

Software For Use A Practical Guide To The Models And Methods Of Usage Centered Design

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The UX Book - Rex Hartson 2012-01-25

The UX Book: Process and Guidelines for Ensuring a Quality User Experience aims to help readers learn how to create and refine interaction designs that ensure a quality user experience (UX). The book seeks to expand the concept of traditional usability to a broader notion of user experience; to provide a hands-on, practical guide to best practices and established principles in a UX lifecycle; and to describe a pragmatic process for managing the overall development effort. The book provides an iterative and evaluation-centered UX lifecycle template, called the Wheel, for interaction design. Key concepts discussed include contextual inquiry and analysis; extracting interaction design

requirements; constructing design-informing models; design production; UX goals, metrics, and targets; prototyping; UX evaluation; the interaction cycle and the user action framework; and UX design guidelines. This book will be useful to anyone interested in learning more about creating interaction designs to ensure a quality user experience. These include interaction designers, graphic designers, usability analysts, software engineers, programmers, systems analysts, software quality-assurance specialists, human factors engineers, cognitive psychologists, cosmic psychics, trainers, technical writers, documentation specialists, marketing personnel, and project managers. A very broad approach to user experience through its

components—usability, usefulness, and emotional impact with special attention to lightweight methods such as rapid UX evaluation techniques and an agile UX development process Universal applicability of processes, principles, and guidelines—not just for GUIs and the Web, but for all kinds of interaction and devices: embodied interaction, mobile devices, ATMs, refrigerators, and elevator controls, and even highway signage Extensive design guidelines applied in the context of the various kinds of affordances necessary to support all aspects of interaction Real-world stories and contributions from accomplished UX practitioners A practical guide to best practices and established principles in UX A lifecycle template that can be instantiated and tailored to a given project, for a given type of system development, on a given budget

Information Technology in Environmental Engineering - Burkhardt Funk 2013-09-14

Information technologies have evolved to an enabling science for natural resource management and conservation, environmental engineering, scientific simulation and integrated assessment studies. Computing plays a significant role in the every day practices of environmental engineers, natural scientists, economists, and social scientists. The complexity of natural phenomena requires interdisciplinary approaches, where computing science offers the infrastructure for environmental data collection and management, scientific simulations, decision support, documentation and reporting. Ecology, environmental engineering and natural resource management comprise an excellent real-world testbed for IT system demonstration, while presenting new challenges for computer science. Complexity, uncertainty and scaling issues of natural

systems constitute a demanding application domain for modelling, simulation and scientific workflows, data management and reporting, decision support and intelligent systems, distributed computing environments, geographical information systems, heterogeneous systems integration, software engineering, accounting systems, control systems, as well as sustainable manufacturing and reverse logistics. This books offers a collection of papers presented at the 6th International Conference on Environmental Engineering, held in July 2013, in Lüneburg, Germany. Recent success stories in ecoinformatics, promising ideas and new challenges are discussed among computer scientists, environmental engineers, industrial engineers, economists and social scientists, demonstrating new paradigms for problem solving and decision making.

Human Aspects of Information Security, Privacy and Trust - Theo Tryfonas 2017-05-11

The two-volume set LNCS 10286 + 10287 constitutes the refereed proceedings of the 8th International Conference on Digital Human Modeling and Applications in Health, Safety, Ergonomics, and Risk Management, DHM 2017, held as part of HCI International 2017 in Vancouver, BC, Canada. HCII 2017 received a total of 4340 submissions, of which 1228 papers were accepted for publication after a careful reviewing process. The 75 papers presented in these volumes were organized in topical sections as follows: Part I: anthropometry, ergonomics, design and comfort; human body and motion modelling; smart human-centered service system design; and human-robot interaction. Part II: clinical and health information systems; health and aging; health data analytics and visualization; and design for safety.

