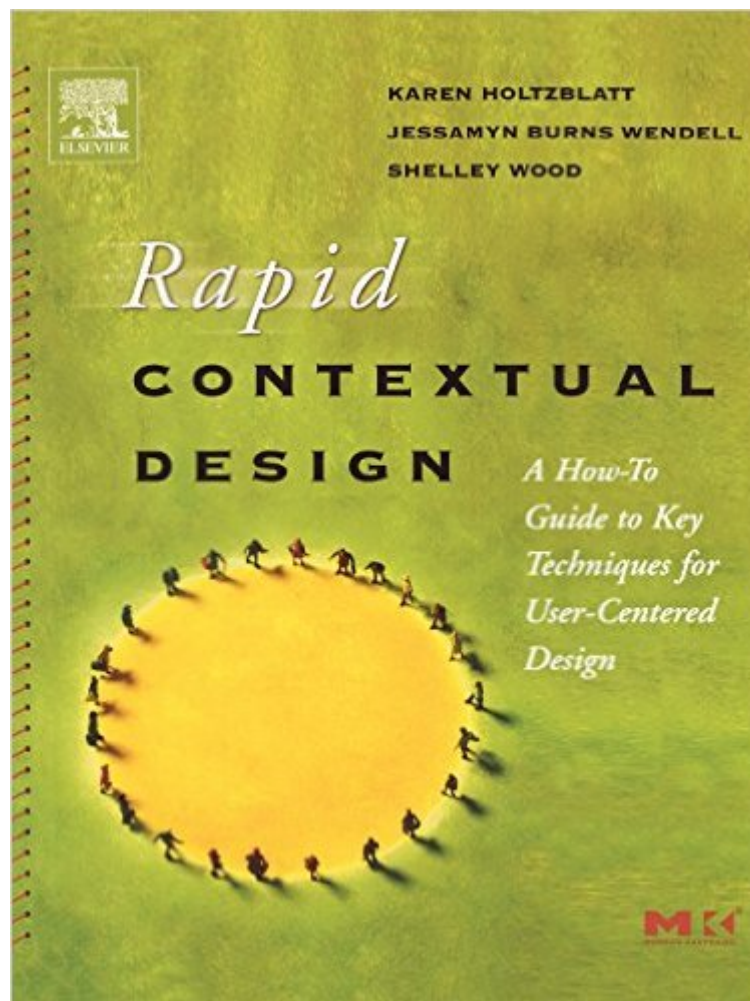


The book was found

Rapid Contextual Design: A How-to Guide To Key Techniques For User-Centered Design (Interactive Technologies)



Synopsis

Is it impossible to schedule enough time to include users in your design process? Is it difficult to incorporate elaborate user-centered design techniques into your own standard design practices? Do the resources needed seem overwhelming? This handbook introduces Rapid CD, a fast-paced, adaptive form of Contextual Design. Rapid CD is a hands-on guide for anyone who needs practical guidance on how to use the Contextual Design process and adapt it to tactical projects with tight timelines and resources. Rapid Contextual Design provides detailed suggestions on structuring the project and customer interviews, conducting interviews, and running interpretation sessions. The handbook walks you step-by-step through organizing the data so you can see your key issues, along with visioning new solutions, storyboarding to work out the details, and paper prototype interviewing to iterate the design—all with as little as a two-person team with only a few weeks to spare! *Includes real project examples with actual customer data that illustrate how a CD project actually works. *Covers the entire scope of a project, from deciding on the number and type of interviews, to interview set up and analyzing collected data. Sample project schedules are also included for a variety of different types of projects. *Provides examples of how-to write affinity notes and affinity labels, build an affinity diagram, and step-by-step instructions for consolidating sequence models. *Shows how to use consolidated data to define a design within tight time frames with examples of visions, storyboards, and paper prototypes. *Introduces CDTools™, the first application designed to support customer-centered design.

Book Information

Series: Interactive Technologies

Paperback: 320 pages

Publisher: Morgan Kaufmann (December 28, 2004)

Language: English

ISBN-10: 9780123540515

ISBN-13: 978-0123540515

ASIN: 0123540518

Product Dimensions: 8.4 x 0.7 x 11.2 inches

Shipping Weight: 2 pounds (View shipping rates and policies)

Average Customer Review: 3.4 out of 5 stars [See all reviews](#) (7 customer reviews)

Best Sellers Rank: #94,772 in Books (See Top 100 in Books) #51 in [Books > Computers & Technology > Computer Science > Systems Analysis & Design](#) #52 in [Books > Computers &](#)

Technology > Computer Science > Human-Computer Interaction #54 in Books > Computers & Technology > Graphics & Design > User Experience & Usability

Customer Reviews

If you are a professional on this area, the book doesn't give you much new information. It tells lots about different methods that are already written in the other books as well. For a new people in this area, the book is very good introduction to the (rapid) contextual design. I liked the way the book was written. It was easy and understandable to read.

