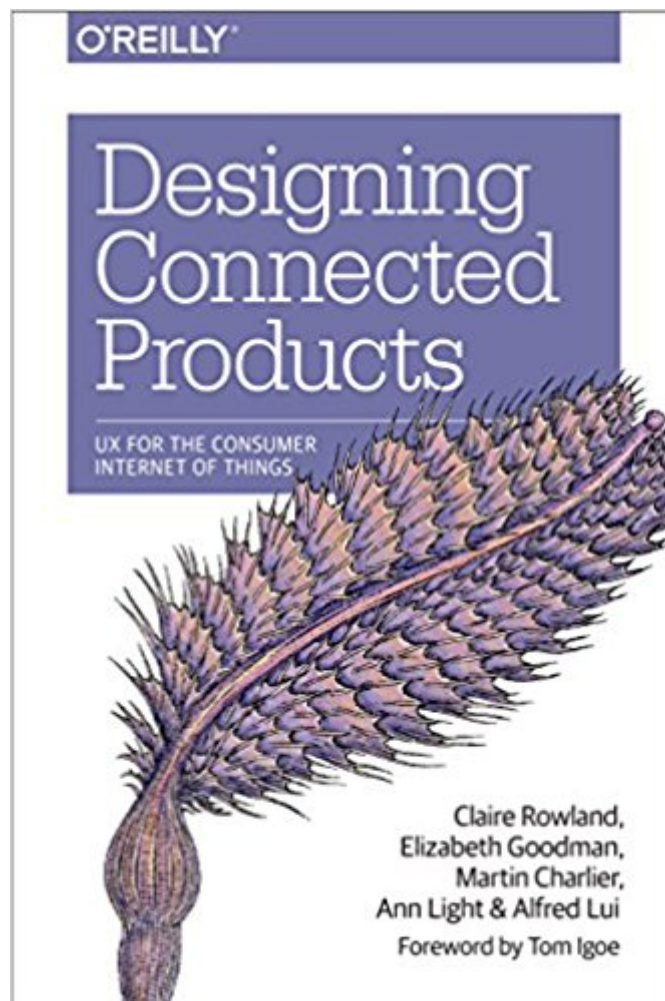The book was found

Designing Connected Products: UX For The Consumer Internet Of Things

Synopsis

Networked thermostats, fitness monitors, and door locks show that the Internet of Things can (and will) enable new ways for people to interact with the world around them. But designing connected products for consumers brings new challenges beyond conventional software UI and interaction design.This book provides experienced UX designers and technologists with a clear and practical roadmap for approaching consumer product strategy and design in this novel market. By drawing on the best of current design practice and academic research, Designing Connected Products delivers sound advice for working with cross-device interactions and the complex ecosystems inherent in IoT technology.

Book Information

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Customer Reviews

This book is about non-technical aspects of product "design". As such, it's a truly excellent book covering a very broad range to considerations for the design of a commercial product, for that reason I have given it five stars. It covers everything from product appearance, how to configure,

manage the product, power consumption and how to supply power, how to connect to the internet, and the process of designing, pitching, and introducing your product to the marketplace. These are the topics that easily make the difference between success and failure as a commercial product.It does not, however, deal with the electronic, software, I/O, etc., implementation aspects of design (that I was looking for).

