Axure Rp Prototyping Cookbook Krahenbuhl John Henry

How Your Business Can Use the Science That Helped Win the White House The average conversion rate—the rate at which visitors convert into customers—across the web is only 2%. That means it's likely that 98% of visitors to your website won't end up converting into customers. What's the solution? A/B testing. A/B testing is the simple idea of showing several different versions of a web page to live traffic, and then measuring the effect each version has on visitors. Using A/B testing, companies can improve the effectiveness of their marketing and user experience and, in doing so, can sometimes double or triple their conversion rates. Testing has been fundamental in driving the success of Google, Amazon, Netflix, and other top tech companies. Even Barack Obama and Mitt Romney had dedicated teams A/B testing their campaign websites during the 2012 Presidential race. In the past, marketing teams were unable to unleash the power of A/B testing because it required costly engineering and IT resources. Today, a new generation of technology that enables marketers to run A/B tests without depending on engineers is emerging and quickly becoming one of the most powerful tools for making data-driven decisions. Authors Dan Siroker and Pete Koomen are cofounders of Optimizely, the leading A/B testing platform used by more than 5,000 organizations across the world. A/B Testing: The Most Powerful Way to Turn Clicks Into Customers offers best practices and lessons learned from more than 300,000 experiments run by Optimizely customers. You'll learn: What to test How to choose the testing solution that's right for your organization How to assemble an A/B testing dream team How to create personalized experiences for every visitor And much more Marketers and web professionals will become obsolete if they don't embrace a data-driven approach to decision making. This book shows you how, no matter your technical expertise.

Complete guide to explore 3d printing, scanning, sculpting, and milling DESCRIPTION This book 3D Printing Made Simple takes you through this exciting innovation, a technology called 3D Printing. It is revolutionising the way we do a lot of things and not just the creation of physical objects. The huge growth rates are a direct result of its applications for prototyping and mass production in a number of industries, thanks to an ever-increasing list of 3D printable materials. The World Economic Forum describes it as one of the four pillars of the 4th Industrial Revolution alongside AR, VR & AI, big data, blockchains etc. Many developing countries like India, completely missed the 1st two industrial revolutions (steam & petrol engines) and partially benefitted in the 3rd (electronics/computers). Now can we afford to not, or just partially participate in the 4th Industrial Revolution? Book adopts a practical approach, with step-by-step instructions to help guide readers. Lots of screenshots are given for each and every step where needed to design a high-quality model in Blender for 3D printing. KEY FEATURES Step-by-step guide to learn the techniques, methodologies, and finished products Learn to employ 3D technology in new and inventive ways Know to enlarge, reduce, and repurpose existing artwork. Book is a practical tutorial, packed with real-world case studies to help you to design models that print right the first time. Learn to design models, choose materials, work with different printers, and integrate 3D printing with traditional prototyping to make techniques more efficient. WHAT WILL YOU LEARN 3D Printing/3D Prototyping, its history, process, applications, SDG Goals. 3D Printing technologies, SWOT Analysis WHO THIS BOOK IS FOR If you are a Blender user or someone who wants to make 3D objects suitable for 3D printing and if you are familiar with SketchUp and want to print the models which you have designed, then this book is ideal for you. Table of Contents 1. Part 1 1.1 What is the future going to be? An overview 1.2 4th Industrial Revolution 1.3 History of 3D Printing and what humans want 1.4 What is 3D Printing or 3D Prototyping and how it differs from the traditional

prototyping?. 1.5 The process of 3D Printing 1.6 Example & Applications of 3D Printing 1.7 Utility of 3D Printing 1.8 Comparing 3D Printing to Mass Production 1.9 UN – SDG Goals & 3D Printing Summing up Part 1 2. Part 2 2.1 Advantages of 3D Printing & where it's ideal 2.2 Kinds of 3D Printing technologies 2.3 SWOT Analysis of 3D Printing & survey results 2.4 3D Printing in Schools & Universities 2.5 3D Printing & how to empower ourselves 2.6 Introduction to Design 2.7 Live Use cases 2.8 What we do 2.9 Wrapping Up Part 2

This book is a step-by-step tutorial which includes hands-on examples and downloadable Axure files to get you started with mobile prototyping immediately. You will learn how to develop an application from scratch, and will be guided through each and every step.If you are a mobile-centric developer/designer, or someone who would like to take their Axure prototyping skills to the next level and start designing and testing mobile prototypes, this book is ideal for you. You should be familiar with prototyping and Axure specifically, before you read this book.

