Designing For The Third Age Architecture Redefined For A Generation Of Active Agers Architectural Design

The newly retired are entering a time of life that is virtually uncharted, a time in which they are free from social expectations and, to a large extent, from obligations to others. Life's meanings are no longer provided by work and family. Instead, men and women have the freedom and the need, to find new activities that they can imbue with meaning. The term, "Third Age" has been given to this time of life during which for most there is relatively good health, financial stability, and reduced family obligations. The problems and possibilities of this "Third Age" serve as the material for this book. How do older people decide how to deploy their continued vitality, now that they are free from the demands of work and children? How do they find meaning in daily life? In this book, scholars from several disciplines consider the way in which meaning can be found in this important stage of later life. They discuss sociological, psychological, and religious determinants of responses to the challenges of finding meaningful activity after retirement.

This selfhelp guide, based on a twelveyear study of adults in midlife, explores the ways in which people over the age of forty can live more productive and fulfilling lives.

This two-volume set constitutes the refereed proceedings of the 7th International Conference on Human Aspects of IT for the Aged Population, ITAP 2021, held as part of the 23rd International Conference, HCI International 2021, held as a virtual event, in July 2021. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. ITAP 2021 includes a total of 67 papers: they focus on topics related to designing for and with older users, technology acceptance and user experience of older users, use of social media and games by the aging population, as well as applications supporting health, wellbeing, communication, social participation and everyday activities.

The four-volume set LNCS 8513-8516 constitutes the refereed proceedings of the 8th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2014, held as part of the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014, jointly with 14 other thematically similar conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences was carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. 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 total of 251 contributions included in the UAHCI proceedings were carefully reviewed and selected for inclusion in this four-volume set. The 51 papers included in this volume are organized in the following topical sections: design for all methods, techniques, and tools; development methods and tools for universal access; user models, adaption and personalization: natural, multimodal and multisensory interaction and brain-computer interfaces.

Proceedings of the AHFE 2017 International Conference on Design for Inclusion, July 17–21, 2017, The Westin Bonaventure Hotel, Los Angeles, California, USA

Inclusive Design

The History, Design, Fun, and Art of Massively-multiplayer Online Role-playing Games

Implications and Next Steps

Human Factors at the Heart of the Railway

The Art of Connecting Real People in Virtual Places

Advances in Design for Inclusion

This publication is concerned with gerontechnology - the study of technology and ageing with the aim of improving the functioning of older people in daily life. The first part of the book is a compilation of the key-note addresses describing the background for and the conditions under which the emerging field of gerontechnology can be developed further. The chapters deal with political, socio-economic, ethical, demographic issues related to gerontechnology. Furthermore, methodological approaches in human factors, ergonomics and industrial design are described. Trends in technological developments and innovations conclude the first volume. The second part presents some 80 case studies, divided over 9 sections (1) perception and cognition, (2) communication technology, (3) mobility and transport, (4) health and home care technology, (5) housing, (6) training and education, (7) safety and security, (8) product design and (9) culture and attitudes.

Every day we interact with thousands of consumer products. We not only expect them to perform their functions safely, reliably, and efficiently, but also to do it so seamlessly that we don't even think about it. However, with the many factors involved in consumer product design, from the application of human factors and ergonomics principles to reducing risks of malfunction and the total life cycle cost, well, the process just seems to get more complex. Edited by well-known and well-respected experts, the two-volumes of Handbook of Human Factors and Ergonomics in Consumer Product Design simplify this process. The first volume, Human Factors and Ergonomics in Consumer Product Design: Methods and Techniques, outlines the how to incorporate Human Factors and Ergonomics (HF/E) principles and knowledge into the design of consumer products in a variety of applications. It discusses the user-centered design process, starting with how mental workload affects every day interactions with consumer products and what lessons may be applied to product design. The book then highlights the ever-increasing role of information technology, including digital imaging, video and other media, and virtual reality applications in consumer product design. It also explores user-centered aspect of consumer product development with discussions of user-centered vs. task-based approach, articulation and assessment of user requirements and needs, interaction with design models, and eco design. With contributions from a team of researchers from 21 countries, the book covers the current state of the art methods and techniques of product ergonomics. It provides an increased knowledge of how to apply the HF/E principles that ultimately leads to better product design. "DESIGN SCIENCE in The New Paradigm Age" is a compendium in two volumes, with a series of workbooks and other tools to be used by creatives who can transform their "MINDSETS" and stimulate the renaissance of the new WISDOM, INTELLIGENCE, KNOWLEDGE, and INFORMATION (DATA, etc.) we are going to rebuild the world and our lives with. This is a MOVEMENT globally.[NT that t] It will inspire(s) lifestyles, careers, and professions. The core principles in the 'WIKI(TM)' are being used as the Corporate philosophy, value system, for cultural and practical products, projects, technologies, and development agendas HOLISTIC COMMUNITIES are being built with.