If you are looking for an elegant, academic theory to suggest how contextual design might work in some controlled laboratory experiment-- this is not the book for you. This work gives step-by-step procedures on how to conduct contextual design in the real, uncontrolled world of people's lives, and how to do this work on an accelerated time schedule. This is a clear tutorial and worthy "field manual" on contextual design, task sequence modeling, affinity diagrams, and paper prototyping for applied work in the real world. Because it takes you through each activity step-by-step, this book does name the tools used at the time this work was crafted. Some reviewers consider that blatant advertising-- and in the case of citations for "CDTools" perhaps that's true. But in most cases it is very helpful to know that some specific products are more field-worthy than others. I strongly doubt these authors have any financial interest in boosting sales of 3M Post-It notes. (Though may profit from sales of 3M - 2051-FLT - 3M Post-it Bright Colors Memo Cube):-)

How-to guides are not typically very entertaining and this is no exception. Pretty much does what it says on the cover. Practical summary of running a Contextual Design approach from start to end for different timings and contexts. Some parts are really just rehashes from other books which I did not find interesting but it's probably necessary for completeness. More diagrams and illustrations would have made this a quicker read and some of the references to development methods are a tad dated.

Really practical. I will use it in my next usability analysis. My work with assistive technology requires effective techniques for determining efficacy. This enables deep understanding with limited sample sizes.

Karen's process is something that actually works, unlike many pseudo-ethnographic customer

engagement strategies. By maintaining a connection to the customer data from the beginning to the end, it uniquely empowers you with a defensible design rationale. Something few other approaches can say. A true roadmap for playing nicely with agile development is also something you won't find in most other customer research methodologies, especially contextual ones. Whether or not you are willing to live the process and follow the steps outlined is another matter. Your mileage may vary, especially if you decided to line item veto particular aspects.

I don't know if the content of this book is good or bad, but reading it is like chewing on aluminum foil. It's painful...really painful. It's just so dry that it's worse than reading an instruction manual, and there is no motivation to read 'til the next page.

Worst book ever. Boring to read and is hardly useful. I guess if you need straight up step by step instructions on how to construct flow diagrams or conduct interviews/observe people then this book might be of use. I only bought this book because we were required for a University class. I'd save your money and look elsewhere if this book isn't mandatory for you. Or look for a used copy.

[Download to continue reading...](#)

Rapid Contextual Design: A How-to Guide to Key Techniques for User-Centered Design (Interactive Technologies) Sketching User Experiences: Getting the Design Right and the Right Design (Interactive Technologies) Nora Roberts Key Trilogy CD Collection: Key of Light, Key of Knowledge, Key of Valor Teaching Student-Centered Mathematics: Developmentally Appropriate Instruction for Grades 3-5 (Volume II) (2nd Edition) (Teaching Student-Centered Mathematics Series) Palliative Care: A Patient-Centered Approach (Patient-Centered Care) Teaching Student-Centered Mathematics: Developmentally Appropriate Instruction for Grades Pre-K-2 (Volume I) (2nd Edition) (Teaching Student-Centered Mathematics Series) Rapid Viz: A New Method for the Rapid Visualization of Ideas Berlitz Language: Rapid Russian: v. 1 (Berlitz Rapid) (English and Russian Edition) Liberating News: A Theology of Contextual Evangelization Confessions of an Autistic Theologian: A Contextual, Liberation Theology Fire Stick: The 2016 User Guide And Manual - Learn How To Install Android Apps On Your Fire TV Stick! (Streaming Devices, How To Use Fire Stick, Fire TV Stick User Guide) Modern Web Development: Understanding domains, technologies, and user experience (Developer Reference) Kindle Fire HD User Manual: The Complete User Guide With Instructions, Tutorial to Unlock The True Potential of Your Device in 30 Minutes (JULY 2016) Echo: The Ultimate User Guide to Master Echo In No Time (Echo 2016,user manual,web services,by ,Free books,Free Movie,Alexa ... Prime, smart devices, internet) (Volume 4) Forms that

Work: Designing Web Forms for Usability (Interactive Technologies) Persuasive Technology: Using Computers to Change What We Think and Do (Interactive Technologies) UNIX AWK and SED Programmer's Interactive Workbook (UNIX Interactive Workbook) Justin Bieber: JB Interactive Love Quiz (Interactive Quiz Books, Trivia Games & Puzzles all with Automatic Scoring) Interactive Japanese (Berlitz Interactive) Centered: Organizing the Body Through Kinesiology, Movement Theory and Pilates Techniques

[Dmca](#)