Innovative Information Systems Modelling Techniques -

Christos Kalloniatis 2012-05-30

The rapid development of new Information Infrastructure combined with the increased user needs in specific areas of Information Technology (mostly related to Web applications) has created the need for designing new modeling techniques more innovative and targeted on specific areas of Information Systems in order to successfully model the rapidly changed environment, along with the newly introduced concepts and user requirements. Therefore, this book aims to introduce readers to a number of innovative Information modeling techniques. It is titled "Innovative Information Systems Modelling Techniques" and includes 9 chapters. The focus is on the exploration and coverage of the innovations of recently presented modeling techniques and their applicability on the Information Systems' modeling.
Software for Use: A Practical Guide to the Models and Methods of Usage-Centered Design - Larry L. Constantine 1999

The Unified Process Transition and Production Phases -

Scott W. Ambler 2001-01-12

Is the Unified Process the be all and end all standard for developing object-oriented component-based software? This book is the final in a four volume series that presents a critical review of the Unified Process. The authors present a survey of the alte

Human Work Interaction Design: Designing for Human Work

- Torkil Clemmensen 2006-12-31

This book records the very first Working Conference of the newly established IFIP Working Group on Human-Work Interaction Design, which was hosted by the University of Madeira in 2006. The theme of the conference was on synthesizing work analysis and design sketching, with a

particular focus on how to read design sketches within different approaches to analysis and design of human-work interaction. Authors were encouraged to submit papers about design sketches - for interfaces, for organizations of work etc. - that they themselves had worked on. During the conference, they presented the lessons they had learnt from the design and evaluation process, citing reasons for why the designs worked or why they did not work. Researchers, designers and analysts in this way confronted concrete design problems in complex work domains and used this unique opportunity to share their own design problems and solutions with the community. To successfully practice and do research within Human - Work Interaction Design requires a high level of personal skill, which the conference aimed at by confronting designers and work analysts and those whose research is both analysis and design. They were asked to collaborate in small groups about analysis and solutions to a common design problem.

Introduction to the Team Software Process - Watts S.

Humphrey 2000

TSPi overview; The logic of the team software process; The TSPi process; The team roles; Using the TSPi; Teamwork.

ECOOP 2001 - Object-Oriented Programming - Jorgen

Lindskov Knudsen 2003-06-29

This book constitutes the refereed proceedings of the 15th European Conference on Object-Oriented Programming, ECOOP 2001, held in Budapest, Hungary, in June 2001. The 18 revised full papers presented together with one invited paper were carefully reviewed and selected from 108 submissions. The book is organized in topical sections on sharing and encapsulation, type inference and static analysis, language design, implementation

techniques, reflection and concurrency, and testing and design.

Minimalism - Hartmut Obendorf 2009-06-12

The notion of Minimalism is proposed as a theoretical tool supporting a more differentiated understanding of reduction and thus forms a standpoint that allows definition of aspects of simplicity. Possible uses of the notion of minimalism in the field of human-computer interaction design are examined both from a theoretical and empirical viewpoint, giving a range of results. Minimalism defines a radical and potentially useful perspective for design analysis. The empirical examples show that it has also proven to be a useful tool for generating and modifying concrete design techniques. Divided into four parts this book traces the development of minimalism, defines the four types of minimalism in interaction design, looks at how to apply it and finishes with some conclusions.

Emerging Research and Trends in Interactivity and the Human-Computer Interface - Blashki, Katherine 2013-10-31

With a variety of emerging and innovative technologies combined with the active participation of the human element as the major connection between the end user and the digital realm, the pervasiveness of human-computer interfaces is at an all time high. Emerging Research and Trends in Interactivity and the Human-Computer Interface addresses the main issues of interest within the culture and design of interaction between humans and computers. By exploring the emerging aspects of design, development, and implementation of interfaces, this book will be beneficial for academics, HCI developers, HCI enterprise managers, and researchers interested in the progressive relationship of humans and technology.

