

Michael Richter Markus Flückiger

Usability Engineering kompakt

Benutzbare Produkte gezielt entwickeln

3. Auflage



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Grundlagen Des Usability Engineering German Edition

Rachel Sandford



Grundlagen Des Usability Engineering German Edition:

Grundlagen des Usability-Engineering Marcel Thum, 2008 Studienarbeit aus dem Jahr 2008 im Fachbereich BWL Informationswissenschaften Informationsmanagement Note 1,0 Universität Hildesheim Stiftung Software Systems Engineering Sprache Deutsch Abstract Die Ausarbeitung zum Thema Priorizing Web Usability befasst sich mit der Problemstellung einen Überblick über Usability Web Usability und Methoden und Verfahren zum Web Usability Engineering zu geben. Ziel ist es, einleitende Informationen für die systematische Entwicklung von flexiblen Benutzerschnittstellen in der Web Entwicklung bereitzustellen. Um in das Thema näher einzuführen ist es erforderlich, übliche Fachtermini zu klären und voneinander abzugrenzen. Für die erfolgreiche Gestaltung von Web Anwendungen ist es notwendig, Web Usability Aspekte zu kennen und bereits vor der Entwicklung in das Design einzuplanen. Diese Arbeit gibt keine ad hoc Anleitung wie und an welcher Stelle bestimmte Elemente auf einer Website platziert werden müssen, sondern greift Ergebnisse aus der Usability Forschung auf und beleuchtet diese. Eine Priorisierung der Usability Probleme bildet die Brücke von der Planung zur Entwicklung und Evaluation. Allgemeine Software Evaluations Methoden und Verfahren lassen sich für Web Anwendungen verwenden und geben Verbesserungsmöglichkeiten des Usability bevor die Seite online geht. Mit der rasanten Entwicklung des Internets haben sich bereits eigene Methoden zur Evaluation von Internetseiten entwickelt. Mit Hilfe dieser Methoden ist es möglich, Evaluationstests verteilt über das Internet durchzuführen. Die Beachtung der Usability Aspekte innerhalb der Planungsphase und der Einsatz von Methoden und Verfahren in während und nach der Entwicklung führen systematisch zu guter Benutzbarkeit von Web Anwendungen und sollen in dieser Arbeit vorgestellt werden. Schlagwörter: Usability Web Usability Usability Engineering Jakob Nielsen Usability Aspekte Usability Testing heuristische Evaluation Guidelines Checklisten Experience **HCI International 2022 Posters** Constantine Stephanidis, Margherita Antona, Stavroula Ntoa, 2022-06-16 The four volume set CCIS 1580 CCIS 1581 CCIS 1582 and CCIS 1583 contains the extended abstracts of the posters presented during the 24th International Conference on Human Computer Interaction HCII 2022 which was held virtually in June/July 2022. The total of 1276 papers and 275 posters included in the 40 HCII 2021 proceedings volumes was carefully reviewed and selected from 5583 submissions. The posters presented in these four volumes are organized in topical sections as follows: Part I: user experience design and evaluation, visual design and visualization, data information and knowledge, interacting with AI, universal access, accessibility and design for aging; Part II: multimodal and natural interaction, perception, cognition, emotion and psychophysiological monitoring, human motion modelling and monitoring, IoT and intelligent living environments; Part III: learning technologies, HCI cultural heritage and art, eGovernment and eBusiness, digital commerce and the customer experience, social media and the metaverse; Part IV: virtual and augmented reality, autonomous vehicles and urban mobility, product and robot design, HCI and wellbeing, HCI and cybersecurity.

