User Experience Design (UXD) addresses the increasing importance of emotional aspects in user product interaction and aims at creating holistic experiences. Within product development UXD is a rather young discipline. But other disciplines outside engineering design traditionally focus on creating experiences. We aim at transferring knowledge from those disciplines to support the design of fascinating User Experience (UX). We identified relevant experience disciplines and selected the three most promising ones: sports, gaming and tourism. Based on a literature review we analyzed and documented a broad range of theoretical models that describe important factors for the emergence of experiences in the chosen disciplines. We joined the different approaches into the ExodUX model (from Experience oriented disciplines to User Experience). A checklist for all elements enriches the model for application in product development processes. Our approach widens the scope of experience designers and supports product development teams by providing UX aspects to consider as well as inspiring
examples from other experience disciplines.

Stichworte: Experience Design, User Experience, Emotional Design, Design Methods

Herausgeber: Popovic, Vesna; Blackler, Alethea; Kraal, Ben

Kongress- / Buchtitel: iasdr 2015 interplay, Proceedings

Datum der Konferenz: 02.11.-05.11.2015

Verlag / Institution: International Association of Societies of Design Research (IASDR)

Verlagsort: Brisbane

Jahr: 2015

Quartal: 4. Quartal

Hinweise: Innovation & Kreativität

Semester (für SAP-Datenerfassung): WS 15-16

Occurences:

- Einrichtungen > Fakultäten > Fakultät für Maschinenwesen > Institut für Mechatronik > Lehrstuhl für Produktentwicklung, Konstruktionssystematik und Leichtbau (Prof. Zimmermann) > Konferenzbeiträge
- Einrichtungen > Fakultäten > Fakultät für Maschinenwesen > Institut für Mechatronik > Lehrstuhl für Produktentwicklung (Prof. Volk komm.) > Konferenzbeiträge

entries: