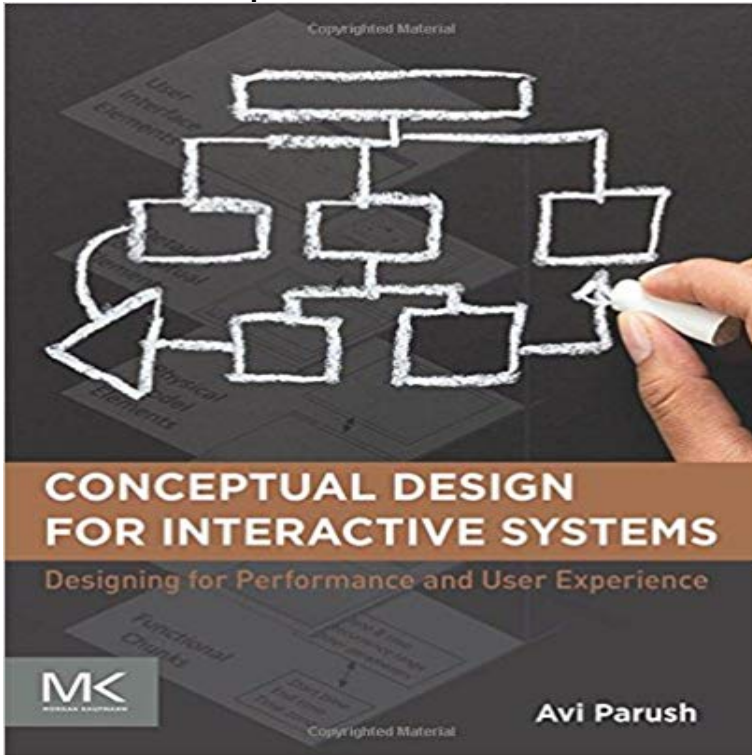


Conceptual Design for Interactive Systems: Designing for Performance and User Experience



Conceptual Design for Interactive Systems: Designing for Performance and User Experience provides readers with a comprehensive guide to the steps necessary to take the leap from research and requirements to product design. The text presents a proven strategy for transforming research into a conceptual model, discussing the iterative process that allows users to build the essential foundation for a successful interactive system, while also taking the users mental model into consideration. Readers will gain a better understanding of the framework they need to perceive, understand, and experience their tasks and processes in the context of their products. The text is ideal for those seeking a proven, innovative strategy for meeting goals through intuitive and effective thinking. Provides a practical, guiding approach that can be immediately applied to everyday practice and study. Complete analysis and explanation of conceptual modeling and its value. Discusses the implications of effective and poor conceptual models. Presents a step-by-step process, allowing users to build the essential foundation for a successful interactive system.

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