



Designing for Emerging Technologies: UX for Genomics, Robotics, and the Internet of Things

By Jonathan Follett



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The recent digital and mobile revolutions are a minor blip compared to the next wave of technological change, as everything from robot swarms to skin-top embeddable computers and bio printable organs start appearing in coming years. In this collection of inspiring essays, designers, engineers, and researchers discuss their approaches to experience design for groundbreaking technologies.

Design not only provides the framework for how technology works and how it's used, but also places it in a broader context that includes the total ecosystem with which it interacts and the possibility of unintended consequences. If you're a UX designer or engineer open to complexity and dissonant ideas, this book is a revelation.

Contributors include:

- Stephen Anderson, PoetPainter, LLC
- Lisa Caldwell, Brazen UX
- Martin Charlier, Independent Design Consultant
- Jeff Faneuff, Carbonite
- Andy Goodman, Fjord US
- Camille Goudeseune, Beckman Institute, University of Illinois at Urbana-Champaign
- Bill Hartman, Essential Design
- Steven Keating, MIT Media Lab, Mediated Matter Group
- Brook Kennedy, Virginia Tech
- Dirk Knemeyer, Involution Studios
- Barry Kudrowitz, University of Minnesota
- Gershom Kutliroff, Omek Studio at Intel
- Michal Levin, Google
- Matt Nish-Lapidus, Normative
- Erin Rae Hoffer, Autodesk
- Marco Righetto, SumAll
- Juhan Sonin, Involution Studios
- Scott Stropkay, Essential Design

- Scott Sullivan, Adaptive Path
- Hunter Whitney, Hunter Whitney and Associates, Inc.
- Yaron Yanai, Omek Studio at Intel

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Editorial Review

Review

"In a world of too many lagging indicators, it's too rare a pleasure to find a book like Designing for Emerging Technologies: something that's actually skating toward where the puck is going to be, instead of where it's been.

Jonathan Follett has curated a collection of viewpoints that ought to be considered, appreciated, and reflected in the work of everyone designing next-generation devices and applications: the things that will make us say, ten years from now, 'How did we ever get along without that?'"

- Peter Coffee, VP for Strategic Research, Salesforce?

From the Back Cover

"If you're looking for insights into how to design the future today, look no further."

- Dan Saffer, Author of *Microinteractions*

"This book is a must-read for anyone involved in innovative product design, new business creation, or technology research for near future applications. The wide collection of essays offers a wild ride across multiple disciplines."

- Carla Diana, Creative Technologist and Author

About the Author

Jonathan Follett is a principal at Involution Studios where he is a designer, business lead, and internationally published author on the topics of user experience and information design. He has contributed to online and print publications including *A List Apart*, *UX Matters*, and *Beautiful Data: The Stories Behind Elegant Data Solutions*, published by O'Reilly Media. Over his 15-year design career, he has contributed to beautiful, usable software for enterprise, healthcare, and emerging technology clients, from the Fortune 500 to the market leaders of the future including AstraZeneca, 3M, Partners HealthCare, and the Personal Genome Project.

Users Review

From reader reviews:

Katherine Anderson:

In this 21st one hundred year, people become competitive in each and every way. By being competitive currently, people have do something to make these people survives, being in the middle of often the crowded place and notice by simply surrounding. One thing that sometimes many people have underestimated the item for a while is reading. Sure, by reading a book your ability to survive enhance then having chance to stand than other is high. For yourself who want to start reading any book, we give you this specific Designing for Emerging Technologies: UX for Genomics, Robotics, and the Internet of Things book as beginner and daily reading e-book. Why, because this book is more than just a book.

Abram Huffman:

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Ebony Thornton:

People live in this new time of lifestyle always make an effort to and must have the free time or they will get great deal of stress from both lifestyle and work. So , once we ask do people have spare time, we will say absolutely sure. People is human not really a robot. Then we inquire again, what kind of activity are there when the spare time coming to you of course your answer may unlimited right. Then do you ever try this one, reading guides. It can be your alternative inside spending your spare time, the actual book you have read is actually Designing for Emerging Technologies: UX for Genomics, Robotics, and the Internet of Things.

Lorene Williamson:

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