Designing Multi-Device Experiences: An Ecosystem Approach to User Experiences across Devices

Michal Levin

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Welcome to our multi-device world, a world where a user's experience with one application can span many devices—a smartphone, a tablet, a computer, the TV, and beyond. This practical book demonstrates the variety of ways devices relate to each other, combining to create powerful ensembles that deliver superior, integrated experiences to your users.

- Learn a practical framework for designing multi-device experiences, based on the 3Cs—Consistent, Complementary, and Continuous approaches
- Graduate from offering everything on all devices, to delivering the right thing, at the right time, on the best (available) device
- Apply the 3Cs framework to the broader realm of the Internet of Things, and design multi-device experiences that anticipate a fully connected world
- Learn how to measure your multi-device ecosystem performance
- Get ahead of the curve by designing for a more connected future

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