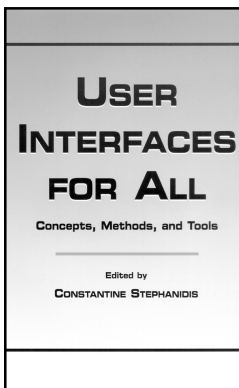# New Book...

LEA Lawrence Erlbaum Associates, Inc.

USER INTERFACES FOR ALL
Concepts, Methods, and Tools
Edited by
Constantine Stephanidis
Foundation for Research and Technology-Hellas
A VOLUME IN THE HUMAN FACTORS AND ERGONOMICS SERIES
Gavriel Salvendy, Series Editor

User Interfaces for All is the first book dedicated to the issues of Universal Design and Universal Access in the field of Human-Computer Interaction (HCI). Universal Design (or Design for All) is an inclusive and proactive approach seeking to accommodate diversity in the users and usage contexts of interactive products, applications, and services, starting from the design phase of the development life cycle. The on-going paradigm shift toward a knowledge-intensive information society is already bringing about radical changes in the way people work and interact with each other and with information. The requirement for Universal Design stems from the growing impact of the fusion of the emerging technologies, and from the different dimensions of diversity, which are intrinsic to the information society.

This book unfolds the various aspects of this ongoing evolution from a variety of viewpoints. It is a collection of 30 chapters written by leading international authorities, affiliated with academic, research, and industrial organizations, and non-market institutions. The book provides a comprehensive overview of the state of the art in the field, and includes contributions from a variety of theoretical and applied disciplines and research themes.

This book can also be used for teaching purposes in HCI courses at the undergraduate as well as graduate level. Students will be introduced to the human-, organizational-, and technology-oriented dimensions that call for a departure from traditional approaches to user interface development. Students will also get an overview of novel methods, techniques, tools, and frameworks for the design, implementation, and evaluation of user interfaces that are universally accessible and usable by the broadest possible end-user population.

This comprehensive book is targeted to a broad readership including HCI researchers, user interface designers, computer scientists, software engineers, ergonomists and usability engineers, Human Factors researchers and practitioners, organizational psychologists, system/product designers, sociologists, policy and decision makers, scientists in government, industry and education, as well as assistive technology and rehabilitation experts.

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