

# Download File Usability Engineering Jakob Nielsen Free Pdf Free Copy

**Usability Engineering**  
Usability Engineering Usability Engineering  
**Prioritizing Web Usability**  
*Usability Inspection Methods*  
Usability Eyetracking Web Usability  
**Mobile Usability Coordinating User Interfaces for Consistency Hypertext and Hypermedia**  
Homepage Usability  
**Speed Up Your Site**  
**Designing Web Usability Hypertext and Hypermedia**  
International User

**Interfaces The UX Book Web Site Usability**  
*Prototyping for Designers*  
**User Experience Re-Mastered**  
Laws of UX Visual Usability  
**Fundamental Bioengineering**  
Discontinuous Groups of Isometries in the Hyperbolic Plane  
*The Trouble with Computers*  
**The Persona Lifecycle**  
*Jakob Nielsen Set E-commerce*  
User Experience HCI and Usability for Education and Work  
Designing Hypermedia for

Learning Multimedia and Hypertext  
12th International Symposium on Process Systems Engineering and 25th European Symposium on Computer Aided Process Engineering  
Scenario-Based Design  
**Designing the User Interface**  
Guide to the Software Engineering Body of Knowledge (Swebok(r))  
30th European Symposium on Computer Aided Chemical Engineering

*Scenario-Focused Engineering Web Style Guide, 3rd edition* **Human Computer Interaction** Object-oriented Software Engineering Focus Groups The Usability Engineering Lifecycle

Eye-tracking Web Usability is based on one of the largest studies of eye-tracking usability in existence. Best-selling author Jakob Nielsen and coauthor Kara Pernice used rigorous usability methodology and eye-tracking technology to analyze 1.5 million instances where users look at Web sites to understand how the human eyes interact with

design. Their findings will help designers, software developers, writers, editors, product managers, and advertisers understand what people see or don't see, when they look, and why. With their comprehensive three-year study, the authors confirmed many known Web design conventions and the book provides additional insights on those standards. They also discovered important new user behaviors that are revealed here for the first time. Using compelling eye gaze plots and heat maps, Nielsen and Pernice guide the reader through hundreds of examples of eye

movements, demonstrating why some designs work and others don't. They also provide valuable advice for page layout, navigation menus, site elements, image selection, and advertising. This book is essential reading for anyone who is serious about doing business on the Web. *The UX Book: Process and Guidelines for Ensuring a Quality User Experience* aims to help readers learn how to create and refine interaction designs that ensure a quality user experience (UX). The book seeks to expand the concept of traditional usability to a broader notion of user experience; to

provide a hands-on, practical guide to best practices and established principles in a UX lifecycle; and to describe a pragmatic process for managing the overall development effort. The book provides an iterative and evaluation-centered UX lifecycle template, called the Wheel, for interaction design. Key concepts discussed include contextual inquiry and analysis; extracting interaction design requirements; constructing design-informing models; design production; UX goals, metrics, and targets; prototyping; UX evaluation; the interaction cycle

and the user action framework; and UX design guidelines. This book will be useful to anyone interested in learning more about creating interaction designs to ensure a quality user experience. These include interaction designers, graphic designers, usability analysts, software engineers, programmers, systems analysts, software quality-assurance specialists, human factors engineers, cognitive psychologists, cosmic psychics, trainers, technical writers, documentation specialists, marketing personnel, and project managers. A very broad

approach to user experience through its components—usability, usefulness, and emotional impact with special attention to lightweight methods such as rapid UX evaluation techniques and an agile UX development process Universal applicability of processes, principles, and guidelines—not just for GUIs and the Web, but for all kinds of interaction and devices: embodied interaction, mobile devices, ATMs, refrigerators, and elevator controls, and even highway signage Extensive design guidelines applied in the context of the various kinds of

affordances necessary to support all aspects of interaction. Real-world stories and contributions from accomplished UX practitioners. A practical guide to best practices and established principles in UX. A lifecycle template that can be instantiated and tailored to a given project, for a given type of system development, on a given budget. Fuchsian groups play a central role in various important fields of mathematics. The current book is based on what became known as the famous Fenchel-Nielsen manuscript. Jakob Nielsen (1890-1959) started this project well

before World War II, Werner Fenchel (1905-1988) joined later and overtook the much of the preparation of the manuscript. Professor Asmus Schmidt (University of Copenhagen) is the editor of this first publication in book form of the Fenchel-Nielsen notes. It is on his initiative that the long and difficult way of getting the original notes into the proper shape ready for publication succeeded. The Persona Lifecycle is a field guide exclusively focused on interaction design's most popular new technique. The Persona Lifecycle addresses the "how" of creating effective personas