Werk en ideeën van de Nederlandse ontwerper Marcel Wanders (1963) en zijn bedrijf Wanders Wonders.

Design for Inclusivity

Designing for Older Adults

Principles and Creative Human Factors Approaches, Third Edition

Digital Welfare for the Third Age

Human Aspects of IT for the Aged Population. Design for Aging

7th International Conference, ITAP 2021, Held as Part of the 23rd HCI International Conference, HCII 2021, Virtual Event, July 24–29, 2021, Proceedings, Part I

Human Factors and Ergonomics in Consumer Product Design

Designing Interaction and Interfaces for Automated Vehicles

In Design for Services, Anna Meroni and Daniela Sangiorgi articulate what Design is doing and can do for services, and how this connects to existing fields of knowledge and practice. Designers previously saw their task as the conceptualisation, development and production of tangible objects. In the twenty-first century, a designer rarely 'designs something' but rather 'designs for something': in the case of this publication, for change, better experiences and better services. The authors reflect on this recent transformation in the practice, role and skills of designers, by organising their book into three main sections. The first section links Design for Services to existing models and studies on services and service innovation. Section two presents multiple service design projects to illustrate and clarify the issues, practices and theories that characterise the discipline today; using these case studies the authors propose a conceptual framework that maps and describes the role of designers in the service economy. The final section projects the discipline into the emerging paradigms of a new economy to initiate a reflection on its future development.

Designing User Interfaces for an Aging Population: Towards Universal Design presents age-friendly design guidelines that are well-established, agreed-upon, research-based, actionable, and applicable across a variety of modern technology platforms. The book offers guidance for product engineers, designers, or students who want to produce technological products and online services that can be easily and successfully used by older adults and other populations. It presents typical age-related characteristics, addressing vision and visual design, hand-eye coordination and ergonomics, hearing and sound, speech and comprehension, navigation, focus, cognition, attention, learning, memory, content and writing, attitude and affect, and general accessibility. The authors explore characteristics of aging via realistic personas which demonstrate the impact of design decisions on actual users over age 55. Presents the characteristics of older adults that can hinder use of technology Provides guidelines for designing technology that can be used by older adults and younger people Review real-world examples of designs that implement the guidelines and the designs that violate them

Winner of the 2019 Richard M. Kalish Innovative Publication Book Award 2019 – Gerontological Society of America This new edition provides easily accessible and usable guidelines for practitioners in the design community for older adults. It includes an updated overview of the demographic characteristics of older adult populations and the scientific knowledge base of the aging process relevant to design. New chapters include Existing and Emerging Technologies, Work and Volunteering, Social Engagement, and Leisure Activities. Also included is basic information on user-centered design and specific recommendations for conducting research with older adults. Features Focuses on design for diverse groups of older adults Introduces the latest scientific advances, but is easily accessible to practitioners and students Offers an emphasis on existing and emerging technologies within everyday contexts and activities Includes many examples of everyday activities and contexts, as well as new chapters Presents a new conceptual model linking design principles across a broad range of topics

The objective of Home Science education is to integrate teaching, research and extension with linkages with the industry, the government and non-governmental organizations with an aim to work as a service industry for enhancing the quality of living. The College of Home Science (ISO: 9000-2008) was established in 1971 as fifth constituent college of G.B. Pant University of Agriculture and Technology, Pantnagar. The college has a mission to fulfill its vision through development of a need based education and researches that would enable the students and research scholars to become active partners in the economic growth and development of the community i.e. the family, local society, nation or world. Besides the undergraduate and post-graduate programs, the college is also running PhD program in Clothing and Textiles, Family Resource Management and Foods and Nutrition. The post-graduate programmes have an interdisciplinary approach of education with a unique advisory committee system to guide students to take courses related to their area of interest. The departments of the college have well-equipped laboratories.

