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behave. Between the  
technology that powers our  
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*industrial design that  
creates the products'  
aesthetics lies the practice  
that figures out how to make  
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*Designing for Interaction  
was published, interaction  
design as a discipline has  
come into its own. Even  
people who have never heard  
of interaction design—which  
is to say, most  
people—understand that how*

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*their devices work is as  
important as how they look.*

*A beautiful mobile phone  
that func-tions poorly will  
cause months of frustration.*

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version. Designing for  
Interaction is an  
introduction to the practice*

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*of interaction design, the  
design discipline behind  
such products as the iPhone  
and other touchscreen  
devices and innovative Web  
sites like Flickr.*

*Pearson - Designing for*

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*Strategy for Innovation  
Interaction Design:  
Understanding Health and  
Well-Being. This information  
was supplemented by readings  
and materials from the  
partners, as well as class  
readings. Next students used*

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*visual methods in a  
synthesis phase, creating  
personas, story boards, and  
AEIOU heuristic frameworks  
in order to interpret  
observations and identify  
potential solutions.*

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*About the Author Although he  
wouldn't hear the term  
"interaction design" for  
another decade and a half,  
Dan Saffer did his first  
interaction design work as a*

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services that people  
interact with is the big  
challenge of the 21st  
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*When design principles are  
applied to strategy and  
innovation the success rate  
for innovation dramatically  
improves. Design-led  
companies such as Apple,*

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*Coca-Cola, IBM, Nike,  
Procter & Gamble and  
Whirlpool have outperformed  
the S&P 500 over the past 10  
years by an extraordinary  
219%, according to a 2014  
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*discipline behind such  
products as the iPhone and  
other touchscreen devices  
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