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Bergström & Hornbæk	2024	DIRA: A Model of the User Interface
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Bora	2023	Usability Heuristics for User Interface Design
Borges	1962	Funes The Memorious
Broadbent	1958	Perception and Communication
Brooke	1986	SUS - A Quick and Dirty Usability Scale
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Capilla et al	2024	Phubbing and Its Impact on the Individuals Psychological Well-Being
Carrier et al	2015	Causes, effects, and practicalities of everyday multitasking
Chai et al	2018	Working Memory from the Psychological and Neurosciences Perspectives - A Review
Chen et al	2024	The relationship between media multitasking and creativity - a multi-test, multi-method analysis
Cherry	1953	Some experiments on the recognition of speech, with one and with two ears.
Cherry	2023	How We Use Selective Attention to Filter Information and Focus
Chhabra & Irfan	2020	Working memory task performance among media multitaskers
Chignell	1990	A Taxonomy of User Interface Terminology
Clapp et al	2010	Mechanisms of Working Memory Disruption by External Interference
Couffe & Michael	2017	Failures Due to Interruptions or Distractions: A Review and a New Framework
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Dekker et al	2024	Beyond the Buzz: Investigating the Effects of a Notification-Disabling Intervention on Smartphone Be
Delaney & Austin	2009	Memory as Behavior: The Importance of Acquisition and Remembering Strategies
Deutsch & Deutsch	1963	Attention - Some Theoretical Considerations

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Engeser	2021	Advances in Flow Research
Engeström	1987	Learning By Expanding - An Activity-Theoretical Approach to Developmental Research
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Eriksen & St. James	1986	Visual Attention Within and Around the Field of Focal Attention: A Zoom Lens Model
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Farivar et al	2022	Digital intrusions or distraction at work and work-life conflict
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Flaherty	2024	Indicators, Validations, and Notifications: Pick the Correct Communication Option
Foley	1988	Models and Tools for the Designers of User-Computer Interfaces
Gendron	2010	Can students really multitask? An experimental study of instant messaging while reading
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Gilbert & Burgess	2008	Executive function
Goldhaber	1997	The Attention Economy: The Natural Economy of the Net
Hakim et al	2021	Controlling the Flow of Distracting Information in Working Memory
Head	1999	Design Wise: A Guide for Evaluating the Interface Design of Information Resources
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Jarrahi	2023	Mindful Work and Mindful Technology: Redressing Digital Distraction in Knowledge Work
Jeong & Hwang	2016	MEDIA MULTITASKING EFFECTS [META-ANALYSIS]
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Kabat-Zinn	1990	Full Catastrophe Living - Using the Wisdom of Your Body and Mind to Face Stress, Pain, and Illness
Kahneman	1973	Attention and Effort
Kane	2019	The Attention Economy
Kim et al	2019	Understanding Smartphone Usage in College Classrooms_ a Long-Term Measurement Study
Kim	2022	User Experience in the Visual Notifications on Smart Devices
Kimball and Harslem	1982	Designing the Star User Interface
Koundal et al	2024	Effect of Interruptions and Cognitive Demand on Mental Workload: A Critical Review
Labafi et al	2022	Identifying the Developing Pattern of Second Screen
Larraga-Garcia et al	2024	Effect of Multitasking on Cognitive Functions, Performance, and Bio-Signals in First Responders
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Lezak	1982	The Problem of Assessing Executive Functions
Li & Fan	2022	Media Multitasking, Depression, and Anxiety of College Students: Serial Mediating Effects of Attention Control and Negative Information Attentional Bias
Lindström	2020	Understanding Digital Distraction
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Madore et al	2020	Memory Failure Predicted by Attention Lapsing and Media Multitasking
Mark	2022	Multitasking in the Digital Age
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Max N	2024	The Rise of Mindful Tech: Navigating the Intersection of Technology and Well-Being
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McBride	2024	Mindful UX Design: Taming the Attention Crisis.
