

INM355 Practices and Theories in Interaction Design

[View Online](#)

1.

Rogers, Yvonne, Preece, Jenny, Sharp, Helen: Interaction design: beyond human-computer interaction. Wiley, Chichester (2011).

2.

Benyon, David, Benyon, David, Dawsonera: Designing interactive systems: a comprehensive guide to HCI and interaction design. Addison-Wesley, Harlow (2010).

3.

Cooper, Alan, Reimann, Robert, Cronin, Dave: About face 3: the essentials of interaction design. Wiley, Indianapolis, Ind (2007).

4.

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

5.

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

6.

Shneiderman, B., Plaisant, C., Cohen, M., Jacobs, S.M., Elmqvist, N.: Designing the user

interface: strategies for effective human-computer interaction. Pearson, Boston (2018).

7.

Dix, Alan John: Human-computer interaction. Prentice Hall, Harlow (2004).

8.

Tullis, Tom, Albert, Bill, Dawsonera: Measuring the user experience: collecting, analyzing, and presenting usability metrics. Morgan Kaufmann, Burlington, Mass (2008).

9.

Rogers, Yvonne, Preece, Jenny, Sharp, Helen: Interaction design: beyond human-computer interaction. Wiley, Chichester (2011).

10.

Aaron Marcus (2002), Return on Investment for Usable User-Interface Design: Examples and Statistics.

11.

Marcus, A.: When is a user not a user? interactions. 10, (2003).
<https://doi.org/10.1145/889692.889705>.

12.

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

13.

Karat, C.-M.: Guaranteeing rights for the user. Communications of the ACM. 41, 29–31 (1998). <https://doi.org/10.1145/290133.290144>.

14.

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

15.

Rogers, Yvonne, Preece, Jenny, Sharp, Helen: Interaction design: beyond human-computer interaction. Wiley, Chichester (2011).

16.

Jason Withrow, Cognitive Psychology and IA: From Theory to Practice,.

17.

Benyon, David, Benyon, David, Dawsonera: Designing interactive systems: a comprehensive guide to HCI and interaction design. Addison-Wesley, Harlow (2010).

18.

Rogers, Yvonne, Preece, Jenny, Sharp, Helen: Interaction design: beyond human-computer interaction. Wiley, Chichester (2011).

19.

Benyon, David, Benyon, David, Dawsonera: Designing interactive systems: a comprehensive guide to HCI and interaction design. Addison-Wesley, Harlow (2010).

20.

Esbjoulrnsson, et al (2007) Drivers Using Mobile Phones in Traffic, International Journal of Human-Computer Interaction, 22, 37 - 58.

21.

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

377-391.

22.

Jakob Nielsen, First Rule of Usability? Don't Listen to Users.

23.

Truong, K.N., Hayes, G.R., Abowd, G.D.: Storyboarding. Designing interactive systems: DIS2006 University Park, PA, June 26-28, 2006. (2006).
<https://doi.org/10.1145/1142405.1142410>.

24.

Rogers, Yvonne, Preece, Jenny, Sharp, Helen: Interaction design: beyond human-computer interaction. Wiley, Chichester (2011).

25.

"Designing for Interac2on", 2nd Edi2on, Dan Saffer, New Riders Press (covers methods well, but not all methods are recommended!).

26.

Buxton, Bill: Sketching user experiences: getting the design right and the right design. Morgan Kaufmann, San Francisco, Calif (2007).

27.

Rogers, Yvonne, Preece, Jenny, Sharp, Helen: Interaction design: beyond human-computer interaction. Wiley, Chichester (2011).

28.

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

29.

Home | Usability.gov.

30.

useit.com: Jakob Nielsen on Usability and Web Design.

31.

Rogers, Yvonne, Preece, Jenny, Sharp, Helen: Interaction design: beyond human-computer interaction. Wiley, Chichester (2011).

32.

Chapter 12.

33.

Chapter 14.

34.

Usability Testing | Usability.gov.

35.

Rogers, Yvonne, Preece, Jenny, Sharp, Helen: Interaction design: beyond human-computer interaction. Wiley, Chichester (2011).

36.

Nielsen, J., How to Conduct a Heuristic Evaluation.

37.

Nielsen, J., Ten Usability Heuristics for User Interface Design.

38.

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

39.

Heer, J., Card, S.K., Landay, J.A.: prefuse. CHI 2005: technology, safety, community : conference proceedings : Conference on Human Factors in Computing Systems : Portland, Oregon, USA, April 2-7. (2005). <https://doi.org/10.1145/1054972.1055031>.

40.

Rogers, Yvonne, Preece, Jenny, Sharp, Helen: Interaction design: beyond human-computer interaction. Wiley, Chichester (2011).

41.

Nielsen, Jakob: Designing web usability: the practice of simplicity. New Riders, Indianapolis, Ind (1999).

42.

Alertbox: Jakob Nielsen's Newsletter on Web Usability.

43.

Usable Web.

44.

User Interface Engineering - Usability Research, Training, and Events - UIE.

45.

Usability consulting and training with Human Factors International.

46.

All Things Web - more resources.

47.

IBM Design.