Every IoT professional or entrepreneur needs a copy of this on their desktop. I am one and I swear by it as a source of learning and as an inspiring reference when formulating new product propositions.I originally bought a copy of this electronically from OReilly. I subsequently loved the book so much I paid for a paper copy to sit on my desk with the other IoT references I use. (Kindle is great but not really ÃƒÂ¢Ã â¬Ã Å"browseableÃƒÂ¢Ã â¬Ã Â• as paper is. Sorry poor tree.)IoT is at a very nascent stage and useful IoT products even more so. Customer value propositions for IoT products are not clear yet and excitingly represent a new frontier of great big opportunity. We are with IoT where the web was in 1994 and where the Personal Computer was in 1979. ItÃƒÂ¢Ã â¬Ã â„¢s really cool tech and we know it will be really useful soon but there is a lot of painful learning to be done and a lot of grammarÃƒÂ¢Ã â¬Ã â„¢s on use and UX to be written, before we create the killer appÃƒÂ¢Ã â¬Ã â„¢s that will make IoT products ÃƒÂ¢Ã â¬Ã Å"must haveÃƒÂ¢Ã â¬Ã â„¢sÃƒÂ¢Ã â¬Ã Â•. That;s why you need this book as one of your guides.What a book like this does is bring the best of what has been deeply thought about by some of the best professionals working on IoT services each day ÃƒÂ¢Ã â¬Ã â œ Claire Rowland and Elizabeth Goodman whose previous work I have followed in papers and conference talks. In Elizabeth GoodmanÃƒÂ¢Ã â¬Ã â„¢s case her partners book ÃƒÂ¢Ã â¬Ã â œ Smart Things by Mike Kuniavsky ÃƒÂ¢Ã â¬Ã â œ was one of the first and still a landmark book on IoT / Smart devices. These professionals have been kind and diligent enough to document their learning and discoveries to create a ÃƒÂ¢Ã â¬Ã Å"cookbookÃƒÂ¢Ã â¬Ã Â• of good IoT ideas and axioms.If you work in the field on the product or service implementation side - I strongly suggest you get a copy of this book to catalyze your own thinking, in this fast growing and frankly exhilarating field. It's not a tech book, it's a design book. It will inspire new ideas and save you a boat load of time.

Great book that covers IoT extremely well and in depth but in easy to understand text. Would definitely recommend even if you have no plans to 'design a connected product'.

When you venture into user experience design for tangible products you suddenly find yourself

feeling horribly alone. The failure rate for IoT startups is scarily high: around 90% according to some reports. Few people understand how to ensure their product meets real user needs. Very few deeply understand both software and hardware design. Then there are networking problems and a Pandora's box of privacy and security issues, as well as all the unknown unknowns. Where in software design there are a ton of resources to turn to, this is uncharted territory.The authors of this book are pretty much as expert as you can get in design for connected products and they've created a very thorough primer here. I'd go as far as to say it's a complete lifesaver. As well as UX design it deals with the research phase and product strategy, and briefs you on hardware design and networking pitfalls. I found loads of pointers that would never have occurred to me but which make absolute sense.Although it's a pretty hefty book it's not a heavy read since it's well structured and the writing is clear and collegial. You can dip in where you need, using it as a handbook as you work. You get the feeling you have an expert friend by your side to whom you can turn to for advice. That's very comforting.

As a digital media professional I found this book to be really valuable. The authors have done a good job of touching upon all relevant aspects with concrete examples of the latest products and it's pretty obvious that a ton of research went into this material. I keep myself abreast of the latest trends in Gadgets, Home Automation, Digital Media etc so was not expecting to find anything new but the first couple of pages itself listed some products/concepts that kept me engaged in the material. It also acts as a showcase of the brightest and the best Internet of things projects and products. This is certainly more than a UX book as it covers all of the technology issues around connected devices basically the entire ecosystem.

Loved this book. It really clarified a complex subject for me and IÃƒÂ¢Ã â¬Ã â„¢m continually finding it useful in my work.ItÃƒÂ¢Ã â¬Ã â„¢s got loads of visual, real-world examples to show the ideas and concepts in practice.Very engaging, clearly written and most of all extremely practical for design professionals looking to keep the user at the centre of the Internet of Things.

I found this book extremely useful in teaching about connected products The authors cover design, cultural, and technical issues very clearly and pragmatically. It's a very helpful book whether you're a product designer, student, teacher, or just interested in the way connected products are (or should be) designed.

Good read to understand internet of things and how to go about designing connected products taking into account network,user interfaces and challenges. Its a pretty long book. I wish the book could have cover more use cases and dwell deeper into implementation aspects to complete the the big picture.

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