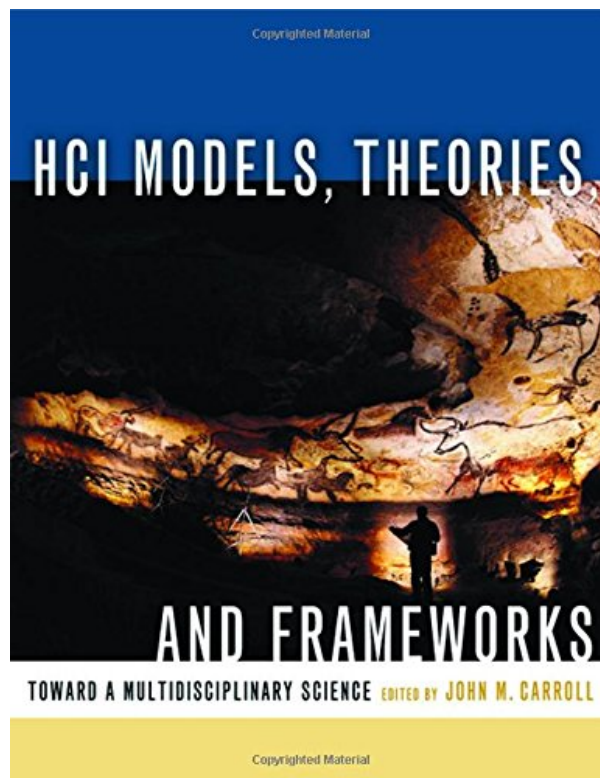
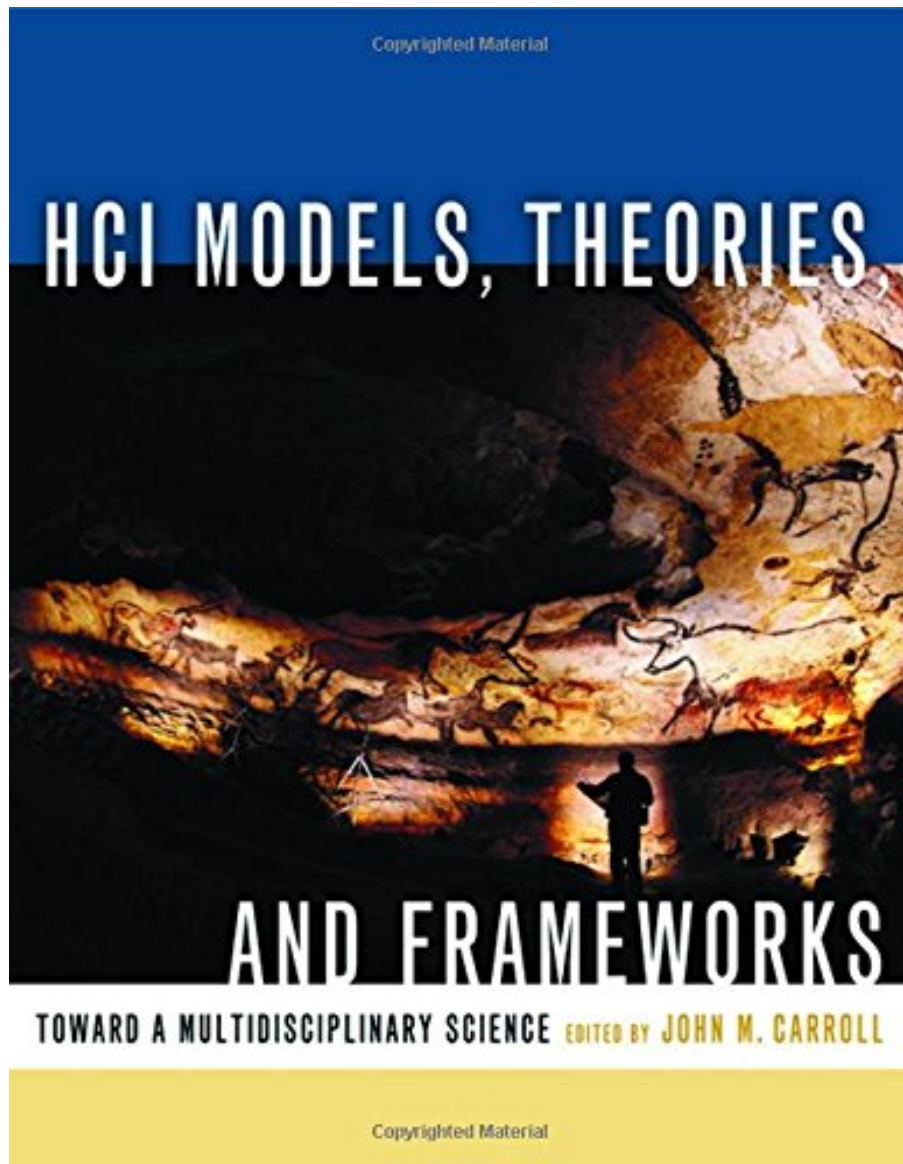


