A BIBLIOGRAPHY TO HUMAN-COMPUTER INTERACTION:
CONCEPTS, METHODS AND PROBLEMS

by

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COMPUTER SCIENCE
A Bibliography to Human-Computer Interactions: concepts, methods and problems

Note:

This is a preliminary report -- an expanded version is in preparation.

A list of keywords for access, is on pages 10 and 11. They appear between ‘%’ characters in for each entry.


CARROLL, J.M. (1983) Presentation and form in user-interface architecture. Byte 8 (12), 113-122, December. %paper, popular, dialog structure, learning, training, classes of users, metaphors, dialog design guidelines%


CLANTON, C. (1983) The future of metaphor In man-computer systems. Byte 8 (2), 263-279, December. %paper, popular, metaphors, layering, user models (of system), learnability, general principles, knowing the user%


DEAN, M. (1983) Simplify, simplify, simplify. Byte 8 (12), December. %paper, popular, dialog styles, user classes, general principles%


EHRENREICH, S. L (1981) Query languages: design recommendations derived from the human factors literature. Human Factors 23 (6), 709-725. %paper, database access, language aspects%


HARRIS, L.R. (1977) User oriented data base query with the ROBOT natural language query system. International Journal of Man-Machine Studies 9 (6), 697-713, November. %paper, natural language, database access, real system%


KEELE, S.W. (1973) Attention and Human Performance. 184pp, Pacific Palisades, CA: Goodyear. %book, psychological fundamentals, man as information processor, memory, information theory, attention%

KENDIG, F. (1983) A conversation with Roger Schank. Psychology Today 17 (4), 28-36, April. %paper, popular, natural language, cognitive aspects, psychological principles, memory, expert systems%


Landau, J. (1983) How Is a computer like an onion? Byte 8 (12), 250-257. December. %paper, popular, dialog design procedures, documentation, real system, knowing the user%


Mayer, R.E. (1981) The psychology of how novices learn computer languages. Computing Surveys 13 (1), 121-141, March. %paper, survey, psychology of programming, user models (of system)%.


MILLS, M.I. (no date) A study of the human response to pictorial representation on Telidon. Telidon Behavioural Research 3, 150pp, Ottawa: Dept. of Communications, Govt. of Canada. %report, Telidon, psychological principles, picture comprehension, displaying information, cognitive aspects, animation, problem solving%


MORAN, T.P. (1981) An applied psychology of the user. Computing Surveys 13 (1), 1-11, March. %paper, survey, psychological principles, knowing the user, general principles, systems%


NICHOLS, J.A. & SCHNEIDER, M. (chair-people) (1982) Human Factors in Computer Systems. (Proceedings of Gaithersburg Conference, held at the National Bureau of Standards March 15-17, a veritable goldmine of papers) 399 pp New York: Association for Computing Machinery %collection, conference, command naming, displaying information, cognitive aspects, social factors, methodology, dialog design tools, documentation, editing, evaluation, communication & protocols, psychology of programming, dialog specification, design guidelines, innovative interfaces, cognitive models%


ROUSE: W.B. (1981) Human-computer interaction in the control of dynamic systems. Computing Surveys 13 (1), 71-100, March. %paper, survey, task allocation, control, models of users, systems%


SHACKEL, B. (ed) (1979) Man/Computer Communication Vols. 1 & 2. 348 pp and 370pp. Maidenhead: Infotech International. %collection, conference, surveys, general principles, displaying information, cognitive aspects, speech Input, speech output, workplace design, documentation, VDTs/VDUs, dialog design, natural language, language aspects, dialog styles, social aspects, user classes, knowing the user%


SHNEIDERMAN, B. (1979) Human factors experiments In designing Interactive systems. Computer 12 (12), 9-19, December. %paper, general principles, attitudes, learning, control, response time, closure, memory, Individual differences, knowing the user, error handling%

SHNEIDERMAN, B. (1980) Software Psychology. 320 pp Cambridge, Massachusetts: Winthrop. %book, experiments, experimental design, methodology, psychological principles, psychology of programming, programming style, communication within teams, evaluation, database access, natural language, general principles, design procedures%
SHNEIDERMAN, B. (1983) Direct manipulation: a step beyond programming languages. Computer 16 (8), 57-69, August. %paper, innovative interfaces, general principles, feedback, visual communication, direct manipulation of entities%


SPIER, M.J. (1976) Software malpractice -- a distasteful experience. Software Practice and Experience 6, 293-299, June. %paper, program structure, debugging & faults, programming methodology, software maintenance, management attitudes%


WRIGHT, P. & BASON, G. (1983) Detour routes to usability: a comparison of alternative approaches to multipurpose software design. International Journal of Man-Machine Studies 18 (4), 391-400, April. %paper, design alternatives, design procedures, knowing the user%
Keywords used in the bibliography
(words are bracketed by ‘%’ characters)

accessibility adaptive advertised products applications analysis animation attention attitudes audition auditory i/o bibliography book characters closure cognitive aspects collection commands command abbreviation command naming communication & protocols communication within teams communication - basic nature comparison comprehension conceptualisation conference control conversation colour critique database access dataflow model debugging & faults decision models decision theory dialog dialog design alternatives dialog design guidelines dialog design principles dialog design procedures dialog specification/formal description dialog structure dialog styles dialog tools , direct manipulation (of entities) disabled displaying information documentation document preparation early ease of use editing electronic documents error handling experimental design experiments and methodology expert systems feedback general principles graphical i/o hardware help human performance . i/o types icons illusions individual differences information access information theory innovative interfaces intonation job satisfaction keyboards keyed input knowing the user language aspects language characteristics layering leadership learning/learnability left/right handedness legal aspects lsi maintenance man as information processor management attitudes memory menus metaphors (organisational/integrating) models of users motivation natural language neural mechanisms paper pattern recognition perceptual aspects performance (& limitations) personnel issues popular problem decomposition problem solving in programming productivity . program decomposition program specification program structure & psychological complexity programmer behaviour programmer performance
programming aids
programming methodology
programming style
protocol analysis
psychological fundamentals
psychological design principles
psychology of programming
rationale
readability
real system
recognition
reliability
report
response time reviews/surveys
rhythm
screen and panel design
search strategies semantic
smalltalk
social aspects
social factors
software accessibility
software tools
syllables
system design procedures
systems & applications
tactile i/o
task allocation
task analysis
telidon and such
text entry
text-to-speech
thesis
training
type fonts
typography understanding
user classes
user models (of systems)
user profiles
user satisfaction
VDUs/VDTs
vigilance
vision
visual communication
voice input
voice output
workplace design