The Third Age

Towards Universal Design

An Introduction to Design Materiality and Collaborative Thinking

The Public Promotion of Industrial Design in Postwar Belgium (1950–1986)

First International Conference, ITAP 2015, Held as Part of HCI International 2015, Los Angeles, CA, USA, August 2-7, 2015. Proceedings, Part I

Design for the Whole Population

Homes for the Third Age

Challenges of the Third Age

This is an astonishing collection of ideas, information, and instruction from one of the true pioneers of Massively-Multiplayer Online Role-Playing Games. MMOs from the Inside Out: The History, Design, Fun, and Art of Massively-Multiplayer Role-playing Games speaks to the designers and players of MMOs, taking it as axiomatic that such games are inspirational and boundless forces for good. The aim of this book is to enthuse an up-coming generation of designers, to inspire and educate players and designers-to-be, and to reinvigorate those already working in the field who might be wondering if it's still all worthwhile. Playing MMOs is about fun, immersion, and identity. Creating MMOs is about imagination, expression, and art. MMOs are so packed with potential that today's examples are little more than small, pioneering colonies on the shore of a vast, uncharted continent. What wonders wait beyond the horizon? What treasures will explorers bring back to amaze us? MMOs from the Inside Out is for people with a spark of creativity: it pours gasoline on that spark. It Explains what MMOs are, what they once were, and what they could – and should – become. Delves into why players play, and why designers design. Encourages, enthuses, enrages, engages, enlightens, envisions, and enchants. Doesn't tell you what to think, it tells you to think. What You Will Learn: Myriad ways to improve MMOs – and to decide for yourself whether these are improvements. What MMOs are: who plays them, and why. How MMOs became what they are, and what this means for what they will become. That you have it in you to make MMOs yourself. Whom This Book is For:MMOs from the Inside Out is a book for those who wish to know more about game design in general and MMO design in particular. It's for people who play MMOs, for people who design MMOs, and for people who study MMOs. It's for people with a yearning to see beyond the world around them and to make manifest the worlds of their imagination.

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.

Highlights how architecture needs to rise to the challenge of a demographic revolution As people sixty-five and older constitute an ever increasingly proportion of population in most industrialized nations, the design of housing and other built provisions needs to be rethought in order to accommodate this ever-expanding ageing population. How can far-reaching architectural solutions play a key part by creating sustainable cities for the changing profile of the population, reducing models of dependency for care and transport while creating opportunities for recreation, leisure and work? This issue reflects on the population challenges facing Europe, Australia, North America, and Asia, offering innovative responses to these problems on a practical and speculative level. Addresses a major social issue for architects, designers, and students Includes contributions from Arup Global Foresight + Innovation: Baronness Greengross, President of the International Longevity Centre-UK: Matthias Hollwich of HWKN: Jerry Maltz of AIANY Design for Aging: David Birbeck of Design for Homes: Edward Denison, Research Associate at University College London: Kathryn Firth of the London Legacy Development Corporation: Richard Mazuch of IBI Nightingale: architect Walter Menteth: author Jayne Merkel: architect, writer and researcher Terri Peters: Anjali Raje, Executive Director of International Longevity Centre-India and architect Radhika Vaidya: Robert Schmidt of the Adaptable Futures research group at Loughborough University: Sally Stewart of Glasgow School of Architecture: Mark Taylor of The University of Newcastle: and Katherine Wilkinson of RMIT Features architects including Amie Gross Architects, Ariktema, Dattner Architects, HWKN, Deborah Gans/Gans Studio, JJW Architects, Henning Larsen Architects, Michael Maltzan Architecture, nARCHITECTS, Nord Architects, PRP Architects, and Yanmin Zhou

A comprehensive resource, this handbook covers consumer product research, case study, and application. It discusses the unique perspective a human factors approach lends to product design and how this perspective can be critical to success in the market place. Divided into two volumes, the handbook includes introductory and summary chapters on case study design, design methods and process, error and hazards, evaluation methods, focus groups, and more. It discusses white goods, entertainment systems, personnel audio devices, mobile phones, gardening products, computer systems, and leisure goods.

