## **Contents**

Borsuk, Amaranth. 2018. The Book. MIT Press.

Card, Stuart K, Allen Newell, και Thomas P Moran. 1983. *The Psychology of Human-Computer Interaction*. L. Erlbaum Associates Inc.

Carlston, DG. 1985. 'Software People: inside the computer business'. New York: Prentice Hall.

Engelbart, Douglas C. 1962. *Augmenting human intellect: A conceptual framework*. SRI, Menlo Park, CA.

Freiberger, Paul, και Michael Swaine. 1984. *Fire in the Valley: the making of the personal computer*. McGraw-Hill, Inc.

Hertzfeld, Andy. 2004. *Revolution in The Valley: The Insanely Great Story of How the Mac Was Made.* "O'Reilly Media, Inc.".

Hiltzik, Michael. 1999. 'Dealers of Lightning: Xerox PARC and the Dawning of the Computer Age'.

Johnson, Jeff, Teresa L. Roberts, William Verplank, David Canfield Smith, Charles H. Irby, Marian Beard, και Kevin Mackey. 1989. 'The xerox star: A retrospective'. *Computer* 22 (9): 11–26.

Kay, Alan C. 1993. 'The early history of Smalltalk'. *ACM SIGPLAN Notices* 28 (3): 69–95.

Lanier, Jaron. 2014. Who owns the future? Simon; Schuster.

Licklider, Joseph Carl Robnett. 1960. 'Man-computer symbiosis'. *IRE transactions on human factors in electronics*,  $\tau \chi$ . 1: 4–11.

Papert, Seymour. 1980. *Mindstorms: children, computers, and powerful ideas*. Basic Books, Inc.

Raskin, Jef. 2000. *The humane interface: new directions for designing interactive systems*. Addison-Wesley Professional.

Rheingold, Howard. 2000. *Tools for thought: The history and future of mind-expanding technology.* MIT Press.

Smith, Douglas K, και Robert C Alexander. 1999. *Fumbling the future: How Xerox invented, then ignored, the first personal computer.* iUniverse.

Waldrop, M Mitchell. 2001. *The dream machine: JCR Licklider and the revolution that made computing personal.* Viking Penguin.

Weizenbaum, Joseph. 1976. *Computer power and human reason: From judgment to calculation.* WH Freeman & Co.

Buxton, Bill. 2010. *Sketching user experiences: getting the design right and the right design*. Morgan kaufmann.

Card, Stuart K, William K English, και Betty J Burr. 1978. 'Evaluation of mouse, rate-controlled isometric joystick, step keys, and text keys for text selection on a CRT'. *Ergonomics* 21 (8): 601–13.

Card, Stuart K, Thomas P Moran, και Allen Newell. 2018. *The psychology of human-computer interaction*. Crc Press.

Carroll, John M. 2000. *Making use: scenario-based design of human-computer interactions*. MIT press.

Moggridge, Bill. 2007. Designing interactions. MIT press Cambridge, MA.

Norman, Don. 2013. *The design of everyday things: Revised and expanded edition*. Basic books.

Papanek, Victor, και R Buckminster Fuller. 1972. *Design for the real world*. Thames; Hudson London.

Pering, Celine. 2002. 'Interaction design prototyping of communicator devices: Towards meeting the hardware-software challenge'. *interactions* 9 (6): 36–46.

Thackara, John. 2006. *In the bubble: designing in a complex world*. MIT press.

Winograd, Terry κ.ά. 1996. *Bringing design to software*. {Addison-Wesley Professional}.

Garrett, Jesse James. 2010. *Elements of user experience, the: user-centered design for the web and beyond*. Pearson Education.

Hiltzik, Michael. 1999. 'Dealers of Lightning: Xerox PARC and the Dawning of the Computer Age'.

Igoe, Tom. 2007. *Making things talk: Practical methods for connecting physical objects.* "O'Reilly Media, Inc.".

McEwen, Adrian, και Hakim Cassimally. 2013. *Designing the internet of things*. John Wiley & Sons.

Norman, Don. 2013. *The design of everyday things: Revised and expanded edition*. Basic books.

Norman, Donald A. 2004. *Emotional design: Why we love (or hate) everyday things*. Basic Civitas Books.

O'Sullivan, Dan, και Tom Igoe. 2004. *Physical computing: sensing and controlling the physical world with computers*. Course Technology Press.

