**Theory of HCI**

**PRIORITY REFERENCES**

GENERAL CONCEPTS

Lecture 1: Starting Points

Card, Moran Newell (1983), The Psychology of Human-Computer Interaction

This is a big book, so not a reference to read, but a reference to read **about**, in textbooks and other sources.

Lecture 2: Remarks on Learning

Carroll, J. M., & Carrithers, C. (1984). Training wheels in a user interface. *Communications of the ACM*, *27*(8), 800-806.

Carroll, J. M., Smith-Kerker, P. L., Ford, J. R., & Mazur-Rimetz, S. A. (1987). The minimal manual. *Human-Computer Interaction*, *3*(2), 123-153.

Lecture 3: Mental Models

Payne, S.J. (2003) Users’ mental models, the very ideas. In J.M. Carroll (Ed.) HCI Models, Theories and Frameworks. [ON MOODLE]

Lecture 4: Distributed Cognition & Activity Theory

Hollan, J., Hutchins, E., & Kirsh, D. (2000) Distributed cognition: toward a new foundation for Human-Computer Interaction Research. ACM TOCHI, 7,2, 174-196

Lecture 5: Design Rationale

MacLean, A., Young, R. M., Bellotti, V., & Moran, T. (1991). Questions, Options, and Criteria: Elements of Design Space Analysis, *Human-Computer Interaction, 6*, 3 & 4, 201-250

Carroll, J. M. & Rosson, M.B. (1992). Getting around the task-artifact cycle: how to make claims and design by scenario. *ACM Transactions on Information Systems*, *10*, 181-212.

TOPIC LECTURES - NB. THERE’S A PRELIMINARY, PARTIALLY OVERLAPPING LIST IN THE FILE “LITERATURE”

Search & Sensemaking

Pirolli, P., Schank, P., Hearst, M., & Diehl, C. (1996, April). Scatter/gather browsing communicates the topic structure of a very large text collection. In *Proceedings of the SIGCHI conference on Human factors in computing systems* (pp. 213-220). ACM.

Pirolli, P., & Card, S. K. (1999). Information foraging. *Psychological Review, 105*(1), 58-82.

Multitasking

Henderson Jr, D. A., & Card, S. (1986). Rooms: the use of multiple virtual workspaces to reduce space contention in a window-based graphical user interface. *ACM Transactions on Graphics (TOG)*, *5*(3), 211-243.

Jin, J., & Dabbish, L. A. (2009, April). Self-interruption on the computer: a typology of discretionary task interleaving. In *Proceedings of the SIGCHI conference on human factors in computing systems* (pp. 1799-1808). ACM.

Information Vizualisation

Card, S. K., & Mackinlay, J. (1997, October). The structure of the information visualization design space. In Information Visualization, 1997. Proceedings., IEEE Symposium on (pp. 92-99). IEEE.

Dix, A., & Ellis, G. (1998, May). Starting simple: adding value to static visualisation through simple interaction. In Proceedings of the working conference on Advanced visual interfaces (pp. 124-134). ACM.

Persuasive Technology

Fogg, B. J. (2002). Persuasive technology: using computers to change what we think and do. *Ubiquity*, *2002*(December), 5.

Wai, C., & Mortensen, P. (2007). Persuasive technologies should boring. In Persuasive Technology (pp. 96-99). Springer Berlin Heidelberg. (Case study of Nike +)

Security & Trust

Adams, A., & Sasse, M. A. (1999). Users are not the enemy. *Communications of the ACM*, *42*(12), 40-46.

Lin, E., Greenberg, S., Trotter, E., Ma, D., & Aycock, J. (2011, May). Does domain highlighting help people identify phishing sites?. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (pp. 2075-2084). ACM.

Social Networks

Ellison, N. B., Steinfield, C., & Lampe, C. (2007). The benefits of Facebook “friends:” Social capital and college students’ use of online social network sites. Journal of Computer‐Mediated Communication, 12(4), 1143-1168.

Crisis Informatics

Palen, L., Vieweg, S., Sutton, J., Liu, S. B., & Hughes, A. L. (2007). Crisis informatics: Studying crisis in a networked world.”. In *Proceedings of the Third International Conference on E‐Social Science*.

Starbird, K., & Stamberger, J. (2010). Tweak the tweet: Leveraging microblogging proliferation with a prescriptive syntax to support citizen reporting.