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Milgram et al	1995	Augmented reality: A class of displays on the reality-virtuality continuum
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Erick M.	2024	Interactive Operator - Interactive Residue: A Reflection of Cyber Operations and the Human Experience
Moran	1981	The Command Language Grammar - a representation for the user interface of interactive computer systems
Moreira et al	2023	Impact of Incidental Visualizations on Primary Tasks
Moren & Shipulin	2021	Identifying Mental Workload in a gaming scenario using consumer-grade EEG
Ndemera	2022	Effects of Playing the Video Game Tetris on Attention and Processing Speed
Nielsen	1994	10 Usability Heuristics for User Interface Design
NNgroup	2024	Encouraging Flow State in Products
Norman	1988	The Design of Everyday Things
O'Neill	2021	Induction and Transferral of Flow in the Game Tetris
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Peng et al	2018	Attentional Scope Is Reduced by Internet Use: A Behavior and ERP Study
Petri & Mishkin	2016	Behaviorism, Cognitivism and the Neuropsychology of Memory
Pielot et al	2014	An in-Situ Study of Mobile Phone Notifications
Pluut et al	2024	Why and When Does Multitasking Impair Flow and Subjective Performance? A Daily Diary Study on the Role of Task Appraisals and Work Engagement
Posner et al	1979	Chronometric Explorations of Mind
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Radvansky & Copeland	2006	Memory retrieval and interference - Working memory issues
Rajapakse et al	2022	Simultaneous Tasks as a Contributory Factor to Maritime Accidents_ a Socio-Cultural Approach
Raluca Budiu	2018	Working Memory and External Memory
Reason	1990	Human error: models and management
Reenskaug	1979	The Original MVC Reports
Rheinbery et al	2023	FSS - Flow Short Scale
Rioja et al	2023	Unravelling the Link Between Media Multitasking and Attention Across Three Samples
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Sandry	2020	Prioritization Within Visual Working Memory Reflects a Flexible Focus of Attention
Savoldelli	2020	Smartphone Notifications' Distractions During a Full-attention Activity
Schad & Engbert	2012	The Zoom Lens of Attention: Simulating Shuffled Versus Normal Text Reading Using the SWIFT Model
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Shneiderman	1997	Designing the User Interface
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Sunwall	2023	Error-Message Guidelines
Svoboda	2022	MINDFUL USER EXPERIENCE: DESIGNING FOR PURPOSEFUL ATTENTION
Swain	2019	Code of Professional Ethics of the PSI
symplicit.com.au	2024	Mindful UX Design: Taming the Attention Crisis.
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Timm et al	2024	Short-Term Transfer Effects of Tetris on Mental Rotation: Review and Registered Report a Bayesian Approach
Trafton et al	2011	A Memory for Goals Model of Sequence Errors
Treisman	1964	Selective Attention in Man
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Uncapher & Wagner	2018	Minds and brains of media multitaskers - Current findings and future directions
Uncapher et al	2016	Media Multitasking and Memory: Differences in Working Memory and Long-Term Memory
Unsworth	2024	Review of Cowan (2005) Working Memory Capacity
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Varao-Sousa et al	2018	In the lab and in the wild - How distraction and mind wandering affect attention and memory
Varhatiuk	2019	Human Memory and UX Design: How to Prevent User Cognitive Overload
Vidmar	2024	Designing the Flow State Experience Using Modern Digital Technologies
Wannagat	2024	Media multitasking - Performance differences between younger and older adults and the role of working memory
Wenz	2021	Do Distractions During Web Survey Completion Affect Data Quality
Wickens	1981	The Structure of Attentional Resources
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Wiradhany & Koerts	2021	Everyday functioning-related cognitive correlates of media multitasking - a mini meta-analysis
Wiradhany & Nieuwenstein	2017	Cognitive Control in Media Multitaskers: Two Replication Studies and a Meta-Analysis
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Yung et al	2024	Digital Juggling - How Media Multitasking Affects Working Memory Performance Among University Students
Zickerick et al	2021	Dont stop me now - Hampered retrieval of action plans following interruptions
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