

Computers As Theatre Brenda Laurel

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Laurel, Brenda (1991), Computers as Theater,
Reading, MA: Addison-W esley. Laurel, Brenda and
Rachel Strickland (1996), 'Placeholder', in Mary Anne

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Moser and Douglas MaCleod (eds) Immersed in ...

Laurel, Computers as Theatre | Pearson

Computers as Theatre, Second Edition is an update to a 20-year-old classic in the field of human-computer interaction. The author, Brenda Laurel, is an Adjunct Professor of Computer Science and Affiliated Faculty for Games and Playable Media at the University of California, Santa Cruz. In addition to her academic credentials, which include a PhD in theatre, she also has serious real-world experience with previous employers like Atari, Activision, and Apple.

Computers as theatre | Guide books

Brenda Laurel's Computers as Theatre revolutionized the field of human-computer interaction, offering ideas that inspired generations of interface and interaction designers-and continue to inspire...

Computers as Theatre by Brenda Laurel - Goodreads

Laurel, B. (2013). Computers as theatre: A dramatic theory of interactive experience (Second edition.). Upper Saddle River, NJ: Addison-Wesley. (Computers as Theater at Amazon.) What does a gesture-operated smart device have in common with a Shakespearian play? No, this isn't a pun and it isn't a trick question. The answer gets to the heart of ...

Computers as Theatre: Edition 2 by

Brenda Laurel - Books ...

"Brenda Laurel's Computers as Theatre was one of the few truly transformative books to emerge in the heady, early days of the 'digital revolution,' demanding that we think of the computer as posing a series of creative problems that might best be addressed through the lens of the dramatic arts rather than purely technical problems that remain in the domain of the computer scientists.

Brenda Laurel Speaking Fee & Booking Agent Contact

As Laurel says, "theatre suggests the basis for a model of human-computer activity that is familiar, comprehensible, and evocative." Completing a task should be satisfying and bring a sense of closure.

Amazon.com: Customer reviews: Computers as Theatre

Brenda Laurel's Computers as Theatre revolutionized the field of human-computer interaction, offering ideas that inspired generations of interface and interaction designers-and continue to inspire them. Laurel's insight was that effective interface design, like effective drama, must engage the user directly in an experience involving both thought and emotion.

(PDF) A history of virtual reality in performance

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Her Ph.D. dissertation was published in 1986, titled "Toward the Design of a Computer-Based Interactive Fantasy System", and would form the basis of her 1993 book "Computers as Theater". She also works as a consultant, speaker and is a part-time abalone diver. In 2015 Laurel won the Trailblazer award at the IndieCade festival.

Computers as Theatre 2, Laurel, Brenda, eBook - Amazon.com

Format: Paperback I finished reading "Computers as Theater" by Brenda Laurel yesterday. The book has many good ideas in it, and it may well be worth reading just to pick these up. It is also one of those books which does not do a good job of unifying its material, in my opinion.

Computers as Theatre by Brenda Laurel | NOOK Book (eBook ...

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Computers as Theatre: Laurel, Brenda: 9780201550603 ...

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Brenda Laurel - Wikipedia

Computers as Theatre: Laurel, Brenda:
9780201550603: Amazon.com: Books.

Computers as Theatre, Second Edition [Book]

Brenda Laurel's Computers as Theatre revolutionized the field of human-computer interaction, offering ideas that inspired generations of interface and interaction designers-and continue to inspire them. Laurel's insight was that effective interface design, like effective drama, must engage the user directly in an experience involving both thought and emotion.

Bing: Computers As Theatre Brenda Laurel

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Book Review: Computers as Theatre :: UXmatters

Access Free Computers As Theatre Brenda Laurel

When one considers the interaction models and incentives for video games in relation to theatre, the connection seems obvious. This gives Laurel's book *Computers as Theatre* its unique perspective. I mentioned that people buy experiences, not products. This is perhaps most true of theatrical productions and video games.

Computers as Theatre (2nd Edition): Laurel, Brenda ...

Brenda Laurel is a research designer and business executive. Laurel's focus is on human computer interaction. She also is a specialist on the cultural aspects of technology and what technology use means for humans in the future. Laurel holds a MFA and a Ph.D. in theater from Ohio State University.

Foreword: Computers as Theater (Brenda Laurel)

Brenda Laurel - *Computers as Theatre* Summary As early as the beginning of the 1990s, Brenda Laurel hit on the idea that usability alone would not suffice when it came to the design of successful applications.

Computers as Theatre - pearsoncmg.com

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like effective drama, must engage the user directly in an experience involving both thought and emotion.

Amazon.com: Customer reviews: Computers as Theatre

Computers as theatre. Brenda Laurel. Addison-Wesley Pub., 1991 - Computers - 211 pages. 2 Reviews. Presents a new theory of human-computer activity. Building on Aristotle's analysis of the form and...

Computers as theatre - Brenda Laurel - Google Books

Laurel, Brenda, author. Computers as theatre / Brenda Laurel.—Second edition. pages cm Includes bibliographical references and index. ISBN 978-0-321-91862-8 (pbk. : alk. paper) 1. Human-computer interaction. 2. User interfaces (Computer systems) I. Title. QA76.9.H85L38 2014 004.01'9—dc23 2013026412 Copyright © 2014 Pearson Education, Inc.

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