

Wayshowing A Guide To Environmental Signage Principles Practices

The chapters in the book come from an international group of authors with diverse backgrounds including ergonomics, psychology, architecture, computer science, engineering, and sociology. Specific topics include biometric systems development, military control, cellular phone interface design, methodologies for workplace design, medical device design, cockpit display and decision tool design for pilots, driver visual and cognitive processes, and performance of inspection tasks in manufacturing operations; an automation integration in future aviation systems, novel 3-D display technologies for enhancing information analysis, training methods for mental models, approaches to activity analysis, new research-oriented frameworks and paradigms in training, and the use for skill development and assessment. The book is divided into sections covering: I. Cultural Differences in Computing Systems Design II. Decision Making and Decision Support III. Desktop/Mobile Interface Design IV. Ergonomics in Design V. Ergonomics in Product Design VI. Human Factors in Aviation Systems VII. Human Factors in Driving VIII. Human Factors in Manufacturing IX. Human Factors in NextGen Operations X. Information Visualization for Situation Awareness XI. Mental Models XII. Perceptuo-Motor Skills & Psychophysical Assessment XIII. Task Analysis XIV. Training Technology XV. Virtual Reality for Behavior Assessment XVI. Virtual Reality for Psychomotor Training The implications of all this work include design recommendations for complex systems and commercial products, procedures for operator training and self-regulation as well as methods for accessibility to systems, and specification of ergonomic interventions at the user. It is expected that this book will be of special value to practitioners involved in design process development, prototyping of systems, products and services, as well as training process design for a broad range of applications and markets in various countries. 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 Occupational, Social and Organizational 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

Written for students and practitioners in the fields of architecture and interior design, our new Architecture Brief Sustainable Design provides a concise overview of all the techniques available for reducing the energy footprint of structures and spaces. With a practical "can-do" approach, author David Bergman covers everything from the profession's ethical responsibility, to design structures and spaces that sustain our natural resources, to specific considerations such as rainwater harvesting, graywater reuse, passive heating techniques, solar orientation, green roofs, wind energy, daylighting, indoor air quality, material evaluation and specification, and how to work with green building certification programs.

The three-volume set LNCS 10288, 10289, and 10290 constitutes the proceedings of the 6th International Conference on Design, User Experience, and Usability, DUXU 2017, held as part of the 19th International Conference on Human-Computer Interaction in Vancouver, BC, Canada, in July 2017, jointly with 14 other thematically similar conferences. The total of 1228 papers presented at the HCII 2017 conferences were carefully reviewed and selected from 4340 submissions. These papers address the latest research in user-centered 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 a variety of application areas. The total of 168 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this three-volume set. LNCS 10288: The 56 papers included in this volume are organized in topical sections on design philosophy; aesthetics and perception in design; user experience evaluation methods and tools; user centered design in the software development lifecycle; DUXU education and training. LNCS 10289: The 56 papers included in this volume are organized in topical sections on persuasive and emotional design; mobile DUXU; designing the playing experience; designing the virtual, augmented and tangible experience; wearables and fashion technology. LNCS 10290: The 56 papers included in this volume are organized in topical sections on information design; understanding the user; DUXU for children and young users; DUXU for art, culture, tourism and environment; DUXU practice and case studies.

From Africa to Brazil traces the flows of enslaved Africans from the broad region of Africa called Upper Guinea to Amazonia, Brazil. These two regions, though separated by an ocean, were made one by a slave route. Walter Hawthorne considers why planters wanted African slaves, why and how those sent to Amazonia were enslaved, and what their Middle Passage experience was like. The book is also concerned with how Africans in diaspora shaped labor regimes, determined the nature of their family lives, and how their beliefs that were similar to those they had known before enslavement. It presents the only book-length examination of African slavery in Amazonia and identifies with precision the locations in Africa from where members of a large diaspora in the Americas came to Brazil also proposes new directions for scholarship focused on how immigrant groups created new or recreated old cultures.

A Practical Guide from the Country's Foremost Relationship Expert

Display, Identity and Narrative
Social Sustainability, Past and Future
Transforming the Doctor's Office
Marks of Excellence
Visual Pollution
Sustainable Design

Whether you've been vegan for years or are travelling as one for the first time, this guide is packed with insight and advice on where to go, and the best vegan restaurants, accommodation and cities. From cooking classes in India to wildlife safaris in Zealand, Lonely Planet shows you how to explore the world on a plant-based diet.

