

# MA/MSc User Experience Design – Reading List

Waterstones Booksellers: Bentalls Shopping Centre, Wood St., Kingston Upon Thames KT1 1TR. tel: 020 8974 6811

## General Textbooks.

These cover both theory and practice, and various kinds of users, technologies, work and contexts of use

- Human-Computer Interaction (3rd Edition) (Hardcover) 2004 by Alan Dix, Janet E. Finlay, Gregory D. Abowd, Russell Beale Prentice Hall, Harlow UK. ISBN 046109-4
- Interaction Design: Beyond Human-Computer Interaction (Paperback) by Helen Sharp, Yvonne Rogers and Jenny Preece 2007

## Theory and Research Methods

- Jon M. Carroll 2003 HCI Models, Theories, and Frameworks  
Toward a Multidisciplinary Science Morgan Kaufmann ISBN 978-1558608085 (difficult to get hold of nowadays, but the best coverage.)
- Cairns P and Cox AL, 2008, Research Methods for Human-Computer Interaction, CUP. ISBN 978-0-521-69031-7

## Usability Testing and Data Gathering

- Thomas Tullis, William Albert 2008, Measuring the User Experience: Collecting, Analyzing, and Presenting Usability Metrics Morgan Kaufmann ISBN-13 978-0-12-373558-4
- Jonathan Lazar, Jinjiam Heidi Feng and Harry Hochheiser, 2010, Research Methods in Human-Computer Interaction, Wiley ISBN 978-0-470-72337-1

## Interaction Design Process

- A Project Guide to UX Design: For User Experience Designers in the Field or in the Making (Voices That Matter) by Russ Unger and Carolyn Chandler, 2009, New Riders, Berkeley CA. ISBN 0-321-60737-6
- Communicating Design: Developing Web Site Documentation for Design and Planning by Dan Brown 2007 new Riders, Berkeley, CA. ISBN 0-321-39235-3

## Specialist Fields /Applications within Interaction Design

- Don't Make Me Think!: A Common Sense Approach to Web Usability by Steve Krug 2006 New Riders Berkeley, ISBN 321-34475-8 (a gentler introduction, if the above are 'too academic')
- Information Visualization: Design for Interaction by Robert Spence 2007, Pearson Ed ISBN 206550-4 (conveying various kinds of data visually)
- Online Communities: Designing Usability and Supporting Sociability by Jenny Preece, 2000, John Wiley, NY. ISBN 80599-0
- The Mobile Connection: the cell phone's impact on society by Rich Ling 2004 Morgan Kaufman ISBN 1-55860-936-9
- Neuro Web Design: What Makes Them Click? by Susan M. Weinschenk 2009, New Riders, Berkeley CA. ISBN 0-321-60360-5 (motivation and persuasion on the web)
- Rethinking University Teaching; a conversational framework for the effective use of learning technologies Diana Laurillard 2002 Routledge ISBN 0-415-25679-8
- Information Architecture for the World Wide Web: Designing Large-Scale Web Sites by Peter Morville, Louis Rosenfeld 2007 O'Reilly ISBN 596-52734-9 (structuring and seeking information)
- Forms that Work, 2009, Caroline Jarrett and Jerry Gaffney, Morgan Kaufmann. 55860-710-1

## Online

- <http://www.acm.org/sigchi> - the home of American Computing Machinery's special interest group in Human-Computer Interaction. Links to general resources
- <http://www.hcibib.org> – a searchable, on-line bibliography for various HCI journals and conferences. Also links to general resources
- <http://www.acm.org/dl> - KU has on-line access to proceedings of "CHI" conference, the journal "Transactions on Human-Computer Interaction"
- Community <http://ukupa.org.uk/> and <http://www.usabilitynews.com> .
- Executive Toys: [www.littlebigdetails.com](http://www.littlebigdetails.com) ; practitioner thoughts [www.boxesandarrows.com](http://www.boxesandarrows.com)

You might also consider joining the Usability Professionals Association – see the events they organise in the London area.

## MA/MSc User Experience Design – Other Course Preparation

As well as reading, you should also prepare for this course by learning to use relevant software packages. There are often free versions, or short-term licenses, and the Help and free tutorials usually get you a long way. The more you learn about the tool *before* the course, the more you can concentrate on what you are using the tools *for*, during the course.

It is good to have an up-to-date, basic working knowledge of graphics and web design tools (see list below, or their equivalents). If you reach 'informed enthusiast' level, the learning curve during the course should not be too great. See also the entry requirements to Media Practice programme in Faculty of Arts and Social Sciences – the Experience Design modules are also taken by students on these courses.

A natural output of this practical design work is an online (or at least electronic) 'portfolio' - your own microsite, blog, or interactive document, that exhibits your track record in authorship, design and development, and other relevant activities. Demonstration of practical, creative abilities is an important part of your CV.

### Graphics & Animation

- GIMP and Inkscape (free), Adobe Photoshop. Target level is to use the tools palette, histograms, masking, layers, and filters. KU FADA run intermediate short courses.
- Adobe Flash 8 (actionscript). No free alternative :-)

Web Development (xHTML, CSS, javascript)(only relevant for 'front-end' modules, such as E-Technology. Experience with some 'structured syntax' ('if ...' and 'for ...' statements, function calls etc)

- Kompozer (free), Adobe Dreamweaver; The target level is to 'mark-up' by hand pages that display multimedia content (graphics, stills and video), include interactive, scripted elements (buttons, menus), and which are laid out using style sheets (CSS);
- Joomla (CMS and web site framework). The target level is to install, create and deploy a microsite with an on-line form using templates, GUI controls and databases.
- Visual Studio 8. A free version may be downloaded from [www.asp.net](http://www.asp.net) . Try the tutorials on basic forms and navigation – see how far you can get with 'point and click'!

### Mocking-up/wireframing/sketching

- Balsamiq, <http://www.balsamiq.com/products/mockups>; Axure [www.axure.com](http://www.axure.com); Mockingbird [www.gomockingbird.com](http://www.gomockingbird.com)
- Microsoft Visio (diagrams of Windows XP applications) <http://office.microsoft.com/en-us/visio/default.aspx>

### Usability Testing

- Techsmith Morae; Ovo Solo (free trial to students).
- Silverback <http://silverbackapp.com/> (free Mac only)

A mini-project of your own interest, such as some electronic learning material for a good cause, or an on-line portfolio of interactive content, often serves to focus your preparation. The field leader might also have some projects that need doing – please contact [m.colbert@kingston.ac.uk](mailto:m.colbert@kingston.ac.uk) nearer the time.

Relevant part-time work in the web world and marketing can provide access to resources as well as useful experience, and the more real-world support and contacts you can bring to the course, the better.

Have fun!