and using those personas to design products that people love. It doesn't just describe the value of personas; it offers detailed techniques and tools related to planning, creating, communicating, and using personas to create great product designs. Moreover, it provides rich examples, samples, and illustrations to imitate and model. Perhaps most importantly, it positions personas not as a panacea, but as a method used to complement other user-centered design (UCD) techniques including scenario-based design, cognitive walkthroughs and user testing. The

authors developed the Persona Lifecycle model to communicate the value and practical application of personas to product design and development professionals. This book explores the complete lifecycle of personas, to guide the designer at each stage of product development. It includes a running case study with rich examples and samples that demonstrate how personas can be used in building a product end-to-end. It also presents recommended best practices in techniques, tools, and innovative methods and contains hundreds of relevant stories, commentary,

opinions, and case studies from user experience professionals across a variety of domains and industries. This book will be a valuable resource for UCD professionals, including usability practitioners, interaction designers, technical writers, and program managers; programmers/developers who act as the interaction designers for software; and those professionals who work with developers and designers. Features \* Presentation and discussion of the complete lifecycle of personas, to guide the designer at each stage of product development. \* A running case study

with rich examples and samples that demonstrate how personas can be used in building a product end-to-end. \* Recommended best practices in techniques, tools, and innovative methods. \* Hundreds of relevant stories, commentary, opinions, and case studies from user experience professionals across a variety of domains and industries. Leading authorities from around the world discuss the latest topics in international user-interface design. With most major companies in the computer industry depending on exports for 50 percent or more of their sales, user-interface design

teams face a major challenge in making their products both useful and accessible to the global marketplace. It is no longer enough to simply offer a product translated in ten to twenty different languages. Users also want a product that acknowledges their unique cultural characteristics and business practices. In *International User Interfaces*, Elisa del Galdo and Jakob Nielsen head a team of acknowledged international authorities who confront some of the problems currently facing international user-interface developers, including: \*

*International Usability Engineering. \**  
*Developing a Cultural Model. \**  
*Arabization of Graphical User Interfaces. \**  
*Managing a Multiple-Language Document System. \**  
*An Intelligent Lexical Management System for Multilingual Machine Translation. \**  
*A Chinese Text Display Supported by an Algorithm for Chinese Segmentation. \**  
*Breaking the Language Barrier with Graphics. \**  
*Cultural Issues That Can Affect Training Computer Science/Computers-Human Interaction Usability Inspection Methods is the first comprehensive, book-length work in*

this important new field. Designed to get you quickly up and running with the full complement of UI strategies, tools, and techniques, this extremely practical guide offers you a unique opportunity to learn them from the women and men who invented them. With the help of numerous real-life case studies, the authors give you: Step-by-step guidance on all important methods now in use, including the heuristic evaluation method, the pluralistic walkthrough method, the cognitive walkthrough method, and more Proven techniques for integrating usability

inspections with other methods now in use An in-depth, comparative analysis of UI versus user testing A cost-benefit analysis of UI as compared to other approaches Program prototypes that provide UI computer support for interface designers An important resource for user interface developers, software designers, as well as graduate students and researchers The Workgroup Human-Computer Interaction & Usability Engineering (HCI&UE) of the Austrian Computer Society (OCG) serves as a platform for interdisciplinary - change, research and development.

While human-computer interaction (HCI) traditionally brings together psychologists and computer scientists, usability engineering (UE) is a software engineering discipline and ensures the appropriate implementation of applications. Our 2008 topic was Human-Computer Interaction for Education and Work (HCI4EDU), culminating in the 4th annual Usability Symposium USAB 2008 held during November 20-21, 2008 in Graz, Austria (<http://usab-symposium.tugraz.at>). As with the field of Human-Computer Interaction in Medicine and

