

Microinteractions Designing With Details Dan Saffer

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#13: Microsoft Design Director, Kat Holmes, on the importance of designing for "\"one-size-fits-one\""
[Simulation #343 Dan Saffer - Productizing New Technology](#) **Microinteractions Designing With Details Dan Saffer**
Microinteractions is an essential guide to designing in today's world where a typical person touches a hundred different user experiences each day, and only the clearest interactions will turn a new user experience into a cherished product. In this book, Dan Saffer turns the Cognitive Walkthrough on its head and takes it to the next level, creating a new model for defining interactions and illustrating the strength of designing for moments rather than systems.

Microinteractions | Designing with Details

Dan provides a framework for discussing microinteractions: 1) triggers, 2) rules, 3) feedback, and 4) loops and modes. Personally, I find this framework somewhat analogous to, but less well defined than, Don Norman "Microinteractions" - the tiny details of how a product or its user interface interacts with its user.

Microinteractions: Designing with Details by Dan Saffer

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Microinteractions: Full Color Edition: Designing with ...

Microinteractions: Designing with Details Explore a microinteraction's structure: triggers, rules, feedback, modes, and loops Learn the types of triggers that initiate a microinteraction Create simple rules that define how your microinteraction can be used Help users understand the rules with ...

Microinteractions: Designing with Details - Dan Saffer ...

Dan Saffer It's the little things that turn a good digital product into a great one. With this full color practical book, you'll learn how to design effective microinteractions: the small details that exist inside and around features. How can users change a setting?

Microinteractions: Full Color Edition: Designing with Details

"The best products do two things well: features and details. Features are what draw people to your product; details are what keep them there" says Dan Saffer. The importance of details can't be over-emphasized. Details make users love or hate an app or website. Microinteractions are those details.

Microinteractions: Designing with Details | Webdesigner Depot

microinteractions full color edition designing with details Sep 02, 2020 Posted By Richard Scarry Publishing TEXT ID 8595f6ac Online PDF Ebook Epub Library shipping buy online pick up in store is currently unavailable but this item may be available for in store purchase sign in to purchase instantly members save with free start

Microinteractions Full Color Edition Designing With ...

These details differentiate between a good, useful product and a great, delightful one. The is a very cool topic to look into, and Dan has done a good job in starting the conversation. Dan provides a framework for discussing microinteractions: 1) triggers, 2) rules, 3) feedback, and 4) loops and modes.

Microinteractions: Full Color Edition: Designing with ...

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Microinteractions are contained product moments that revolve around a single use case—they have one main task. Every time you change a setting, sync your data or devices, set an alarm, pick a password, log in, set a status message, or favorite or “like” something, you are engaging with a microinteraction.

What is a Microinteraction? | Microinteractions

Speaker: Dan Saffer The difference between a good product and a great one are its details: the microinteractions that make up the small moments inside and around features. How do you turn on mute ...

Microinteractions: Design with Details

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The Microinteractions Model. Microinteractions have four parts: a Trigger, the Rules, Feedback, and Loops/Modes. The Trigger is what starts a microinteraction. This can be a manual control, such as when a user clicks a button or an icon, or it can be the system trigger that goes off when a set of conditions has been met.

Microinteractions Details Matter | Ideas | Smart Design

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