

Readings in Human Computer Interaction: Towards the Year 2000 2nd Edition

**Ronald Baecker
Jonathan Grudin
William Buxton
Saul Greenberg
(editors)**

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Contents of this book

This revision of one of the most successful books on human-computer interaction combines reprints of key research papers and case studies with significant synthesizing survey material and analysis. It is significantly reorganized, updated, and enhanced; over 90% of the papers are new.

The effectiveness of the user-computer interface has become increasingly important as computer systems have pervaded more environments, becoming useful tools for persons not trained in computer science. In fact, the interface is often the most important factor in the success or failure of any computer system. Yet user interface design is complex, involving numerous subtle interrelated issues and technical, behavioral, and aesthetic considerations. Drawing on research from diverse fields such as graphic and industrial design, cognition and group process, system design, and interactive technologies, this collection presents the important results of the emerging design science of human-computer interaction. Designed as a primary or supplementary text for graduate and advanced undergraduate courses in human-computer interaction and user interface design, it will serve as an invaluable resource for system designers, cognitive scientists, computer scientists, managers, and anyone concerned with the effectiveness of user-computer interfaces. Research papers are balanced by a selection of actual case studies and extensive bibliographies.

Focuses on:

- Human computer interaction- historical, intellectual, and social
- Developing interactive systems, including design, evaluation methods and development tools
- The interaction experience, through a variety of sensory modalities including vision, touch, gesture, audition, speech and language
- Theories of information processing and issues of human-computer fit and adaptation.

SECOND EDITION

READINGS IN

Human-Computer Interaction:

Toward the Year 2000

WRITTEN AND EDITED BY

Ronald M. Baecker
Jonathan Grudin
William A. S. Buxton
Saul Greenberg

multidisciplinary

user-centered design

evaluation and observation

design in a work context

development tools

GUIs

touch and gesture

speech and language

human information processing

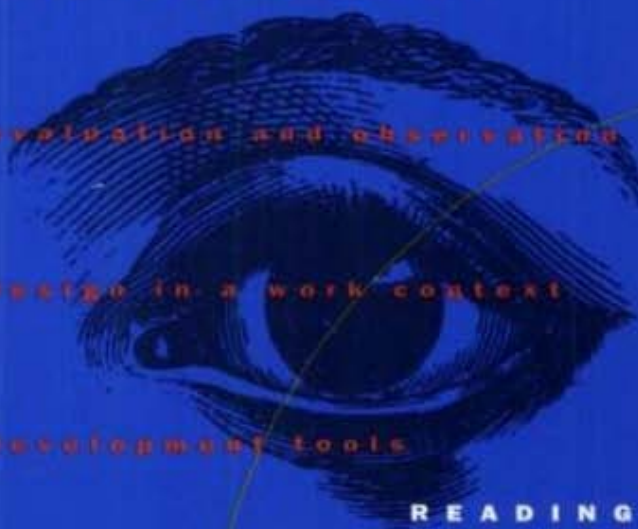
fit to human capabilities

groupware

intelligent agents

hypertext and multimedia

cyberspace



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SECOND EDITION

WRITTEN AND EDITED BY

Ronald M. Baecker, University of Toronto; Jonathan Grudin, University of California, Irvine
William A. S. Buxton, University of Toronto; Saul Greenberg, University of Calgary

The effectiveness of the user-computer interface has become increasingly important as more computer users are not technically trained. In fact, the interface is often the most important factor in the success or failure of any computer system. Dealing with the technical, behavioral, and aesthetic aspects of interface design and construction consumes a large and increasing share of development time and a corresponding percentage of the total code for many applications. Human-computer interaction is the scientific field that studies human use of computer technology and guides the thoughtful and appropriate design of interfaces.

This book, a complete revision of one of the most successful works on human-computer interaction, gives interface designers, researchers, and students an overview of the significant concepts and results in the field and a comprehensive guide to the research literature. As with the first edition, this book combines reprints of key articles and case studies with synthesizing survey material and analysis by the editors. It is significantly reorganized, updated, and enhanced; over 90% of the papers are new. Also included are references in context to over 1500 books and research papers and to over 200 published video demonstrations of novel interface designs.

FOCUSES ON

- ▶ the process of developing interactive systems, including design and evaluation, the role of work and software development contexts, and system and interface design and development tools
- ▶ the interaction experience through a variety of sensory modalities, including vision, touch, gesture, audition, speech, and language
- ▶ theories of human information processing and the process of designing to fit human capabilities
- ▶ research frontiers such as groupware and computer-supported cooperative work, customizable systems, intelligent agents, hypertext, multimedia, cyberspace, global networking, virtual reality, and ubiquitous computing

An invaluable resource for interface designers, systems designers, programmers, computer scientists, cognitive scientists, managers, and anyone concerned with the effectiveness of user-computer interfaces, it is also designed for use as a primary or supplementary text for graduate and advanced undergraduate courses in human-computer interaction and interface design.

OF RELATED INTEREST

Readings in Groupware and Computer-Supported Cooperative Work: Assisting Human-Human Collaboration, written and edited by Ronald M. Baecker

Readings in Human-Computer Interaction: A Multidisciplinary Approach, written and edited by Ronald M. Baecker and William Buxton

Software
Interface Design



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