Stranded in the middle of nowhere, you have to fight to survive! When the members of Junior Action News Team crash land in the Alaskan backwoods, one thing is clear: not everyone is going to survive. No cell phones. No internet. Their supplies are limited, as is their knowledge of the wilderness. Part of the group wants to wait it out. Other wants to search for help. But above all they must stay alive!

Learn how to unify Customer Experience, User Experience and more to shape lasting customer engagement in a world of rapid change. About This Book An introductory guide to Experience Design that will help you break into XD as a career by gaining A strong foundational knowledge Get acquainted with the various phases of a typical Experience Design workflow Work through the key process and techniques in XD, supported by most of the common use cases Who This Book Is For This book is for designers who wish to enter the field of UX Design, especially Programmers, Content Strategists, and Organizations keen to understand the core concepts of UX Design. What You Will Learn Understand why Experience Design (XD) is at the forefront of business priorities, as organizations race to innovate products and services in order to compete for customers in a global economy driven by technology and change Get motivated by the numerous professional opportunities that XD opens up for practitioners in wide-ranging domains, and by the stories of real XD practitioners Understand what experience is, how experiences are designed, and why they are effective Gain knowledge of user-centered design principles, methodologies, and best practices that will improve your product (digital or physical) Get to know your X's and D's—understand the differences between XD and UX, CX, IxD, IA, SD, VD, PD, and other design practices In Detail We live in an experience economy in which interaction with products is valued more than owning them. Products are expected to engage and delight in order to form the emotional bonds that forge long-term customer loyalty: Products need to anticipate our needs and perform tasks for us: refrigerators order food, homes monitor energy, and cars drive autonomously; they track our vitals, sleep, location, finances, interactions, and content use; recognize our biometric signatures, chat with us, understand and motivate us. Beautiful and easy to use, products have to be fully customizable to match our personal preferences. Accomplishing these feats is easier said than done, but a solution has emerged in the form of Experience design (XD), the unifying approach to fusing business, technology and design around a user-centered philosophy. This book explores key dimensions of XD: Close collaboration among interdisciplinary teams, rapid iteration and ongoing user validation. We cover the processes, methodologies, tools, techniques and best-practices practitioners use throughout the entire product development life-cycle, as ideas are transformed to into positive experiences which lead to perpetual customer engagement and brand loyalty.

In this practical guide, experienced embedded engineer Lewin Edwards demonstrates faster, lower-cost methods for developing high-end embedded systems. With today's tight schedules and lower budgets, embedded designers are under greater pressure to deliver prototypes and system designs faster and cheaper. Edwards demonstrates how the use of the right tools and operating systems can make seemingly

impossible deadlines possible. Designer's Guide to Embedded Systems Development shares many advanced, in-the-trenches design secrets to help engineers achieve better performance on the job. In particular, it covers many of the newer design tools supported by the GPL (GNU Public License) system. Code examples are given to provide concrete illustrations of tasks described in the text. The general procedures are applicable to many possible projects based on any 16/32-bit microcontroller. The book covers choosing the right architecture and development hardware to fit the project; choosing an operating system and developing a toolchain; evaluating software licenses and how they affect a project; step-by-step building instructions for gcc, binutils, gdb and newlib for the ARM7 core used in the case study project; prototyping techniques using a custom printed circuit board; debugging tips; and portability considerations. A wealth of practical tips, tricks and techniques Design better, faster and more cost-effectively

This highly practical cookbook is comprised of easytofollow, stepbystep recipes to improve your efficiency and take your Axure skills to the next level of expertise.If you are a designer, information architect, business analyst or user experience professional who wants to gain advanced prototyping skills with Axure, this book will be ideal for you. Some experience with prototyping is preferred.

These days, consumers have real power: they can research companies, compare ratings, and find alternatives with a simple tap. Focusing on customer needs isn't a nice–to–have, it's a strategic imperative. The Jobs To Be Done Playbook (JTBD) helps organizations turn market insight into action. This book shows you techniques to make offerings people want, as well as make people want your offering.