Universal Access in Human-Computer Interaction: Design and Development Methods for Universal Access

The Design Experience

Architecture Redefined for a Generation of "Active Agers"

Design, Operation, and Control of Insect-Rearing Systems

Homes For Third Age:Design Gde

People and Rail Systems

Gerontechnology

Design for a New Age

Exam Board: AQA Level: AS/A-level Subject: Design & Technology First Teaching: September 2017 First Exam: June 2018 Encourage your students to be creative, innovative and critical designers with a textbook that builds in-depth knowledge and understanding of the materials, components and processes associated with the creation of products. Our expert author team will help guide you through the requirements of the specification, covering the core technical and designing and making principles needed for the 2017 AQA AS and A-level Design and Technology Product Design specification. - Explores real-world contexts for product design - Develops practical skills and theoretical knowledge and builds student confidence - Supports students with the application of maths skills to design and technology - Helps guide students through the requirements of the Non-Exam Assessments and the written exams at both AS and A Level.

Here is the first of a four-volume set that constitutes the refereed proceedings of the 12th International Conference on Human-Computer Interaction, HCII 2007, held in Beijing, China, jointly with eight other thematically similar conferences. It covers interaction design: theoretical issues, methods, techniques and practice; usability and evaluation methods and tools; understanding users and contexts of use; and models and patterns in HCI.

Driving automation and autonomy are already upon us and the problems that were predicted twenty years ago are beginning to appear. These problems include shortfalls in expected benefits, equipment unreliability, driver skill fade, and error-inducing equipment designs. Designing Interaction and Interfaces for Automated Vehicles: User-Centred Ecological Design and Testing investigates the difficult problem of how to interface drivers with automated vehicles by offering an inclusive, human-centred design process that focusses on human variability and capability in interaction with interfaces. This book introduces a novel method that combines both systems thinking and inclusive and user-centred design. It models driver interaction, provides design specifications, concept designs, and the results of studies in simulators on the test track, and in road going vehicles. This book is for designers of systems interfaces, interactions, UX, Human Factors and Ergonomics researchers and practitioners involved with systems engineering and automotive academics._ "In this book, Prof Stanton and colleagues show how Human Factors methods can be applied to the tricky problem of interfacing human drivers with vehicle automation. They have developed an approach to designing the human-automation interaction for the handovers between the driver and the vehicle. This approach has been tested in driving simulators and, most interestingly, in real vehicles on British motorways. The approach, called User-Centred Ecological Interface Design, has been validated against driver behaviour and used to support their ongoing work on vehicle automation. I highly recommend this book for anyone interested, or involved, in designing human-automation interaction in vehicles and beyond." Professor Michael A. Regan, University of NSW Sydney, AUSTRALIA

The auto industry is facing tough competition and severe economic constraints. Their products need to be designed "right the first time" with the right combinations of features that not only satisfy the customers but continually please and delight them by providing increased functionality, comfort, convenience, safety, and craftsmanship. Based on t

