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The Usability Engineering Lifecycle A Practitioner's Handbook for User Interface Design *Morgan Kaufmann* This text is about achieving usability in product user interface design through a process called Usability Engineering. The techniques presented include not only UI requirements analysis, but also organizational and managerial strategies. **The Persona Lifecycle Keeping People in Mind Throughout Product Design** *Elsevier* The Persona Lifecycle is a field guide exclusively focused on interaction design's most popular new technique. The Persona Lifecycle addresses the "how" of creating effective personas and using those personas to design products that people love. It doesn't just describe the value of personas; it offers detailed techniques and tools related to planning, creating, communicating, and using personas to create great product designs. Moreover, it provides rich examples, samples, and illustrations to imitate and model. Perhaps most importantly, it positions personas not as a panacea, but as a method used to complement other user-centered design (UCD) techniques including scenario-based design, cognitive walkthroughs and user testing. The authors developed the Persona Lifecycle model to communicate the value and practical application of personas to product design and development professionals. This book explores the complete lifecycle of personas, to guide the designer at each stage of product development. It includes a running case study with rich examples and samples that demonstrate how personas can be used in building a product end-to-end. It also presents recommended best practices in techniques, tools, and innovative methods and contains hundreds of relevant stories, commentary, opinions, and case studies from user experience professionals across a variety of domains and industries. This book will be a valuable resource for UCD professionals, including usability practitioners, interaction designers, technical writers, and program managers; programmers/developers who act as the interaction designers for software; and those professionals who work with developers and designers. Features * Presentation

and discussion of the complete lifecycle of personas, to guide the designer at each stage of product development. * A running case study with rich examples and samples that demonstrate how personas can be used in building a product end-to-end. * Recommended best practices in techniques, tools, and innovative methods. * Hundreds of relevant stories, commentary, opinions, and case studies from user experience professionals across a variety of domains and industries. **Global Information Technologies: Concepts, Methodologies, Tools, and Applications Concepts, Methodologies, Tools, and Applications** *IGI Global* "This collection compiles research in all areas of the global information domain. It examines culture in information systems, IT in developing countries, global e-business, and the worldwide information society, providing critical knowledge to fuel the future work of researchers, academicians and practitioners in fields such as information science, political science, international relations, sociology, and many more"--Provided by publisher. **Usability Engineering** *Morgan Kaufmann* Executive Summary. What is usability. Generations of user interfaces. The usability engineering lifecycle. Usability heuristics. Usability testing. Usability assessment methods beyond testing. Interface standards. International user interfaces. Future developments. Exercises. Bibliography. Author index. Subject index. **Human-Computer Interaction. Novel User Experiences 18th International Conference, HCI International 2016, Toronto, ON, Canada, July 17-22, 2016. Proceedings, Part III** *Springer* The 3-volume set LNCS 9731, 9732, and 9733 constitutes the refereed proceedings of the 18th International Conference on Human-Computer Interaction, HCII 2016, held in Toronto, ON, Canada, in July 2016. The total of 1287 papers and 186 posters presented at the HCII 2016 conferences and were carefully reviewed and selected from 4354 submissions. The papers 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 volumes constituting the full 27-volume set of the conference proceedings. **Human-Centered Software Engineering - Integrating Usability in the Software Development Lifecycle** *Springer Science & Business Media* Human-CenteredSoftwareEngineering: BridgingHCI,UsabilityandSoftwareEngineering From its beginning in the 1980's, the ?eld of human-computer interaction (HCI) has beende?nedasamultidisciplinaryarena. BythisImeanthattherehas beenanexplicit recognition that distinct skills and perspectives are required to make the whole effort of designing usable computer systems work well. Thus people with backgrounds in Computer Science (CS) and Software Engineering (SE) joined with people with ba-grounds in various behavioral science disciplines (e. g. , cognitive and social psych-ogy, anthropology)inaneffortwhereallperspectiveswereseenasessentialtocreating usable systems. But while the ?eld of HCI brings individuals with many background disciplines together to discuss a common goal - the development of useful, usable, satisfying systems - the form of the collaboration remains unclear. Are we striving to coordinate the varied activities in system development, or are we seeking a richer collaborative framework? In coordination, Usability and SE skills can remain quite distinct and while the activities of each group might be critical to the success of a project, we need only insure that critical results are provided at appropriate points in the development cycle. Communication by one group to the other during an activity