Research Practice takes you inside the field of applied user research through the stories and experiences of the people doing the work. You'll learn the day-to-day of the practice of user research - what it looks like to work with peers and stakeholders, to raise awareness of research, to make tradeoffs, and to build a larger team.

Get proficient in building beautiful and appealing mobile interfaces (UI) with this complete mobile user experience (UX) design guide. About This Book Quickly explore innovative design solutions based on the real needs of your users. Create low and high fidelity prototypes using some of the best tools. Master a pragmatic design process to create successful products. Plan an app design from scratch to final test, with real users. Who This Book Is For This book is for designers, developers and product managers interested in creating successful apps. Readers will be provided with a process to produce, test and improve designs based on best practices. What You Will Learn Plan an app design from scratch to final test, with real users. Learn from leading companies and find working patterns. Apply best UX design practices to your design process. Create low and high fidelity prototypes using some of the best tools. Follow a step by step examples for Tumult Hype and Framer Studio. Test your designs with real users, early in the process. Integrate the UX Designer profile into a working team. In Detail User experience (UX) design provides techniques to analyze the real needs of your users and respond to them with products that are delightful to use. This requires you to think differently compared to traditional development processes, but also to act differently. In this book, you will be introduced to a pragmatic approach to exploring and creating mobile app solutions, reducing risks and saving time during their construction. This book will show you a working process to quickly iterate product ideas with low and high fidelity prototypes, based on professional

tools from different software brands. You will be able to quickly test your ideas early in the process with the most adequate prototyping approach. You will understand the pros and cons of each approach, when you should use each of them, and what you can learn in each step of the testing process. You will also explore basic testing approaches and some more advanced techniques to connect and learn from your users. Each chapter will focus on one of the general steps needed to design a successful product according to the organization goals and the user needs. To achieve this, the book will provide detailed hands-on pragmatic techniques to design innovative and easy to use products. You will learn how to test your ideas in the early steps of the design process, picking up the best ideas that truly work with your users, rethinking those that need further refinement, and discarding those that don't work properly in tests made with real users. By the end of the book, you will learn how to start exploring and testing your design ideas, regardless the size of the design budget. Style and approach A quick and simple guide to design and test a mobile application from the UX design point of view

'Theory for Religious Studies' takes major theoretical writers in the humanities & social sciences, & explains their relevance to the study of religion.

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 CDToolsâ„¢, the first application designed to support customer-centered design.

The hardcover, fully updated edition of the only multi-craft trade guide Respected by generations of skilled workers,

Audel Millwright's and Mechanic's Guide is the only trade manual to cover maintenance and troubleshooting for all the mechanical trades in a single volume. Now available in hardcover, it covers the newest equipment on shop floors as well as older machinery, sometimes more than 30 years old, for which little maintenance and repair information remains available. Millwrights, mechanics, machinists, carpenters, pipe fitters, electricians, engineers, and those who supervise them will find this book invaluable. The only hardcover maintenance and repair manual to cover all the mechanical trades in one guide This updated guide covers new industrial machinery as well as 30-year-old equipment for which little information can be found Essential for those who repair machinery as well as machinists, carpenters, pipe fitters, electricians, millwrights, mechanics, engineers, mechanical technicians, industrial maintenance managers, and construction tradespeople This hardcover edition of Audel Millwright's and Mechanic's Guide is as valuable to today's skilled workers as previous editions were to their fathers and grandfathers.

Written in a cookbook style, this book offers solutions using a recipe based approach. Each recipe contains step-by-step instructions followed by an analysis of what was done in each task and other useful information. The cookbook approach means you can dive into whatever recipes you want in no particular order. The iPhone Interface Cookbook is written from the ground up for people who are new to iOS or application interface design in general. Each chapter discusses the reasoning and design strategy behind critical interface components, as well as how to best integrate each into any iPhone or iPad application. Detailed and straight-forward recipes help give guidance and build understanding far beyond what is offered through Apple's Human Interface Guidelines.

