

The New Urban Aesthetic
Designing with the Body
Connecting Technology, Aesthetics, and a Process Philosophy of Time
A Companion to Digital Art
Selfie Aesthetics
Digital Aesthetics

HCI in Business, Government and Organizations. eCommerce and Consumer Behavior

An original consideration of the temporal in digital art and aesthetics

Cities are key sites for the reproduction of global capitalism, and urban branding is central to this transformative dynamic. In the 21st century, cities are also being profoundly reconfigured by the deployment of many kinds of digital technologies. Both of these shifts entrain sensory bodily experiences. This digitally mediated reconfiguration of what cities feel like is what this book terms the new urban aesthetic. The book focuses on three examples of urban change in which digital technologies of different kinds were central: a large scale urban redevelopment in Doha, the retrofitting of Milton Keynes to become a smart city, and the cultural regeneration of Smithfield Market into the Culture Mile in London. Each case study focusses on a different kind of digital mediation, including the computer-generated images created to sell new urban developments, smart city phone apps, and Instagram posts about particular urban places. The book identifies three versions of the new urban aesthetic: glamorous, flowing, and dramatic. It shows how each of these organize sensory experiences through particular distributions of temporality and spatiality. As well as exploring the importance of sensory constellations in our digitally mediated cities, the book also offers ways to investigate their fragility and potential for subversion. The New Urban Aesthetic is essential reading for researchers and students in urban studies, architecture, digital studies, sociology, and human geography.

Whether you're designing consumer electronics, medical devices, enterprise Web apps, or new ways to check out at the supermarket, today's digitally-enabled products and services provide both great opportunities to deliver compelling user experiences and great risks of driving your customers crazy with complicated, confusing technology. Designing successful products and services in the digital age requires a multi-disciplinary team with expertise in interaction design, visual design, industrial design, and other disciplines. It also takes the ability to come up with the big ideas that make a desirable product or service, as well as the skill and perseverance to execute on the thousand small ideas that get your design into the hands of users. It requires expertise in project management, user research, and consensus-building. This comprehensive, full-color volume addresses all of these and more with detailed how-to information, real-life examples, and exercises. Topics include assembling a design team, planning and conducting user research, analyzing your data and turning it into personas, using scenarios to drive requirements definition and design, collaborating in design meetings, evaluating and iterating your design, and documenting finished design in a way that works for engineers and stakeholders alike.

Interaction for Designers shows you how to connect a product with its users, whether it's a simple toaster, a complex ecosystem of intelligent devices, or a single app on your smartphone. This book covers the entire design process so you can start with an idea and carry it through to an engaging final design. It carefully leads you step by step and richly illustrates each stage with examples drawn from business communication, social media and the social economy, consumer electronics, architecture and environments, health care, psychology, art and culture, education, athletics, automotive design, entertainment, fashion, the family home, and a wealth of others. You'll learn how to brainstorm ideas, research them, explore them, evolve them into finished designs, pitch them, all with the goal of helping you make things that people love. Includes over 200 color images, a glossary, and links to web resources highlighting design concepts and designer interviews.

The State of the Real

Digital Synesthesia
Digital Mosaics
The Aesthetics of Design