Interaction Design

The Role of Design and Designers in the Twenty-First Century

Human Aspects of IT for the Aged Population. Technology Design and Acceptance

Methods and Techniques

AQA AS/A-Level Design and Technology: Product Design

Design Science in the New Paradigm Age

Meaning and Purpose in Later Life

A Sustainable Investment in the Future
Designing for the Third AgeArchitecture Redefined for a Generation of "Active Agers"John Wiley & Sons
This book brings together the contributions of the 6th International Conference on Smart Learning Ecosystems and Regional Development, which aims at promoting reflection and discussion concerning R&D work, policies, case studies, entrepreneur experiences with a special focus on understanding the relevance of smart learning ecosystems (e.g., schools, campus, working places, informal learning contexts, etc.) for regional development and social innovation and how the effectiveness of the relation of citizens and smart ecosystems can be boosted. This forum has a special interest in understanding how technology-mediated instruments can foster the citizen's engagement with learning ecosystems and territories, namely by understanding innovative human-centric design and development models/techniques, education/training practices, informal social learning, innovative citizen-driven policies, technology-mediated experiences and their impact. This set of concerns will contribute to foster the social innovation sectors and ICT and economic development and deployment strategies alongside new policies for smarter proactive citizens. Chapter "Robots as My Future Colleagues: Changing Attitudes Toward Collaborative Robots by Means of Experience-Based Workshops" is available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.
The unique position of design in the political context of postwar Belgium In the postwar era, design became important as a marker of modernity and progress at world fairs and international exhibitions and in the global markets. The Belgian state took a special interest in this vanguard phenomenon of 'industrial design' as a vital political and economic strategic tool in the context of the Cold War and the creation of the European community. This book describes the unique position that design occupied in the political context of postwar Belgium as it analyses the public promotion of design between 1950 and 1986. It traces this process, from the first government-backed manifestations and institutions in the 1950s through the 1960s and 1970s, until design lost its privileged position as a state-backed institution, a process which culminated in the closure of the Brussels Design Centre in 1986, in the midst of the Belgian federalisation process. A key figure in this history is the policymaker Josine des Cressonnières, who played a leading role in the national and international design community and succeeded in connecting very different political worlds through the medium of design.
Written by one of the Web's foremost community builders, this book includes information on how to enhance a corporate Web site with value-added community features. From color choice to HTML, Powazek shows how to design the look of a community area and stay on track with regular maintenance.
Designing User Interfaces for an Aging Population
Beyond Human-Computer Interaction
Health and social care informatics for older people
Human-Computer Interaction. Interaction Design and Usability
Design and Politics
Handbook of Human Factors and Ergonomics in Consumer Product Design, 2 Volume Set
8th International Conference, UAHCI 2014, Held as Part of HCI International 2014, Heraklion, Crete, Greece, June 22-27, 2014, Proceedings, Part I
Science, Technology, and Infrastructure
Inclusive Design: What's in It for Me? presents a comprehensive review of current practice in inclusive design. With emphasis on new ideas for improvement and arguments for wider implementation in future, a unique combination of leading opinions on inclusive design from both industry and academia are offered. The theme throughout encourages a positive view of inclusive design as a good and profitable process and to produce a change to more effective approaches to "design for all". Inclusive Design is composed of two parts with a common chapter structure so that the business and design arguments in favour of inclusive design can be easily compared and assimilated: The Business Case presents the industrial and management benefits of inclusive design. It concentrates on demographic, legal and ethical reasons for all businesses being better off taking inclusivity into account in the design of their products or services. Case histories demonstrating the commercial success of inclusive design are drawn from the experiences of companies such as Tesco, Fiat and The Royal Mail. The Designers' Case focuses on the factors a designer needs to take into account when dealing with inclusivity. "Who is going to use my design?" "What do they need from my design?" "How do I take any medical needs into account?" "Just how "inclusive" is my design?" are all questions answered in this section which presents the necessary tools for effective inclusive design. This part of the book aims to convince a designer that inclusive design is a realistic goal. Inclusive Design will appeal to designers, researchers and students and to managers making decisions about the research and design strategies of their companies.
First Published in 1998. Routledge is an imprint of Taylor & Francis, an informa company.
Inclusive design not only ensures that products, services, interfaces and environments are easier to use for those with special needs or limitations, but in doing so also makes them better for everyone. Design for Inclusivity, written by a team that has pioneered inclusive design practice internationally, reviews the recent social trends and pressures that have pushed this subject to the fore, and assesses design responses to date in an international context. The authors make the business case for inclusive design and explain the formalisation of the approach in standards and legislation. The text includes case studies which describe transport, product development, IT and service projects, as well as industry-university collaborative projects, and highlights lessons that have been learned. This is very much a practical book. It offers tools, techniques, guidelines and signposts for the reader to key resources, as well as including advice on research methods, and working with users and industry partners.
This is an ideal resource for learning the interdisciplinary skills needed for interaction design, human computer interaction, information design, web design and ubiquitous computing. This text offers a cross-disciplinary, practical and process-oriented introduction to the field, showing not just what principles ought to apply to interaction design, but crucially how they can be applied.