Communication of Complex Information - Michael J. Albers

2004-12-13

The amount of information available for any realistic complex situation is likely to overwhelm most users, as well as stymie any designer tasked with presenting the information. Providing large amounts of information in a coherent and usable format remains an unresolved problem. Choosing, structuring, formatting, and displaying information to allow easy access and to facilitate understanding are critical issues for effective design. To build an effective design that addresses complex information needs, one must look at research from psychology, sociology, human computer interaction, and technical communication, and develop a complete picture of the situation. This book develops a foundation for analysis and design of the approaches to providing complex information in real-world situations. Author Michael Albers takes the view that the content of the information system is the most important component. As such, this volume presents the analysis that needs to be done before the interface is designed and before content is created. It strives to provide clear understanding of how the user thinks and what the user needs, so interface operation, content, and presentation can maximize their respective potentials in communicating with a user. This volume is intended for technical communicators, human-computer interaction designers, and information designers. It will also be useful for system designers and researchers, and those studying adaptive hypertext and related topics.

Software Reuse: Methods, Techniques, and Tools - Cristina Gacek 2003-08-01

As a result of the open-source movement there is now a great deal of reusable software available in the public domain. This offers significant functionality that

commercial software vendors can use in their software projects. Open-source approaches to software development have illustrated that complex, mission critical software can be developed by distributed teams of developers sharing a common goal. Commercial software vendors have an opportunity to both learn from the open-source community as well as leverage that knowledge for the benefit of its commercial clients. Nonetheless, the open-source movement is a diverse collection of ideas, knowledge, techniques, and solutions. As a result, it is far from clear how these approaches should be applied to commercial software engineering. This paper has looked at many of the dimensions of the open-source movement, and provided an analysis of the different opportunities available to commercial software vendors. References and Notes 1. It can be argued that the open-source community has produced really only two essential products -- Apache (undeniably the most popular web server) and Linux although both are essentially reincarnations of prior systems. Both are also somewhat products of their times: Apache filled a hole in the then emerging Web, at a time no platform vendor really knew how to step in, and Linux filled a hole in the fragmented Unix market, colored by the community's general anger against Microsoft. 2. Evans Marketing Services, Linux Developers Survey, Volume 1, March 2000.

Compressed Image File Formats - John Miano 1999

Since not all graphic formats are of equal complexity, author John Miano does not simply choose a number of file formats and devote a chapter to each one. Instead, he offers additional coverage for the more complex image file formats like PNG (a new standard) and JPEG, while providing all information necessary to use the simpler file formats. While including the well-documented BMP,

XBM, and GIF formats for completeness, along with some of their less-covered features, this book gives the most space to the more intricate PNG and JPEG, from basic concepts to creating and reading actual files. Among its highlights, this book covers: -- JPEG Huffman coding, including decoding sequential mode JPEG images and creating sequential JPEG files-- Optimizing the DCT-- Portable Network Graphics format (PNG), including decompressing PNG image data and creating PNG files-- Windows BMP, XBM, and GIF

Software for Use - Larry L. Constantine 1999-04-07

In the quest for quality, software developers have long focused on improving the internal architecture of their products. Larry L. Constantine--who originally created structured design to effect such improvement--now joins with well-known consultant Lucy A. D. Lockwood to turn the focus of software development to the external architecture. In this book, they present the models and methods of a revolutionary approach to software that will help programmers deliver more usable software-- software that will enable users to accomplish their tasks with greater ease and efficiency. Recognizing usability as the key to successful software, Constantine and Lockwood provide concrete tools and techniques that programmers can employ to meet that end. Much more than just another set of rules for good user-interface design, this book guides readers through a systematic software development process. This process, called usage-centered design, weaves together two major threads in software development methods: use cases (also used with UML) and essential modeling. With numerous examples and case studies of both conventional and specialized software applications, the authors illustrate what has been shown in practice to work and what has proved to be

of greatest practical value. Highlights Presents a streamlined process for developing highly usable software Describes practical methods and models successfully implemented in industry Complements modern development practices, including the Unified Process and other object-oriented software engineering approaches

