



Scenario-Based Design: Envisioning Work and Technology in System Development

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Growing out of a historic workshop sponsored by IBM, this book brings together contributions from many of the leading figures in the field of human-computer interaction and object-oriented software engineering. The first book-length work devoted entirely to the subject of use-oriented design representations—or scenarios—it discusses an array of scenario-based design approaches and demonstrates their practical applications across the system development life cycle, from requirements analysis and software design, to documentation, training, and prototype evaluation.

Translates the latest research findings into techniques that readers can immediately use to enhance the effectiveness of user-interface design and object-oriented software engineering design

Features contributions from the top names in the field, including Rebecca Wirfs-Brock, Ivar Jacobson, Jakob Nielsen, Tom Carey, Allan MacLean, Scott Robertson, Morten Kyng, Mary Beth Rosson, and others

Assesses the effectiveness of various scenario-based design approaches in dealing with a wide range of design problems and in different types and sizes of organizations

Packed with case studies and enlightening illustrations



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Editorial Review

From the Publisher

Contains contributions from the world's most respected researchers and practitioners in the field of human-computer interaction and software engineering. Presents the topic of scenarios in user-interface design with applications to many facets of the design process. Translates research results into practical techniques for superior user-interface design.

From the Back Cover

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About the Author

JOHN M. CARROLL, Ph.D., is Chair of the Computer Science Department at Virginia Polytechnic Institute and State University. Prior to coming to Virginia Tech, he was program manager at the IBM User-Interface Institute. He is the author of hundreds of technical papers and numerous books in the area of human-computer interaction, including *The Nurnberg Funnel: Designing Minimalist Instruction for Practical Computer Skill* and *Designing Interaction: Psychology at the Human-Computer Interface*.

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