Usabilitytests als Grundlage des täglichen Website Managements: Status Quo in deutschen Unternehmen und

Leitfaden zur optimalen Implementierung Sarah Blömer, 2010-11-03 Inhaltsangabe Einleitung Um die Wünsche und Bedürfnisse der Zielgruppe zufriedenzustellen wird die Kundenorientierung bei vielen Unternehmen in Bezug auf die Gestaltung des Webauftrittes in den Mittelpunkt gestellt. Der entscheidende Faktor hierbei ist das Qualitätsmerkmal Web Usability. Heutzutage ist die Entwicklung einer Webseite und oder Onlineanwendung nach Usabilitykriterien unumgänglich und sollte als Standard angesehen werden. Gehen wir davon aus, dass jede kompetente Onlineagentur eine neu beauftragte Webseite benutzerfreundlich umsetzt, dann ist es irrelevant, ob die Webseite ein Onlineshop oder eine Corporate Website eines Unternehmens ist, denn jede Seite muss benutzerfreundlich sein. Mit einer einmaligen benutzerfreundlichen Umsetzung ist es aber oftmals nicht getan. Nutzeranforderungen und Gewohnheiten der Zielgruppe eine Webseite zu nutzen ändern sich heutzutage in immer kürzeren Abständen. Betrachtet man zusätzlich noch die Webseiten-Anwendungen, die nicht unter Usabilityaspekten entwickelt wurden und schon einige Jahre online stehen, gibt es noch mehr Beweggründe, ob und warum die Unternehmen ihre Webseiten durch Usabilitymaßnahmen verbessern lassen sollten. Diese Gründe und das Thema Usability müssen im Unternehmen aber auch bekannt sein und vor allem ernst genommen werden. Die Berührungspunkte mit dem Thema sind schon vermehrt vorhanden und Usability ist keine Modeerscheinung mehr, sondern wird von vielen Produktmanagern im Onlinebereich hauptsächlich in großen Unternehmen als logische Konsequenz gesehen, wenn eine Webseite oder ein für den Kunden zur Verfügung stehendes Onlineprodukt am Markt wettbewerbsfähig sein soll. Gerade wenn es eine starke Konkurrenz gibt, kann man nichts mehr dem Zufall überlassen und muss frühzeitig optimieren. Ist der subjektiv wahrgenommene Konkurrenzdruck nicht so groß oder sind die Unternehmen mit dem erzielten Umsatz zufrieden, steht das Thema Usability manchmal hinten an. Dennoch natürlich verursacht der Einsatz von Usabilitymaßnahmen auch Kosten, und somit spielt das Kosten-Nutzen-Verhältnis eine wesentliche Rolle. Für Unternehmen ist es daher wichtig zu wissen, ob sich der Aufwand lohnt, ob eine langfristige Integration in die Unternehmensprozesse Sinn macht, worauf man dabei achten muss und wer der richtige Ansprechpartner bzw. Experte für dieses Thema sein kann. Problemstellung: Sucht man bei Amazon nach Büchern, die sich mit Usability beschäftigen, bekommt man 176. *Advances in Neuroergonomics and Cognitive Engineering* Kelly S. Hale, Kay M. Stanney, 2016-07-26 This book offers a broad perspective on the field of cognitive engineering and neuroergonomics. It covers emerging practices and future trends towards the harmonious integration of human operators with computational systems. The book reports on novel theoretical findings on mental workload and stress, activity theory, human reliability, error and risk, and neuroergonomic measures alike, together with a wealth of cutting edge applications. It describes key advances in the understanding of cognitive processes including mechanisms of perception, memory, reasoning, and motor response, giving a special emphasis to their role in the interactions between humans and the other elements of a computer based system. Based on the AHFE's main track on Neuroergonomics and Cognitive Engineering held on July 27-31, 2016 in Walt Disney World, Florida, USA, the book provides readers with a comprehensive view of the current challenges in cognitive computing and

