Touch and gestural devices have been hailed as next evolutionary step in human-computer interaction. As software companies struggle to catch up with one another in terms of developing the next great touch-based interface, designers are charged with the daunting task of keeping up with the advances in new technology and this new aspect to user experience design.

Product and interaction designers, developers and managers are already well versed in UI design, but touch-based interfaces have added a new level of complexity. They need quick references and real-world examples in order to make informed decisions when designing for these particular interfaces. Brave NUI World is the first practical book for product and interaction developers and designing touch and gesture interfaces. Written by developers of industry-first, multi-touch, multi-user products, this book gives you the necessary tools and information to integrate touch and gesture practices into your daily work, presenting scenarios, problem solving, metaphors, and techniques intended to avoid making mistakes.

*Provides easy-to-apply design guidance for the unique challenge of creating touch- and gesture-based user interfaces

*Considers diverse user needs and context, real world successes and failures, and a look into the future of NUI

*Presents thirty scenarios, giving practitioners a multitude of considerations for making informed design decisions and helping to ensure that missteps are never made again
My Personal Review:
If you're an experienced designer of user interfaces, you're either really excited about the new possibilities opened up by gesture and motion detection controllers or you're convinced that you already know everything you need to know to create touch and gesture-based interfaces. This book is useful for both types of designers.

Lots of games are already based on gestures that mimic real life closely, mainly for sports and combat. But what about regular control - finding, sorting, selecting, enlarging, shrinking, moving through groups of items and so forth - the bread and butter of most UIs? Do they require new primitives? How precisely can users gesture? How many gestures can users differentiate? Because touch and gesture are directly physical, do users need more help with them? How does that physicality transform the user experience? Do users already have useful intuitions to exploit?

This book answers those questions by presenting principles, discussing issues, offering examples, and linking to lots more reading. If you've done lots of UI design for anything beyond standard workpiece software, you probably know many of the answers to these questions - and you'll find lots of what you know reflected in sections called Lessons from the Past. The book goes beyond those lessons and serves as an excellent guide and review for UI designers faced with this new world.

There are 30 scenarios through which the authors, combining research and practical experience, present the issues and offer guidance. Practice in this area has not yet ossified into received wisdom, and there isn't much out there covering the same ground.

So save yourself some time and thought, and pick up this book to help you understand the issues. Expect clear but not sparkling prose.

For More 5 Star Customer Reviews and Lowest Price:
Brave NUI World: Designing Natural User Interfaces for Touch and Gesture by Dennis Wixon - 5 Star Customer Reviews and Lowest Price!