Graphic Design in Urban Environments introduces the idea of a category of designed graphic objects that significantly contribute to the functioning of urban systems. These elements, smaller than buildings, are generally understood by urban designers as such phenomena as sculpture, clock towers, banners, signs, large screens, the portrayal of images on buildings through "smart screens," and other examples of what urban designers call "urban objects."The graphic object as it is defined here includes familiar things invariably named in the literature as maps, street numbers, route signs, bus placards, signs, architectural communication, commercial vernacular, outdoor publicity, lettering, banners, screens, traffic and direction signs and street signs, and also add markings of a sports pitch, lighting, bollards, even red carpets or well dressings. By looking at the environment, and design and deconstructing form and context relationships, the defining properties and configurational patterns that are shown in this book to link the smallest graphic detail (e.g. the number 16) to larger symbolic statements (e.g. the Empire State Building). From a professional design practice perspective, a cross section through type, typographic, graphic design, and branding provide a framework for considering the design transition between alphabets, writing systems, images (in the broadest sense) and environments.

The texts presented in Proportion Harmonies and Identities (PHI) - INTELLIGENCE, CREATIVITY AND FANTASY were compiled with the intent to establish a multidisciplinary platform for the presentation, interaction and dissemination of research and ideas, also to foster the awareness and discussion on the topics of Harmony and Proportion with a focus on different visions relevant to Architecture, Arts and Humanities, Design, Engineering, Social and Natural Sciences, and their importance and role in both individual and community identity. The idea of modernity has been a significant motor for development since the Western Early Modern Age. Its theoretical and practical foundations have become the working tools of scientists, philosophers, and artists. It seeks strategies and policies to accelerate the development process in different contexts.

An exploration of the trademark: its history, development, style and relevance.

Research for Designers

Collapsibles

Wayshowing > Wayfinding

Narrative Practices with Locative Technologies

Lettering on Buildings

Research, Education and Practice

NEW YORK TIMES BESTSELLER • Over a million copies sold! “An eminently practical guide to an emotionally intelligent—and long-lasting—marriage.”—Daniel Goleman, author of Emotional Intelligence The Seven Principles for Making Marriage Work has revolutionized the way we understand, repair, and strengthen marriages. John Gottman’s unprecedented study of couples over a period of years has allowed him to observe the habits that can make—and break—a marriage. Here is the culmination of that work: the seven principles that guide couples on a path toward a harmonious and long-lasting relationship. Straightforward yet profound, these principles teach partners new approaches for resolving conflicts, creating new common ground, and achieving greater levels of intimacy. Gottman offers strategies and resources to help couples collaborate more effectively to resolve any problem, whether dealing with issues related to sex, money, religion, work, family, or anything else. Packed with new exercises and the latest research out of the esteemed Gottman Institute, this revised edition of The Seven Principles for Making Marriage Work is the definitive guide for anyone who wants their relationship to attain its highest potential.

The first guidebook to the landscape and history of the literary shrine to Thoreau, Walden Pond.

Winner of the 2018 Pulitzer Prize for History Winner of the 2017 Kirkus Prize for Nonfiction A National Book Critics Circle Award for Nonfiction Finalist A New York Times Notable Book of 2017 One of the Washington Post's Best Books of the Year In this “cri de coeur about the Gulf’s environmental ruin” (New York Times), “Davis has written a beautiful homage to a neglected sea” (front page, New York Times Book Review). Hailed as a “nonfiction epic . . . in the tradition of Jared Diamond’s best-seller Collapse, and Simon Winchester’s Atlantic” (Dallas Morning News), Jack E. Davis’s The Gulf is “by turns informative, lyrical, inspiring and chilling for anyone who cares about the future of ‘America’s Sea’ ” (Wall Street Journal). Illuminating America’s political and economic relationship with the environment from the age of the conquistadors to the present, Davis demonstrates how the Gulf’s fruitful ecosystems and exceptional beauty empowered a growing nation. Filled with vivid, untold stories from the sportfish that launched Gulfside vacationing to Hollywood’s role in the country’s first offshore oil wells, this “vast and welltold story shows how we made the Gulf . . . [into] a ‘national sacrifice zone’ ” (Bill McKibben). The first and only study of its kind, The Gulf offers “a unique and illuminating history of the American Southern coast and sea as it should be written” (Edward O. Wilson).

