

Building User Guide Example

User-generated content

It is an example of the democratization of content production and the flattening of traditional media hierarchies. The BBC adopted a user-generated content

User-generated content (UGC), alternatively known as user-created content (UCC), emerged from the rise of web services which allow a system's users to create content, such as images, videos, audio, text, testimonials, and software (e.g. video game mods) and interact with other users. Online content aggregation platforms such as social media, discussion forums and wikis by their interactive and social nature, no longer produce multimedia content but provide tools to produce, collaborate, and share a variety of content, which can affect the attitudes and behaviors of the audience in various aspects. This transforms the role of consumers from passive spectators to active participants.

User-generated content is used for a wide range of applications, including problem processing, news, entertainment...

Strategy guide

such guides. The contents of a strategy guide varies between game genres. Typically, the guides contain: Detailed gameplay information, for example, maneuvers

Strategy guides are instruction books that contain hints or complete solutions to specific video games. The line between strategy guides and video game walkthroughs is somewhat blurred, with the former often containing or being written around the latter. Strategy guides are often published in print, both in book form and also as articles within video game magazines. In cases of exceptionally popular game titles, guides may be sold through more mainstream publication channels, such as bookstores or even newsstands. Some publishers also sell E-Book versions on their websites.

Strategy guides marketed as "official" are written by game distributors themselves or licensed to a specialty publishing house; Prima Games and Piggyback Interactive specialise in writing official guides for various companies...

User-centered design

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User-centered design (UCD) or user-driven development (UDD) is a framework of processes in which usability goals, user characteristics, environment, tasks and workflow of a product, service or brand are given extensive attention at each stage of the design process. This attention includes testing which is conducted during each stage of design and development from the envisioned requirements, through pre-production models to post production.

Testing is beneficial as it is often difficult for the designers of a product to understand the experiences of first-time users and each user's learning curve. UCD is based on the understanding of a user, their demands, priorities and experiences, and can lead to increased product usefulness and usability. UCD applies cognitive science principles to create...

User interface design

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User interface (UI) design or user interface engineering is the design of user interfaces for machines and software, such as computers, home appliances, mobile devices, and other electronic devices, with the focus on maximizing usability and the user experience. In computer or software design, user interface (UI) design primarily focuses on information architecture. It is the process of building interfaces that clearly communicate to the user what's important. UI design refers to graphical user interfaces and other forms of interface design. The goal of user interface design is to make the user's interaction as simple and efficient as possible, in terms of accomplishing user goals (user-centered design). User-centered design is typically accomplished through the execution of modern design thinking...

10-foot user interface

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In computing, 10-foot user interface, 10-foot UI or 3-meter user interface is a graphical user interface designed for televisions. Compared to desktop computer and smartphone user interfaces, it uses text and other interface elements that are much larger in order to accommodate a typical television viewing distance of 10 feet (3.0 meters). In reality, this distance varies greatly between households. Additionally, the limitations of a television's remote control necessitate extra user experience considerations to minimize user effort.

In the past, these types of human interaction design (HID) interfaces were driven by remote controllers primarily using infrared (IR) codes signals, which are increasingly replaced by other two-way radio-frequency protocol standards such as Bluetooth while maintaining...

End-user license agreement

An end-user license agreement or EULA (/ˈjuːlə/) is a legal contract between a software supplier and a customer or end-user. The practice of selling licenses

An end-user license agreement or EULA () is a legal contract between a software supplier and a customer or end-user.

The practice of selling licenses to rather than copies of software predates the recognition of software copyright, which has been recognized since the 1970s in the United States. Initially, EULAs were often printed as shrink wrap contracts, where tearing the shrink wrap indicated acceptance. Software distributed via the internet is more commonly licensed via clickwrap (where the user clicks to agree to the license) or browsewrap (continuing to browse the website indicates agreement).

Most companies prefer to sell licenses rather than copies of the software because it enables them to enforce stricter terms on the end user in a number of domains, especially by prohibiting transfer...

TV Guide

network shows. In September 2006, TV Guide launched a redesigned website, with expanded original editorial and user-generated content not included in the

TV Guide is an American digital media company that provides television program listings information as well as entertainment and television-related news.

In 2008, the company sold its founding product, the TV Guide magazine and the entire print magazine division, to a private buyout firm operated by Andrew Nikou, who then set up the print operation as TV Guide Magazine LLC.

Building automation

specialized for building automation, but may be generic programmable logic controllers) with lower-level controllers, input/output devices and a user interface

Building automation systems (BAS), also known as building management system (BMS) or building energy management system (BEMS), is the automatic centralized control of a building's HVAC (heating, ventilation and air conditioning), electrical, lighting, shading, access control, security systems, and other interrelated systems. Some objectives of building automation are improved occupant comfort, efficient operation of building systems, reduction in energy consumption, reduced operating and maintaining costs and increased security.

BAS functionality may keep a buildings climate within a specified range, provide light to rooms based on occupancy, monitor performance and device failures, and provide malfunction alarms to building maintenance staff. A BAS works to reduce building energy and maintenance...

Persona (user experience)

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A persona (also user persona, user personality, customer persona, buyer persona) in user-centered design and marketing is a semi-fictional characterization or representation of a typical customer segment or end user. Personas help marketers and designers focus their efforts by humanizing data into relatable profiles. Personas are one of the outcomes of market segmentation, where marketers use the results of statistical analysis and qualitative observations to draw profiles, giving them names and personalities to paint a picture of a person that could exist in real life. The term persona is used widely in online and technology applications as well as in advertising, where other terms such as pen portraits may also be used.

Personas are useful in considering the goals, desires, and limitations...

Multi-user dungeon

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A multi-user dungeon (MUD,), also known as a multi-user dimension or multi-user domain, is a multiplayer real-time virtual world, usually text-based or storyboarded. MUDs combine elements of role-playing games, hack and slash, player versus player, interactive fiction, and online chat. Players can read or view descriptions of rooms, objects, other players, and non-player characters, and perform actions in the virtual world that are typically also described. Players typically interact with each other and the world by typing commands that resemble a natural language, as well as using a character typically called an avatar.

Traditional MUDs implement a role-playing video game set in a fantasy world populated by fictional races and monsters, with players choosing classes in order

to gain specific...

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