

Literatur zum Kurs „Mensch-Computer Interaktion“ im SS 2011

1. Empfindung (sensation) und Wahrnehmung, Auffassung, Erkenntnis (perception)

- Colin Ware. Information Visualization. Morgan Kaufmann 2004, ISBN 1-55860-819-2
- Stanley Coren, Lawrence M. Ward, James T. Enns. Sensation and Perception. 6 ed. Wiley 2004, ISBN 0-471-45147-9

2. Kognitive Psychologie

- Karl Haberlandt. Cognitive Psychology. Allyn and Bacon 1997, ISBN 0-205-26416-6
- John R. Anderson. Kognitive Psychologie. Spektrum-Verlag. ISBN 3-89330-703-6
- Joachim Hasebrook. Multimedia-Psychologie. Spectrum-Verlag 1995. ISBN 3-86025-287-9
- E. Bruce Goldstein. Wahrnehmungspsychologie. 7. Auflage Spektrum 2008
- Erik Hollnagel, David D. Woods. Joint Cognitive Systems. *Foundations of Cognitive Systems Engineering*. CRC Press 2005, ISBN 0-8493-2821-7
- ➔ • Robert L. Solso, M. Kimberly Maclin, Otto H. Maclin. Cognitive Psychology. 7.th ed. Pearson 2005, 0-205-41030-8
- ➔ • **Robert L. Solso. Kognitive Psychologie. Springer 2004. ISBN 3540212701**

3. Usability Engineering

- JoAnn T. Hackos, Janice C. Redish. User and Task Analysis for Interface Design. Wiley 1998, ISBN 0-471-17831-4
- Deborah J. Mayhew. The Usability Engineering Lifecycle. Morgan Kaufmann Publishers 1999, ISBN 1-55860-561-4
- ➔ • Mary Beth Rosson, John M. Carroll. Usability Engineering. Morgan Kaufmann Publishers 2002, ISBN 1-55860-712-9
- Joseph S. Dumas, Janice C. Redish. A Practical Guide to Usability Testing. Intellect-Verlag 1999, ISBN 1-84150-020-8
- Steve Krug. Rocket Surgery Made Easy. Web Usability. Addison-Wesley 2010
- Steve Krug. Don't make me think! Web Usability. 2. Auflage, mitp 2006

4. Mensch-Computer-Interaktion (allgemein)

- Donald A. Norman. Dinge des Alltags. Gutes Design und Psychologie für Gebrauchsgegenstände. Campus-Verlag 1989, ISBN 3-593-34234-4
- Andreas M. Heinecke. Mensch-Computer-Interaktion. Fachbuchverlag Leipzig 2004, ISBN 3-446-33591-9
- Ben Shneiderman. Designing the User Interface. 4 ed, Addison-Wesley 2004, ISBN: 0321269780

- Deborah J. Mayhew. Principles and Guidelines in Software User Interface Design. Prentice Hall 1992, ISBN 0-13-721929-6
- ➔ • **Alan Dix, Janet E. Finlay, Gregory D. Abowd, Russell Beale. Human-Computer Interaction. Pearson 3rd Edition, 2004 ISBN: 0130461091**
- ➔ • **Helen Sharp**, Yvonne Rogers, Jenny Preece. Interaction Design: Beyond Human-computer Interaction. Wiley, 2nd ed. 2007
- Alan Cooper, Robert M. Reiman, David Cronin. About Face 3.0. The Essentials of Interaction Design. Wiley, 3rd ed. 2007
- ➔ • Markus Dahm. Grundlagen der Mensch-Computer-Interaktion. Pearson Studium 2006.