There was a time when Davis Cup winner Chris Monte had it all. Now, down and out in Dade County, restringing racquets at a South Beach tennis shop and hiring himself out for an occasional lesson, he's dead broke. Then, along comes Elizabeth Jones, a mousy student with an irresistible proposition: fifty thousand dollars in exchange for marrying her. As sole beneficiary of the Valentine estate, Elizabeth is set to inherit a fortune. There's only one stipulation: She must be married. She'll collect, they'll divorce, and Chris will get paid off. Simple. But there are a few details Elizabeth left out, including the other claimants who are ruthlessly scheming to get their shares;her former boss, a goon with shady connections;her institutionalized mother, the target of whispers and gossip;the syndicate representative behind the execution of the will;and the pressing question of the actual identity of the deceased. Before long, Chris is in over his head. And wondering what his real part is in this twisted game of family secrets, Chris has good reason to fear that in agreeing to marry Elizabeth, he's set in motion the carefully drawn plans for his own murder. From a Mystery Writers of America Grand Master, The Valentine Estate is a gripping thriller and was named an Edgar Award finalist for Best Novel. Without words, apps would be an unusable jumble of shapes and icons, while voice interfaces and chatbots wouldn't

even exist. Words make software human–centered, and require just as much thought as the branding and code. This book will show you how to give your users clarity, test your words, and collaborate with your team. You'll see that writing is designing.

A concise, briskly-written over-view of the Cold War, drawing on the latest archival evidence and scholarly research and including a discussion of Cold War historiography and an introductory section containing primary documents. Harper illuminates the deep-seated behaviour patterns influencing both the Soviet Union and the United States: the search for security through expansion and military might, the belief in a "messianic" mission to uplift humanity, but also areadiness to live and let live based on membership in a common state system and a shared interest in survival. He stresses ways in which internal competitions for political power biased both the U.S.and Soviet systems towards bellicosity and obsessive preparation for a hot war that no one seriously intended to begin. And he addresses major questions such as how it began, why it never developed into a major 'hot' war, and the reasons why it came to an end.

Everything we use, from social media, to our homes, to our highways, was designed by someone. But how did they decide on what was good for the rest of us? What did they get right and where have they let us down? And what can we learn from the way these experts think that can help us in how we make decisions in our own lives? In How Design Makes The World, bestselling author and designer Scott Berkun takes readers on a journey exploring how designers of all kinds, from software engineers, to urban planners, have succeeded and failed us. By examining daily experiences like going to work, shopping for food, or even just using social media on their phones, readers will learn to see the world in a new and powerful way. They'll ask better questions of the things they buy, use, and make, and discover how easy it is to use ideas from great designers to improve their everyday lives.

Information is easy. Understanding is hard. From incomprehensible tax policies to confusing medical explanations, we're swamped with information that we can''t make sense of. Figure It Out shows us how to transform information into better presentations, better meetings, better software, and better decisions. So take heart: under the guidance of Anderson and Fast, we can, in fact, figure it out—for ourselves and for others.

Axure RP Prototyping CookbookPackt Pub Limited

How the tools of design research can involve designers more directly with objects, products and services they design; from human-centered research methods to formal experimentation, process models, and application to real world design problems. The tools of design research, writes Brenda Laurel, will allow designers "to claim and direct the power of their profession." Often neglected in the various curricula of design schools, the new models of design research described in this book help designers to investigate people, form, and process in ways that can make their work more potent and more delightful. "At the very least," Peter Lunenfeld writes in the preface, "design research saves us from reinventing the wheel. At its best, a lively research methodology can reinvigorate the passion that so often fades after designers join the profession." The goal of the book is to introduce designers to the many research tools that can be used to inform design as well as to ideas about how and when to deploy them effectively. The chapter authors come from diverse institutions and enterprises, including Stanford University, MIT, Intel, Maxis, Studio Anybody, Sweden's HUMlab, and Big Blue Dot. Each has something to say about how designers make themselves better at what they do through research, and illustrates it with real world examples—case studies, anecdotes, and images. Topics of this multi-voice conversation include qualitative and quantitative methods, performance ethnography and design improvisation, trend

research, cultural diversity, formal and structural research practice, tactical discussions of design research process, and case studies drawn from areas as unique as computer games, museum information systems, and movies. Interspersed throughout the book are one-page "demos," snapshots of the design research experience. Design Research charts the paths from research methods to research findings to design principles to design results and demonstrates the transformation of theory into a richly satisfying and more reliably successful practice. If you are a user experience professional, designer, information architect, or business analyst who wants to gain interactive prototyping skills with Axure, then this book is ideal for you. Some familiarity with Axure is preferred but not essential.