"A manual for students, teachers, professionals, and clients."

Advances in Ergonomics In Design, Usability & Special Populations: Part I

Information Design for Public Places

Computer-Based Environmental Management

Proceedings of the 5th International Multidisciplinary Congress (PHI 2019), October 7–9, 2019, Paris, France

The Gulf: The Making of An American Sea

Creative Workshop

Emerging Issues for Corporate Identity, Branding and Reputation

Have you ever struggled to complete a design project on time? Or felt that having a tight deadline stifled your capacity for maximum creativity? If so, then this book is for you. Within these pages, you'll find 80 creative challenges that will help you achieve a breadth of stronger design solutions, in various media, within any set time period. Exercises range from creating a typeface in an hour to designing a paper robot in an afternoon to designing web pages and other interactive experiences. Each exercise includes compelling visual solutions from other designers and background stories to help you increase your capacity to innovate. Creative Workshop also includes useful brainstorming techniques and wisdom from some of today's top designers. By road-testing these techniques as you attempt each challenge, you'll find new and more effective ways to solve tough design problems and bring your solutions to vibrant life.

Design is everywhere. It influences how we live, what we wear, how we communicate, what we buy, and how we behave. To design for the real world and define strategies rather than just implement them, you need to learn how to understand and solve complex, intricate and often unexpected problems. Research for Designers is the guide to this new, evidence-based creative process for anyone doing research in Design Studies or looking to develop their design research skills. The book: Takes an organized approach to walking you through the basics of research. Highlights the importance of data. Encourages you to think in a cross-disciplinary way. Including interviews with 10 design experts from across the globe, this guide helps you put theory into practice and conduct successful design research.

From the parking lot to the exam room, doctors can improve the physical surroundings for their patients, yet often they do not. Given the numerous and varied duties doctors must perform, it may fall to the design profession to implement changes, many based on research, to improve healthcare experiences. From location and layout to furnishings and positive distractions, this book provides evidence-based information about the physical environment to help doctors and those who design medical workspaces improve the experience of health care. Along with its research base, a special aspect of this book is the integration of relevant historical material about the office practice of physicians at the beginning of the twentieth century. Many of their design solutions are viable today. In addition to improving the physical design of healthcare facilities, author Ann Sloan Devlin is the granddaughter, daughter, and niece of physicians, as well as the granddaughter and daughter of nurses. She worked in a hospital during college, and has visited a good many practitioners’ offices in medical office buildings and ambulatory care settings. This book addresses an overlooked location of care: the doctor’s office suite.

The Emerald Handbook of Multi-Stakeholder Communication gathers an international, multidisciplinary team of experts to explore effective brand messaging for multiple stakeholders, utilizing a diverse array of theoretical and methodological approaches that cumulatively present an up-to-date overview of the whole field.

Advances in Cognitive Ergonomics

Proceedings of the AHFE 2020 Virtual Conferences on Creativity, Innovation and Entrepreneurship, and Human Factors in Communication of Design, July 16-20, 2020, USA

Perspective on Design

The Mobile Story

Public History

Proceedings of the 4th AHFE Conference 21-25 July 2012

Design: The Key Concepts

This entertaining book takes a quirky look at the world of flexible objects, those items that fold out for use and then fold back in again to save space. Per Mollerup identifies twelve principles of collapsibility and looks at examples of each in turn, before examining collapsibility in furniture of all kinds, from chairs and tables to sofas and storage.Over 500 illustrations bring together design classics, rare historical material, specially drawn diagrams and up-to-the-minute gadgetry in one absorbing and inspiring album.

With contributions from an international group of authors with diverse backgrounds, this set comprises all fourteen volumes of the proceedings of the 4th AHFE Conference 21-25 July 2012. The set presents

the latest research on current issues in Human Factors and Ergonomics. It draws from an international panel that examines cross-cultural differences, design issues, usability, road and rail

transportation, aviation, modeling and simulation, and healthcare.