factors influencing human performance

Information Technologies in Environmental Engineering Paulina

Golinska, Marek Fertsch, Jorge Marx-Gómez, 2011-06-23 This monograph contains recent studies in eco informatics promising ideas and new challenges in information management for supporting sustainability in companies and other organization The scope of this book includes sets of solutions which show different stakeholders viewpoints on sustainability In individual chapters authors discuss the role which Environmental Information Systems EIS play in the environmental conscious functioning of enterprise New models methods and tools supporting sustainability are presented Emphasis is placed on the innovative approach to eco friendly organization and coordination of transport logistics processes and operations management The information management and decision making in manufacturing and service organizations is highlighted The scope of this monograph also encompasses topics related to the modeling and monitoring of climate change *Mensch und Computer 2015 – Workshopband* Anette Weisbecker, Michael Burmester, Albrecht Schmidt, 2015-09-14 The Workshop Volume from the Humans and Computers Conference documents the advanced tutorials that were presented to deepen the understanding gained from the conference lectures It presents case studies along with accompanying exercises

Intercultural User Interface Design Rüdiger Heimgärtner, 2019-06-25 The path for developing an internationally usable product with a human machine interface is described in this textbook from theory to conception and from design to practical implementation The most important concepts in the fields of philosophy communication culture and Ethnocomputing as the basis of intercultural user interface design are explained The book presents directly usable and implementable knowledge that is relevant for the processes of internationalization and localization of software Aspects of software ergonomics software engineering and human centered design are presented in an intercultural context general and concrete recommendations and checklists for immediate use in product design are also provided Each chapter includes the target message its motivation and theoretical justification as well as the practical methods to achieve the intended benefit from the respective topic The book opens with an introduction illuminating the background necessary for taking culture into account in Human Computer Interaction HCI design Definitions of concepts are followed by a historical overview of the importance of taking culture into account in HCI design Subsequently the structures processes methods models and approaches concerning the relationship between culture and HCI design are illustrated to cover the most important questions in practice Digital Workplace Learning Dirk Ifenthaler, 2018-02-01 This book aims to provide insight into how digital technologies may bridge and enhance formal and informal workplace learning It features four major themes 1 Current research exploring the theoretical underpinnings of digital workplace learning 2 Insights into available digital technologies as well as organizational requirements for technology enhanced learning in the workplace 3 Issues and challenges for designing and implementing digital workplace learning as well as strategies for assessments of learning in the workplace 4 Case studies empirical research findings and innovative examples from organizations which successfully adopted digital workplace learning

Patient Safety: Delivering Cost-Contained, High Quality, Person-Centered, and Safe Healthcare Sandra C.

Buttigieg, Wilfried von Eiff, Vivienne Byers, Gianpaolo Tomaselli, 2020-09-03 This eBook is a collection of articles from a Frontiers Research Topic. Frontiers Research Topics are very popular trademarks of the Frontiers Journals Series: they are collections of at least ten articles all centered on a particular subject. With their unique mix of varied contributions from Original Research to Review Articles, Frontiers Research Topics unify the most influential researchers, the latest key findings and historical advances in a hot research area. Find out more on how to host your own Frontiers Research Topic or contribute to one as an author by contacting the Frontiers Editorial Office: frontiersin.org/about/contact.

Emerging Research and Trends in Interactivity and the Human-Computer Interface Blashki, Katherine, Isaias, Pedro, 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.

Simple and Simplified Languages
Andras Kornai, Sigal Uziel-Karl, Scott A. Hale, 2022-05-26
Kompendium multimediales Lernen Helmut M. Niegemann, Steffi Domagk, Silvia Hessel, Alexandra Hein, Matthias Hupfer, Annett Zobel, 2008-06-03 Multimediales Lernen hat sich in der modernen Lehr- und Lernlandschaft durchgesetzt. Neue Technologien schaffen neue Einsatzmöglichkeiten. Wie aber lässt sich die Qualität neuer multimedialer Lehr- und Lernangebote sichern? Welche Standards gibt es? Welche psychologisch-didaktischen Ansätze sind Grundlagen effektiven multimedialen Lernens? Welche Lehr- und lernpsychologischen Theorien und Befunde sind hilfreich bei der Konzeption? Welche technologischen Fragestellungen sind zu berücksichtigen? Das Kompendium *multimediales Lernen* ist als Lehr- und Handbuch konzipiert. In 33 Kapiteln werden alle wesentlichen Aspekte multimedialen Lehrens und Lernens dargestellt: Von der Planung und Konzeption auf der Grundlage didaktischer Entwurfsmuster, Design patterns, Interaktivitätsformen, CSCL und Evaluation bis hin zu Softwaresystemen, Werkzeugen wie Authoring Tools und E-Learning Standards. Das Buch wendet sich an Praktiker in der Aus- und Weiterbildung und E-Learning-Entwickler. Außerdem ist es für den Einsatz in der Lehre geeignet, insbesondere in Lehrveranstaltungen der Erziehungswissenschaften, Informatik und Psychologie.