Home Science Research
Proceedings of the 6th International Conference on Smart Learning Ecosystems and Regional Development
Gerontology in the Era of the Third Age
The New Age Magazine
12th International Conference, HCI International 2007, Beijing, China, July 22-27, 2007, Proceedings, Part I
Design for Services
Designing for the Third Age
Design for Community
This edited volume is a compilation of the 'built environment' in response to many investigations, analyses and sometimes mere observations of the various dialogues and interactions of the built, in context to its ecology, perception and design. The chapters concentrate on various independent issues, integrated as a holistic approach, both in terms of theoretical perspectives and practical approaches, predominantly focusing on the Global South. The book builds fabric knitting into the generic understanding of environment, perception and design encompassing 'different' attitudes and inspirations. This book is an important reference to topics concerning urbanism, urban developments and physical growth, and highlights new methodologies and practices. The book presumes an understanding unearthed from various dimensions and again woven back to a common theme, which emerges as the reader reads through. Various international experts of the respective fields working on the Global South contributed their latest research and insights to the different parts of the book. This trans-disciplinary volume appeals to scientists, students and professionals in the fields of architecture, geography, planning, environmental sciences and many more.
This book is a design guide to housing for the elderly which provides generic plans for independent dwelling units, and examines the commissioning, designing, buildings and running of sheltered housing. How are we to understand the changing role of design and designers in the new age of consumer experience? Drawing on perspectives from cultural studies, design management, marketing, new product development and communications theory, The Design Experience explores the contexts, practices and roles of designers in today's world, providing an accessible introduction to the key issues reshaping design. The book begins by analysing how consumers acquire meaning and identity from product and other experiences made possible by design. It then explores issues of competitiveness, innovation and management in the context of industry and commerce. If designers are creators of human experiences, what does this mean for their future role in culture and commerce? Subsequent chapters look at new ways in which designers conduct user research and how designers should communicate about design and decision-making with key stakeholders. The authors conclude with a discussion of the design 'profession': will that label be a help or hindrance for tomorrow's designer? Written for students of design, design management, cultural and business studies, The Design Experience is also of interest to practitioners of design, marketing and management. Illustrated case study material is integrated into the text, and the book also includes a glossary, and extensive references.
This book addresses a range of topics in design, such as universal design, design for all, digital inclusion, universal usability, and accessibility of technologies regardless of people's age, financial situation, education, geographic location, culture and language. It especially focuses on accessibility for people with auditory, cognitive, neurological, and visual impairments, ageing populations, and mobility for those with special physical needs. The book explores some of the overlaps between inclusive design and web accessibility to help managers, designers, developers, policy makers, and researchers optimize their efforts in these areas. Based on the AHFE 2017 International Conference on Design for Inclusion, held on July 17–21, 2017 in Los Angeles, California, USA, it discusses new design technologies and highlights the disparate needs of the individuals within a community. Thanks to its multidisciplinary approach, the book represents a useful resource for readers with various backgrounds, providing them a timely, practice-oriented guide to design for inclusion.
Wanders Wonders
Perception, Design and Ecology of the Built Environment
A Focus on the Global South
The Six Priciples Of Personal Growth And Renewal After 40
How to Create Human-Centered Products and Services
Preliminary Design Technical Report: bk. 2. Appendices A-E
Design Anthropology in Context
MMOs from the Inside Out
This book explores the broad territory of design anthropology, covering key approaches, ways of working and areas of debate and tension. It understands design as fundamentally human centred and argues for a design anthropology based primarily on collaboration and communication. Adam Drazin suggests the most important collaborative knowledges which design anthropology develops as heuristic, emerging as engagements between fieldwork sites and design studios. The chapters draw on material culture literature and include a wide range of examples of different projects and outputs. Highlighting the importance of design as a topic in the study of contemporary culture, this is valuable reading for students and scholars of anthropology and design as well as practitioners.
The two LNCS volume set 9193-9194 constitutes the refereed proceedings of the First International Conference on Human Aspects of IT for the Aged Population, ITAP 2015, held as part of the 17th International Conference on Human-Computer Interaction, HCII 2015, held in Los Angeles, CA, USA, in August 2015, jointly with 15 other thematically conferences. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences were carefully reviewed and selected from 4843 submissions. These papers of the two volume set address as follows: LNCS 9193, Design for Aging (Part I), addressing the following major topics: HCI design and evaluation methods for the elderly; ICT use and acceptance; aging, the web and social media; and the elderly and mobile devices and LNCS 9194, Design for Everyday Life (Part II), addressing the following major topics: health care technologies and services for the elderly; home and work support; smart environment and AAL; and communication, games, and entertainment.