Have you ever struggled to move a key innovation project forward at work? Based on his experiences running Design Sprints for top companies, Douglas Ferguson wrote Beyond the Prototype to offer practical advice for people shifting from discovery to realization. Full of stories from companies like Google, Liberty Mutual, and Adobe, this guide outlines six steps that every team should take to launch their vision.

Become an Axure Master! Explore designs and interactions leveraging adaptive views, AxShare plugins, repeaters and more! About This Book Optimize designs for desktop, tablet and mobile viewports with Adaptive Views Build mastery of Repeater widgets and interactions Expand Axure's core interactions by using AxShare Plugins with JavaScript Who This Book Is For If you are a user experienced professional, designer, information architect or business analyst who wants to explore common design patterns and enhance your interactive prototyping skills with Axure, then this book is ideal for you. Having some experience in creating wireframes as well as an interest in interaction design and want to create immersive interactive prototypes will be a add-on bonus. What You Will Learn Explore foundational interactions for popular design patterns. Construct advanced interactions (i.e. parallax scrolling, etc.) using the default widget library Expand Axure's core set of interactions by using AxShare Plugins with JavaScript Construct a reusable Social Media module that includes live feeds from Facebook, Twitter, Instagram and Pinterest Build a Community Site that includes header and footer masters, and an interactive Carousel Leverage the Repeater widget to create an adaptive Photo Gallery Create a Photo Contest with registration for desktop, tablet and mobile viewports utlizing Adaptive Views. Enable an interactive eCommerce Shopping Cart optimized for desktop, tablet and mobile using an adaptive repeater widget In Detail Axure garners rave reviews from the design community and is one of the leading tools for rapid prototyping in use today. With Axure one can easily create wireframes and clickable prototypes. Additional enhancements to Axure (e.g. the Repeater widget and Adaptive Views) as well as AxShare (e.g. AxShare Plugins) and the AxShare Mobile App, provide a new level of prototyping excellence. To begin, this book provides you with a rapid introduction to Axure's interfaces and adaptive views and quickly familiarizes you with pages, panes, and the design area. After a brief introduction to Axure, this book will help you to develop the capabilities to build simple to more complex interactive prototypes. This goal will be accomplished with a quick run through of Axure's fundamentals, followed by an exploration of detailed blueprints of different prototypes. From there, you'll walk through creating common interactions for a header, an interactive carousel, right column feed to social media channels, and a footer for a community site prototype. You'll also learn how to build a Content Aggregator, pulling together information from multiple sources and a sample portfolio prototype. You'll learn to incorporate social media feeds from Facebook and Twitter and also build a photo contest for a Facebook application. Towards the end of the book you'll utilize the Repeater Widget to build an eCommerce prototype. This book will exhibit to novice as well as experienced users, common design patterns for exploration and continued learning. Equipped with these new design patterns and methods, readers can complete engaging interactive projects faster. Style and approach Starting with the fundamentals, you will create progressively complex prototypes while learning basic, intermediate, and advanced

interactions in Axure. You will apply what you learn to create an increasingly interactive prototype.

The Magical Crimes Division of the FBI has been loaned out to WITSEC to help protect a very valuable witness. The only problem is they don't like FBI Agents and refuse to allow them to take him. Agatha and her charge are plagued with Magickal Assassins, Evil Witches, and Fergus her Mini Unicorn. What is one Witch to do when even members of your own family are trying to kill you?

Effective Prototyping for Software Makers is a practical, informative resource that will help anyone—whether or not one has artistic talent, access to special tools, or programming ability—to use good prototyping style, methods, and tools to build prototypes and manage for effective prototyping. This book features a prototyping process with guidelines, templates, and worksheets; overviews and step-by-step guides for nine common prototyping techniques; an introduction with step-by-step guidelines to a variety of prototyping tools that do not require advanced artistic skills; templates and other resources used in the book available on the Web for reuse; clearly-explained concepts and guidelines; and full-color illustrations and examples from a wide variety of prototyping processes, methods, and tools. This book is an ideal resource for usability professionals and interaction designers; software developers, web application designers, web designers, information architects, information and industrial designers. * A prototyping process with guidelines, templates, and worksheets; * Overviews and step-by-step guides for 9 common prototyping techniques; * An introduction with step-by-step guidelines to a variety of prototyping tools that do not require advanced artistic skills; * Templates and other resources used in the book available on the Web for reuse; * Clearly-explained concepts and guidelines; * Full-color illustrations, and examples from a wide variety of prototyping processes, methods, and tools. * www.mkp.com/prototyping

