



Designing Connected Products: UX for the Consumer Internet of Things

Claire Rowland, Elizabeth Goodman, Martin Charlier, Ann Light, Alfred Lui

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Networked thermostats, fitness monitors, and door locks show that the Internet of Things can (and *will*) enable new ways for people to interact with the world around them. But designing connected products for consumers brings new challenges beyond conventional software UI and interaction design.

This book provides experienced UX designers and technologists with a clear and practical roadmap for approaching consumer product strategy and design in this novel market. By drawing on the best of current design practice and academic research, *Designing Connected Products* delivers sound advice for working with cross-device interactions and the complex ecosystems inherent in IoT technology.

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