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**Annotated Bibliography – On the Effective Use and Reuse of HCI Knowledge**

Ahlberg, C. and Shneiderman, B. 1994. Visual information seeking: tight coupling of dynamic query filters with starfield displays. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems: Celebrating interdependence (Boston, Massachusetts, United States, April 24 - 28, 1994). B. Adelson, S. Dumais, and J. Olson, Eds. CHI '94. ACM, New York, NY, 313-317.

The authors of this paper present a novel interface system based on concepts from previous Visual Information Seeking (VIS) systems. This is an example of how HCI knowledge can be analized and generalized then applied to new problems which are abstractly related to the original.

Sutcliffe, A.G., Maiden, N.A.M. (1998). The Domain Theory for requirements engineering. *IEEE Transactions on Software Engineering*, 24, 3, 174-196.

Sutcliffe is a prolific author on the topic domain being both the author of this chapter and the above paper. This publication delves deeply into the topic and presents a novel approach to requirements engineering which can be further applied to general HCI knowledge, as illustrated in the chapter.

Sutcliffe, A.G. (1998). Scenario-based requirements analysis. *Requirements Engineering Journal*, 3, 1, 48-65.

This publication builds on previous knowledge, demonstrating how scenario-based requirements analysis may be used with examples of concepts provided. This document is not much use unless there is prior knowledge of scenario-based requirements analysis, though the author does mention the history in the introduction.

John, B.E., and Kieras, R.E. (1995). The GOMS family of user interface analysis techniques: Compariosn and contrast. *ACM Transactions on Computer-Human Interaction*, 3, 320-351.

This publication covers a great deal of territory about the GOMS family of user interface analysis. By doing so the authors have created a document which is helpful in understanding the various GOMS analysis and compares their strengths and weaknesses. This publication is good background for various sections of the chapter.

Carroll, J.M., Kellogg, W.A., and Rosson, M.B. (1991). The task-artifact cycle. In J.M. Carroll (Ed.), *Designing interaction: Psychology at the human-computer interface*, 74-102. New York: Cambridge University Press.

This publication is well-written and discusses a new approach to HCI by incorporating things learned from the first analysis of HCI. The authors understood what the problems with the first analysis of HCI were and have ideas on how to fix them or change their theories in such a way as to remove the problems.