might be seen as only minimally necessary. In collaboration, there is a sense that each group can learn something about its own methods and processes through a close pa- nership with the other. Communication during the process of gathering information from target users of a system by usability professionals would not be seen as so- thing that gets in the way of the essential work of software engineering professionals. **Cyberpsychology An Introduction to Human-Computer Interaction** *Cambridge University Press* This textbook provides a comprehensive overview of the human-computer interface in clear, non-technical language, making it an ideal introduction for students of both psychology and computer science. Covering the past, present, and future developments in technology and psychology, it combines cutting-edge academic research with engaging illustrations and examples that show students how the material relates to their lives. Topics addressed include: human factors of input devices, and the basics of sensation and perception; memory and cognitive issues of users navigating their way through interfaces; communication via programming languages and natural speech interaction; cyberpathologies such as techno-stress and Internet addiction disorders; and challenges surrounding automation and artificial intelligence. This thoroughly updated second edition features new chapters on virtual reality and cybersecurity; expanded coverage of social media, mobile computing, e-learning, and video games; and end-of-chapter review questions that ensure students have mastered key objectives. **Information Technology in Disaster Risk Reduction First IFIP TC 5 DCITDRR International Conference, ITDRR 2016, Sofia, Bulgaria, November 16–18, 2016, Revised Selected Papers** *Springer* This volume constitutes the refereed post-conference proceedings of the First IFIP TC 5 DCDRR International Conference on Information Technology in Disaster Risk Reduction, ITDRR 2016, held in Sofia, Bulgaria, in November 2016. The 20 revised full papers presented were carefully reviewed and selected from 52 submissions. The papers focus on various aspects and challenges of coping with disaster risk reduction. The main topics include areas such as big data, cloud computing, the Internet of Things, natural disasters, mobile computing, emergency management, disaster information processing, disaster risk assessment and management, and disaster management simulation. **Human-Computer Interaction. Theory, Design, Development and Practice 18th International Conference, HCI International 2016, Toronto, ON, Canada, July 17-22, 2016. Proceedings, Part I** *Springer* The 3-volume set LNCS 9731, 9732, and 9733 constitutes the refereed proceedings of the 18th International Conference on Human-Computer Interaction, HCII 2016, held in Toronto, ON, Canada, in July 2016. The total of 1287 papers and 186 posters presented at the HCII 2016 conferences and were carefully reviewed and selected from 4354 submissions. The papers 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 volumes constituting the full 27-volume set of the conference proceedings. **User-Centred Library Websites Usability Evaluation Methods** *Elsevier* Targeted at Library and Information Science (LIS) professionals, this book concentrates on usability evaluation methods used to design usable and user-centered library websites. Aimed at the practitioner, it is a practical guide to methods that are used to gather information from potential

users that shape the design of the website based on an interactive design process. From planning the study to writing the report, this book guides the reader through the process of usability evaluation using examples from the author's experience with usability evaluation of library interfaces. It describes usability techniques, procedures, report writing, and design changes that lead to a user-centered interface. A concise, practical guide to completing usability evaluation methods with an emphasis on creating user-centered library websites Includes examples that draw on the author's practical experience with usability evaluation Useful guidelines to creating participant recruitment letters, scripts, thank you notes, and forms illustrated with practical examples **Community-Built Databases Research and Development** *Springer Science & Business Media* Wikipedia, Flickr, You Tube, Facebook, LinkedIn are all examples of large community-built databases, although with quite diverse purposes and collaboration patterns. Their usage and dissemination will further grow introducing e.g. new semantics, personalization, or interactive media. Pardede delivers the first comprehensive research reference on community-built databases. The contributions discuss various technical and social aspects of research in and development in areas like in Web science, social networks, and collaborative information systems. Pardede delivers the first comprehensive research reference on community-built databases. The contributions discuss various technical and social aspects of research in and development in areas like in Web science, social networks, and collaborative information systems. **Institutionalization of Usability A Step-by-step Guide** *Addison-Wesley Professional* "Some argue the big advances in our impact on design and usability will come from better methods. Some argue they will come from earlier involvement in the development process. The biggest impact, however, will come as more and more companies realize the benefits of user-centered design and embrace it. Eric offers a practical road map to get there."