



# Interaction Design: Beyond Human-Computer Interaction

*Jenny Preece , Helen Sharp , Yvonne Rogers*

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**Interaction Design: Beyond Human-Computer Interaction** Jenny Preece , Helen Sharp , Yvonne Rogers  
*A new edition of the #1 text in the Human Computer Interaction field!*

Hugely popular with students and professionals alike, *Interaction Design* is an ideal resource for learning the interdisciplinary skills needed for interaction design, human-computer interaction, information design, web design and ubiquitous computing.

This text offers a cross-disciplinary, practical and process-oriented introduction to the field, showing not just what principles ought to apply to interaction design, but crucially how they can be applied.

An accompanying website contains extensive additional teaching and learning material including slides for each chapter, comments on chapter activities and a number of in-depth case studies written by researchers and designers.

## Interaction Design: Beyond Human-Computer Interaction Details

Date : Published May 26th 2015 by Wiley (first published 2001)

ISBN : 9781119020752

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Format : Paperback 584 pages

Genre : Design, Nonfiction, Science, Computer Science, Reference, Textbooks, Technology, Usability, Library Science, Information Science, Business, Academic

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## From Reader Review Interaction Design: Beyond Human-Computer Interaction for online ebook

### Mike says

A set text from my recent degree, which I had to skip through to complete the study module within the time set. Having re-read it in detail I cannot recommend it highly enough for anyone who wants a detailed understanding of Interaction Design processes.

The book comes with a great set of online study aids also, including video, powerpoint, and lots and lots of recommended further reading.

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### Jennifer says

While this book does have some helpful complements to my Interaction Design and Evaluating Interactive Systems course it does so in such a bland and boring manner that is all too common with school books. This book needs to be heavily edited for redundancy, to improve clarity and to overall be less of a snore so it can actually articulate the helpful information within without putting the reader to sleep.

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### Matthew Pacitto says

I had to read this for school. It was ok I guess, but don't read it unless you are assigned it for school.

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### Emil says

At my university we have the course "Interaction Design", where this book is reading material. I don't find the course too exciting, but the books is totally worth reading while taking the course. It covers a lot of areas.

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### Timothy says

This isn't a strong subject for me; I enjoy reading about new interface models but find the best practices to be terribly boring. I do, however, want to recognize what a well-constructed textbook this is.

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### Tr?ng Duyen says

ây qu? là m?t câu chuy?n bu?n. ??c gì cu?i m?i ch??ng có ph?n tóm t?t và ??t câu h?i ?? focus tr?ng tâm m?t xíu. Ngoài ra sách nhi?u ch? lan man ho?c do không h?p v?i khi?u ??c c?a mình, ??c sách th?y ch? áp d?ng ???c m?y. Gi? ??c m?i th?y h?c m?t ??ng sách m?t n?o. Mà ??c gì có nhi?u ví d? th?c ti?n h?n, càng ??c càng chán nh?ng v?n ph?i ??c vì mai thi cu?i kì...

This is a sad story. It is good if at the end of each chapter there is a summary and a question to focus a little. In addition, many books are rampant or not suitable for my reading hobby, studying in this books cannot apply to the reality. Now I realize that learning is a path and what was written in this book is a kind of another path.

The most unlikely is that the examples are not new, so easy to get bored.

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### **Calvin says**

Great book with wonderful examples, case studies and online material.

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### **Karla Kitalong says**

I've assigned this book for my undergraduate course. It's hefty, but focused on usability/user-centered design, so I hope it will be a good choice. I'm not totally comfortable with the order of the chapters. Because I read the last 25% in 2011, and because I'll read it again alongside the students, I'm counting it as a 2011 book.

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### **Megan says**

I assigned this book for my Human Computer Interaction course this semester. I like that it has a lot of relevant examples, and it focuses on important aspects of the field instead of trying to cover everything. It is a good overview, with enough meat to support a semester introductory HCI course. I wish their activities didn't have the answers on the same page though, as it makes it difficult to ask students to think through them as they read; it doesn't encourage independent thought. I also have mixed feelings about the chapter orderings; I like that evaluation was toward the back of the book as I just redesigned my course to fall in that order, but I still had to jump around in the second half of the course to get material in an order that made the most sense. However, I currently like it better than the Shneiderman textbook I used to use, and plan to use it again in the future.

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### **Michele says**

Lots of good stuff, but various examples were too subjective and didn't really cover most of the cases. I have skipped some parts, I have to admit, since they were not useful to my research.

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### **Derek Baldwin says**

this is a set book for my OU module and while I stand by my earlier progress review the Achilles heel is how outdated it is. Its a quick moving field, of course, but the examples are sometimes quite laughably lame, and what the text implies are bold new web initiatives turn out to be defunct on more than one occasion. Having read a fair bit of the book now, in a non linear fashion, i have to say its pitched too low (e.g. explaining what the difference is between open and closed questions, gee, thanks!) and very very repetitive. The text repeats itself a lot too.

### **Justin says**

It never fails to amaze me how so much of school is about formalizing terms for common sense. This book is no exception. There are some interesting bits (including analysis of interactions between users in online groups/clubs/games/orgies) and some interviews with usability and UI professionals, which I liked.

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### **Erik says**

Take a solid usability concept, slap an acronym on it, wait, then change it slightly and slap a new acronym in it, wait, then slice one piece out of it and give it its own acronym, wait..lather, rinse, repeat.

Okay, that may be extreme, but that's how this book felt while I was reading it. Solid concepts explained repeatedly under different names. Usability engineering is not easy, but it doesn't need to be artificially inflated either. This book could be half its length and still get all points across just fine.

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### **Jenifer says**

Very useful tool as I study HCID!

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### **Sarismartinez says**

Great textbook to understand the psychology of humans interacting with technology. How humans need to communicate within each other, getting involved emotionally utilizing technology as a very powerful tool.

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