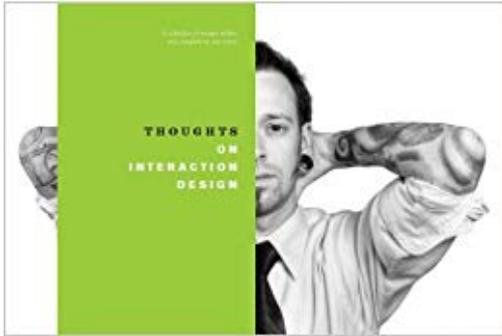


Thoughts on Interaction Design *by* Jon Kolko



ISBN: 0978853806

ISBN13: 978-0978853808

Author: Jon Kolko

Book title: Thoughts on Interaction Design

Publisher: Brown Bear LLC (March 23, 2007)

Language: English

Category: Special Diet

Size PDF version: 1760 kb

Size ePUB version: 1595 kb

Size DJVU version: 1432 kb

Other formats: doc mobi lrf mobi

Interaction Designers are the shapers of behavior. Interaction Designers - whether practicing as Usability Engineers, Visual Interface Designers, or Information Architects - all attempt to understand and shape human behavior. The importance of this profession in business, government, healthcare and society has never been greater, as technological complexity has permeated nearly every aspect of our culture. Thoughts on Interaction Design gives individuals engaged in this profession the dialogue to begin to justify their work to other stakeholders. It provides a framework upon which to build intellectual discourse, and it substantiates the rigorous and unique nature of Interaction Design work. Ultimately, the text exists to better define the professional and theoretical nature of Interaction Design: to provide a definition that encompasses the intellectual facets of the field, the conceptual underpinnings of Interaction Design as a legitimate human-centered field, and the particular methods used by practitioners in their day to day experiences.



Reviews of the **Thoughts on Interaction Design** *by* Jon Kolko

Onaxan

Overall I enjoyed this book. He makes a number of good points about design, and design's role in the world.

I assigned this book as an extra textbook in my human computer interaction class in spring 2013, and the students had mixed feelings about it. They were amused by the random images throughout, but it was not as easy of a read for them as I had hoped. I think this book is probably better suited to those who already have some idea about design, HCI, usability, etc. than it is to beginners with no real-world development experience.

The plus side is the students highly enjoyed debating about this book.

Onaxan

Overall I enjoyed this book. He makes a number of good points about design, and design's role in the world.

I assigned this book as an extra textbook in my human computer interaction class in spring 2013, and the students had mixed feelings about it. They were amused by the random images throughout, but it was not as easy of a read for them as I had hoped. I think this book is probably better suited to those who already have some idea about design, HCI, usability, etc. than it is to beginners with no real-world development experience.

The plus side is the students highly enjoyed debating about this book.

Nuadazius

The first part of this text is a little boring, unnecessary and a bit of a bear to get through. It's valuable to know and start off with (so don't get me wrong), but it just doesn't seem like it has a place in this book.

However... after that...

After that's it's pretty well all gold, but just a few scratches on the surface. The reflections and reviews provide some great "jewels of information" that you can carry with you and reflect on in your own experience. After working for what is approaching 7 years working for ISVs I can see my experiences in direct alignment with some things presented. I can also see some things that I am headed for. The stories provided in the "accumulated" areas are relevant, well chosen and entertaining.

This book really does focus well and provides a wonderful balance between the academic world, it's views, etc. and the business/real world's point of views in the same area.

So what are the "scratches" I spoke about? Well... while it has a decent flow, it doesn't follow its own advice. I'm sure that after reading a couple more related texts, I will forget which pieces of wisdom were reflected explicitly in this book. It has great information but does nothing to really encapsulate you.

I will be recommending this to a various set of people in the ISV world from CTO/CIO to Product Management and all the way down to the Architecture Engineers.

Nuadazius

The first part of this text is a little boring, unnecessary and a bit of a bear to get through. It's valuable to know and start off with (so don't get me wrong), but it just doesn't seem like it has a place in this book.

However... after that...

After that's it's pretty well all gold, but just a few scratches on the surface. The reflections and reviews provide some great "jewels of information" that you can carry with you and reflect on in

your own experience. After working for what is approaching 7 years working for ISVs I can see my experiences in direct alignment with some things presented. I can also see some things that I am headed for. The stories provided in the "accumulated" areas are relevant, well chosen and entertaining.

