Growing out of a historic workshop sponsored by IBM, this book brings together contributions from many of the leading figures in the field of human-computer interaction and object-oriented software engineering. The first book-length work devoted entirely to the subject of use-oriented design representations—or scenarios—it discusses an array of scenario-based design approaches and demonstrates their practical applications across the system development life cycle, from requirements analysis and software design, to documentation, training, and prototype evaluation. Translates the latest research findings into techniques that readers can immediately use to enhance the effectiveness of user-interface design and object-oriented software engineering design.

My Personal Review:
This book resulted from a think tank on the nature of use-oriented design representations and the part they play in the development of computer systems and applications. Enter scenario-based design. The book is made up of a number of essays—each with their own spin on the idea and their own examples of its application. While this makes the content a little hard to access, it also offers a rich resource and food-for-thought. Of particular interest to me was the relation of scenario-based design to object-oriented design and HCI principles and practices. A must for serious designers who want to explore ways of creating systems that better serve users.