Human-Computer Interaction - Julie A. Jacko 2003-09-01
This four volume set provides the complete proceedings of the 10th International Conference on Human-Computer Interaction held June, 2003 in Crete, Greece. A total of 2,986 individuals from industry, academia, research institutes, and governmental agencies from 59 countries submitted their work for presentation at the conference. The papers address the latest research and development efforts, as well as highlight the human aspects of design and use of computing systems. Those accepted for presentation thoroughly cover the entire field of human-computer interaction, including the cognitive, social, ergonomic, and health aspects of work with computers. The papers also address major advances in knowledge and effective use of computers in a variety of diversified application areas, including offices, financial institutions, manufacturing, electronic publishing, construction, health care, and disabled and elderly people.

Design, User Experience, and Usability: Health, Learning, Playing, Cultural, and Cross-Cultural User Experience - Aaron Marcus 2013-07-03

The four-volume set LNCS 8012, 8013, 8014 and 8015 constitutes the proceedings of the Second International Conference on Design, User Experience, and Usability, DUXU 2013, held as part of the 15th International Conference on Human-Computer Interaction, HCII 2013, held in Las Vegas, USA in July 2013, jointly with 12

other thematically similar conferences. The total of 1666 papers and 303 posters presented at the HCII 2013 conferences was carefully reviewed and selected from 5210 submissions. These papers address the latest research and 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 computers in a variety of application areas. The total of 282 contributions included in the DUXU proceedings were carefully reviewed and selected for inclusion in this four-volume set. The 67 papers included in this volume are organized in the following topical sections: cross-cultural and intercultural user experience; designing for the learning and culture experience; designing for the health and quality of life experience; and games and gamification.

Task Models and Diagrams for User Interface Design - David England 2010-02-14

This book constitutes the refereed proceedings of the 8th International Workshop on Task Models and Diagrams for User Interface Design, TAMODIA 2009, held in Brussels, Belgium, in September 2009. The 12 revised full papers presented were carefully reviewed and selected from numerous submissions for inclusion in the book. The workshop features current research and gives some indication of the new directions in which task analysis theories, methods, techniques and tools are progressing. The papers are organized in topical sections on business process, design process, model driven approach, task modeling, and task models and UML.

Human-Computer Interaction. New Trends - Julie A. Jacko 2009-07-14

The 13th International Conference on Human-Computer Interaction, HCI International 2009, was held in San Diego, California, USA, July 19-24, 2009, jointly with the Symposium on Human Interface (Japan) 2009, the 8th International Conference on Engineering Psychology and Cognitive Ergonomics, the 5th International Conference on Universal Access in Human-Computer Interaction, the Third International Conference on Virtual and Mixed Reality, the Third International Conference on Internationalization, Design and Global Development, the Third International Conference on Online Communities and Social Computing, the 5th International Conference on Augmented Cognition, the Second International Conference on Digital Human Modeling, and the First International Conference on Human Centered Design. A total of 4,348 individuals from academia, research institutes, industry and governmental agencies from 73 countries submitted contributions, and 1,397 papers that were judged to be of high scientific quality were included in the program. These papers address the latest research and 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 the knowledge and effective use of computers in a variety of application areas.

Human-Centered Software Engineering - Ahmed Seffah
2009-06-19

Activity theory is a way of describing and characterizing the structure of human activity of all kinds. First introduced by Russian psychologists Rubinshtein, Leontiev, and Vigotsky in the early part of the last century, activity theory has more recently gained increasing attention among interaction designers

and others in the human-computer interaction and usability communities (see, for example, Gay and H-brooke, 2004). Interest was given a significant boost when Donald Norman suggested activity-theory and activity-centered design as antidotes to some of the putative ills of "human-centered design" (Norman, 2005). Norman, who has been credited with coining the phrase "user-centered design," suggested that too much attention focused on human users may be harmful, that to design better tools designers need to focus not so much on users as on the activities in which users are engaged and the tasks they seek to perform within those activities. Although many researchers and practitioners claim to have used or been influenced by activity theory in their work (see, for example, Nardi, 1996), it is often difficult to trace precisely where or how the results have actually been shaped by activity theory. In many cases, even detailed case studies report results that seem only distantly related, if at all, to the use of activity theory. Contributing to the lack of precise and traceable impact is that activity theory, despite its name, is not truly a formal and proper theory.