Shneiderman, Ben, και Pattie Maes. 1997. 'Direct manipulation vs. interface agents'. *interactions* 4 (6): 42–61.

Andrew, Hunt, και Thomas David. 2000. 'The Pragmatic Programmer: From Journeyman to Master'. Addison Wesley Longman, Redwood City.

Banzi, Massimo, και Michael Shiloh. 2014. *Getting started with Arduino: the open source electronics prototyping platform*. Maker Media, Inc.

Graham, Paul. 2004. *Hackers & painters: big ideas from the computer age.* "O'Reilly Media, Inc.".

Grudin, Jonathan. 1990. 'The computer reaches out: the historical continuity of interface design'.  $\Sigma \tau o$  *Proceedings of the SIGCHI conference on Human factors in computing systems*, 261–68. ACM.

Ingalls, Daniel. 2020. 'The evolution of Smalltalk: from Smalltalk-72 through Squeak'. *Proceedings of the ACM on Programming Languages* 4 (HOPL): 1–101.

Markoff, John. 2005. What the dormouse said: How the sixties counterculture shaped the personal computer industry. Penguin.

McConnell, Steve. 2004. Code complete. Pearson Education.

Noble, Joshua. 2009. *Programming interactivity: a designer's guide to Processing, Arduino, and OpenFrameworks.*" O'Reilly Media, Inc.".

Olsen, Dan. 2009. *Building interactive systems: principles for human-computer interaction.* Cengage Learning.

Reas, Casey, και Ben Fry. 2007. *Processing: a programming handbook for visual designers and artists*. 6812. Mit Press.

Thimbleby, H. 2007. *press on: Principles of Interaction Programming*. MIT Press, Cambridge.

Victor, Bret. 2012. 'Learnable programming: Designing a programming system for understanding programs'. 2012. http://worrydream.com/LearnableProgramming.

Fogg, BJ. 2003. *Persuasive Technology: Using Computers to Change What We Think and Do*. Morgan Kaufmann.

Kaptelinin, Victor, και Mary Czerwinski. 2007. *Beyond the desktop metaphor: designing integrated digital work environments*. T. 1. The MIT Press.

Krueger, M. W. 1991. Artificial Reality II. Addison-Wesley.

Laurel, Brenda. 2013. *Computers as theatre*. Addison-Wesley.

Levy, Steven. 1984. *Hackers: Heroes of the computer revolution*. T. 14. Anchor Press/Doubleday Garden City, NY.

Markoff, John. 2005. What the dormouse said: How the sixties counterculture shaped the personal computer industry. Penguin.

McCullough, Malcolm. 1998. *Abstracting craft: The practiced digital hand*. MIT press.

Norman, Don. 2014. *Things that make us smart: Defending human attributes in the age of the machine*. Diversion Books.

Norman, Donald A. 2004. *Emotional design: Why we love (or hate) everyday things*. Basic Civitas Books.

Reeves, Byron, και Clifford Ivar Nass. 1996. *The media equation: How people treat computers, television, and new media like real people and places.* Cambridge university press.

Rheingold, Howard. 2000. *The Virtual Community: Homesteading on the Electronic Frontier*. MIT press.

Weizenbaum, Joseph. 1976. *Computer power and human reason: From judgment to calculation.* WH Freeman & Co.

Baecker, Ronald M. 1993. *Readings in groupware and computer-supported cooperative work: Assisting human-human collaboration*. Elsevier.

Barnet, Belinda. 2013. *Memory machines: The evolution of hypertext*. Anthem Press.

Berners-Lee, Tim. 1996. 'WWW: Past, present, and future'. *Computer* 29 (10): 69–77.

Bolt, Richard A. 1978. 'Spatial data management system'. MASSACHUSETTS INST OF TECH CAMBRIDGE ARCHITECTURE MACHINE GROUP.

Bush, Vannevar κ.ά. 1945. 'As we may think'. *The atlantic monthly* 176 (1): 101–8.

Garrett, Jesse James. 2010. *Elements of user experience, the: user-centered design for the web and beyond.* Pearson Education.

Licklider, Joseph Carl Robnett. 1960. 'Man-computer symbiosis'. *IRE transactions on human factors in electronics*,  $\tau \chi$ . 1: 4–11.