How some design appears to be something that it is not—by beautifying, amusing, substituting, or deceiving. Pretense design pretends to be something that it is not. Pretense design includes all kinds of designed objects: a pair of glasses that looks like a fashion accessory rather than a medical necessity, a hotel in Las Vegas that simulates a Venetian ambience complete with canals and gondolas, boiler plates that look like steel but are vinyl. In this book, Danish designer Per Mollerup defines and describes a ubiquitous design category that until now has not had a name: designed objects with an intentional discrepancy between surface and substance, between appearance and reality. Pretense design, he shows us, is a type of material rhetoric: it is a way for physical objects to speak persuasively, most often to benefit users but sometimes to deceive them. After explaining the means and the meanings of pretense design, Mollerup describes four pretense design applications, providing a range of examples for each: beautification, amusement, substitution, and deception. Beautification, he explains, includes sunless tanning, high heels, and even sporty accessories for a family car. Amusement includes forms of irrational otherness—columns that don't hold anything up, an old building's façade that hides a new building, a new Chinese town that mimics an old European town. Substitution pretends to be a natural thing: plastic laminate is a substitute for wood, Corian a substitute for marble, and prosthetics substitute for human organs. Deception doesn't just bend the truth: it suspends it. Soldiers wear camouflage to hide; hunters use decoys to attract their prey; malware hides in a harmless program only to wreak havoc on a user's computer. With Pretense Design, Per Mollerup adds a new concept to design thinking.

Public History: A Textbook of Practice is a guide to the many challenges historicists face while teaching, learning, and practicing public history. Historians can play a dynamic and essential role in contributing to public understanding of the past, and those who work in historic preservation, in museums and archives, in government agencies, as consultants, as oral historians, or who manage crowdsourcing projects need very specific skills. This book links theory and practice and provides students and practitioners with the tools to do public history in a wide range of settings. The text engages throughout with key issues such as public participation, digital tools and media, and the internationalization of public history. Part One focuses on public history sources, and offers an overview of the creation, collection, management, and preservation of public history materials (archives, material culture, oral materials, or digital sources). Chapters cover sites and institutions such as archival repositories and museums, historic buildings and structures, and different practices such as collection management, preservation (archives, objects, sounds, moving images, buildings, sites, and landscape), oral history, and genealogy. Part Two deals with the different ways in which public historians can produce historical narratives through different media (including exhibitions, film, writing, and digital tools). The last part explores the challenges and ethical issues that public historians will encounter when working with different communities and institutions. Either in public history methods courses or as a resource for practicing public historians, this book lays the groundwork for making meaningful connections between historical sources and popular audiences.

Community Wayfinding: Pathways to Understanding

Intelligence, Creativity and Fantasy

The Wayfinding Handbook

Advances in Usability Evaluation

A Critical Guide.

Archigraphy

Basic & Interactive

Here, the author provides professionals in environmental research and management with the information they need with respect to computer modeling: An understanding of the mathematical fundamentals and the choice of the optimal approach and corresponding software for their particular task. - Numerous illustrations, flowcharts and graphs, partly in color, as well as worked examples help in comprehending complex mathematical tasks and their solutions without the use of confusing mathematical formalism; - Case studies from various fields of environmental research, such as landscape ecology, environmental assessment, population ecology, hydrology, and agroecology, facilitate the application of simulation models to the solution of real-world problems; - Contains a detailed summary of currently available software tools and the application in spatially explicit simulation based on geographic information systems. The worked examples and case studies cover a broad range of environmental systems and processes, adopting such modern mathematical methodology as partial differential equations, fuzzy logic, hybrid Petri nets, and optimum control theory. The result is a unique presentation of applications for high standard modeling and simulation methodologies in the interdisciplinary fields of environmental research. From the Foreword by Robert Costanza (Gund Institute of Ecological Economics, Burlington, VT, USA): "As a teacher of environmental modeling, I've been searching for many years for the perfect text to use courses. My search has ended with the publication of Ralf Seppell's book and I intend to use it as a core text in modeling courses."

Riffing on the techie term 'wayfinding', which designers and manufacturers use when talking about the function of signs and signage systems as they are used by the viewer, this book seeks to find a more precise visual language for what sign designers actually do, which is to show the way. Unfortunately, as Mollerup points out, many designers never master the art of wayshowing themselves. For wayshowing relates to wayfinding as writing relates to reading and as talking relates to hearing - The purpose of wayshowing is to facilitate wayfinding. In this accessible but invigorating investigation, Mollerup examines international sign systems and architectural landmarks in detail with his trademark candor and good humor. His analysis is at once pithy, scholarly, and historical.

