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Microinteractions is an essential guide to designing in today's world where a typical person touches a hundred different user experiences each day, and only the clearest interactions will turn a new user experience

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into a cherished product. In this book, Dan Saffer turns the Cognitive Walkthrough on its head and takes it to the next level, creating a new model for defining interactions and illustrating the strength of designing for moments rather than systems.

Microinteractions | Designing with Details

Dan provides a framework for discussing microinteractions: 1) triggers, 2) rules, 3) feedback, and 4) loops and modes. Personally, I find this framework somewhat analogous to, but less well defined than, Don Norman "Microinteractions" - the tiny details of how a product or its user interface interacts with its user.

Microinteractions: Designing with Details by Dan Saffer

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Microinteractions: Designing with Details
Explore a microinteraction's structure:
triggers, rules, feedback, modes, and loops
Learn the types of triggers that initiate a
microinteraction Create simple rules that
define how your microinteraction can be used
Help users understand the rules with ...

Microinteractions: Designing with Details - Dan Saffer ...

Dan Saffer It's the little things that turn a
good digital product into a great one. With
this full color practical book, you'll learn
how to design effective microinteractions:
the small details that exist inside and
around features. How can users change a
setting?

Microinteractions: Full Color Edition: Designing with Details

"The best products do two things well:
features and details. Features are what draw
people to your product; details are what keep
them there" says Dan Saffer. The importance
of details can't be over-emphasized. Details
make users love or hate an app or website.
Microinteractions are those details.

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Microinteractions Full Color Edition Designing With ...

These details differentiate between a good, useful product and a great, delightful one. The is a very cool topic to look into, and Dan has done a good job in starting the conversation. Dan provides a framework for discussing microinteractions: 1) triggers, 2) rules, 3) feedback, and 4) loops and modes.

Microinteractions: Full Color Edition: Designing with ...

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Microinteractions are contained product moments that revolve around a single use case—they have one main task. Every time you change a setting, sync your data or devices, set an alarm, pick a password, log in, set a status message, or favorite or “like” something, you are engaging with a microinteraction.

What is a Microinteraction? |

Microinteractions

Speaker: Dan Saffer The difference between a good product and a great one are its details: the microinteractions that make up the small moments inside and around features. How do you turn on mute ...

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The Microinteractions Model.

Microinteractions have four parts: a Trigger, the Rules, Feedback, and Loops/Modes. The Trigger is what starts a microinteraction.

This can be a manual control, such as when a

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user clicks a button or an icon, or it can be the system trigger that goes off when a set of conditions has been met.

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