

# INM355 Practices and Theories in Interaction Design

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46 items

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## Core text: (1 items)

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**Interaction design: beyond human-computer interaction**, by Rogers, Yvonne; Preece, Jenny; Sharp, Helen, 2011

Book

## Background reading: (7 items)

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**Designing interactive systems: a comprehensive guide to HCI and interaction design**, by Benyon, David; Benyon, David; Dawsonera, 2010

Book

**About face 3: the essentials of interaction design**, by Cooper, Alan; Reimann, Robert; Cronin, Dave, c2007

Book

**Paper prototyping: the fast and easy way to design and refine user interfaces**, by Snyder, Carolyn; Dawsonera, c2003

Book

**Paper prototyping: the fast and easy way to design and refine user interfaces**, by Snyder, Carolyn, 2003

Book

**Designing the user interface: strategies for effective human-computer interaction**, by Ben Shneiderman; Catherine Plaisant; Maxine Cohen; Steven M. Jacobs; Niklas Elmquist, 2018, ©2018

Book

**Human-computer interaction**, by Dix, Alan John, c2004

Book

**Measuring the user experience: collecting, analyzing, and presenting usability metrics**, by Tullis, Tom; Albert, Bill; Dawsonera, c2008

Book

## Lecture 1 (6 items)

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**Interaction design: beyond human-computer interaction**, by Rogers, Yvonne; Preece,

Jenny; Sharp, Helen, 2011

[Book](#) | Chapter 1, Interaction Design (the course text book)

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

[Document](#)

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## Other food for thought (4 items)

The papers below are accessible with your City username and password, through the library catalogue.

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**When is a user not a user? - in interactions**, by Aaron Marcus, 2003-09-01

[Article](#)

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**Beyond the user** - in Proceedings of the 21st Annual Conference of the Australian Computer-Human Interaction Special Interest Group: Design: Open 24/7, by Christine Satchell; Paul Dourish, 2009

[Article](#)

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**Guaranteeing rights for the user** - in Communications of the ACM, by Clare-Marie Karat, 1998-12-1

[Article](#)

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

[Document](#)

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## Lecture 2 (3 items)

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**Interaction design: beyond human-computer interaction**, by Rogers, Yvonne; Preece, Jenny; Sharp, Helen, 2011

[Book](#) | Chapter 2, section 2.3 and Chapter 3, Interaction Design, (the course textbook)

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

[Webpage](#)

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**Designing interactive systems: a comprehensive guide to HCI and interaction design**, by Benyon, David; Benyon, David; Dawsonera, 2010

[Book](#) | Chapter 2

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## Other food for thought

## Lecture 3 (5 items)

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**Interaction design: beyond human-computer interaction**, by Rogers, Yvonne; Preece, Jenny; Sharp, Helen, 2011

[Book](#) | Essential reading | Chapter 7 and 8

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**Designing interactive systems: a comprehensive guide to HCI and interaction design**, by Benyon, David; Benyon, David; Dawsonera, 2010

[Book](#) | Chapter 7

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## Other food for thought (2 items)

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

[Webpage](#)

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

[Document](#)

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

[Webpage](#)

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## Lecture 4

### Other food for thought

## Lecture 5 (3 items)

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**Interaction design: beyond human-computer interaction**, by Rogers, Yvonne; Preece, Jenny; Sharp, Helen, 2011

[Book](#) | Chapter 11, pp. 391-431 (particularly up to 419 – later parts will be covered next week)

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

[Website](#) | – good if you're new to design in general

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**Sketching user experiences: getting the design right and the right design**, by Buxton, Bill, c2007

[Book](#) | opinionated but interesting book on design and HCI

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## Lecture 6 (4 items)

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**Interaction design: beyond human-computer interaction**, by Rogers, Yvonne; Preece, Jenny; Sharp, Helen, 2011

[Book](#) | Chapter 11.6 & 11.7 (p. 418-431)

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**Paper prototyping: the fast and easy way to design and refine user interfaces**, by Snyder, Carolyn, 2003

[Book](#) | Still the bible on the subject – very good, comprehensive

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## Home | Usability.gov

[Website](#) | See this for some useful guidelines (albeit particularly web-centred)

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

[Website](#) | See this for some useful guidelines (albeit particularly web-centred)

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## Lecture 7 (4 items)

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**Interaction design: beyond human-computer interaction**, by Rogers, Yvonne; Preece, Jenny; Sharp, Helen, 2011

[Book](#) | Chapters 12 and 14 in Interaction Design

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## Look also at the accompanying slides: (3 items)

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### Chapter 12

[Webpage](#)

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### Chapter 14

[Webpage](#)

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## Usability Testing | Usability.gov

[Webpage](#) | a very brief summary of usability testing from usability.gov

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## Other food for thought

## Lecture 8 (5 items)

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**Interaction design: beyond human-computer interaction**, by Rogers, Yvonne; Preece, Jenny; Sharp, Helen, 2011

[Book](#) | Chapters 13 and 15

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

[Webpage](#)

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

[Webpage](#)

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## For Heuristic Evaluation of Ambient Displays (2 items)

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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.

[Document](#)

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**prefuse** - in CHI 2005: technology, safety, community : conference proceedings : Conference on Human Factors in Computing Systems : Portland, Oregon, USA, April 2-7, by Jeffrey Heer; Stuart K. Card; James A. Landay, 2005

[Article](#)

## Food for thought

### Lecture 9 (1 items)

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**Interaction design: beyond human-computer interaction**, by Rogers, Yvonne; Preece, Jenny; Sharp, Helen, 2011

[Book](#) | See Box 11.8 in "Interaction Design" (2nd Edition) 567-569.

### Lecture 10 (7 items)

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#### Web Design Resources (1 items)

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**Designing web usability: the practice of simplicity**, by Nielsen, Jakob, 1999

[Book](#)

#### Some useful online resources: (6 items)

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

[Webpage](#) | Jakob Nielsen's column on web usability resources

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**Usable Web**

[Website](#) | Keith Instone's guide to Web usability

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

[Website](#)

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**Usability consulting and training with Human Factors International**

[Webpage](#)

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**All Things Web - more resources**

[Webpage](#)

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**IBM Design**

[Webpage](#)