

**Designing For Interaction: Creating Innovative  
Applications And Devices (2nd Edition) (Voices  
That Matter)**

**By Dan Saffer**



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<http://interaction13.ixda.org/program/>

**Speakers :: Interaction10 - IxD10 -**

Dan Saffer. Dan Saffer is a founder and principal at the design consultancy his two books are Designing for Interaction, Second Edition (Voices That Matter).

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**Interak n design | Inflow -**

SAFFER, Dan. Designing for interaction: creating innovative applications and devices. 2nd ed. Berkeley, CA: Voices that matter. ISBN 0321643399.

<http://www.inflow.cz/interakcni-design>

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Landauer, T.K. and Prabhu, P. (eds.), Handbook of Human-Computer Interaction, 2nd edition. design interaction Designing applications for handheld devices:

<http://dl.acm.org/citation.cfm?id=642611.642653>

**2MB: A Tool for Participatory Bioenergy Design -**

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[http://www.academia.edu/14346785/2MB\\_A\\_Tool\\_for\\_Participatory\\_Bioenergy\\_Design\\_Creating\\_Innovative\\_Bioenergy\\_Systems\\_Projects\\_Policies\\_Business\\_Models\\_and\\_Strategies\\_from\\_Scratch](http://www.academia.edu/14346785/2MB_A_Tool_for_Participatory_Bioenergy_Design_Creating_Innovative_Bioenergy_Systems_Projects_Policies_Business_Models_and_Strategies_from_Scratch)

**Total Experience: Total Experience: the emerging** -

Dan Saffer of Adaptive Path in san francisco has written a pretty  
Similarly, interaction design, then Design News special edition on  
Boeing's new 787

<http://totalexperience.corante.com/archives/authors/Bob%20Jacobson.php>

**Dan Saffer s article on design research** - -

Dan Saffer explains. Creating Innovative Applications and Devices, Why  
Bother with Design Research? Interaction designers aren't usually  
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<http://www.peachpit.com/articles/article.aspx?p=1389669>

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Devices (Dan Saffer) at Booksamillion.com. Building products and  
services that people interact with

<http://www.booksamillion.com/p/Designing-Interaction/Dan-Saffer/9780321643391>

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