The British National Bibliography Arthur James Wells, 1996
Proceedings of the 20th Congress of the International Ergonomics Association (IEA 2018) Sebastiano Bagnara, Riccardo Tartaglia, Sara Albolino, Thomas Alexander, Yushi Fujita, 2018-08-10 This book presents the proceedings of the 20th Congress of the International Ergonomics Association (IEA 2018) held on August 26-30, 2018 in Florence, Italy. By highlighting the latest theories and models as well as cutting edge technologies and applications and by combining findings from a range of disciplines including engineering,

design robotics healthcare management computer science human biology and behavioral science it provides researchers and practitioners alike with a comprehensive timely guide on human factors and ergonomics It also offers an excellent source of innovative ideas to stimulate future discussions and developments aimed at applying knowledge and techniques to optimize system performance while at the same time promoting the health safety and wellbeing of individuals The proceedings include papers from researchers and practitioners scientists and physicians institutional leaders managers and policy makers that contribute to constructing the Human Factors and Ergonomics approach across a variety of methodologies domains and productive sectors This volume includes papers addressing the following topics Ergonomics in Design Activity Theories for Work Analysis and Design and Affective Design Usability Engineering in der E-Collaboration Rainer Haas,2013-07-02 Rainer Haas zeigt dass Usability Engineering eine erhebliche Steigerung der Produktivität bewirkt da Arbeitsaufgaben in kürzerer Zeit und unter geringerer psychischer Belastung durchgeführt werden Er behandelt folgende Themen Erfolgsfaktoren für das Innovationsmanagement zwischen Unternehmen Beurteilung der Qualität von Web Applikationen Eignung von E Collaborationsplattformen zur Produktentwicklung und effizientes Management virtueller Teams Kundenorientierte Softwareproduktion ,2013-11-11 Technologien sind auf eine bestimmte Art und Weise mit lebenden Wesen zu vergleichen sie nehmen eine Entwicklung von der Jugend über das Erwachsensein hin zur Reife und dann dem alltäglichen Vergehen gegenüber den dann frischen neuen Technologien Die Elektronische Datenverarbeitung befindet sich dann mit einiger Sicherheit derzeit in einer Phase in der sie noch sehr deutlich durch ihr Elternhaus gekennzeichnet ist aber diesem doch bereits teilweise zu entrinnen sucht In dieser Phase bei Menschen wäre das die Pubertät und diese Metapher ließe sich auch noch recht gut erweitern sind Ausbruchsversuche nicht ungewöhnlich berträgt man dies auf die zuständige Wissenschaft die Informatik dann ist zu erwarten da die Menge der interdisziplinären Ausbruchsversuche zunehmen wird und jeden dieser Versuche sollte man als weiteren Schritt in die Erwachsenenheit begreifen Degens Arbeit markiert einige dieser Ausbruchrichtungen Die Elternstube der Elektronischen Datenverarbeitung ist das Büro und das lässt sie uns auch deutlich anmerken graue kantige schmucklose Geräte funktionale aber umständliche Software schmucklose und irgendwie funktionierende Oberflächen deren größter Stolz ist da sie der Schreibtischoberfläche nachgebildet sind als ob normale Schreibtische eine besondere kulturelle Errungenschaft seien Die Produkte der Informatik sind bisher vor allem Informatik Produkte d.h Produkte die ihre Funktionalität und Erscheinungsweise dem Entwicklungsstand und der Weitsicht der Informatik verdanken Dies macht sie für Normalmenschen eher befremdlich weil sie sich nicht auf die Lebenswelten und Weltansichten dieser Normalmenschen einrichten eWork and eBusiness in Architecture, Engineering and Construction Ardeshir Mahdavi,Bob Martens,Raimar Scherer,2014-08-21 In the last two decades the biannual ECPPM European Conference on Product and Process Modelling conference series has provided a unique platform for the presentation and discussion of the most recent advances with regard to the ICT Information and Communication Technology applications in the AEC FM Architecture Engineering