Malone, Thomas W, και Kevin Crowston. 1994. 'The interdisciplinary study of coordination'. *ACM Computing Surveys (CSUR)* 26 (1): 87–119.

Nelson, Theodor H. 1974. 'Computer lib/Dream machines'.

Nelson, Theodor H κ.ά. 2010. *POSSIPLEX: movies, intellect, creative control, my computer life and the fight for civilization: an autobiography of Ted Nelson*. Mindful Press.

Packer, Randall, και Ken Jordan. 2002. *Multimedia: from Wagner to virtual reality*. WW Norton & Company.

Shiffman, Daniel. 2009. *Learning Processing: a beginner's guide to programming images, animation, and interaction*. Morgan Kaufmann.

Denning, Peter J, και Robert M Metcalfe. 1998. *Beyond calculation: The next fifty years of computing*. Springer Science & Business Media.

Engelbart, Douglas. 1988. 'The augmented knowledge workshop'. Στο *A history of personal workstations*, 185–248.

Freiberger, Paul, και Michael Swaine. 1984. *Fire in the Valley: the making of the personal computer*. McGraw-Hill, Inc.

Goldberg, Adele, επιμ. 1988. *A History of Personal Workstations*. New York, NY, USA: Association for Computing Machinery.

Hertzfeld, Andy. 2004. *Revolution in The Valley [Paperback]: The Insanely Great Story of How the Mac Was Made.*" O'Reilly Media, Inc.".

Kay, Alan, και Adele Goldberg. 1977. 'Personal dynamic media'. *Computer* 10 (3): 31–41.

Kernighan, Brian W. 2019. UNIX: A History and a Memoir. Kindle Direct Publishing.

Lanier, Jaron. 2017. *Dawn of the new everything: Encounters with reality and virtual reality*. Henry Holt; Company.

Laurel, Brenda. 2013. Computers as theatre. Addison-Wesley.

Nelson, Ted. 2008. Geeks Bearing Gifts. Mindful Pr.

Sellen, Abigail J, και Richard HR Harper. 2003. *The myth of the paperless office*. MIT press.

Waldrop, M Mitchell. 2001. *The dream machine: JCR Licklider and the revolution that made computing personal.* Viking Penguin.

Bardini, Thierry. 2000. *Bootstrapping: Douglas Engelbart, coevolution, and the origins of personal computing*. Stanford University Press.

Bolter, Jay David, και Richard Grusin. 2000. *Remediation: Understanding new media.* mit Press.

Engelbart, Douglas C. 1962. *Augmenting human intellect: A conceptual framework*. SRI, Menlo Park, CA.

Gildall, Gary. 1993. *Computer Connections: People, Places, and Events in the Evolution of the Personal Computer Industry*. Unpublished.

Hiltzik, Michael. 1999. 'Dealers of Lightning: Xerox PARC and the Dawning of the Computer Age'.

Ihde, Don. 2012. *Technics and praxis: A philosophy of technology*. T. 24. Springer Science & Business Media.

Ingalls, Daniel. 2020. 'The evolution of Smalltalk: from Smalltalk-72 through Squeak'. *Proceedings of the ACM on Programming Languages* 4 (HOPL): 1–101.

Kay, Alan C. 1993. 'The early history of Smalltalk'. *ACM SIGPLAN Notices* 28 (3): 69–95.

Lakoff, George, και Mark Johnson. 2008. *Metaphors we live by*. University of Chicago press.

Lanier, Jaron. 2010. You are not a gadget: A manifesto. Vintage.

Mumford, Lewis. 2010. *Technics and civilization*. University of Chicago Press.

Nelson, Theodor H. 2010. *POSSIPLEX: movies, intellect, creative control, my computer life and the fight for civilization: an autobiography of Ted Nelson.* Mindful Press.

Raskin, Jef. 2000. *The humane interface: new directions for designing interactive systems*. Addison-Wesley Professional.

Roszak, Theodore. 1986. *From Satori to Silicon Valley: San Francisco and the American Counterculture*. Don't Call It Frisco Press.

Shasha, Dennis, και Cathy Lazere. 1998. *Out of their minds: the lives and discoveries of 15 great computer scientists*. Springer Science & Business Media.

Wirth, Niklaus, και Jürg Gutknecht. 1992. *Project Oberon*. Addison-Wesley Reading.