--Arnie Lund, Director of Design and Usability, Microsoft Corporation "This book is a great how-to manual for people who want to bring the benefits of improved usability to their companies. It''s thorough yet still accessible for the smart businessperson. I''ve been working with user-centered design for almost 20 years and I found myself circling tips and tricks."--Harley Manning, Research Director, Forrester Research "This book should be required reading for all executive champions of change. It does an excellent job in laying the foundation for incorporating usability engineering concepts and best practices into corporations. Business success in the new economy will greatly depend on instituting the changes in design methods and thinking that are so clearly and simply put forth in this very practical and useful book."--Ed Israelski, Program Manager--Human Factors, Abbott Laboratories "For those of us who have evangelized usability for so many years, we finally have a book that offers meaningful insights that can only come from years of practical experience in the real world. Here is a wonderful guide for all who wish to make usability a ''way of life'' for their companies."--Felica Selenko, Principal Technical Staff Member, AT&T "Dr. Schaffer''s mantra is that the main differentiator for companies of the future will be the ability to build practical, useful, usable, and satisfying applications and sites. This is a book that provides the road map necessary to allow your organization to achieve these goals." --Colin Hynes, Director of Site Usability, Staples, Inc. "Eric''s methodology helped RBC Royal

Bank''s online banking complete a new user interface, and provided a blueprint for making usable designs a routine part of our development process. The site became successful in making money, saving money, and increasing customer satisfaction--evidencing the effectiveness of his approach."--Carolyn Burke, Senior Manager, e-Commerce and Payments Strategy, RBC Royal Bank of Canada "If you''re tasked with bringing usability to a large organization, this book is for you (and your boss). Informed by years of case studies and consulting experience, Eric provides the long view, clearly describing what to expect, what to avoid, and how to succeed in establishing user-centered principles at your company."--Pat Malecek, User Experience Manager, AVP, CUA, A.G. Edwards & Sons, Inc. "Usability issues are a key challenge for user-interface development of increasingly complex products and services. This book provides much-needed insights to help managers achieve their key objectives and to develop more successful solutions."--Aaron Marcus, President, Aaron Marcus and Associates At one time, computer hardware was the key differentiator in information technology--what gave an organization its competitive edge. Then, as hardware prices fell, software took center stage. Today, software has become a broadly shared commodity, and a new differentiator has emerged--usability. Applications, including Web sites, are usable if they are practical, useful, easy to work with, and satisfying. Usability is now the factor likeliest to give an organization a distinct advantage. Institutionalization of Usability shows how to make user-centered design and development a routine practice within an enterprise. Other excellent books explain precisely how to make software usable; this book builds on that foundation, and focuses instead on how to get usability recognized and incorporated into an organization''s values and culture. Based on author Eric Schaffer''s extensive experience, the book provides a solid methodology for institutionalizing usability, guiding readers step by step with practical advice on topics like organizational change, milestones, toolsets, infrastructure, and staffing requirements needed to achieve fully mature usability engineering. Learn how to: Educate your organization about the importance of usability Hire and coordinate usability staff and consultants Plan the standards, design, and implementation phases Retrofit a method that has added user-centered activities Recruit participants for usability interviews and testing Select the right staff and project to showcase--by timeline, user impact, and visibility Evangelize, train and mentor staff, and support the community Whether you are an executive leading the institutionalization process, a manager supporting the transition, or an engineer working on usability issues, Institutionalization of Usability will help you to build usability into your software practices. **User Interface Design and Evaluation** *Elsevier* User Interface Design and Evaluation provides an overview of the user-centered design field. It illustrates the benefits of a user-centered approach to the design of software, computer systems, and websites. The book provides clear and practical discussions of requirements gathering, developing interaction design from user requirements, and user interface evaluation. The book's coverage includes established HCI topics—for example, visibility, affordance, feedback, metaphors, mental models, and the like—combined with practical guidelines for contemporary designs and current trends, which makes for a winning combination. It provides a clear presentation of ideas, illustrations of concepts, using real-world applications. This book will help

