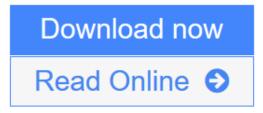# Designing Gestural Interfaces: Touchscreens and Interactive Devices

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If you want to get ahead in this new era of interaction design, this is the reference you need. Nintendo's Wii and Apple's iPhone and iPod Touch have made gestural interfaces popular, but until now there's been no complete source of information about the technology.

Designing Gestural Interfaces provides you with essential information about kinesiology, sensors, ergonomics, physical computing, touchscreen technology, and new interface patterns -- all you need to know to augment your existing skills in "traditional" web design, software, or product development. Packed with informative illustrations and photos, this book helps you:

Get an overview of technologies surrounding touchscreens and interactive environments Learn the process of designing gestural interfaces, from documentation to prototyping to communicating to the audience what the product does Examine current patterns and trends in touchscreen and gestural design Learn about the techniques used by practicing designers and developers today See how other designers have solved interface challenges in the past Look at future trends in this rapidly evolving field Only six years ago, the gestural interfaces introduced in the film *Minority Report* were science fiction. Now, because of technological, social, and market forces, we see similar interfaces deployed everywhere. *Designing Gestural Interfaces* will help you enter this new world of possibilities.

Designing Gestural Interfaces: Touchscreens and Interactive Devices Details

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From Reader Review Designing Gestural Interfaces: Touchscreens and Interactive Devices for online ebook

Charles-Antoine says

If you are looking for a book dealing with multitouch interfaces, you'll probably be disappointed.
This book embraces the whole thing of 'Gestural Interfaces'; and there is a bunch of things you'll learn about these.
But regarding the most publicised 'multitouch' interfaces (like iPhone, Jeff Han or Jacky Chung Lee), the book shrinks to a very little number of pages.

Maria Mateva says

The book gives quite a non-standard point of view of the surrounding world and the ubiquitous human-machine interaction. It is a-must for anyone dealing with the design of either UI, gestures or both.

What I lacked while reading were deep and thorough examples. The author skips nothing and yet doesn't really delve into anything(save for the list of the possible physical gestures). I expected to read more about the design of multi-touch tables and surfaces... and less about kinesiology;)

Anyway, I am very optimistic about the next editions. If developed further, the book can become the bible of gestural interfaces.

Alper Çu?un says

Pretty superficial treatment of gesture based interaction but not in any way a bad book. I'd just wish he'd spent more time on certain sections instead of others.

The appendix with illustrated gestures seemed like a bit much, but it does provide a good example of gesture documentation and the richness of gestures and innate meanings available to us naturally did surprise me at some points.

Anyway a good starting point and shows once more how very much at the beginning of this development we are.

Nicole says

Dan Saffer's book provides such an easily accessible and well-illustrated introduction to touchscreen and gestural design that for a minute you think "wait, that's it? That's so easy" because he makes good design

principles and practices look like child's play.

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aya says

a fine primer for getting designers to start thinking about using gestures for controlling interfaces. i wasn't blown away by it because it seemed a bit basic.

Marcos Moret says

Great overview - these interfaces are going to be ubiquitous in the near future (thanks to Siddhi Lizcano for the recommendation).

Kars says

Someone had to write this book, and I'm glad Dan Saffer was the one to pick up the gauntlet. This is a solid introduction to the field of gestural interfaces, seen from an interaction design perspective. It is more broad than deep, but in this case (contrary to Saffer's previous effort) this is not an issue. The main reason for this are the suggestions for further reading that conclude each chapter. Some of these will be familiar to anyone who has been paying attention to the field for some time, but others are more obscure, and therefore very welcome. Recommended.

Mabel says

A good grounding book on gestural interaction design. Will be dated easily, best to check out Dan Saffer's blog for the book for more recent info.