Health Care (HCI4MED), which was our annual topic in 2007, technological performance also increases exponentially in the area of education and work. Learners, teachers and knowledge workers are ubiquitously confronted with new technologies, which are available at constantly lower costs. However, it is obvious that within our e-Society the knowledge acquired at schools and universities - while being an absolutely necessary basis for learning - may prove insufficient to last a whole life time. Working and learning can be viewed as parallel processes, with the result that lifelong learning (LLL) must

be considered as more than just a catch phrase within our society, it is an undisputed necessity. Today, we are facing a tremendous increase in educational technologies of all kinds and, although the influence of these new technologies is enormous, we must never forget that learning is both a basic cognitive and a social process - and cannot be replaced by technology. Blend the art of innovation with the rigor of engineering. Great technology alone is rarely sufficient to ensure a product's success. Scenario-Focused Engineering is a customer-centric, iterative approach

used to design and deliver the seamless experiences and emotional engagement customers demand in new products. In this book, you'll discover the proven practices and lessons learned from real-world implementations of this approach, including why delight matters, what it means to be customer-focused, and how to iterate effectively using the Fast Feedback Cycle. In an engineering environment traditionally rooted in strong analytics, the ideas and practices for Scenario-Focused Engineering may seem counter-intuitive. Learn how to change your

team's mindset from deciding what a product, service, or device will do and solving technical problems to discovering and building what customers actually want. Improve the methods and mindsets you use to: Select a target customer to maximize carryover Discover your customer's unarticulated needs Use storytelling to align your team and partners Mitigate tunnel vision to generate more innovative ideas Use experimentation to fail fast and learn Solicit early and ongoing feedback Iterate using a funnel-shaped approach Manage your projects around end-to-end



experiences Build a team culture that puts the customer first Beginning with an explanation of why considerable outlays for computing since 1973 have not resulted in comparable payoffs, the author proposes that emerging techniques for user-centred development can turn the situation around - through task analysis, etc. This most unusual book results from the NATO Advanced Research Workshop, "Designing Hypertext/Hypermedia for Learning", held in Rottenburg am Neckar, FRO, from July 3-8, 1989. The idea for the workshop resulted from the burgeoning interest

in hypertext combined with the frustrating lack of literature on learning applications for hypertext. There was little evidence in 1988 that hypertext could successfully support learning outcomes. A few projects were investigating hypertext for learning, but few conclusions were available and little if any advice on how to design hypertext for learning applications was available. Could hypertext support learning objectives? What mental processing requirements are unique to learning outcomes? How would the processing

requirements of learning outcomes interact with unique user processing requirements of browsing and constructing hypertext? Should hypertext information bases be restructured to accommodate learning outcomes? Should the user interface be manipulated in order to support the task functionality of learning outcomes? Does the hypertext structure reflect the intellectual requirements of learning outcomes? What kinds of learning-oriented hypertext systems were being developed and what kinds of assumptions were these systems making? These and

other questions demonstrated the need for this workshop. The workshop included presentations, hardware demonstrations, sharing and browsing of hypertexts, and much discussion about all of the above. These were the experiences that you, the reader of this book, unfortunately did not experience. Reviews the features and applications of a broad range of computer software systems that allow the user to choose the sequence of text or other display at the time of use. Contains a well-annotated bibliography. Annotation copyright Book

News, Inc. Portland, Or. In the years since Jakob Nielsen's classic collection on interface consistency first appeared, much has changed, and much has stayed the same. On the one hand, there's been exponential growth in the opportunities for following or disregarding the principles of interface consistency—more computers, more applications, more users, and of course the vast expanse of the Web. On the other, there are the principles themselves, as persistent and as valuable as ever. In these contributed chapters, you'll find details on many methods for seeking and

enforcing consistency, along with bottom-line analyses of its benefits and some warnings about its possible dangers. Most of what you'll learn applies equally to hardware and software development, and all of it holds real benefits for both your organization and your users. Begins with a new preface by the collection's distinguished editor Details a variety of methods for attaining interface consistency, including central control, user definitions, exemplary applications, shared code, and model analysis Presents a cost-benefits analysis of organizational

efforts to promote and achieve consistency Examines and appraises the dimensions of consistency—consistency within an application, across a family of applications, and beyond Makes the case for some unexpected benefits of interface consistency while helping you avoid the risks it can sometimes entail Considers the consistency of interface elements other than screen design Includes case studies of major corporations that have instituted programs to ensure the consistency of their products This volume is based on a workshop sponsored by the editor at IBM, and

includes contributions from an international group of researchers in the field of human computer interaction. A comprehensive, clearly written overview of hypertext, this book gives broad coverage of different hypertext systems, as well as their features and applications using many concrete examples and illustrations of real systems. Nielsen provides a history of the subject and explores the social issues related to hypertext. User Experience Re-Mastered: Your Guide to Getting the Right Design provides an understanding of key design and