What happens when stories meet mobile media? In this cutting-edge collection, contributors explore digital storytelling in ways that look beyond the desktop to consider how stories can be told through mobile, locative, and pervasive technologies. This book offers dynamic insights about the new nature of narrative in the age of mobile media, studying digital stories that are site-specific, context-aware, and involve the reader in fascinating ways. Addressing important topics for scholars, students, and designers alike, this collection investigates the crucial questions for this emerging area of

storytelling and electronic literature. Topics covered include the histories of site-specific narratives, issues in design and practice, space and mapping, mobile games, narrative interfaces, and the interplay between memory, history, and community. In recent years, there has been considerable interest in the problems that public spaces face because of the design of commercial signs. The negative consequences that commercial signs can have on the visual quality of urban areas and further more, on people's quality of life, has been studied from both architectural, planning and psychological perspectives. While the issue of visual pollution, as this phenomenon is commonly described, has been widely debated, there is as yet no clear conclusion as to how best to control commercial signage and whether different urban contexts and people from different backgrounds and cultures have universal or distinct preferences. Several different commercial signage approaches are currently applied to different historic cities, but these initiatives are not based on principles derived from the perception and evaluation of users. Drawing on a range of comparative and contrasting empirical studies of historic city centres in the UK and Brazil, this book examines questions of commercial signage control management, the preservation of historic heritage and user preference and satisfaction. The author takes an environment behaviour approach to this research, involving theories, concepts and methodologies related to environmental psychology, architecture, planning and urban design. In doing so, it argues that there are in fact visual preferences common to the majority of people, independent of their urban context and that these common views can be useful to the development of a general theory of how to control commercial signage. In conclusion, the book suggests that the best way of controlling signage is not only to recommend general guidelines related to the operation of commercial signage, but also to recommend design principles that can create commercial streetscapes evaluated positively by different users.

Graphic Design in Museum Exhibitions
Advertising, Signage and Environmental Quality
Design for Business: Volume 2

From Africa to Brazil
A Textbook of Practice

Collapsible
Per Mollerup

A delightful foray into all things collapsible, including Murphy beds, folding scooters, portable showers, and retractable bulletproof vests, provides an in-depth survey, from past to present, of any object that breaks down, rolls up, pulls apart, and stacks together.

A novel, integrated approach to understanding long-term human history, viewing it as the long-term evolution of human information-processing. This title is also available as Open Access.

Successful interaction with products, tools and technologies depends on usable designs and accommodating the needs of potential users without requiring costly training. In this context, this book is concerned with emerging ergonomics in design concepts, theories and applications of human factors knowledge focusing on the discovery, design and understanding of human interaction and usability issues with products and systems for their improvement. This book will be of special value to a large variety of professionals, researchers and students in the broad field of human modeling and performance who are interested in feedback of devices' interfaces (visual and haptic), user-centered design, and design for special populations, particularly the elderly. We hope this book is informative, but even more - that it is thought provoking. We hope it inspires, leading the reader to contemplate other questions, applications, and potential solutions in creating good designs for all.

This book brings together experts from different areas to show how creativity drives design and innovation to allow the integration of a wider spectrum of topics related to engineering design, industrial design and ergonomics in design. It presents theories and best practices demonstrating how creativity generates technological invention, and how this, combined with entrepreneurship, leads to business innovation. It also discusses strategies to teach creativity and entrepreneurial competencies. Moreover, the book discusses the role of human factors in understanding, communicating with and engaging users, reporting on innovative approaches, new typographies, visual elements and technologies applied to mobile and computer interfaces developments. It also discusses innovative strategies for design education and sustainable design. Based on the AHFE 2020 Virtual Conference on Creativity, Innovation and Entrepreneurship and on the AHFE 2020 Virtual Conference on Human Factors in Communication of Design, held on July 16/20, 2020, this book offers a fresh perspective and novel insights for human factors researchers, designers, communicators and innovators.

The Genius of Space-Saving Design

A Complete Guide to Creating Environmental Graphic Design Systems

The Guide to Walden Pond

The Emerald Handbook of Multi-Stakeholder Communication

Art and Design in 1960s New York

Design, User Experience, and Usability: Understanding Users and Contexts

6th International Conference, DUXU 2017, Held as Part of HCI International 2017, Vancouver, BC, Canada, July 9-14, 2017, Proceedings, Part III

A standard reference book discussing problems, principles, and practices in wayshowing and wayfinding.