readers develop all the skills necessary for iterative user-centered design, and provides a firm foundation for user interface design and evaluation on which to build. It is ideal for seasoned professionals in user interface design and usability engineering (looking for new tools with which to expand their knowledge); new people who enter the HCI field with no prior educational experience; and software developers, web application developers, and information appliance designers who need to know more about interaction design and evaluation. Co-published by the Open University, UK. Covers the design of graphical user interfaces, web sites, and interfaces for embedded systems. Full color production, with activities, projects, hundreds of illustrations, and industrial applications. **Encyclopedia of Human Computer Interaction** *IGI Global* Esta enciclopedia presenta numerosas experiencias y discernimientos de profesionales de todo el mundo sobre discusiones y perspectivas de la la interacción hombre-computadoras **Critical Power Tools Technical Communication and Cultural Studies** *SUNY Press* Winner of the 2007 National Council of Teachers of English (NCTE) Award for Best Collection of Essays on Technical and Scientific Communication The first book to focus on the intersection of cultural studies and technical communication, Critical Power Tools draws on various traditions of cultural studies to develop new or expanded theoretical, methodological, and pedagogical approaches to technical communication. Offered as a sourcebook for the field, the book is organized into three parts. The first section, emphasizing theory building, reconceptualizes key concepts or practices, such as usability, through a cultural studies lens. The second section illustrates alternative research methods through several case studies. The third section offers critical and productive pedagogical approaches, including specific assignments, applicable to both undergraduate and graduate courses. **Human-Centered Software Engineering 4th International Conference, HCSE 2012, Toulouse, France, October 29-31, 2012, Proceedings** *Springer* This book constitutes the refereed proceedings of the 4th International Conference on Human-Centered Software Engineering, HCSE 2012, held in Toulouse, France, in October 2012. The twelve full papers and fourteen short papers presented were carefully reviewed and selected from various submissions. The papers cover the following topics: user interface design, examining the relationship between software engineering and human-computer interaction and on how to strengthen user-centered design as an essential part of software engineering process. **Human Computer Interaction** *IGI Global* Penetrates the human computer interaction (HCI) field with breadth and depth of comprehensive research. **Trends in E-learning** *BoD – Books on Demand* This book presents a collection of different researches and results on "e-learning". The chapters cover the deficiencies, requirements, advantages and disadvantages of e-learning and distance learning. So, the authors reported their research and analysis results on "e-learning" according to their areas of expertise. **HCI and Usability for e-Inclusion 5th Symposium of the Workgroup Human-Computer Interaction and Usability Engineering of the Austrian Computer Society, USAB 2009, Linz, Austria, November 9-10, 2009, Proceedings** *Springer* This book constitutes the refereed proceedings of HCI and Usability for e-Inclusion, held as the 5th Symposium of the Workgroup Human-Computer Interaction and Usability Engineering of the Austrian Computer Society, USAB 2009, in Linz, Austria, in

November 2009. The 12 revised full papers and 26 revised short papers presented were carefully reviewed and selected from 60 submissions. The papers are organized in topical sections on gender and cognitive performance, usefulness, usability, accessibility, emotion, confidence and elderly, usability testing, evaluation, measurement, education, learning and e-inclusion, design for adaptive content processing, grounded theory, activity theory and situated action, smart home, health and ambient assistent living, user centred design and usability practice, interaction, assistive technologies and virtual environments, communication, interfaces and haptic technology as well as new technologies and challenges for people with disabilities. **Computer Systems Experiences of Users with and Without Disabilities An Evaluation Guide for Professionals** *CRC Press* This book provides the necessary tools for the evaluation of the interaction between the user who is disabled and the computer system that was designed to assist that person. The book creates an evaluation process that is able