

Designing Interactions Bill Moggridge Gbv

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Designing Interactions Bill Moggridge The MIT Press Cambridge, Massachusetts London, England . Contents Foreword vii What's Interaction Design? by Gillian Crampton Smith Preface xxi Introduction 1 Two personal stories 1 The Mouse and the Desktop 15 Interviews with Doug Engelbart, Stu Card, Tim Mott, and Larry Tesler

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Bill Moggridge (1943-2012) was a co-founder of IDEO, one of the most successful design firms in the world and one of the first to integrate the design of software and hardware into the practice of industrial design. Bill was also the fourth director of the Smithsonian's Cooper-Hewitt, National Design Museum, the only museum in the United States devoted exclusively to historic and contemporary design.

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Excerpt from the 2009 documentary "Objectified." This video is part of the "Beautiful Users" exhibition at Cooper Hewitt, Smithsonian Design Museum from Dece...

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In Designing Interactions, Bill Moggridge, designer of the first laptop computer (the GRiD Compass, 1981) and a founder of the design firm IDEO, tells us stories from an industry insider ' s viewpoint, tracing the evolution of ideas from inspiration to outcome. Moggridge and his interviewees discuss why a personal computers have windows in desktops, what made Palm ' s handheld organizers so successful, what turns a game into a hobby, why Google is the search engine of choice, and why 30 ...

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Bill Moggridge describes the process of interaction design as it is practiced at IDEO. He believes that if we think first about people and then try, try, and try again to prototype designs, we stand a good chance of creating innovative solutions that people will value and enjoy.

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Bill Moggridge tells two stories of personal experiences that led him to start working towards a new design discipline, eventually called "Interaction Design." He felt that there was an opportunity to create a new design discipline, dedicated to creating imaginative and attractive solutions in a virtual world. In Chapter 10 – People and Prototypes, he expands his personal point of view about designing interactions, so that the introduction and final chapter combine to describe the ...

Designing Interactions

In Designing Interactions, his 800-page opus with accompanying DVD, IDEO cofounder Bill Moggridge is our guide for a long walk down Silicon Valley 's relatively short memory lane, narrating interviews with the people who shape "the way people interact with computer technology." ...

Designing Interactions

William Grant Moggridge, RDI was a British designer, author and educator who cofounded the design company IDEO and was director of the Cooper-Hewitt, National Design Museum in New York. He was a pioneer in adopting a human-centred approach in design, and championed interaction design as a mainstream design discipline. Among his achievements, he designed the first laptop computer, the GRiD Compass, was honoured for Lifetime Achievement from the National Design Awards, and given the Prince Philip

Bill Moggridge – Wikipedia

In Designing Interactions, award-winning designer Bill Moggridge introduces us to forty influential designers who have shaped our interaction with technology. Moggridge, designer of the first laptop computer (the GRiD Compass, 1981) and a founder of the design firm IDEO, tells us these stories from an industry insider's viewpoint, tracing the evolution of ideas from inspiration to outcome.

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Designing Interactions

Designers of digital technology products no longer regard their job as designing a physical object-beautiful or utilitarian-but as designing our interactions with it. In Designing Interactions, award-winning designer Bill Moggridge introduces us to forty influential designers who have shaped our interaction with technology. Moggridge, designer of the first laptop computer (the GRiD Compass, 1981) and a founder of the design firm IDEO, tells us these stories from an industry insider's ...

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Bill Moggridge, Director of the Cooper-Hewitt National Design Museum in New York City, is a founder of IDEO, the famous innovation and design firm. He has a global reputation as an award-winning...

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A NARROW DEFINITION of interaction design is: "The design of the subjective and qualitative

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aspects of everything that is both digital and interactive, creating designs that are useful, desirable, and accessible." 'The designer is working in the artificial context of bits, pixels, input devices, users' conceptual models, and organizing metaphors.

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