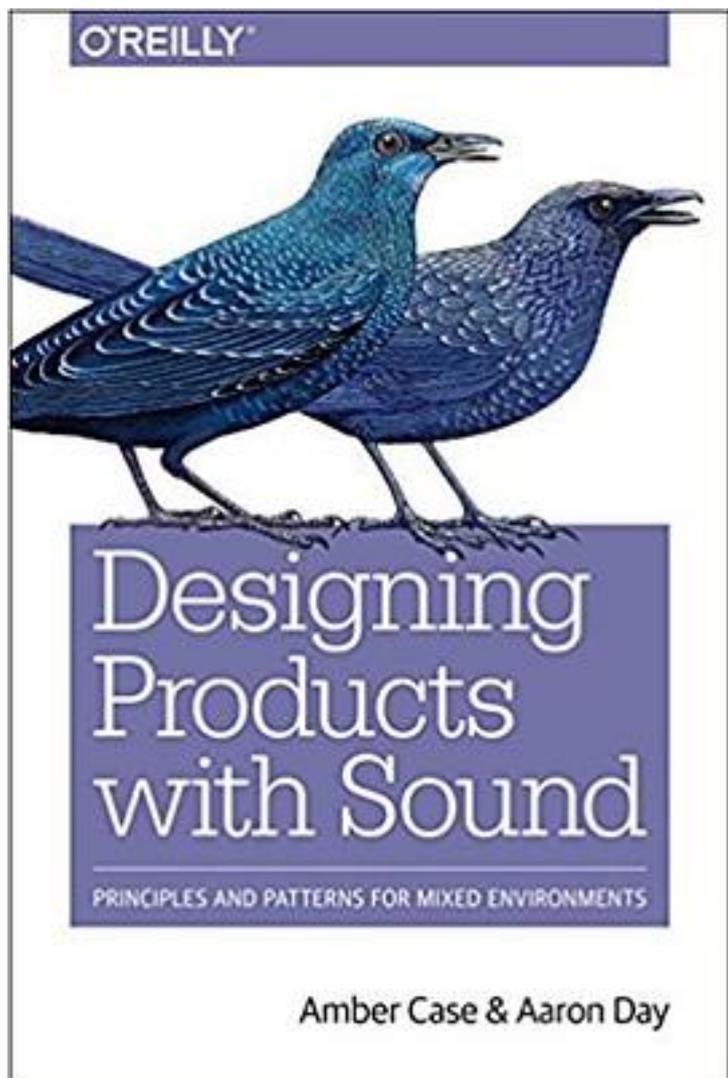


Designing Products with Sound



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Sound is one of the most commonly overlooked components in product design, even though it's often the first way people interact with many products. When designers don't pay enough attention to sound elements, customers are frequently left with annoying and interruptive results. This practical book covers several methods that product designers and managers can use to improve everyday interactions through an understanding and application of sound design.

- Understand the place of sound in design, and how it can make a difference in your product
- Learn key concepts in sound design, with patterns and principles you can use to improve user experience
- Learn how to integrate sound design into a project
- Use exercises to help evaluate sound design

作者介绍:

Amber Case studies the symbiotic interactions between humans and machines — and considers how our values and culture are being shaped by living lives increasingly mediated by high technology.

Case's 2010 TED talk on technology and the new version of homo sapiens has over 1.2 million views; she keynoted SXSW in 2012 and speaks regularly at conferences and workshops all over the world. Previously, she was the CEO of and co-founder of Geolqi, a location-based software company acquired by Esri in 2012.

That year she was named one of National Geographic's Emerging Explorers and made Inc Magazine's 30 under 30. Case is an advocate of privacy, data ownership and calm technology.

Dubbed a “digital philosopher,” by Fast Company magazine, she is the author of An Illustrated Dictionary of Cyborg Anthropology. Case lives and works in Portland, Oregon. You can follow her on Twitter @caseorganic or at caseorganic.com.

Aaron Day Aaron Day has spent the last 18 years as an experience designer and expert on sound design for products in the automotive, mobile, software, medical, web, broadcast, home electronics and architecture fields. Working with designers, engineers and product developers, he applies sound design to solve usability and user interface problems, with the goal of creating more humane, functional experiences.

Aaron's work has shaped the way millions of people use everyday products, in different cultures and languages around the world. His clients include Audi, Qoros, Telefónica, Vodafone, Sprint, Bosch, AT&T, Siemens and Wire. He developed the first-ever UI sound strategy for Samsung's mobile products, and led the sound design effort for the launch of Firefox Mobile OS. Originally from the US, Aaron lives and works in Berlin.

目录:

[Designing Products with Sound 下载链接1](#)

标签

设计

声音

交互设计

VUI

AmberCase

AaronDat

评论

去年底刚出版的，实际出版时书名为《Designing with Sound》。引用了一些不错的案例、文献和资料。体系有点混乱，将声学设计和音频设计混为一谈，尽管它们共享了很多概念和模型，但目标和手段是不一样的。在设计方法上，沿用的是交互设计的体系，并没对声音提出特别的主张。提出了一些尚未成为主流的较新的设计思路（但不少我也想到过），然而缺乏验证。

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书评

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