Agile Database Techniques - Scott Ambler 2012-09-17
Describes Agile Modeling Driven Design (AMDD) and Test-Driven Design (TDD) approaches, database refactoring, database encapsulation strategies, and tools that support evolutionary techniques. Agile software developers often use object and relational database (RDB) technology together and as a result must overcome the impedance mismatch. The author covers techniques for mapping objects to RDBs and for implementing concurrency control, referential integrity, shared business logic, security access control, reports, and XML. An agile

foundation describes fundamental skills that all agile software developers require, particularly Agile DBAs Includes object modeling, UML data modeling, data normalization, class normalization, and how to deal with legacy databases Scott W. Ambler is author of Agile Modeling (0471202827), a contributing editor with Software Development (www.sdmagazine.com), and a featured speaker at software conferences worldwide

The Rational Unified Process - Philippe Kruchten 2004
bull; Reflects all of the changes that were integrated into RUP v2003-the latest version of the very popular product bull; Learn the key concepts, fundamentals of structure, integral content, and motivation behind the RUP bull; Covers all phases of the software development lifecycle -from concept, to delivery, to revision

Human Computer Interaction - Kikuo Asai 2008-10-01
The book consists of 20 chapters, each addressing a certain aspect of human-computer interaction. Each chapter gives the reader background information on a subject and proposes an original solution. This should serve as a valuable tool for professionals in this interdisciplinary field. Hopefully, readers will contribute their own discoveries and improvements, innovative ideas and concepts, as well as novel applications and business models related to the field of human-computer interaction. It is our wish that the reader consider not only what our authors have written and the experimentation they have described, but also the examples they have set.

Human-Computer Interaction: Concepts, Methodologies, Tools, and Applications - Management Association, Information Resources 2015-10-02

As modern technologies continue to develop and evolve, the ability of users to interface with new systems

becomes a paramount concern. Research into new ways for humans to make use of advanced computers and other such technologies is necessary to fully realize the potential of 21st century tools. Human-Computer Interaction: Concepts, Methodologies, Tools, and Applications gathers research on user interfaces for advanced technologies and how these interfaces can facilitate new developments in the fields of robotics, assistive technologies, and computational intelligence. This four-volume reference contains cutting-edge research for computer scientists; faculty and students of robotics, digital science, and networked communications; and clinicians invested in assistive technologies. This seminal reference work includes chapters on topics pertaining to system usability, interactive design, mobile interfaces, virtual worlds, and more.

The Unified Process Construction Phase - Scott W. Ambler 2000-01-08

Is the Unified Process the be all and end all standard for developing object-oriented component-based software? This book is the second in a four volume series that presents a critical review of the Unified Process. The authors present a survey of the alt

UML Modeling Languages and Applications - Nuno Jardim Nunes 2005-03-07

This book constitutes the thoroughly refereed joint postproceedings of the satellite activities held at the 7th International Conference on the Unified Modeling Language, UML 2004, in Lisbon, Portugal in October 2004 complementing the main conference track. The book presents reports on the 10 workshops held at UML and covers a broad range of topics around systems modelling; these reports are compiled by the respective workshop organizers. Furthermore 12 revised reviewed papers from

the industry track are included as well as 11 short papers corresponding to selected poster/demo presentations and a summary on the UML tools exhibition.