to assess the user's satisfaction with a developed system. Presenting a new theoretical perspective in the human computer interaction evaluation of disabled persons, it takes into account all of the individuals involved in the evaluation process. **Design, User Experience, and Usability: Design Philosophy, Methods, and Tools Second International Conference, DUXU 2013, Held as Part of HCI International 2013, Las Vegas, NV, USA, July 21-26, 2013, Proceedings, Part I** *Springer* 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 topical sections on design philosophy, usability methods and tools, and design processes, methods and tools. **Human-Computer Interaction Theory and Practice** *CRC Press* This four volume set provides the complete proceedings of the 10th International Conference on Human-Computer Interaction held June, 2003 in Crete, Greece. A total of 2,986 individuals from industry, academia, research institutes, and governmental agencies from 59 countries submitted their work for presentation at the conference. The papers address the latest research and development efforts, as well as highlight the human aspects of design and use of computing systems. Those accepted for presentation thoroughly cover the entire field of human-computer interaction, including the cognitive, social, ergonomic, and health aspects of work with computers. The papers also address major advances in knowledge and effective use of computers in a variety of diversified application areas, including offices, financial institutions, manufacturing, electronic publishing, construction, health care, and

disabled and elderly people. **End-User Computing: Concepts, Methodologies, Tools, and Applications Concepts, Methodologies, Tools, and Applications** *IGI Global* Covers the important concepts, methodologies, technologies, applications, social issues, and emerging trends in this field. Provides researchers, managers, and other professionals with the knowledge and tools they need to properly understand the role of end-user computing in the modern organization. **Handbook of Research on Public Information Technology** *IGI Global* "This book compiles estimable research on the global trend toward the rapidly increasing use of information technology in the public sector, discussing such issues as e-government and e-commerce; project management and information technology evaluation; system design and data processing; security and protection; and privacy, access, and ethics of public information technology"--Provided by publisher. **Expertise Out of Context Proceedings of the Sixth International Conference on Naturalistic Decision Making** *Psychology Press* Researchers have revealed that real expertise, while applied to well-defined tasks with highly circumscribed contexts, often stretches beyond its routine boundaries. For example, a medical doctor may be called upon to diagnose a rare disease or perform emergency surgery outside his or her area of specialization because other experts are not available. Moreover, in some cases, the context for expertise is in a constant state of flux, such that no one case is identical. Expertise Out of Context is a culmination of some of the most insightful studies conducted by researchers in the fields of cognitive systems engineering and naturalistic decision making in the effort to better understand expertise and its development. Born out of the Sixth International Conference on Naturalistic Decision Making, a conference that gathers researchers who study cognition, perception, and reasoning outside of the traditional laboratory, this book is organized in five parts, the first of which provides an overview of the topic and presents varied perspectives. Consequent sections cover how to make sense of things, tools for thinking out of context, how to cope with uncertainty in a changing workplace, and teams operating out of context. As researchers in naturalistic decision making have investigated such areas as the knowledge and decision-making skills of expert firefighters, critical care nurses, military commanders, and aircraft pilots, this volume is of importance to an expansive audience, including individuals in business, government, industry, and society at large. **Design of Assistive Technology for Ageing Populations** *Springer Nature* This book focuses on various aspects of research on ageing, including in relation to assistive technology; dignity of aging; how technology can support a greater understanding of the experience of physically aging and cognitive changes; mobility issues associated with the elderly; and emerging technologies. The 80+ age group represents an expanding market, with an estimated worth of £21.4 billion a year. Everyone is affected by this shift in demographics – we are getting older and may become carers – and we need to prepare ourselves and adjust our surroundings for longer life. Products, services and environments have been changing in response to the changing population. Presenting international design research to demonstrate the thinking and ideas shaping design, this book is a valuable resource for designers; product developers; employers; gerontologists; and medical, health and service providers; as well as everyone interested in aging. **Cross-Disciplinary Advances in Human Computer Interaction: User**