Construction and *Grundlagen und Anwendungen der Mensch-Maschine-Interaktion* Brandenburg, Elisabeth ,Doria, Laura,Gross, Alice,Günzler, Torsten,Smieszek, Hardy,2014-02-07 Der vorliegende Tagungsband zur 10 Berliner Werkstatt Mensch Maschine Systeme gibt einen Einblick in die aktuelle Forschung im Bereich der Mensch Maschine Interaktion Einen besonderen Fokus stellt das Wechselspiel von Grundlagenforschung und anwendungsbezogener Forschung dar was sich im breiten Themenspektrum widerspiegelt welches von theoretischen und methodischen Betrachtungen bis hin zu anwendungsnahen Fragestellungen reicht Dabei finden Inhalte aus allen Phasen des Forschungsprozesses Beachtung sodass auch im Rahmen der 10 Berliner Werkstatt MMS wieder sowohl neue Untersuchungskonzepte als auch abschließende Befunde diskutiert werden Zentrale Themengebiete sind u a Fahrer Fahrzeug Interaktion Assistenzsysteme User Experience Usability Ubiquitous Computing Mixed Virtual Reality Robotics Automation Wahrnehmungsspezifika sowie Psychophysiologie und Beanspruchung in der Mensch Maschine Interaktion The proceedings of the 10th Berlin Workshop Human Machine Systems provide an insight into the current research in the field of human machine interaction The main focus lies on the interplay between basic and applied research which is reflected in the wide range of subjects from theoretical and methodological issues to application oriented considerations Again all stages of the research process are represented in the contributions of the 10th Berlin Workshop HMS This means new research concepts as well as final results are subject of this volume Central topics include driver vehicleinteraction assistance systems user experience usability ubiquitous computing mixed and virtual reality robotics automation perception specifics Mensch & Computer 2013 – Workshopband Susanne Boll-Westermann,Susanne Maaß,Rainer Malaka,2013-08-20 Mensch Computer ist die jährliche Tagung des Fachbereichs Mensch Computer Interaktion der Gesellschaft für Informatik GI und die führende Veranstaltung zu diesem Thema im deutschsprachigen Raum Hier treffen sich Personen aus Wissenschaft und Praxis um neueste Forschungsergebnisse zu diskutieren Erfahrungen auszutauschen und neue Produkte und Methoden kennen zu lernen Die Tagung bietet Einblicke in die Entwicklungen in den Bereichen Usability User Experience Mensch Computer Interaktion und Gestaltung interaktiver Medien Die Fachtagung Mensch Computer 2013 in Bremen steht unter dem Motto Interaktive Vielfalt und richtet das Augenmerk auf die Diversität der Nutzerinnen und Nutzer die Unterschiedlichkeit ihrer Lebenslagen und Nutzungskontexte sowie der technischen Ausstattungen die sie verwenden Der Band versammelt die Beiträge zu den Workshops und die Kurzbeschreibungen der interaktiven Demos Betriebliche Informationssysteme in der Automobilproduktion Bernd Rudow,Hans-Christian Heidecke,2014-06-23 Ohne moderne Informationssysteme wäre die Produktion von Fahrzeugen und deren Komponenten undenkbar Demzufolge gewinnen sie als Führungsinstrument in der Automobilindustrie an Bedeutung Da betriebliche Informationssysteme bislang in der Entwicklung und im Betrieb primär auf Funktionalität bezogen sind wird die Nutzerperspektive betont Das heißt die Bedürfnisse der Systemnutzer sind stärker zu beachten Dabei werden das soziotechnische System und das Nutzungserleben thematisiert Ein weiterer Schwerpunkt ist die Anwendung von