People and Computers XV – Interaction without Frontiers

- Ann Blandford 2011-06-27

In 2001 AFIHM and the British HCI Group combined their annual conferences, bringing together the best features of each organisation's separate conference series, and providing a special opportunity for the French- and English-speaking HCI communities to interact. This volume contains the full papers presented at IHM-HCI 2001, the 15th annual conference of the British HCI group, a specialist group of the British Computer Society and the 14th annual conference of the Association Francophone d'interaction Homme-Machine, an independent association for any French-speaking person who is interested in Human-Computer Interaction. Human-Computer Interaction is a discipline well-suited to such a multi-linguistic and multi-cultural conference since it brings together researchers and practitioners from a variety of disciplines with very different ways of thinking and working. As a community we are already used to tackling the challenges of working across such boundaries, dealing with the problems and taking advantage of the richness of the resulting insights: interaction without frontiers. The papers presented in this volume cover all the main areas of HCI research, but also focus on considering the challenges of new applications addressing the following themes: - Enriching HCI by crossing national, linguistic and cultural boundaries; - Achieving greater co-operation between disciplines to deliver usable, useful and exciting design solutions; - Benefiting from experience gained in other application areas; - Transcending

interaction constraints through the use of novel technologies; - Supporting mobile users.

Making Sense of Data III - Glenn J. Myatt 2011-09-09

Focuses on insights, approaches, and techniques that are essential to designing interactive graphics and visualizations Making Sense of Data III: A Practical Guide to Designing Interactive Data Visualizations explores a diverse range of disciplines to explain how meaning from graphical representations is extracted. Additionally, the book describes the best approach for designing and implementing interactive graphics and visualizations that play a central role in data exploration and decision-support systems. Beginning with an introduction to visual perception, Making Sense of Data III features a brief history on the use of visualization in data exploration and an outline of the design process. Subsequent chapters explore the following key areas: Cognitive and Visual Systems describes how various drawings, maps, and diagrams known as external representations are understood and used to extend the mind's capabilities Graphics Representations introduces semiotic theory and discusses the seminal work of cartographer Jacques Bertin and the grammar of graphics as developed by Leland Wilkinson Designing Visual Interactions discusses the four stages of design process—analysis, design, prototyping, and evaluation—and covers the important principles and strategies for designing visual interfaces, information visualizations, and data graphics Hands-on: Creative Interactive Visualizations with Protovis provides an in-depth explanation of the capabilities of the Protovis toolkit and leads readers through the creation of a series of visualizations and graphics The final chapter includes step-by-step examples that illustrate the implementation

of the discussed methods, and a series of exercises are provided to assist in learning the Protovis language. A related website features the source code for the presented software as well as examples and solutions for select exercises. Featuring research in psychology, vision science, statistics, and interaction design, *Making Sense of Data III* is an indispensable book for courses on data analysis and data mining at the upper-undergraduate and graduate levels. The book also serves as a valuable reference for computational statisticians, software engineers, researchers, and professionals of any discipline who would like to understand how the mind processes graphical representations.

Object Design - Rebecca Wirfs-Brock 2003

Object technology pioneer Wirfs-Brock teams with expert McKean to present a thoroughly updated, modern, and proven method for the design of software. The book is packed with practical design techniques that enable the practitioner to get the job done.

The Unified Process Elaboration Phase - Scott W. Ambler 2000-01-04

Is the Unified Process the be all and end all standard for developing object-oriented component-based software? Scott Ambler doesn't think so. This book is one in a four-volume series that presents a critical review of the Unified Process -- designed to p