Worldwide, the attention for health, innovation, and productivity is increasing. In all situations, humans interact with their environment, which is the concern of the field of ergonomics. The need for knowledge and its applications is large and this book contributes to knowledge development as well as its application. The content varies from the effect that a complete new office interior has on its occupants, to the most efficient design of gloves for those wearing them. It examines topics as diverse as the facilitation of human interaction through work place design, the effects of vibration, and the improvement of the latest virtual reality applications. This book is concerned with issues in Occupational, Social, and Organizational ergonomics. It contains a total of 90 articles. The authors of the articles represent 24 countries on five continents. These articles range from individual to multi-organizational perspectives in many different settings. Explicitly, the articles are organized according to the following themes: I: Participation and Collaboration II: Human Performance III: Health and Well-being IV: Working and Working Environment V: Environment and Living Environment VI: Virtual Environment VII: Macro-ergonomic Aspects Seven other titles in the Advances in Human Factors and Ergonomics Series are: Advances in Human Factors and Ergonomics in Healthcare Advances in Applied Digital Human Modeling Advances in Cross-Cultural Decision Making Advances in Cognitive Ergonomics Advances in Human Factors, Ergonomics and Safety in Manufacturing and Service Industries Advances in Ergonomics Modeling & Usability Evaluation Advances in Neuroergonomics and Human Factors of Special Populations ⏝
Following on from 2005's Rail Human Factors: Supporting the Integrated Railway, this book brings together an even broader range of academics and practitioners from around the world to share their expertise and experience on rail human factors.People an
Ergonomics in the Automotive Design Process
Advances in Occupational, Social, and Organizational Ergonomics
Ludic, Co-design and Tools Supporting Smart Learning Ecosystems and Smart Education
Designing for the Digital Age
User-Centred Ecological Design and Testing
A Design Guide for Extra Care Sheltered Housing
A Practical Guide to Accessible, Innovative and User-Centred Design
Design, Operation, and Control of Insect-Rearing Systems: Science, Technology, and Infrastructure explains the fundamental components of insect rearing: 1) the rearing systems, per se 2) personnel 3) education of rearing personnel 4) communication of procedures 5) an in-depth look at silkworm rearing 5) facilities where rearing is conducted, and 6) funding for all these components. Insect rearing serves a wide array of purposes, including research, pest control by sterile insect technique and biological control, production of insects as food for other animals, conservation, education, and even far-reaching technology where insects are used to produce products such as pharmaceutical materials and strong, multipurpose textiles. This book surveys and analyzes insect rearing from a scientific and technology-based approach. At its foundation, this approach assumes that rearing systems are complex interactions of components that can be understood and controlled by using a mechanistic approach. Author Allen Carson Cohen explains the infrastructure of rearing systems, their current status and character, and what kind of changes can be made to improve the field of insect rearing. Two Appendices republish out-of-print monographs that provide fascinating historical context to the development of the insect-rearing systems we have today.
This book is about the ways digital technology can contribute to the welfare of older people. The Internet, mobile phones and other technologies have changed how we live and work. Such technologies also shape how services for older people are organised in ways that potentially place carers and older people at the centre of service provision. Telecare can make homes 'smart' so that they are more comfortable and less risky for people who can take advantage of devices that help make them independent members of their community. Digital Welfare is part of the broader project in Britain and elsewhere to adopt new information and communications technologies (ICTs) to organise and deliver health and social welfare services. This includes mundane technologies like an alarm to call for help to complex telecare 'smart homes' and electronic patient records. The intended and unintended consequences of such new technologies must be explored if we are to benefit from these innovations. Based on recent research this book seeks to highlight and examine the new opportunities and dilemmas that confront older people and all those concerned with their welfare in the network society. This edited collection provides original contributions from leading academics and researchers in the field to access the evidence for improved professional integration and user-centred health and social care services for older people arising from health informatics. Digital Welfare for the Third Age will be of interest to all those working with older people.
The "third age" is described as the period in the life course that occurs after retirement but prior to the onset of disability, revealing a period in which individuals have the capacity to remain actively engaged. This book serves as a comprehensive discussion about how the emergence of the third age has changed the way we think about and examine traditional frameworks regarding aging issues and the life course. It introduces the discussion of the unique challenges and opportunities that older adults face while moving through this early phase of later life, proposing new frameworks, concepts, and methods to re-examine later life in the context of the era of the third age. This book proposes new ways of thinking about how we conceptualize the life course, think about the role of the welfare state in the lives of older people, negotiate social roles in later life, make meaning of our lives as we age, and cultivate relationships with others during later life. It brings together theoretical concepts and frameworks, methodological advances, and emerging themes and controversies that are redefining gerontology in the era of the Third Age. Highlighting important issues that warrant further exploration and discussion, this book advances our understanding of the Third Age and focuses attention on critical issues that should be addressed in future Third Age research and scholarly development. Key Features: Includes up-to-date description and analysis of the third age as a concept, life phase, and social status Addresses multiple perspectives to illustrate the impact of the third age on the way we examine later life Uses disciplinary perspectives such as social policy, demography, gerontology, sociology, social work, anthropology, and social psychology Examines mechanisms that stratify the older population in the context of the third age