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Finally-a thorough pedagogical survey of the multidisciplinary science of HCI.

Human-Computer Interaction spans many disciplines, from the social and behavioral sciences to information and computer technology. But of all the textbooks on HCI technology and applications, none has adequately addressed HCI's multidisciplinary foundations-until now.

HCI Models, Theories, and Frameworks fills a huge void in the education and training of advanced HCI students. Its authors comprise a veritable house of diamonds-internationally known HCI researchers, every one of whom has successfully applied a unique scientific method to solve practical problems.

Each chapter focuses on a different scientific analysis or approach, but all in an identical format, especially designed to facilitate comparison of the various models.

HCI Models, Theories, and Frameworks answers the question raised by the other HCI textbooks:  
How can HCI theory can support practice in HCI?

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\*Contributors are leading researchers in the field of Human-Computer Interaction

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Most helpful customer reviews

9 of 13 people found the following review helpful.

Is this in english?!

By A Customer

It's a difficult book to read. It assumes you are at graduate or post-graduate level and already know a lot about the topic. I am working on my Master's in Interaction Design and I found myself being forced to re-read paragraphs because I had no idea what I just read! On the other hand, the book goes deep into HCI issues and methods and often leaves you with good research questions. If you're looking for a book to help you with real issues related to interface design or product usability, this isn't it. This book is all about theory. It's boring at best.

It all comes down to this: If you're all about theory, this book is for you. If you want to be able to apply what you read to real-world situations - get something else.

1 of 4 people found the following review helpful.

Expensive Book and the Author is a Wind Bag

By HCI student

The text book.. I think the author is a wind bag academic that blathers on and on to show how smart he is.

The book could be edited to half the content, paragraphs could be concise and effective.

The author lacks pragmatic writing skills that convey a message clearly. He circles three times around a topic before he actually makes a point. It is like witnessing a Labrador take a dump, only it is required reading...

12 of 12 people found the following review helpful.

Constantly amazed at this book

By C. Wingrave

Working through this book, I am constantly amazed at the number of topics covered and the depth and clarity of the authors (and in some cases, the entertaining story they tell). There is much important theory that exists in HCI and I have not found a book that does such a wonderful job bringing it, and the proper author to explain it, all together. Previously, it was a chore to track down the important theoretical works, not



so now.

This book is NOT going to help you build better webpages or for that matter, teach you to build a better GUI. Do not expect it to as HCI is only marginally about this. HCI is more importantly about the work and activity people perform on a computer and through a computer with others. If you do not have this concept in mind, do not read this book as you will waste your time (and possibly write a bad review for it). If you are intrigued, read "The Design of Everyday Things" to give you the basic philosophy of HCI and this book to give you the theory of it.

Unfortunately, some chapters are not as strong as others and the binding of them all together is not as strong as it could be to give a complete picture of the field. That said, this is an important milestone for HCI and should be readable (and read) by all who have taken a basic HCI course.

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