

All HCI Course books (2012/13)

All books recommended by Alan for HCI Course.

View Online



1.

Dix, Alan John, Finlay, J., Abowd, G. & Beale, R. Human-computer interaction. (Prentice Hall, 2004).

2.

Dix, Alan. Human Computer Interaction - 3rd edition.

3.

Rogers, Yvonne, Preece, Jenny, & Sharp, Helen. Interaction design: beyond human-computer interaction. (John Wiley [distributor], 2011).

4.

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

5.

Ben Shneiderman & Plaisant, C. Designing the user interface. (Addison-Wesley, 2009).

6.

Julie A. Jacko. The human-computer interaction handbook. (Taylor & Francis, 2012).

7.

Seymour, S. Fashionable Technology The Intersection of Design, Fashion, Science, and Technology. (Springer, 2008).

8.

Moggridge, Bill. Designing interactions. (MIT Press, 2007).

9.

Bias, R. G. & Mayhew, D. J. Cost-justifying usability: an update for an Internet age. (Morgan Kaufman, 2005).

10.

Buxton, William. Sketching user experience: getting the design right and the right design. (Morgan Kaufmann, 2007).

11.

The Man Who Mistook His Wife for a Hat [Paperback]. (Picador (2 Sep 2011)).

12.

Antonio Damasio. Descartes' Error. (VINTAGE (RAND)).

13.

Picard, R. W. Affective Computing. (MIT Press, 2000).

14.

Csikszentmihalyi, Mihaly. Flow: the psychology of optimal experience. (HarperPerennial, 1991).

15.

McCarthy, J. & Wright, P. Technology as Experience. (MIT Press, 2004).

16.

Donald A. Norman. Emotional Design. (Basic Books).

17.

Auge

, Marc. Non-places: introduction to an anthropology of supermodernity. (Verso, 2009).

18.

Olsen, Dan. Building Interactive Systems: Principles for Human-Computer Interaction. (Course Technology Press, 2009).

19.

Thimbleby, H. Press On. (MIT Press, 2010).

20.

Cairns, P. & Cox, A. L. Research methods for human-computer interaction. (Cambridge University Press, 2008).