Lettering on buildings and in the public realm affects our environment. The core of this manual is formed by archigraphy projects that represent a strategy of how architecture can be enriched by graphic elements. The structural, material or visual methods can thus be used as inspiration for the reader's own designs. A compilation of lettering techniques, advice on project management, make this manual a tool for architects and graphic designers.

This is the essential student's guide to Design – its practice, its theory and its history. Drawing from a wide range of international examples, respected design writer Catherine McDermott explores key topics including: international design – from Europe to Africa design history – from Art Nouveau to punk sustainable design, recycling and green design design theory – from semiotics to gender, to postcolonialism design technology, graphic design and the web. Fully cross-referenced, with up-to-date guides for further reading, Design: The Key Concepts is an indispensable reference for students of design, design history, fashion, art and visual culture.

This book examines wayfinding from a broad public health perspective and articulates what needs to be done to create better wayfinding for all people regardless of age, ability, or mode of transportation. Addressing both science and the human experience, the book brings together a group of international experts to examine community wayfinding from a variety of viewpoints. It first presents a critical foundation for understanding wayfinding from an individual perspective. Next, it describes relevant design principles and practices by drawing upon architecture, environmental graphic design, universal design (UD), and urban planning. The book then goes on to examine wayfinding tools and innovative technologies ranging from maps to apps to complex systems. In addition, coverage includes case studies, lessons from wayfinding improvement initiatives, and recommendations for future research, practice, and policy. /div Overall, the book focuses on the economic and commercial benefits of good wayfinding, its potential impact on the health of individuals and communities, as well as strategies for the journey ahead. It will appeal to numerous professionals across many disciplines from architecture and cartography to public health and urban planning. Additionally, the book can help advance a dialogue among those interested in enhancing the livability of their communities.

Pretense Design

Advances in Human Factors and Ergonomics 2012- 14 Volume Set

Signage and Wayfinding Design

The Seven Principles for Making Marriage Work

An Exploration of the History, Nature, Landscape, and Literature of One of America's Most Iconic Places

Surface Over Substance

Undoing Unintended Consequences for the Earth's Survival

A new edition of the market-leading guide to signage and wayfinding design This new edition of Signage and Wayfinding Design: A Complete Guide to Creating Environmental Graphic Design Systems has been fully updated to offer you the latest, most comprehensive coverage of the environmental design process—from research and design development to project execution. Utilizing a cross-disciplinary approach that makes the information relevant to architects, interior designers, landscape architects, graphic designers, and industrial designers alike, the book arms you with the skills needed to apply a standard, proven design process to large and small projects in an efficient and systematic manner. Environmental graphic design is the development of a visually cohesive graphic communication system for a given site within the built environment. Increasingly recognized as a contributor to well-being, safety, and security, EGD also extends and reinforces the brand experience. Signage and Wayfinding Design provides you with Chris Calori's proven "Signage Pyramid" method, which makes solving complex design problems in a comprehensive signage program easier than ever before. Features full-color design throughout with 100+ new images from real-world projects Provides an in-depth view of design thinking applied to the EGD process Explains the holistic development of sign information, graphic, and hardware systems. Outlines the latest sign material, lighting, graphic application, and digital communication technologies Highlights code and updated ADA considerations If you're a design professional tasked with communicating meaningful information in the built environment, this vital resource has you covered.

Successful interaction with products, tools, and technologies depends on usable designs, accommodating the needs of potential users and does not require costly training. In this context, Advances in Usability Evaluation Part I discusses emerging concepts, theories, and applications of human factors knowledge focusing on the discovery and understanding of human interaction with products and systems for their improvement. The book covers devices and their interfaces, focusing on optimization of user devices and emphasizing visual and haptic feedback. It then discusses user studies, exploring the limits and capabilities of special populations, particularly the elderly, which can influence the design. It also examines the effect of changes in force and kinematics, physiology, cognitive performance, in the design of consumer products, tools and workplaces. Examining a variety of user-centered evaluation approaches, the concluding chapters details methods for developing products that can improve safety and human performance and at the same time, the efficiency of the system. It reports on usability evaluations for different kinds of products and technologies, particularly for cellular phones, earphones, earphone controls, mattresses and pillows, package and professional tools, and service systems. The book provides new methods that enhance performance, expand capabilities, and optimize the fit between people and technology.

