



Figure 1.4 Relationship among contributing academic disciplines, design practices, and interdisciplinary fields concerned with interaction design (double-headed arrows mean overlapping)

Why are there so many and what do they all do? Furthermore, how do the various disciplines, fields, and design approaches differ from one another?

We have already described the distinction between interaction design and software engineering. The differences between interaction design and the other approaches referred to in the figure are largely down to which methods, philosophies, and lenses they use to study, analyze, and design computers. Another way they vary is in terms of the scope and problems they address. For example, Information Systems is concerned with the application of computing technology in domains like business, health, and education, whereas Computer-Supported Cooperative Work (CSCW) is concerned with the need also to support multiple people working together using computer systems (Greif, 1988).

BOX 1.1

Is interaction design beyond HCI?

We see the main difference between Interaction Design (ID) and Human-Computer Interaction (HCI) as one of scope. ID has cast its net much wider, being concerned with the theory, research, and practice of designing user experiences for all manner of technologies, systems,

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