development processes aimed at enhancing the user experience of websites and web applications. The book is organized into four parts. Part 1 deals with the concept of usability, covering user needs analysis and card sorting—a tool for shaping information architecture in websites and software applications. Part 2 focuses on idea generation processes, including brainstorming; sketching; persona development; and the use of prototypes to validate and extract assumptions and requirements that exist among the product team. Part 3 presents core design principles

and guidelines for website creation, along with tips and examples on how to apply these principles and guidelines. Part 4 on evaluation and analysis discusses the roles, procedures, and documents needed for an evaluation session; guidelines for planning and conducting a usability test; the analysis and interpretation of data from evaluation sessions; and user interface inspection using heuristic evaluation and other inspection methods. \*A guided, hands-on tour through the process of creating the ultimate user experience - from testing, to prototyping, to design, to

evaluation  
\*Provides tried and tested material from best sellers in Morgan Kaufmann's Series in Interactive Technologies, including leaders in the field such as Bill Buxton and Jakob Nielsen  
\*Features never before seen material from Chauncey Wilson's forthcoming, and highly anticipated Handbook for User Centered Design In 2000, Jakob Nielsen, the world's leading expert on Web usability, published a book that changed how people think about the Web—Designing Web Usability (New Riders). Many applauded. A few jeered. But everyone listened.

The best-selling usability guru is back and has revisited his classic guide, joined forces with Web usability consultant Hoa Loranger, and created an updated companion book that covers the essential changes to the Web and usability today. Prioritizing Web Usability is the guide for anyone who wants to take their Web site(s) to next level and make usability a priority! Through the authors' wisdom, experience, and hundreds of real-world user tests and contemporary Web site critiques, you'll learn about site design, user experience and usability testing, navigation and search capabilities,

old guidelines and prioritizing usability issues, page design and layout, content design, and more! This special set contains these three titles from the usability expert himself: \*

- Coordinating User Interfaces for Consistency \* Usability Engineering \*
- Multimedia and Hypertext: The Internet and Beyond
- How do we create a satisfactory user experience when limited to a small device? This new guide focuses on usability for mobile devices, primarily smartphones and touchphones, and covers such topics as developing a mobile strategy, designing for small

screens, writing for mobile, usability comparisons, and looking toward the future. The book includes 228 full-color illustrations to demonstrate the points. Based on expert reviews and international studies with participants ranging from students to early technology adopters and business people using websites on a variety of mobile devices, this guide offers a complete look at the landscape for a mobile world. Author Jakob Nielsen is considered one of the world's leading experts on Web usability. He is the author of numerous best-selling books, including

Prioritizing Web Usability and the groundbreaking Designing Web Usability, which has sold more than 250,000 copies and has been translated in 22 languages. Imagine how much easier creating web and mobile applications would be if you had a practical and concise, hands-on guide to visual design. Visual Usability gets into the nitty-gritty of applying visual design principles to complex application design. You'll learn how to avoid common mistakes, make informed decisions about application design, and elevate the ordinary. We'll review three key principles that affect application

design - consistency, hierarchy, and personality - and illustrate how to apply tools like typography, color, and layout to digital application design. Whether you're a UI professional looking to fine-tune your skills, a developer who cares about making applications beautiful and usable, or someone entirely new to the design arena, Visual Usability is your one-stop, practical guide to visual design. Discover the principles and rules that underlie successful application design. Learn how to develop a rationale to support design strategy and move teams forward

Master the visual design toolkit to increase user-friendliness and make complicated processes feel straightforward for your product. Prototyping and user testing is the best way to create successful products, but many designers skip this important step and use gut instinct instead. By explaining the goals and methodologies behind prototyping—and demonstrating how to prototype for both physical and digital products—this practical guide helps beginning and intermediate designers become more comfortable with creating and testing prototypes early and often in

the process. Author Kathryn McElroy explains various prototyping methods, from fast and dirty to high fidelity and refined, and reveals ways to test your prototypes with users. You'll gain valuable insights for improving your product, whether it's a smartphone app or a new electronic gadget. Learn similarities and differences between prototyping for physical and digital products. Know what fidelity level is needed for different prototypes. Get best practices for prototyping in a variety of mediums, and choose which prototyping software or components to use. Learn electronics