Modeling, Social Computing, and Adaptive Interfaces User Modeling, Social Computing, and Adaptive Interfaces *IGI Global* "This book develops new models and methodologies for describing user behavior, analyzing their needs and expectations and thus successfully designing user friendly systems"--Provided by publisher. **MEDINFO 2019: Health and Wellbeing e-Networks for All Proceedings of the 17th World Congress on Medical and Health Informatics** *IOS Press* Combining and integrating cross-institutional data remains a challenge for both researchers and those involved in patient care. Patient-generated data can contribute precious information to healthcare professionals by enabling monitoring under normal life conditions and also helping patients play a more active role in their own care. This book presents the proceedings of MEDINFO 2019, the 17th World Congress on Medical and Health Informatics, held in Lyon, France, from 25 to 30 August 2019. The theme of this year's conference was 'Health and Wellbeing: E-Networks for All', stressing the increasing importance of networks in healthcare on the one hand, and the patient-centered perspective on the other. Over 1100 manuscripts were submitted to the conference and, after a thorough review process by at least three reviewers and assessment by a scientific program committee member, 285 papers and 296 posters were accepted, together with 47 podium abstracts, 7 demonstrations, 45 panels, 21 workshops and 9 tutorials. All accepted paper and poster contributions are included in these proceedings. The papers are grouped under four thematic tracks: interpreting health and biomedical data, supporting care delivery, enabling precision medicine and public health, and the human element in medical informatics. The posters are divided into the same four groups. The book presents an overview of state-of-the-art informatics projects from multiple regions of the world; it will be of interest to anyone working in the field of medical informatics. **Context Sensitive Health Informatics: Human and Sociotechnical Approaches** *IOS Press* Healthcare information technologies are now routinely deployed in a variety of healthcare contexts. These contexts differ widely, but the smooth integration of IT systems is crucial, so the design, implementation, and evaluation of safe, effective, efficient and easy to adopt health informatics involves careful consideration of both human and organizational factors. This book presents the proceedings of the Context Sensitive Health Informatics (CSHI) conference, held in Copenhagen, Denmark, in August 2013. The theme of this year's conference is human and sociotechnical approaches. The Human Factors approach is distinctly design-driven and aims to optimize performance, safety and users' sense of well-being associated with their use of a system through the application of user-centered systems design and evaluation. The papers and presentations included here are grouped under the topics: patients and IT; usability test and evaluation; work tasks and related contexts; human factors and simulation; and context and systems design, and outline theories and models for studying contextual issues and insights related to how health information technologies can be better designed to accommodate different healthcare contexts. Healthcare organizations, health policy makers and regulatory bodies globally are starting to acknowledge this essential role of human and organizational factors for safe and effective health information technology. This book will be of interest to all those involved in improving the quality of healthcare worldwide. **Instruction and**

Technology Designs for Everyday Learning *MIT Press* "Mehlenbacher unpacks the complex relationships between instruction and technology while emerging as a sensitive guide to the frequently confusing and disparate landscapes of learning with technology."--Karen Schriver, President, KSA Communication Design & Research. **Geographic Hypermedia Concepts and Systems** *Springer Science & Business Media* The book serves as a collection of multi-disciplinary contributions related to Geographic Hypermedia and highlights the technological aspects of GIS. Specifically, it focuses on its database and database management system. The methodologies for modeling and handling geographic data are described. It presents the novel models, methods and tools applied in Spatial Decision Support paradigm. **Usability Engineering Process, Products, and Examples** *Prentice Hall* Written in an accessible, conversational style, this comprehensive introduction to usability engineering takes a project-based approach to the development process. KEY TOPICS: Provides detailed coverage of the fundamentals without unnecessary depth or breadth, focusing readers on understanding the goals and process of usability engineering. Covers the entire usability engineering lifecycle, emphasizing select techniques and methodologies. Illustrates the user interface development process with examples from a medium-scale development example. MARKET: For anyone interested in learning more about usability and user interfaces in computer systems and software. **Critical Socio-Technical Issues Surrounding Mobile Computing** *IGI Global* As lifestyles in personal and public spheres become more fast-paced and hectic, the need for reliable mobile technologies becomes increasingly