Common resources for supporting Human-Computer Interaction (HCI) Education.
These resources were compiled following a review of 52 (primarily graduate) courses in
HCI, as part of the 2011-2014 SIGCHI Project on HCI Education. The review was
conducted primarily in 2012, drawing primarily on syllabi from the 2011-2012 academic
year. Updated versions of some of these resources are now be available.

Stand-alone Textbooks

   This textbook provides an in-depth look at the psychology behind HCI
   principles and usability theory and practice.

   A textbook on how to design digital products and services taking into account
every stage in the design/development lifecycle.

   This is a general textbook that separates introductory from more advanced
   material. The authors apply classic principles to current technology.

   Rogers, Sharp & Preece use cross-disciplinary theory to inform practical
   examples. Case studies are included in many chapters.

   Boston, MA: Addison-Wesley.
   This textbook teaches students and practitioners how to design build,
   manage, and maintain HCI systems.

Other Books

   A compilation of key concepts and research in HCI.

This textbook introduces contextual inquiry, a methodology where designers conduct user research in the actual context of use.


Buxton argues that sketching is a crucial component of low-fidelity prototyping.


This book compiles numerous essays on information visualization, including both theoretical and applied contributions.


Dumas and Redish offer a comprehensive guide to planning, conducting, and analyzing usability tests.


Johnson explains key concepts in perceptual and cognitive psychology, and how these concepts inform design rules.


A practical guide to designing user interfaces. This resource is offered as shareware, with a suggested donation of $5.


Draws on common principles, techniques, and aesthetics from diverse fields in design to inform interaction design and HCI.


Norman argues for the importance of user-centered design, drawing on important theory from cognitive psychology and related fields.

Book Chapters, Journal Articles, and Conference Proceedings

The researchers examine how ethnography and other anthropological theory can be integrated into the design process, especially while eliciting user requirements.

   Bush argues that humanity needs tools to strategically manage its knowledge, and sets the conceptual grounds for the first computer.

   Gilbert & Karahalios apply social network analysis to look at relationships in social media.

   An early text by Apple developers on how to observe users in the requirements gathering phase.

   The authors argue that choosing the right methodology is crucial to conducting responsible and informative usability evaluation.

   Hollan and Stornetta discuss how to support communication through electronic media, arguing that mimicking face-to-face patterns is insufficient.

   Distributed cognition theory can help designers understand users of networked or distributed information systems.

   Thinking through doing, performance, visibility, risk, and thick practice are five aspects of physical being that can inform interaction design.

Using the internet, researchers can perform controlled experiments to learn about their actual users, not just the highest paid person in an organization.


   Carves out a place for qualitative research in interaction design and HCI.


   An evaluation of past and present software tools with implications for future work.


   Jakob Nielsen talks about how experts can use an established set of principles to evaluate interfaces without talking to users.


   Outlines persona theory and explains why personas are superior to the use of scenarios alone.


   Describes the importance of low-fidelity prototyping and teaches developers how to construct low-fidelity prototypes.


   Computers will become so ubiquitous that no one will notice their presence.


   EdgeWrite users gestures to improve accuracy in text entry for both disabled and able-bodied users.