## INM355 Practices and Theories in Interaction Design



[1]

Alertbox: Jakob Nielsen's Newsletter on Web Usability: .

[2]

All Things Web - more resources: .

[3]

Benyon, David et al. 2010. Designing interactive systems: a comprehensive guide to HCl and interaction design. Addison-Wesley.

[4]

Benyon, David et al. 2010. Designing interactive systems: a comprehensive guide to HCl and interaction design. Addison-Wesley.

[5]

Benyon, David et al. 2010. Designing interactive systems: a comprehensive guide to HCl and interaction design. Addison-Wesley.

[6]

Buxton, Bill 2007. Sketching user experiences: getting the design right and the right design . Morgan Kaufmann.

Home | Usability.gov: .

| [7]  |
|--|
| Chapter 12: .  |
| [8]  |
|  |
| Chapter 14: .  |
| [9]  |
| Cooper, Alan et al. 2007. About face 3: the essentials of interaction design. Wiley.   |
| [10]   |
| "Designing for Interac2on", 2nd Edi2on, Dan Saffer, New Riders Press (covers methods well, but not all methods are recommended!): .  |
| [11]   |
| Dix, Alan John 2004. Human-computer interaction. Prentice Hall.  |
|  |
| [12]   |
| Esbjoumlrnsson, et al (2007) Drivers Using Mobile Phones in Traffic, International Journal of Human-Computer Interaction, 22, 37 - 58: .   |
|  |
| [13]   |
| Heer, J. et al. 2005. prefuse. CHI 2005: technology, safety, community: conference proceedings: Conference on Human Factors in Computing Systems: Portland, Oregon, USA, April 2-7. (2005). DOI:https://doi.org/10.1145/1054972.1055031. |
|  |
| [14]   |

| [15]  |
|---|
| IBM Design: .   |
|   |
| [16]  |
| Jakob Nielsen, First Rule of Usability? Don't Listen to Users.: .   |
|   |
| [17]  |
| Jason Withrow, Cognitive Psychology and IA: From Theory to Practice,: .   |
|   |
| [18]  |
| Karat, CM. 1998. Guaranteeing rights for the user. Communications of the ACM. 41, 12                                    |
| (Dec. 1998), 29-31. DOI:https://doi.org/10.1145/290133.290144.  |
|   |
| [19]  |
| Marcus, A. 2003. When is a user not a user? interactions. 10, 5 (Sep. 2003). DOI:https://doi.org/10.1145/889692.889705. |
|   |
| [20]  |
| Nielsen, J., How to Conduct a Heuristic Evaluation: .   |
|   |
| [21]  |
| Nielsen, J., Ten Usability Heuristics for User Interface Design: .  |
| i i i i i i i i i i i i i i i i i i i   |
| [22]  |
| Nielsen, Jakob 1999. Designing web usability: the practice of simplicity. New Riders.                                   |
| Micisch, jakob 1999. Designing web asability. the practice of simplicity. New Macis.                                    |

[23]

Rogers, Yvonne et al. 2011. Interaction design: beyond human-computer interaction. Wiley.

[24]

Rogers, Yvonne et al. 2011. Interaction design: beyond human-computer interaction. Wiley.

[25]

Rogers, Yvonne et al. 2011. Interaction design: beyond human-computer interaction. Wiley.

[26]

Rogers, Yvonne et al. 2011. Interaction design: beyond human-computer interaction. Wiley.

[27]

Rogers, Yvonne et al. 2011. Interaction design: beyond human-computer interaction. Wiley.

[28]

Rogers, Yvonne et al. 2011. Interaction design: beyond human-computer interaction. Wiley.

[29]

Rogers, Yvonne et al. 2011. Interaction design: beyond human-computer interaction. Wiley.

[30]

Rogers, Yvonne et al. 2011. Interaction design: beyond human-computer interaction. Wiley.

[31]

Rogers, Yvonne et al. 2011. Interaction design: beyond human-computer interaction. Wiley.

[32]

Satchell, C. and Dourish, P. 2009. Beyond the user. Proceedings of the 21st Annual Conference of the Australian Computer-Human Interaction Special Interest Group: Design: Open 24/7. (2009). DOI:https://doi.org/10.1145/1738826.1738829.

[33]

Shneiderman, B. et al. 2018. Designing the user interface: strategies for effective human-computer interaction. Pearson.

[34]

Snyder, Carolyn 2003. Paper prototyping: the fast and easy way to design and refine user interfaces. Morgan Kaufmann.

[35]

Snyder, Carolyn 2003. Paper prototyping: the fast and easy way to design and refine user interfaces. Morgan Kaufmann.

[36]

Snyder, Carolyn and Dawsonera 2003. Paper prototyping: the fast and easy way to design and refine user interfaces. Morgan Kaufmann.

[37]

Truong, K.N. et al. 2006. Storyboarding. Designing interactive systems: DIS2006 University

| Park. PA. June 26-28, 2006. (2006). DOJ:https://doj.org/10.1145/1142405.1142410. |        |          |         |      |        |                                 |              |
|--|--------|----------|---------|------|--------|---------------------------------|--------------|
|  | Park 1 | PA liine | - 26-28 | 2006 | (2006) | )01.https://doi.org/10.1145/114 | 2405 1142410 |

[38] Tullis, Tom et al. 2008. Measuring the user experience: collecting, analyzing, and presenting usability metrics. Morgan Kaufmann. [39] Usability consulting and training with Human Factors International: . [40] Usability Testing | Usability.gov: . [41] Usable Web: . [42] useit.com: Jakob Nielsen on Usability and Web Design: . [43] User Interface Engineering - Usability Research, Training, and Events - UIE: . [44] Aaron Marcus (2002), Return on Investment for Usable User-Interface Design: Examples and Statistics. [45]

Jennifer Mankoff, Anind K. Dey, Gary Hsieh, Julie Kientz, Scott Lederer, and Morgan Ames.

6/7

2003. Heuristic evaluation of ambient displays. In Proceedings of the SIGCHI conference on Human factors in computing systems (CHI '03). ACM, New York, NY, USA, 169-176.

[46]

Light, A. (2004) HCI 2004 Feature: What have Values got to do with HCI?, Usability News, p 8-9.

[47]

Star, S. L. (1999) The Ethnography of Infrastructure. American Behavioral Scientist, 43, 377-391.