analysis and user participation within an overall software development process. This work also presents detailed empirical and theoretical analyses of what it is for users and developers to cooperate, of the nature of user-developer interaction in participatory settings. Furthermore, it makes operational and assesses the effectiveness o user participation in development and the impact of user-developer cooperation on the resulting software product. The research addressed these issues through the development and application of an approach to task based participatory development in two real world development projects. In this integrated approach, the respective strengths of task analysis and participatory design methods complemented each other's weaker aspects.

Emerging technologies have enhanced the learning capabilities and opportunities in modern school systems. To continue the effective development of such innovations, the intended users must be taken into account. End-User Considerations in Educational Technology Design is a pivotal reference source for the latest scholarly material on usability testing techniques and user-centered design methodologies in the development of technological tools for learning environments. Highlighting a range of pertinent topics such as multimedia learning, human-computer interaction, and online learning, this book is ideally designed for academics, researchers, school administrators, professionals, and practitioners interested in the design of optimized educational technologies.

Design Research Through Practice

Fundamentals, Evolving Technologies and Emerging Applications, Second Edition

Cases on Usability Engineering: Design and Development of Digital Products

Constructivist Instructional Design (C-ID)

17th International Conference, HCI International 2015, Los Angeles, CA, USA, August 2–7, 2015. Proceedings, Part I

CALL Design: Principles and Practice - Proceedings of the 2014 EUROCALL Conference, Groningen, The Netherlands

Learning-in-Community

This two-volume set LNCS 10911 and 10912 constitutes the refereed proceedings of the 10th International Conference on Cross-Cultural Design, CCD 2018, held as part of HCI International 2018 in Las Vegas, NV, USA, in July 2018.The total of 1170 papers and 195 posters included in the 30 HCII 2018 proceedings volumes was carefully reviewed and selected from 4373 submissions. The 37 regular papers presented in this volume were organized in topical sections named: culture, learning and games; culture and creativity; cross-cultural design for social change and development.

Modern society has been transformed by the digital convergence towards a future where technologies embed themselves into the fabric of everyday life. This ongoing merging of social and technological infrastructures provides and necessitates new possibilities to renovate past notions, models and methods of information systems development that accommodates humans as actors within the infrastructure. This shift introduces new possibilities for information systems designers to fulfil more and more everyday functions, and to enhance their value and worth to the user. Reframing Humans in Information Systems Development aims to reframe the phenomenon of human-centered development of information systems by connecting scientific constructs produced within the field of information systems which has recently provided a plethora of multidisciplinary user views, without explicitly defining clear constructs that serve the IS field in particular. IS researchers, practitioners and students would benefit from Reframing Humans in Information Systems Development as the book provides a comprehensive view to various human-centered development methods and approaches. The representatives of the fields of Human-Computer Interaction and Computer Supported Collaborative Work will also find this book an excellent resource. A theoretical handbook and collection of practical experiences, are included along with critical discussions of the utilization methods in ISD and their implications with some interconnecting commentary viewpoints.

This book provides an introduction to HCI and usability aspects of Geographical Information Systems and Science. Its aim is to introduce the principles of Human-Computer Interaction (HCI); to discuss the special usability aspects of GIS which designers and developers need to take into account when developing such systems; and to offer a set of tried and tested frameworks, matrices and techniques that can be used within GIS projects. Geographical Information Systems and other applications of computerised mapping have gained popularity in recent years. Today, computer-based maps are common on the World Wide Web, mobile phones, satellite navigation systems and in various desktop computing packages. The more sophisticated packages that allow the manipulation and analysis of geographical information are used in location decisions of new businesses, for public service delivery for planning decisions by local and central government. Many more applications exist and some estimate the number of people across the world that are using GIS in their daily work at several millions. However, many applications of GIS are hard to learn and to master. This is understandable, as until quite recently, the main focus of software vendors in the area of GIS was on the delivery of basic functionality and development of methods to present and manipulate geographical information using the available computing resources. As a result, little attention was paid to usability aspects of GIS. This is evident in many public and private systems where the terminology, conceptual design and structure are all centred around the engineering of GIS and not on the needs and concepts that are familiar to the user. This book covers a range of topics from the cognitive models of geographical representation, to interface design. It will provide the reader with frameworks and techniques that can be used and description of case studies in which these techniques have been used for computer mapping application.

Dear Reader This is a book about mobile virtual work. It aims at clarifying the basic concepts and showing present practices and future challenges. The roots of the book are in the collaboration of few European practitioners and - searchers, who met each other under the umbrella of the Swedish SALTSA programme (see next page) in January 2002 in Stockholm. The group was first called 'ICT, Mobility and Work Organisation' but redefined itself quickly as 'Mobile Virtual Cooperative Work' group. The change of the name reflects the development of reasoning in the group. We could not find much material on mobile work, certainly not systematic studies, - though a growing interest in mobile technologies and services could be found. Practices of telework and virtual organizations were better known, but we were convinced that the combination with mobile work was so- thing different and new. Our main target became to understand what it was all about. The next step was an expert meeting in October 2004 at Rånäs Castle again in Sweden. A wider group of experts was

invited to present their views on mobile virtual work and ideas about book chapters from different perspectives of working life. Some of the expertise could be found through the network of the AMI@Work family created by the New Working En- ronments unit of the European Commission's Information Society Dir- torate-General. Also close collaboration was developed with the related MOSAIC program.

Scholarly Practice, Participatory Design and the Extensible Catalog

From the Lab, Field, and Showroom

Affective, Interactive and Cognitive Methods for E-Learning Design: Creating an Optimal Education Experience

Participatory Design

Proceedings of Hci 2000

Beyond the Great Divide

Routledge International Handbook of Participatory Design

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.

This book is about how computer systems might be designed to serve their users rather better. It deals with how to study the natural behaviour of users to see how computer systems might best help them, and how one might also involve them in the design of computer systems that will assist them in their everyday practices.

The 3-volume set LNCS 9169, 9170, 9171 constitutes the refereed proceedings of the 17th International Conference on Human-Computer Interaction, HCII 2015, held in Los Angeles, CA, USA, in August 2015. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences was 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 in LNCS 9169 are organized in topical sections on HCI theory and practice; HCI design and evaluation methods and tools; interaction design; emotions in HCI.

The rapid development of information communication technologies (ICTs) is having a profound impact across numerous aspects of social, economic, and cultural activity worldwide, and keeping pace with the associated effects, implications, opportunities, and pitfalls has been challenging to researchers in diverse realms ranging from education to competitive intelligence.

Creating an Optimal Education Experience

Crowds, Ecosystems and Novel Technologies

Principles, Practice and Reality

Design and Development of Digital Products

Creating Participatory Research

Bridging the Gap from User Requirements to Design

(Re)Searching the Digital Bauhaus

Many of the titles on active/experiential learning concepts are focused on the K-12 setting. They are often how-to books, rather than theory-based. Learning-in-Community extends Kolb's experiential learning theory to community-based projects. It takes a conceptually-grounded approach to active learning through technology-based projects. The book traces the conceptual and operational development of learning-in-community over the decade that we have used it in our teaching. It concludes by outlining a logical next step in efforts to democratize technology: social activism. Training the new ICT professional at a time of significant inequality in access to ICTs would be seriously inadequate if it ignored social responsibility. This book is intended for faculty of undergraduate and graduate-level courses in information technology, business and management.

Participatory DesignPrinciples and PracticesCRC Press

Co-design and Social Innovation

Mobile Virtual Work

Socio-Economic, Cultural, and Technological Issues