INM355 Practices and Theories in Interaction Design



1.

Rogers, Yvonne, Preece, Jenny, Sharp, Helen. Interaction design: beyond human-computer interaction. 3rd ed. Chichester: Wiley; 2011.

2.

Benyon, David, Benyon, David, Dawsonera. Designing interactive systems: a comprehensive guide to HCI and interaction design. 2nd ed. Harlow: Addison-Wesley; 2010.

З.

Cooper, Alan, Reimann, Robert, Cronin, Dave. About face 3: the essentials of interaction design. Rev. and updated ed. Indianapolis, Ind: Wiley; 2007.

4.

Snyder, Carolyn, Dawsonera. Paper prototyping: the fast and easy way to design and refine user interfaces. Vol. Morgan Kaufmann series in interactive technologies. San Francisco, Calif: Morgan Kaufmann; 2003.

5.

Snyder, Carolyn. Paper prototyping: the fast and easy way to design and refine user interfaces. Vol. The Morgan Kaufmann series in interactive technologies. San Francisco, Calif: Morgan Kaufmann; 2003.

Shneiderman B, Plaisant C, Cohen M, Jacobs SM, Elmqvist N. Designing the user interface: strategies for effective human-computer interaction. Sixth edition, Global edition. Boston: Pearson; 2018.

7.

Dix, Alan John. Human-computer interaction. 3rd ed. Harlow: Prentice Hall; 2004.

8.

Tullis, Tom, Albert, Bill, Dawsonera. Measuring the user experience: collecting, analyzing, and presenting usability metrics [Internet]. Burlington, Mass: Morgan Kaufmann; 2008. Available from:

http://www.vlebooks.com/vleweb/product/openreader?id=CityUniLon&isbn=97800805582 64

9.

Rogers, Yvonne, Preece, Jenny, Sharp, Helen. Interaction design: beyond human-computer interaction. 3rd ed. Chichester: Wiley; 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. 2003 Sep 1;10(5).

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 [Internet]. 2009; Available from: http://0-dl.acm.org.wam.city.ac.uk/citation.cfm?id=1738826

Karat CM. Guaranteeing rights for the user. Communications of the ACM. 1998 Dec 1;41(12):29–31.

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. 3rd ed. Chichester: Wiley; 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. 2nd ed. Harlow: Addison-Wesley; 2010.

18.

Rogers, Yvonne, Preece, Jenny, Sharp, Helen. Interaction design: beyond human-computer interaction. 3rd ed. Chichester: Wiley; 2011.

19.

Benyon, David, Benyon, David, Dawsonera. Designing interactive systems: a comprehensive guide to HCI and interaction design. 2nd ed. Harlow: Addison-Wesley; 2010.

Esbjoumlrnsson, 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 KN, Hayes GR, Abowd GD. Storyboarding. Designing interactive systems: DIS2006 University Park, PA, June 26-28, 2006 [Internet]. 2006; Available from: http://portal.acm.org/citation.cfm?doid=1142405.1142410

24.

Rogers, Yvonne, Preece, Jenny, Sharp, Helen. Interaction design: beyond human-computer interaction. 3rd ed. Chichester: Wiley; 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. San Francisco, Calif: Morgan Kaufmann; 2007.

27.

Rogers, Yvonne, Preece, Jenny, Sharp, Helen. Interaction design: beyond human-computer interaction. 3rd ed. Chichester: Wiley; 2011.

28.

Snyder, Carolyn. Paper prototyping: the fast and easy way to design and refine user interfaces. Vol. The Morgan Kaufmann series in interactive technologies. San Francisco, Calif: Morgan Kaufmann; 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. 3rd ed. Chichester: Wiley; 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. 3rd ed. Chichester: Wiley; 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 SK, Landay JA. prefuse. CHI 2005: technology, safety, community : conference proceedings : Conference on Human Factors in Computing Systems : Portland, Oregon, USA, April 2-7 [Internet]. 2005; Available from: http://0-dl.acm.org.wam.city.ac.uk/citation.cfm?id=1054972

40.

Rogers, Yvonne, Preece, Jenny, Sharp, Helen. Interaction design: beyond human-computer interaction. 3rd ed. Chichester: Wiley; 2011.

41.

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

42.

Alertbox: Jakob Nielsen's Newsletter on Web Usability.

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.