important. Insights into the various impacts of mobile applications pave the way for future advances and developments in communication and interaction. Critical Socio-Technical Issues Surrounding Mobile Computing is a pivotal reference source for research-based perspectives on the use and application of mobile technology in modern society. Featuring extensive research on a variety of topics relating to the social, technical, and behavioral perspectives of mobile applications, this book is an essential reference source for mobile application developers, instructors, practitioners, and students interested in current research on the impact of mobile devices on individuals and society as a whole. **Mobile Computing: Concepts, Methodologies, Tools, and Applications Concepts, Methodologies, Tools, and Applications** *IGI Global* "This multiple-volume publication advances the emergent field of mobile computing offering research on approaches, observations and models pertaining to mobile devices and wireless communications from over 400 leading researchers"--Provided by publisher. **Conference Record Handbook of Research on ICTs for Human-Centered Healthcare and Social Care Services** *IGI Global* In addition to creating the opportunity for collaboration, transformation, and innovation in the healthcare industry, technology plays an essential role in the development of human well-being and psychological growth. Handbook of Research on ICTs for Human-Centered Healthcare and Social Services is a comprehensive collection of relevant research on technology and its developments of ICTs in healthcare and social services. This book focuses on the emerging trends in the social and healthcare sectors such as social networks, security of ICTs, and advisory services, beneficial to researchers, scholars, students, and practitioners to further their interest in technological advancements. **INCOSE Systems**

Engineering Handbook A Guide for System Life Cycle Processes and Activities *John Wiley & Sons* A detailed and thorough reference on the discipline and practice of systems engineering The objective of the International Council on Systems Engineering (INCOSE) Systems Engineering Handbook is to describe key process activities performed by systems engineers and other engineering professionals throughout the life cycle of a system. The book covers a wide range of fundamental system concepts that broaden the thinking of the systems engineering practitioner, such as system thinking, system science, life cycle management, specialty engineering, system of systems, and agile and iterative methods. This book also defines the discipline and practice of systems engineering for students and practicing professionals alike, providing an authoritative reference that is acknowledged worldwide. The latest edition of the INCOSE Systems Engineering Handbook: Is consistent with ISO/IEC/IEEE 15288:2015 Systems and software engineering—System life cycle processes and the Guide to the Systems Engineering Body of Knowledge (SEBoK) Has been updated to include the latest concepts of the INCOSE working groups Is the body of knowledge for the INCOSE Certification Process This book is ideal for any engineering professional who has an interest in or needs to apply systems engineering practices. This includes the experienced systems engineer who needs a convenient reference, a product engineer or engineer in another discipline who needs to perform systems engineering, a new systems engineer, or anyone interested in learning more about systems engineering.
Software Engineering: A Practitioner's Approach *McGraw-Hill Science, Engineering & Mathematics* For over 20 years, this has been the best-selling guide to software engineering for students and industry professionals alike. This seventh edition features a new part four on web engineering, which presents a complete engineering approach for the analysis, design and testing of web applications.
Human-Computer Interaction Developing Effective Organizational Information Systems *John Wiley & Sons Incorporated* Encouraging readers to think critically about issues in human-computer interaction (HCI), this text offers a balanced foundation in both HCI theory and its practical applications, enabling readers to make well-informed design decisions. **Integrating User-Centred Design in Agile Development** *Springer* This book examines the possibilities of incorporating elements of user-centred design (UCD) such as user experience (UX) and usability with agile software development. It explores the difficulties and problems inherent in integrating these two practices despite their relative similarities, such as their emphasis on stakeholder collaboration. Developed from a workshop held at NordiCHI in 2014, this edited volume brings together researchers from across the software development, UCD and creative design fields to discuss the current state-of-the-art. Practical case studies of integrating UCD in Agile development across diverse contexts are presented, whilst the different futures for UCD and other design practices in the context of agile software development are identified and explored. Integrating User Centred Design in Agile Development will be ideal for researchers, designers and academics who are interested in software development, user-centred design, agile methodologies and related areas.