

Springer	Tailoring Usability into Agile Software Development Projects
	A Green Paper on Usability Maturation
	Up-Front Interaction Design in Agile Development
	POLVO - Software for Prototyping of Low-Fidelity Interfaces in Agile Development
	What Drives Software Development: Bridging the Gap Between Software and Usability Engineering
	Second XP Workshop about Dealing with Usability in an Agile Domain
	Designing the Minimal
	User Centered Interaction Design for Mobile Applications Focused on Visually Impaired and Blind People
	iUCP – Estimating Interaction Design Projects with Enhanced Use Case Points
	Institutionalizing HCI in Asia
	Supporting Universal Usability of Mobile Software: Touchscreen Usability Meta-test
	Agile Project Building for iOS Devices
	Values and Assumptions Shaping Agile Development and User Experience Design in Practice
	Designing Interaction Concepts, Managing Customer Expectation and Mastering Agile Development in Rich Application Product Development
	A Model Based Approach for GUI Development in Groupware Systems
	Terminology Entries (Alphabetical Presentation)
	The impact of agile practices on communication in software development
	Do Teams Achieve Usability Goals? Evaluating Goal Achievement with Usability Goals Setting Tool
	A Survey of User-Experience Development at Enterprise Software Companies
	Customized Usability Engineering for a Solar Control Unit: Adapting Traditional Methods to Domain and Project Constraints
Google Academic	Facts, trends and challenges in modern software development
	Agile User Stories Enriched with Usability
	Some impacts of big data on usability practice
	Current state of agile user-centered design: A survey
	An educational testbed for the computational analysis of collaboration in early stages of software development processes
	Evaluating eXtreme scenario-based design in a distributed agile team
	Embedding e- Research Applications: Designing for Usability
	The Craft of Programming Interaction
	An Interdisciplinary Approach to Emergency Responder Mobile Technology Design
	Best practice for efficient development of inclusive ICT
	User research in a scientific software development project
	Making It Everyone's Finna–Cross-Sector Collaboration and User Experience Design in a Digital Library
	Investigating the design process: participatory design in agile software development
	Agile user centered design: enter the design studio-a case study
	Joint implicit alignment work of interaction designers and software developers
	Dissolving boundaries: social technologies and participation in design
	Adaptação de metodologias de usabilidade para o contexto de desenvolvimento de software livre
	Cloud as Context: Virtual World Learning with Open Wonderland
	User-centred design and agile development: Rebuilding the swedish national union catalogue
	Orchestrating Mobile Applications: A Software Engineering View
USP	Aplicação de práticas de usabilidade ágil em software livre
	SEEALL: Sistema Interativo de apoio ao planejamento e acompanhamento de aprendizagem baseado em competências
	Padrões de testes automatizados