

Human-Computer Interaction Series

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Human-Computer Interaction is a multidisciplinary field focused on human aspects of the development of computer technology. As computer-based technology becomes increasingly pervasive - not just in developed countries, but worldwide - the need to take a human-centered approach in the design and development of this technology becomes ever more important. For roughly 30 years now, researchers and practitioners in computational and behavioral sciences have worked to identify theory and practice that influences the direction of these technologies, and this diverse work makes up the field of human-computer interaction. Broadly speaking it includes the study of what technology might be able to do for people and how people might interact with the technology. In this series we present work which advances the science and technology of developing systems which are both effective and satisfying for people in a wide variety of contexts. The human-computer interaction series will focus on theoretical perspectives (such as formal approaches drawn from a variety of behavioral sciences), practical approaches (such as the techniques for effectively integrating user needs in system development), and social issues (such as the determinants of utility, usability and acceptability).

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Andrew Crabtree • Mark Rouncefield
Peter Tolmie

Doing Design Ethnography

 Springer

Dr. Andrew Crabtree
University of Nottingham
School of Computer Science
Wollaton Road
Nottingham, NG8 1BB
United Kingdom

Dr. Mark Rouncefield
Lancaster University
School of Computing and Communications
South Drive
Lancaster, LA1 4WA
United Kingdom

Dr. Peter Tolmie
University of Nottingham
School of Computer Science
Wollaton Road
Nottingham, NG8 1BB
United Kingdom

ISSN 1571-5035
ISBN 978-1-4471-2725-3 e-ISBN 978-1-4471-2726-0
DOI 10.1007/978-1-4471-2726-0
Springer London Heidelberg New York Dordrecht

Library of Congress Control Number: 2012933153

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Printed on acid-free paper

Springer is part of Springer Science+Business Media (www.springer.com)

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