prototyping basics and resources for getting started  
Write basic pseudocode and translate it into usable code for Arduino  
Conduct user tests to gain insights from prototypes  
I read this book in a single sitting. It is written in an enthusiastic, helpful and clear style that held my attention, and made me want to read what came next. I shall read it again in a single sitting - probably more than once. For it offers common-sense advice about planning and running focus groups which I will want to revisit' -  
British Journal of Education  
Technology  
The Third Edition of the 'standard' for

learning how to conduct a focus group contains: a new chapter comparing and contrasting market research, academic, nonprofit and participatory approaches to focus group research; expanded descriptions on how to plan focus group studies and do the analysis, including step-by-step procedures; examples of questions that ask participants to do more than just discuss, and suggestions on how to answer questions about your focus group research.  
Executive Summary. What is usability.  
Generations of user interfaces. The usability engineering

lifecycle. Usability heuristics. Usability testing. Usability assessment methods beyond testing. Interface standards.  
International user interfaces. Future developments.  
Exercises.  
Bibliography.  
Author index.  
Subject index. This book covers the essential knowledge and skills needed by a student who is specializing in software engineering.  
Readers will learn principles of object orientation, software development, software modeling, software design, requirements analysis, and testing. The use of the Unified Modelling Language to

develop software is taught in depth. Many concepts are illustrated using complete examples, with code written in Java. An understanding of psychology—specifically the psychology behind how users behave and interact with digital interfaces—is perhaps the single most valuable nondesign skill a designer can have. The most elegant design can fail if it forces users to conform to the design rather than working within the "blueprint" of how humans perceive and process the world around them. This practical guide explains how you can apply key principles in psychology to build products and

experiences that are more intuitive and human-centered. Author Jon Yablonski deconstructs familiar apps and experiences to provide clear examples of how UX designers can build experiences that adapt to how users perceive and process digital interfaces. You'll learn: How aesthetically pleasing design creates positive responses The principles from psychology most useful for designers How these psychology principles relate to UX heuristics Predictive models including Fitts's law, Jakob's law, and Hick's law Ethical implications of using psychology

in design A framework for applying these principles The second edition of Human-Computer Interaction established itself as one of the classic textbooks in the area, with its broad coverage and rigorous approach, this new edition builds on the existing strengths of the book, but giving the text a more student-friendly slant and improving the coverage in certain areas. The revised structure, separating out the introductory and more advanced material will make it easier to use the book on a variety of courses. This new edition now includes chapters on Interaction



Design, Universal Access and Rich Interaction, as well as covering the latest developments in ubiquitous computing and Web technologies, making it the ideal text to provide a grounding in HCI theory and practice. Discover how to use a variety of techniques to shrink the size of a Web page, including HTML, CSS, JavaScript, PHP, XHTML, graphics, multimedia, and server-based techniques. Learn from real-life case studies of existing Web sites, practical examples, and code listings throughout the book. Written by the author of the bestselling *HyperText & HyperMedia*, this

book is an excellent guide to the methods of usability engineering. It emphasizes cost effective methods that will help developers improve user interfaces immediately. Step-by-step information on which methods to use at various stages during the development life cycle are included, along with how to run a usability test. A thorough introduction to the basics of bioengineering, with a focus on applications in the emerging "white" biotechnology industry. As such, this latest volume in the "Advanced Biotechnology" series covers the principles for the design and analysis of industrial

bioprocesses as well as the design of bioremediation systems, and several biomedical applications. No fewer than seven chapters introduce stoichiometry, kinetics, thermodynamics and the design of ideal and real bioreactors, illustrated by more than 50 practical examples. Further chapters deal with the tools that enable an understanding of the behavior of cell cultures and enzymatically catalyzed reactions, while others discuss the analysis of cultures at the level of the cell, as well as structural frameworks for the successful scale-up of bioreactions. In addition, a short

survey of downstream processing options and the control of bioreactions is given. With contributions from leading experts in industry and academia, this is a comprehensive source of information peer-reviewed by experts in the field. 30th European Symposium on Computer Aided Chemical Engineering, Volume 47 contains the papers presented at the 30th European Symposium of Computer Aided Process Engineering (ESCAPE) event held in Milan, Italy, May 24-27, 2020. It is a valuable resource for chemical engineers,

chemical process engineers, researchers in industry and academia, students, and consultants for chemical industries. Presents findings and discussions from the 30th European Symposium of Computer Aided Process Engineering (ESCAPE) event Offers a valuable resource for chemical engineers, chemical process engineers, researchers in industry and academia, students, and consultants for chemical industries Reflecting the changes in the hypertext/multimedia market, this book includes illustrated examples of a variety of new hypermedia

