

ECS733 Interactive System Design

ECS733 (was AMCM016) Interactive System Design

View Online



1.

Norman DA. The Design of Everyday Things. Revised and expanded edition. Basic Books; 2013.

<http://ezproxy.library.qmul.ac.uk/login?url=http://www.vlebooks.com/vleweb/product/openreader?id=QMUL&isbn=9780465072996&uid=^u>

2.

Jones, Matt, Marsden, Gary. Mobile Interaction Design. Wiley; 2005.

3.

Jones, Matt, Marsden, Gary, MyiLibrary. Mobile Interaction Design. John Wiley; 2006.

<http://ezproxy.library.qmul.ac.uk/login?url=http://lib.mylibrary.com?id=35604>

4.

Cooper, Alan. The Inmates Are Running the Asylum. 2nd ed. SAMS; 2004.

5.

Dix, Alan. Human-Computer Interaction. 3rd ed. Pearson/Prentice Hall; 2004.

6.

Benyon, David. Designing Interactive Systems: A Comprehensive Guide to HCI and Interaction Design. 2nd ed. Addison Wesley; 2010.

7.

Rogers, Yvonne, Sharp, Helen, Preece, Jenny. Interaction Design: Beyond Human-Computer Interaction. 3rd ed. Wiley; 2011.

8.

Rogers, Yvonne, Sharp, Helen, Preece, Jenny. Interaction Design: Beyond Human-Computer Interaction. 3rd ed. J. Wiley & Sons; 2011.

9.

Norman, Donald A. The Design of Everyday Things. MIT; 1998.

10.

Norman, Donald A. The Psychology of Everyday Things. Basic Books; 1988.

11.

Rogers, Yvonne, Sharp, Helen, Preece, Jenny. Interaction Design: Beyond Human-Computer Interaction. 3rd ed. Wiley; 2011.