Art and Design in 1960s New York explores the mutual influence between fine art and graphic design in New York City during the long decade of the 1960s. Beginning with advertising's "creative revolution" and its relationship to pop artists, the book traces design and art's developing interest in responses to civic problems such as the proliferation of billboards, navigation through the city's streets and subways, and issues of deteriorating infrastructure. The strategies exploited by these artists and designers resulted in similar approaches to visual imagery and shared techniques for thinking about and responding to the city in which they lived.

Graphic Design in Museum Exhibitions offers an in-depth analysis of the multiple roles that exhibition graphics perform in contemporary museums and exhibitions. Drawing on a study of exhibitions that took place at the Victoria and Albert Museum, London, the Museum of London and the Haus der Geschichte, Bonn, Piehl brings together approaches from museum studies, design practice and narrative theory to examine museum exhibitions as multimodal narratives in which graphics account for one set of narrative resources. The analysis underlines the importance of aspects such as accessibility and at the same time problematises conceptualisations that focus only on the effectiveness of graphics as display device, by drawing attention to the contributions that graphics make towards the content on display and to the ways in which it is experienced in the museum space. Graphic Design in Museum Exhibitions argues for a critical reading of and engagement with exhibition graphic design as part of wider debates around meaning-making in museum studies and exhibition-making practice. As such, the book should be essential reading for academics, researchers and students from the fields of museum and design studies. Practitioners such as exhibition designers, graphic designers, curators and other exhibition makers should also find much to interest them in the book.

Wayshowing

Graphic Design in Urban Environments

A Guide to Methods and Practice

A Design Album of Space-saving Objects

80 Challenges to Sharpen Your Design Skills

Principles from Evidence-based Design

Vegan Travel Handbook

This book presents the outcomes of recent endeavors that are expected to foster significant advances in the areas of communication design, fashion design, interior design, and product design, as well as overlapping areas. The fourteen chapters highlight carefully selected contributions presented during the 6th EIMAD conference, held on February 22–23, 2018 at the School of Applied Arts, Campus da Talagueira, in Castelo Branco, Portugal. They report on outstanding advances that offer new theoretical perspectives and practical research directions in design, and which are aimed at fostering communication in a global, digital world, while also addressing key individual and societal needs.

The topics in this book range from branding and sustainability to business-driven design education. The book will include Per Mollerup's essay on the importance of simplicity in. Mollerup is a distinguished Scandinavian designer, Professor, and author of numerous design books, including the best-seller, "Marks of Excellence: The History and Taxonomy of Trademarks" (1997 / 2013) which has sold over 40,000 copies worldwide. In addition to this, we will include transcripts of two interviews with Quan Payne, the former Global Art Director for Nike for the London Olympics and Director for Digital Sports Initiative of Nike+ as well as a paper by Gjoko Muratovski on Nike's design and marketing strategies for the 2012 London Olympics. The book will also feature a transcript of an interview with Dan Formosa, a New York-based design consultant and design researcher and founding member of the iconic Smart Design studio. Den is an award-winning designer with a list of clients such as Ford, HP, Johnson & Johnson, LG Electronics, and Microsoft. There are number of other works that will be included in this Volume, such as Stuart Gluth's essay on the importance of a research-led design practice in typography; Julian Major's, Aoi Tanaka's and Jenni Romaniuk's paper on colour and brand identity; Emily Wright's paper on packaging design testing methods; Robert Crocker's study of greenwashing, sustainability, and communication design; Nina Terrey's case study on organisational management by design; Gerda Gemser's, Giulia Calabretta's, Nachoem Wijnberg's and Paul Hekert's paper on strategic decision-making in new product development; Jan Jervis's and Jeffrey Brand's research on how Australian businesses are hiring designers; and Elaine Saunders's, Jessica Taft's and David Jenkinson's exciting case study on the design partnership between the hearing aid company BHS and the design studio Designworks that have revolutionised this healthcare sector."

Per MollerupWayshowingLars Muller Publishers

Advances in Creativity, Innovation, Entrepreneurship and Communication of Design

Culture, Identity, and an Atlantic Slave Trade, 1600–1830