Many businesses are based on creating desirable experiences, products and services for users. However in spite of this, companies often fail to consider the end user - the customer - in their planning and development processes. As a result, organizations find themselves spending huge sums of money creating products and services that, quite simply, don't work. User experience research, also known as UX research, focuses on understanding user behaviours, needs and motivations through a range of observational techniques, task analysis and other methodologies. User Research is a practical guide that shows readers how to use the vast array of user research methods available. Covering all the key research methods including face-to-face user testing, card sorting, surveys, A/B testing and many more, the book gives expert insight into the nuances, advantages and disadvantages of each, while also providing guidance on how to interpret, analyze and share the data once it has been obtained. Ultimately, User Research is about putting natural powers of observation and conversation to use in a specific way. The book isn't bogged down with small, specific, technical detail - rather, it explores the fundamentals of user research, which remain true regardless of the context in

which they are applied. As such, the tools and frameworks given here can be used in any sector or industry, to improve any part of the customer journey and experience; whether that means improving software, websites, customer services, products, packaging or more.

This book constitutes the joint refereed proceedings of the 19th International Conference on Next Generation Teletraffic and Wired/Wireless Advanced Networks and Systems, NEW2AN 2019, and the 12th Conference on Internet of Things and Smart Spaces, ruSMART 2019. The 66 revised full papers presented were carefully reviewed and selected from 192 submissions. The papers of NEW2AN address various aspects of next-generation data networks, with special attention to advanced wireless networking and applications. In particular, they deal with novel and innovative approaches to performance and efficiency analysis of 5G and beyond systems, employed game-theoretical formulations, advanced queuing theory, and stochastic geometry, while also covering the Internet of Things, cyber security, optics, signal processing, as well as business aspects.ruSMART 2019, provides a forum for academic and industrial researchers to discuss new ideas and trends in the emerging areas. The 12th conference on the Internet of Things and Smart Spaces, ruSMART 2019, provides a forum for academic and industrial researchers to discuss new ideas and trends in the emerging areas.

An easy to follow, example-based guide introducing you to the world of user experience design through the author's real world experiences Whether you are looking to become a professional UX Designer, or just need to get the job done, the principles and processes discussed in this book will help you understand how to craft reliably effective and successful design solutions.

Over 60 recipes and solutions for inventors, makers, and budding engineers to create projects using the BeagleBone Black About This Book Learn how to develop applications with the BeagleBone Black and open source Linux software Sharpen your expertise in making sophisticated electronic devices Explore the BeagleBone Black with this easy-to-succeed recipe format Who This Book Is For If you are a hardware, Linux, and/or microcomputing novice, or someone who wants more power and possibilities with product prototypes, electronic art projects, or embedded computing experiments, then this book is for you. It is for Internet of Things enthusiasts who want to use more sophisticated hardware than the Raspberry Pi or the Arduino can provide. Whether you are an engineering student, a DIYer, an inventor, or a budding electronics enthusiast, this book delivers accessible, easy-to-succeed instructions for using an advanced microcomputing platform. What You Will Learn Set up and run the BeagleBone Black for the first time Learn the basics of microcomputing and Linux using the command line and easy kernel mods Make introductory projects with Python, JavaScript, BoneScript, and Node.js Explore physical computing and simple circuits using buttons, LEDs,

sensors, and motors Discover the unique features of the BeagleBone Black and its real-time computing functions Build intermediate level audio and video applications Assemble and add ingredients for creating Internet of Things prototypes In Detail There are many single-board controllers and computers such as Arduino, Udoo, or Raspberry Pi, which can be used to create electronic prototypes on circuit boards. However, when it comes to creating more advanced projects, BeagleBone Black provides a sophisticated alternative. Mastering the BeagleBone Black enables you to combine it with sensors and LEDs, add buttons, and marry it to a variety of add-on boards. You can transform this tiny device into the brain for an embedded application or an endless variety of electronic inventions and prototypes. With dozens of how-tos, this book kicks off with the basic steps for setting up and running the BeagleBone Black for the first time, from connecting the necessary hardware and using the command line with Linux commands to installing new software and controlling your system remotely. Following these recipes, more advanced examples take you through scripting, debugging, and working with software source files, eventually working with the Linux kernel. Subsequently, you will learn how to exploit the board's real-time functions. We will then discover exciting methods for using sound and video with the system before marching forward into an exploration of recipes for building Internet of Things projects. Finally, the book finishes with a dramatic arc upward into outer space, when you explore ways to build projects for tracking and monitoring satellites. Style and approach This comprehensive recipe book deconstructs a complex, often confusing piece of technology, and transforms it to become accessible and fun with snappy, unintimidating prose, and extensive easy-to-succeed instructions.

