

[4] [3] [1] [2]

References

- [1] Christopher M. Bishop. *Pattern Recognition and Machine Learning*. Springer, 2006.
- [2] Stuart K. Card, Thomas P. Moran, and Allen Newell. *The Psychology of Human-Computer Interaction*. Lawrence Erlbaum Associates Inc., 1983.
- [3] Jonathan Lazar, Jinjuan H. Feng, and Harry Hochheiser. *Research Methods in Human-Computer Interaction*. John Wiley & Sons Ltd, 2010.
- [4] Zening Qu and Jeffrey A. Burke. Egal car: A peer-to-peer car racing game synchronized over named data networking. Technical report, UCLA, October 2012. <http://named-data.net/techreport/TR010-egalcar.pdf>.