systems, particularly those related to the Internet, plus many examples of the use of Mosaic and the HTML. Based on data collected from research conducted at UIE (User Interface Engineering), this book describes how well or poorly some information-rich Web sites performed when real users attempted to find specific answers. In the Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide), the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering, and the work supports

the Society's responsibility to promote the advancement of both theory and practice in this field. It should be noted that the Guide does not purport to define the body of knowledge but rather to serve as a compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's 15 knowledge areas summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the SWEBOK(R) Guide are Pierre Bourque (Ecole de

technologie supérieure (ETS), Université du Québec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)). This text is about achieving usability in product user interface design through a process called Usability Engineering. The techniques presented include not only UI requirements analysis, but also organizational and managerial strategies. Written by the author of the best-selling HyperText & HyperMedia, this book is an excellent guide to the methods of usability engineering. The book provides the tools needed to

avoid usability surprises and improve product quality. Step-by-step information on which method to use at various stages during the development lifecycle are included, along with detailed information on how to run a usability test and the unique issues relating to international usability. \* Emphasizes cost-effective methods that developers can implement immediately \* Instructs readers about which methods to use when, throughout the development lifecycle, which ultimately helps in cost-benefit analysis. \* Shows readers how to avoid the four most

frequently listed reasons for delay in software projects. \* Includes detailed information on how to run a usability test. \* Covers unique issues of international usability. \* Features an extensive bibliography allowing readers to find additional information. \* Written by an internationally renowned expert in the field and the author of the best-selling HyperText & HyperMedia. This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The much-anticipated fifth edition of Designing the User

Interface provides a comprehensive, authoritative introduction to the dynamic field of human-computer interaction (HCI). Students and professionals learn practical principles and guidelines needed to develop high quality interface designs—ones that users can understand, predict, and control. It covers theoretical foundations, and design processes such as expert reviews and usability testing. Numerous examples of direct manipulation, menu selection, and form fill-in give readers an understanding of excellence in design. The new edition provides updates on

current HCI topics with balanced emphasis on mobile devices, Web, and desktop platforms. It addresses the profound changes brought by user-generated content of text, photo, music, and video and the raised expectations for compelling user experiences. Provides a broad survey of designing, implementing, managing, maintaining, training, and refining the user interface of interactive systems. Describes practical techniques and research-supported design guidelines for effective interface designs. Covers both professional applications (e.g. CAD/CAM, air

traffic control) and consumer examples (e.g. web services, e-government, mobile devices, cell phones, digital cameras, games, MP3 players) Delivers informative introductions to development methodologies, evaluation techniques, and user-interface building tools. Supported by an extensive array of current examples and figures illustrating good design principles and practices. Includes dynamic, full-color presentation throughout. Guides students who might be starting their first HCI design project Accompanied by a Companion Website

with additional practice opportunities and informational resources for both students and professors. 25th European Symposium on Computer-Aided Process Engineering contains the papers presented at the 12th Process Systems Engineering (PSE) and 25th European Society of Computer Aided Process Engineering (ESCAPE) Joint Event held in Copenhagen, Denmark, 31 May - 4 June 2015. The purpose of these series is to bring together the international community of researchers and engineers who are

interested in computing-based methods in process engineering. This conference highlights the contributions of the PSE/CAPE community towards the sustainability of modern society. Contributors from academia and industry establish the core products of PSE/CAPE, define the new and changing scope of our results, and future challenges. Plenary and keynote lectures discuss real-world challenges (globalization, energy, environment, and health) and contribute to discussions on the widening scope of PSE/CAPE versus the consolidation of the core topics of

PSE/CAPE.  
Highlights how the  
Process Systems  
Engineering/Compu  
ter-Aided Process  
Engineering  
community  
contributes to the  
sustainability of  
modern society  
Presents findings  
and discussions  
from both the 12th  
Process Systems

Engineering (PSE)  
and 25th European  
Society of  
Computer-Aided  
Process  
Engineering  
(ESCAPE) Events  
Establishes the core  
products of Process  
Systems  
Engineering/Compu  
ter Aided Process  
Engineering  
Defines the future

challenges of the  
Process Systems  
Engineering/Compu  
ter Aided Process  
Engineering  
community A guide  
to creating user-  
friendly web sites  
that provides  
information on how  
companies can  
ensure their web  
sites are easy to  
locate and navigate.