Become an Axure Master! Explore designs and interactions leveraging adaptive views, AxShare plugins, repeaters and more!About This Book• Optimize designs for desktop, tablet and mobile viewports with Adaptive Views• Build mastery of Repeater widgets and interactions• Expand Axure's core interactions by using AxShare Plugins with JavaScriptIn DetailAxure garners rave reviews from the design community and is one of the leading tools for rapid prototyping in use today. With Axure one can easily create wireframes and clickable prototypes. Additional enhancements to Axure (e.g. the Repeater widget and Adaptive Views) as well as AxShare (e.g. AxShare Plugins) and the AxShare Mobile App, provide a new level of prototyping excellence.To begin, this book provides you with a rapid introduction to Axure's interfaces and adaptive views and quickly familiarizes you with pages, panes, and the design area. After a brief introduction to Axure, this book will help you to develop the capabilities to build simple to more complex interactive prototypes. This goal will be accomplished with a quick run through of Axure's fundamentals, followed by an exploration of detailed blueprints of different prototypes. From there, you'll walk through creating common interactions for a header, an interactive carousel, right column feed to social media channels, and a footer for a community site prototype. You'll also learn how to build a

Content Aggregator, pulling together information from multiple sources and a sample portfolio prototype. You'll learn to incorporate social media feeds from Facebook and Twitter and also build a photo contest for a Facebook application. Towards the end of the book you'll utilize the Repeater Widget to build an eCommerce prototype.This book will exhibit to novice as well as experienced users, common design patterns for exploration and continued learning. Equipped with these new design patterns and methods, readers can complete engaging interactive projects faster.What You Will Learn• Explore foundational interactions for popular design patterns• Construct advanced interactions (i.e. parallax scrolling, etc.) using the default widget library• Expand Axure's core set of interactions by using AxShare Plugins with JavaScript• Construct a reusable Social Media module that includes live feeds from Facebook, Twitter, Instagram and Pinterest• Build a Community Site that includes header and footer masters, and an interactive Carousel• Leverage the Repeater widget to create an adaptive Photo Gallery• Create a Photo Contest with registration for desktop, tablet and mobile viewports utlizing Adaptive Views• Enable an interactive eCommerce Shopping Cart optimized for desktop, tablet and mobile using an adaptive repeater widgetWho This Book Is ForIf you are a user experienced professional, designer, information architect or business analyst who wants to explore common design patterns and enhance your interactive prototyping skills with Axure, then this book is ideal for you. Having some experience in creating wireframes as well as an interest in interaction design and want to create immersive interactive prototypes will be a add-on bonus.Style and approachStarting with the fundamentals, you will create progressively complex prototypes while learning basic, intermediate, and advanced interactions in Axure. You will apply what you learn to create an increasingly interactive prototype.

A guide to the innovation process in technology offers guidelines, business strategies, and examples of successful projects.

Design, code, and build exciting wearable projects using Arduino tools About This Book Develop an interactive program using sensors and actuators suitable with wearables Understand wearable programming with the help of hands-on projects Explore different wearable design processes in the Arduino platform and customize them to fit your individual needs Who This Book Is For This book is intended for readers who are familiar with the Arduino platform and want to learn more about creating wearable projects. No previous experience in wearables is expected, although a basic knowledge of Arduino programming will help. What You Will Learn Develop a basic understanding of wearable computing Learn about Arduino and its compatible prototyping platforms suitable for creating wearables Understand the design process surrounding the creation of wearable objects Gain insight into the materials suitable for developing wearable projects Design and create projects including interactive bike gloves, GPRS locator watch, and more using various kinds

