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As software engineering (SE) becomes specialized and fragmented, it is easy to lose sight that many topics in SE have common threads and because of this, a new or common principle can be discovered which has the propensity to propagate throughout this multifaceted discipline. This volume comprises the selection of extended versions of papers that were presented in their shortened form at the 2008 International Conference on Advanced Software Engineering and Its Applications (http://www.sersc.org/ASEA2008/) and 2009 Advanced Science and Technology International Conference.

Zeldman, author of Designing with Web Standards

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control at the right time. In this entertaining and insightful analysis, cognitive scientist Don Norman hails excellence of design as the most important key to regaining the competitive edge in influencing consumer behavior. Now fully expanded and updated, with a new introduction by the author, The Design of Everyday Things is a powerful primer on how-and why-some products satisfy customers while others only frustrate them. This three volume set provides the complete proceedings of the Ninth International Conference on Human-Computer Interaction held August, 2001 in New Orleans. A total of 2,738 individuals from industry, academia, research institutes, and governmental agencies from 37 countries submitted their work for presentation at the conference. The papers address the latest research and application in 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, and health care. Continuous improvements in technological applications have allowed more opportunities to develop systems with user-focused designs. This not only leads to higher success in day-to-day usage, but it increases the overall probability of technology adoption. Design Solutions for User-Centric Information Systems provides a comprehensive examination of the latest strategies and methods for creating technological systems with end users as the focal point of the design process. Highlighting innovative practices and applications across a variety of areas, such as cloud-based computing services, e-government adoption, and logistics evaluation, this book is an ideal reference source for computer engineers, practitioners, project managers, graduate students, and researchers interested in the enhancement of user-centric information system development. This is the second of a two-volume set that constitutes the refereed proceedings of the Second International Conference on Usability and Internationalization, UIHCII 2007, held in Beijing, China in July 2007. The papers of this second volume cover global and local user interfaces and are organized in topical sections on designing global and local products and services, as well as enhancing and personalizing the user experience. This book constitutes the refereed proceedings of the 6th International Workshop on Task Models and Diagrams for User Interface Design, TAMDUC 2007, held in Toulouse, France, in November 2007. 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. DESIGN YOUR OWN MOBILE APPS! Professional quality mobile UI template for app designers, developers, programmers, & web designers. Quickly visualize and sketch your designs in this simple storyboard style mobile UI template. Map out the overall user experience before spending countless hours on computer design applications. Present your rough ideas to clients and art directors, and receive feedbacks even before leaving the meeting. With this mobile UI template you'll save time and budget and avoid unnecessary digital designing and coding. This textbook is lightweight and can fit any backpack or portfolio. Great notebook for kids and adults. Click on the author's name for other creative books. Features of this book include: * Standard iPhone 6 plus scale template * College ruled alternating pages for journaling & notes * Dot-grid design area for accurate designing * Plenty of room for notes on the top and bottom of the template * 120 pages * 6x9 inches * Softcover binding * Durable, white paper * Sleek, glossy cover for a professional look* DESIGN YOUR OWN MOBILE APPS! Simple templates for designing your mobile apps. Focus on ease of use and website mapping. Professional quality mobile UI template for app designers, developers, programmers, & web designers. Quickly visualize and sketch your designs in this simple storyboard style mobile UI template. Map out the overall user experience before spending countless hours on computer design applications. Present your rough ideas, prototype mockups to clients and art directors, and receive feedbacks even before leaving the meeting. With this mobile UI template you'll save time and budget and avoid unnecessary digital designing and coding. This notebook is lightweight and can fit any backpack or portfolio. Great notebook for kids and adults. Click on the author's name for other creative books. Features of this book include: * 4 templates on each page * Standard iphone scale screen template * Dot-grid design area for accurate designing * Plenty of room for notes on the top and bottom of the template * 120 pages * 8.5x11 inches * Softcover binding * Durable, white paper * Sleek, glossy cover for a professional look* With over 100,000 iPhone applications and 125,000 registered iPhone developers, is it still possible to create a top-selling app that stands apart from the six-figure crowd? Of course, but you'll need more than a great idea and flawless code—an eye-catching and functional user interface design is essential. With this book, you'll get practical advice on user interface design from 10 innovative developers who, like you, have sat wondering how to best utilize the iPhone's minimal screen real estate. Their stories illustrate precisely why, with more apps and more experienced, creative developers, no iPhone app can succeed without a great user interface. Whatever type of iPhone project you have in mind-social networking app, game, or reference tool—you'll benefit from the information presented in this book. More than just tips and pointers, you'll learn from the authors' hands-on experiences, including: Dave Barnard of App Cubby on how to use Apple's user interface conventions and test for usability to achieve better results; Joachim Bondo, creator of Deep Green Chess, beats a classic design problem of navigating large dataset results in the realm of the iPhone; Former Apple employee Dan Burcaw tailors user interfaces and adds the power of CoreLocation, Address Book, and Camera to the social networking app, Brightkite; David Kaneda takes his Basecamp project management client, Outpost, from a blank page (literally) to a model of dashboard clarity; Craig Kemper focuses on the details that create an award-winning puzzle game; Tanzen and Zantommio Tim Novikoff, a graduate student in applied math with no programming experience, reduces a complex problem to simplicity in Flash of Genius; SAT Vocab Long-time Mac developer Chris Parish goes into detail on the creation of the digital postcard app, Postage, which won the 2009 Apple Design Award Flash developer Keith PETERS provides solutions for bringing games that were designed for a desktop screen to the small, touch-sensitive world of the iPhone; Jürgen Siebert, creator of FontShuffle, outlines the anatomy of letters and how to select the right fonts for maximum readability on the iPhone; and Eddie Wilson, an interactive designer, reveals the fine balance of excellent design and trial-by-fire programming used to create his successful app Snow Report Combined with Apress' best-selling Beginning iPhone 3 Development: Exploring the iPhone SDK, you'll be prepared to match great code with striking design and create the app that everyone is talking about. Discusses Web site hierarchy, usability, navigation systems, content labeling, configuring search systems, and managing the information architecture development process.