Multiscreen UX Design: Developing for a Multitude of Devices

Wolfram Nagel

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People today use technology on different devices in different locations. Users expect to access information on all relevant screens and across multiple channels through smartphones, tablets, laptops/desktops, smart (internet-connected) TVs, and other devices, such as smartwatches for example. Multiscreen is no longer a nice add-on, it's a requirement. In this environment, user experience needs to cater to multiple devices.

This book provides a holistic approach that will help UX professionals to offer a hands-on guide for UX design across multiple screens. It presents an opportunity to learn how to cater designs for customers. Readers will find patterns, strategies, examples and case studies, methodologies, and insights to help inspire them to develop a viable strategy for their own digital products and services. UX professionals will walk through important elements of multiscreen UX:

- Investigating the devices and their capabilities
- Understanding the users and their capabilities
- Considering the context in which users use these devices
- Navigating next generation information experiences and the future of content management
- Designing content and UI architecture for multiscreen projects

- A hands-on, practical guide to UX design for how users approach content - across more than one screen at a time
- Discusses devices, users, and their practices
- Includes best practices, real-world examples, and tips and tricks
- A preface written by Scott Jenson

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