This book really does focus well and provides a wonderful balance between the academic world, it's views, etc. and the business/real world's point of views in the same area.

So what are the "scratches" I spoke about? Well... while it has a decent flow, it doesn't follow its own advice. I'm sure that after reading a couple more related texts, I will forget which pieces of wisdom were reflected explicitly in this book. It has great information but does nothing to really encapsulate you.

I will be recommending this to a various set of people in the ISV world from CTO/CIO to Product Management and all the way down to the Architecture Engineers.

Adrielmeena

For someone writing about usability the style of writing is all but that. Sometimes I think he writes this complicated so that other people might think how many difficult words he knows. If you compare his writing style and design (really small font and green on white) to Steve Krug's "don't make me think" you wonder why Mr. Kolko chose to do it this way. Shouldn't books be usable too? Beyond chapter 3 however it starts to get really interesting. And the writing gets more understandable.

Good book, but the design and style of writing really makes you plough through it more often than not.

Adrielmeena

For someone writing about usability the style of writing is all but that. Sometimes I think he writes this complicated so that other people might think how many difficult words he knows. If you compare his writing style and design (really small font and green on white) to Steve Krug's "don't make me think" you wonder why Mr. Kolko chose to do it this way. Shouldn't books be usable too? Beyond chapter 3 however it starts to get really interesting. And the writing gets more understandable.

Good book, but the design and style of writing really makes you plough through it more often than not.

Iriar

Easy to comprehend.

Iriar

Easy to comprehend.

Gaxaisvem

I've noticed this book on the used marketplace at outrageous starting prices. What these sellers don't want you to know is that the author switched publishers, and the book is currently being published by MK as Thoughts on Interaction Design. Note, the newer edition has a higher page count, even though it's still labeled as a 1st edition...

Gaxaisvem

I've noticed this book on the used marketplace at outrageous starting prices. What these sellers don't want you to know is that the author switched publishers, and the book is currently being published by MK as Thoughts on Interaction Design. Note, the newer edition has a higher page count, even though it's still labeled as a 1st edition...

Mightsinger

Juvenile fluff piece with very little real-world application. Somewhat interesting if this is your very

first exposure to Interaction Design maybe.

Mightsinger

Juvenile fluff piece with very little real-world application. Somewhat interesting if this is your very first exposure to Interaction Design maybe.

kewdiepie

A must have for engineers, designers, and product managers alike. If you believe in a world where technology is made for humans to use, you'll find inspiration here.

kewdiepie

A must have for engineers, designers, and product managers alike. If you believe in a world where technology is made for humans to use, you'll find inspiration here.

It looks old, but really do the basic work for exploring form design which will last for a long time

It looks old, but really do the basic work for exploring form design which will last for a long time

Related PDF to [Thoughts on Interaction Design](#) by Jon Kolko

[The Design Experience: The Role of Design and Designers in the Twenty-First Century](#) by Rachel Cooper, Mike Press

[Communication of Complex Information: User Goals and Information Needs for Dynamic Web Information](#) by Michael J. Albers

[User Interface Architectures \(Cambridge Series on Human-Computer Interaction\)](#) by R. Took

[Language and Social Interaction at the Century's Turn: A Special Double Issue of research on Language and Social Interaction \(Research of Language & Social Interaction\)](#) by Karen Tracy

[Formal Methods in Human-Computer Interaction \(Cambridge Series on Human-Computer Interaction\)](#) by Michael Harrison, Harold Thimbleby

[Human-Computer Interaction-INTERACT '99](#) by Ifip

Technical Committee 13 on Human Computer Interaction,China) International Conference on Advances in Structural Dynamics (2000 : Hong Kong,M. Angela Sasse,Chris Johnson

Interaction in Human Development (Crosscurrents in Contemporary Psychology Series) by Marc H. Bornstein,Jerome S. Bruner

Office for Visual Interaction: Lighting Design & Process by Wolfgang Neumann

Information Architecture: An Emerging 21st Century Profession by Earl Morrogh

People and Computers: Designing the Interface: Proceedings of the Conference of the British Computer Society Human Computer Interaction Specialist ... (British Computer Society Workshop Series) by Peter Johnson,Stephen Cook