Informationssystemen zur Fabriksteuerung. Hier haben Kennzahlen eine zentrale Stellung. Am Beispiel eines Automobilwerkes wird die Vorgehensweise beim Rollout und Betrieb eines Steuerungs- und Informationssystems demonstriert. Ein praxisrelevantes Thema ist das Informationsmanagement auf dem Shopfloor, das anhand eines VW-Werkes dargestellt wird. Schließlich wird ein Konzept zur Nutzenbestimmung von IT-Systemen vorgestellt. Das Buch richtet sich an Fach- und Führungskräfte in der Automobilindustrie, zudem an Wissenschaftler und Studenten von Informations- und Automotive Studiengängen verschiedenster Art wie z. B. Automobilmanagement, Wirtschaftsfahrzeugbau, Produktion und Informatik, ferner Informationswissenschaft, Information Design, Informationstechnologie, Informatik, Wirtschaftsingenieurwesen, Arbeitswissenschaft, Maschinenbau, Industrial Engineering und Arbeitsorganisationen und Ingenieurpsychologie.

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Table of Contents Grundlagen Des Usability Engineering German Edition

1. Understanding the eBook Grundlagen Des Usability Engineering German Edition
 - The Rise of Digital Reading Grundlagen Des Usability Engineering German Edition
 - Advantages of eBooks Over Traditional Books
2. Identifying Grundlagen Des Usability Engineering German Edition
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Grundlagen Des Usability Engineering German Edition
 - User-Friendly Interface
4. Exploring eBook Recommendations from Grundlagen Des Usability Engineering German Edition
 - Personalized Recommendations
 - Grundlagen Des Usability Engineering German Edition User Reviews and Ratings
 - Grundlagen Des Usability Engineering German Edition and Bestseller Lists

5. Accessing Grundlagen Des Usability Engineering German Edition Free and Paid eBooks
 - Grundlagen Des Usability Engineering German Edition Public Domain eBooks
 - Grundlagen Des Usability Engineering German Edition eBook Subscription Services
 - Grundlagen Des Usability Engineering German Edition Budget-Friendly Options
6. Navigating Grundlagen Des Usability Engineering German Edition eBook Formats
 - ePub, PDF, MOBI, and More
 - Grundlagen Des Usability Engineering German Edition Compatibility with Devices
 - Grundlagen Des Usability Engineering German Edition Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Grundlagen Des Usability Engineering German Edition
 - Highlighting and Note-Taking Grundlagen Des Usability Engineering German Edition
 - Interactive Elements Grundlagen Des Usability Engineering German Edition
8. Staying Engaged with Grundlagen Des Usability Engineering German Edition
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Grundlagen Des Usability Engineering German Edition
9. Balancing eBooks and Physical Books Grundlagen Des Usability Engineering German Edition
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Grundlagen Des Usability Engineering German Edition
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Grundlagen Des Usability Engineering German Edition
 - Setting Reading Goals Grundlagen Des Usability Engineering German Edition
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Grundlagen Des Usability Engineering German Edition
 - Fact-Checking eBook Content of Grundlagen Des Usability Engineering German Edition
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning

- Utilizing eBooks for Skill Development
- Exploring Educational eBooks

14. Embracing eBook Trends

- Integration of Multimedia Elements
- Interactive and Gamified eBooks

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