Exploring Services Science - Jean-Henry Morin 2010-07-23

The discipline of Services Science, introduced by IBM in 2002, has emerged and matured in a true transdisciplinary atmosphere. Encompassing disciplines not only in management and engineering, it also draws from disciplines such as social and cognitive sciences, law, ethics, economics etc. to address the theoretical

and practical aspects of the challenging services industry and its economy. Services Science leverages methods, results and knowledge stemming from these disciplines towards the development of its own concepts, methods, techniques and approaches thus creating the basis for true trans-disciplinary gatherings and the production of transdisciplinary results. Services Science is building a concrete framework for transdisciplinary purposes. IESS1. 0 – the First International Conference on Exploring Services Science – was the first international conference held in Europe in this domain. The conference took place during February 17–19, 2010 in Geneva, Switzerland. The goal of the conference was to build upon the growing community to further study and understand this emerging discipline. Academics, researchers and practitioners of all disciplines were invited to contribute their results and approaches to Services Science in a trans-disciplinary setting. In order to achieve the best possible mix of disciplines and their representation, the conference call for papers was structured around transdisciplinary service research topics including service innovation, service exploration, service design, service engineering, and service sustainability, and around more disciplinary oriented service contexts such as: sectors and services, IT and services, foundations of services science, and governance and management.

Enterprise Business Modeling, Optimization Techniques, and Flexible Information Systems - Papajorgji, Petraq 2013-04-30

Many factors can impact large-scale enterprise management systems, and maintaining these systems can be a complicated and challenging process. Therefore, businesses can benefit from an assortment of models and

management styles to track and collect data for processes. Enterprise Business Modeling, Optimization Techniques, and Flexible Information Systems supplies a wide array of research on the intersections of business modeling, information systems, and optimization techniques. These various business models and structuring methods are proposed to provide ideas, methods, and points of view for managers, practitioners, entrepreneurs, and researchers on how to improve business processes.

Agile Modeling - Scott Ambler 2002-08-14

The first book to cover Agile Modeling, a new modeling technique created specifically for XP projects eXtreme Programming (XP) has created a buzz in the software development community-much like Design Patterns did several years ago. Although XP presents a methodology for faster software development, many developers find that XP does not allow for modeling time, which is critical to ensure that a project meets its proposed requirements. They have also found that standard modeling techniques that use the Unified Modeling Language (UML) often do not work with this methodology. In this innovative book, Software Development columnist Scott Ambler presents Agile Modeling (AM)-a technique that he created for modeling XP projects using pieces of the UML and Rational's Unified Process (RUP). Ambler clearly explains AM, and shows readers how to incorporate AM, UML, and RUP into their development projects with the help of numerous case studies integrated throughout the book. AM was created by the author for modeling XP projects-an element lacking in the original XP design The XP community and its creator have embraced AM, which should give this book strong market acceptance Companion Web site at www.agilemodeling.com features updates, links to XP and

AM resources, and ongoing case studies about agilemodeling.

UML 2000 - The Unified Modeling Language: Advancing the Standard - Andy Evans 2003-06-29

This book constitutes the refereed proceedings of the Third International Conference on the Unified Modeling Language, 2000, held in York, UK in October 2000. The 36 revised full papers presented together with two invited papers and three panel outlines were carefully reviewed and selected from 102 abstracts and 82 papers submitted. The book offers topical sections on use cases, enterprise applications, applications, roles, OCL tools, meta-modeling, behavioral modeling, methodology, actions and constraints, patterns, architecture, and state charts.

Intelligent Human Computer Interaction - Anupam Basu 2017-01-20

This book constitutes the proceedings of the 8th International Conference on Intelligent Human Computer Interaction, IHCI 2016, held in Pileri, India, in December 2016. The 22 regular papers and 3 abstracts of invited talks included in this volume were carefully reviewed and selected from 115 initial submissions. They deal with intelligent interfaces; brain machine interaction; HCI applications and technology; and interface and systems.