of electronic components Discover programming for interactivity Learn how to connect and interface wearables' with Bluetooth and WiFi Get your hands dirty with your own personalized designs In Detail The demand for smart wearable technologies is becoming more popular day by day. The Arduino platform was developed keeping wearables, such as watches that track your location or shoes that count the miles you've run, in mind. It is basically an open-source physical computing platform based on a simple microcontroller board and a development environment in which you create the software for the board. If you're interested in designing and creating your own wearables, this is an excellent platform for you. This book provides you with the skills and understanding to create your own wearable projects. The book covers different prototyping boards which are compatible with the Arduino platform and are suitable for creating wearable projects. Each chapter of the book covers a project in which knowledge and skills are introduced gradually, making the book suitable for all kinds of readers. You begin your journey with understanding electronic components, including LEDs and sensors, to get yourself up to scratch and comfortable with different components. You will then gain hands-on experience by creating your very first wearable project, a pair of interactive bike gloves that help you cycle at night. This is followed by a project making your own funky LED glasses and a cool GPS watch. You'll also delve into other projects including creating your own keyless doorlock, wearable NFC tags, a fitness-tracking device, and a WiFi-enabled spark board. The final project is a compilation of the previous concepts used where you make your own smart watch with fitness tracking, internet-based notifications, GPS, and of course time telling. Style and approach This is a project-based book that introduces each project to the reader step-by-step. Each project starts out by covering all the components individually, and then explains how to combine them into interactive objects. Each project contains an easy-to-follow guide to design and implement the electronics into wearable objects.

Understand your users, gain strategic insights, and make your product development more efficient with user experience mapping About This Book Detailed guidance on the major types of User Experience Maps. Learn to gain strategic insights and improve communication with stakeholders. Get an idea on creating wireflows, mental model maps, ecosystem maps and solution maps Who This Book Is For This book is for Product Manager, Service Managers and Designers who are keen on learning the user experience mapping techniques. What You Will Learn Create and understand all common user experience map types. Use lab or remote user research to create maps and understand users better. Design behavioral change and represent it visually. Create 4D user experience maps, the "ultimate UX deliverable". Capture many levels of interaction in a holistic view. Use experience mapping in an agile team, and learn how maps help in communicating within the team and with stakeholders. Become more user focused and help your organisation become user-centric. In Detail Do you want to create better products and innovative solutions? User

Experience Maps will help you understand users, gain strategic insights and improve communication with stakeholders. Maps can also champion user-centricity within the organisation. Two advanced mapping techniques will be revealed for the first time in print, the behavioural change map and the 4D UX map. You will also explore user story maps, task models and journey maps. You will create wireflows, mental model maps, ecosystem maps and solution maps. In this book, the author will show you how to use insights from real users to create and improve your maps and your product. The book describes each major User Experience map type in detail. Starting with simple techniques based on sticky notes moving to more complex map types. In each chapter, you will solve a real-world problem with a map. The book contains detailed, beginner level tutorials on creating maps using different software products, including Adobe Illustrator, Balsamiq Mockups, Axure RP or Microsoft Word. Even if you don't have access to any of those, each map type can also be drawn with pen and paper. Beyond creating maps, the book will also showcase communication techniques and workshop ideas. Although the book is not intended to be a comprehensive guide to modern user experience or product management, its novel ideas can help you create better solutions. You will also learn about the Kaizen-UX management framework, developed by the author, now used by many agencies and in-house UX teams in Europe and beyond. Buying this map will give you hundreds of hours worth of user experience knowledge, from one of the world's leading UX consultants. It will change your users' world for the better. If you are still not convinced, we have hidden some cat drawings in it, just in case. Style and approach An easy to understand guide, filled with real world use cases on how to plan, prioritize and visualize your project on customer experience

Good design systems can help you create digital products with efficiency and consistency. But great design systems will support and strengthen your team's creativity at the same time. In Expressive Design Systems, Yesenia Perez-Cruz shows you how to build useful, dependable systems that not only maintain harmony across your products, but also flex to accommodate inspiration and experimentation. Learn to communicate your brand, collaborate across teams-and do so much more than standardize components.

What does it mean to be a designer, and what does it take to be a good designer? Understanding Design stimulates designers to think about what they do, how they do it, and why they aim for a certain effect. One hundred seventy five precisely formulated mini-essays give insight into the design process and encourage reflection.

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