A Practical Guide to Enterprise Architecture - James McGovern 2004

Written by expert practitioners who have hands-on experience solving real-world problems for large corporations; Helps enterprise architects make sense of data, systems, software, services, product lines, methodologies, and much more; Provides explanation of theory and implementation with real-world

business examples to support key points

The Persona Lifecycle - John Pruitt 2010-08-04

The Persona Lifecycle is a field guide exclusively focused on interaction design's most popular new technique. The Persona Lifecycle addresses the "how" of creating effective personas and using those personas to design products that people love. It doesn't just describe the value of personas; it offers detailed techniques and tools related to planning, creating, communicating, and using personas to create great product designs. Moreover, it provides rich examples, samples, and illustrations to imitate and model. Perhaps most importantly, it positions personas not as a panacea, but as a method used to complement other user-centered design (UCD) techniques including scenario-based design, cognitive walkthroughs and user testing. The authors developed the Persona Lifecycle model to communicate the value and practical application of personas to product design and development professionals. This book explores the complete lifecycle of personas, to guide the designer at each stage of product development. It includes a running case study with rich examples and samples that demonstrate how personas can be used in building a product end-to-end. It also presents recommended best practices in techniques, tools, and innovative methods and contains hundreds of relevant stories, commentary, opinions, and case studies from user experience professionals across a variety of domains and industries. This book will be a valuable resource for UCD professionals, including usability practitioners, interaction designers, technical writers, and program managers; programmers/developers who act as the interaction designers for software; and those professionals who work

with developers and designers. Features * Presentation and discussion of the complete lifecycle of personas, to guide the designer at each stage of product development. * A running case study with rich examples and samples that demonstrate how personas can be used in building a product end-to-end. * Recommended best practices in techniques, tools, and innovative methods. * Hundreds of relevant stories, commentary, opinions, and case studies from user experience professionals across a variety of domains and industries.

Project Management and Risk Management in Complex Projects - Pierre-Jean Charrel 2007-03-21

The 8th session of the annual Organizational Semiotics Workshop held in June 2005 in Toulouse tested ideas from Organizational Semiotics against two issues from space projects on two illustrative cases provided by the Centre National d'Etudes Spatiales (CNES). The twelve chapters of the book are the revised contributions of the workshop on these issues along with general themes of Organizational Semiotics.

Situational Method Engineering - Brian Henderson-Sellers 2014-06-03

While previously available methodologies for software – like those published in the early days of object technology – claimed to be appropriate for every conceivable project, situational method engineering (SME) acknowledges that most projects typically have individual characteristics and situations. Thus, finding the most effective methodology for a particular project needs specific tailoring to that situation. Such a tailored software development methodology needs to take into account all the bits and pieces needed for an organization to develop software, including the software process, the input and output work products, the people

involved, the languages used to describe requirements, design, code, and eventually also measures of success or failure. The authors have structured the book into three parts. Part I deals with all the basic concepts, terminology and overall ideas underpinning situational method engineering. As a summary of this part, they present a formal meta-model that enables readers to create their own quality methods and supporting tools. In Part II, they explain how to implement SME in practice, i.e., how to find method components and put them together and how to evaluate the resulting method. For illustration, they also include several industry case studies of customized or constructed processes, highlighting the impact that high-quality engineered methods can have on the success of an industrial software development. Finally, Part III summarizes some of the more recent and forward-looking ideas. This book presents the first summary of the state of the art for SME. For academics, it provides a comprehensive

conceptual framework and discusses new research areas. For lecturers, thanks to its step-by-step explanations from basics to the customization and quality assessment of constructed methods, it serves as a solid basis for comprehensive courses on the topic. For industry methodologists, it offers a reference guide on features and technologies to consider when developing in-house software development methods or customising and adopting off-the-shelf ones.

Interactive Systems. Design, Specification, and Verification - Gavin Doherty 2007-05-15

This book constitutes the thoroughly refereed post-proceedings of the 13th International Workshop on Design, Specification, and Verification of Interactive Systems, DSVIS 2006, held in Dublin, Ireland in July 2006. The 19 revised full papers presented together with one keynote paper, and two working group reports were carefully reviewed and selected from 57 submissions during two rounds of reviewing and improvement.