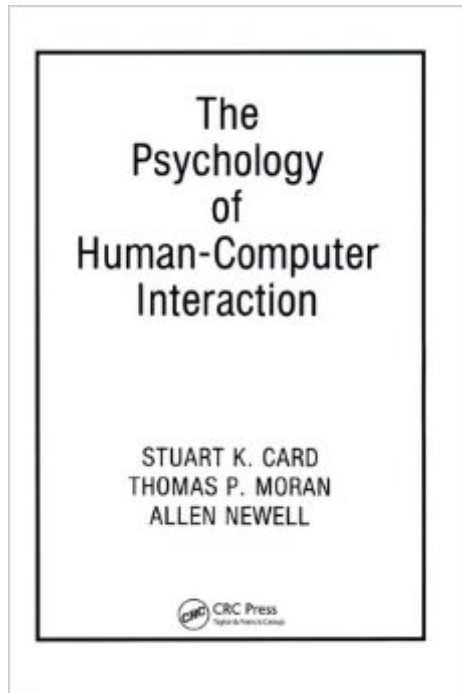


The book was found

# The Psychology Of Human-Computer Interaction



## Synopsis

Book by Stuart K. Card, Thomas P. Moran, Allen Newell

## Book Information

Hardcover: 469 pages

Publisher: Lawrence Erlbaum Associates; Revised ed. edition (February 1, 1986)

Language: English

ISBN-10: 0898598591

ISBN-13: 978-0898598599

Product Dimensions: 6.1 x 1.1 x 9.2 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars [See all reviews](#) (5 customer reviews)

Best Sellers Rank: #1,181,439 in Books (See Top 100 in Books) #129 in [Books > Engineering & Transportation > Engineering > Industrial, Manufacturing & Operational Systems > Ergonomics](#) #484 in [Books > Computers & Technology > Computer Science > Human-Computer Interaction](#) #485 in [Books > Engineering & Transportation > Engineering > Industrial, Manufacturing & Operational Systems > Health & Safety](#)

## Customer Reviews

Designing human-computer interfaces is still an art, learned best by creating many interfaces and carefully observing how real users interact with them. However, there are many tools from cognitive psychology that, if understood and applied, can yield at least two benefits. First, by learning what is known about how humans operate, you can avoid many pitfalls in design. Second, you can make quantitative design decisions. This book, though nearly 20 years old, contains much essential material that is unknown to many practitioners in the field! If you are designing interfaces, on the Web, for PCs, or for information appliances, you should read and understand the basic material in this book, which can never go out of date as long as humans use keyboards and mice with their hands and scan the screen with their eyes. My own recent book, *The Humane Interface*, is -- in many aspects -- just following in the footsteps of this pathbreaking, pioneering, and important work.

The ten or so others out there who have read this monster are probably experiencing a facial tic at my suggestion that it be required reading for all who design software. It's not a quick read, but it's definitely a page turner. I couldn't put it down. I'm serious. For me, a guy with a solid background in networking and systems architecture but without the classical human factors education required for

intelligent product design this one document did a far better job of firmly rooting me in the basics than anything else. Mad props to Norman and Nielsen for pointing me in this direction in the first place. But with this book I finally felt "full." There were a solid list of findings I'd never heard of until I'd opened this book. Not only did this book introduce me to these sorts of things, it also illustrated them to me. I walked away understanding. Like all of my other faves, this book is opened often. I've bought many copies for friends (with friends like me...) and I reference it often. Its notable that the most leading edge work today related to this topic is being driven by the same guys who wrote this book so long ago. Its among my top five most suggested books for those I know who want to take their design to the next level.

Little that I can add to previous reviews.. The definitive work. I read it in ~1989, and it's been a continuous source, in every UI I've designed since... I revisited the topic about a decade back, and found that little had changed.. That may not longer be the case: there's been some good new work on human mental processes in the last decade. GOMS is good, also. First determine the orthogonal spanning set of commands, /then/ determine how to implement them, how to group them by used-ness, for usability. Noun-Verb grammar.. Things that have the same function should look and behave the same. Inculcate a coherent user mental model.- SFAIK, we /still/ don't have a good heuristic book/model for GUIs: it's all a bit shrapnel..- But, we were progressing better towards that goal before the complete gank-wits at Google got hold of UIs. The depth of their uncaring, clueless, ignorance, is lamentable.. Vikings, burning libraries in monasteries.. (Sergei; I mean you! You are a destroyer of accumulated human wisdom. Woo! Well done.. Not..)

Most of us who have written GUI design books gained much of our knowledge of human-computer interaction from reading this early book. This book, though little known outside of academic Human-Computer Interaction circles, is one of the most heavily-cited books in the field. It is \*the\* classic source.

The should be required reading for anyone in the Human Factors field, or anyone without a HF degree who wants to build something humans will use.

[Download to continue reading...](#)

Interaction Design: Beyond Human-Computer Interaction The Psychology of Human-Computer Interaction Human Computer Interaction Handbook: Fundamentals, Evolving Technologies, and Emerging Applications, Third Edition (Human Factors and Ergonomics) Psychology: Social

Psychology: 69 Psychology Techniques to Influence and Control People with Communication Tricks, NLP, Hypnosis and more... (Psychology, ... NLP, Social Anxiety, Cognitive Psychology) Designing the User Interface: Strategies for Effective Human-Computer Interaction (6th Edition) HACKING: Beginner's Crash Course - Essential Guide to Practical: Computer Hacking, Hacking for Beginners, & Penetration Testing (Computer Systems, Computer Programming, Computer Science Book 1) How To Analyze People: Body Language and Human Psychology Guide to Mastering Analyzing (Analyze People, Body Language, Human Psychology, How to Analyze People) Learning Processing, Second Edition: A Beginner's Guide to Programming Images, Animation, and Interaction (The Morgan Kaufmann Series in Computer Graphics) Mind Control Mastery 4th Edition: Successful Guide to Human Psychology and Manipulation, Persuasion and Deception! (Mind Control, Manipulation, Deception, ... Psychology, Intuition, Manifestation,) Human Psychology 101: Understanding the Human Mind and What Makes People Tick Evil by Design: Interaction Design to Lead Us into Temptation Interdisciplinary Interaction Design: A Visual Guide to Basic Theories, Models and Ideas for Thinking and Designing for Interactive Web Design and Digital Device Experiences Office for Visual Interaction: Lighting Design & Process Sulcata Tortoise Owners Guide. Sulcata Tortoise care, behavior, feeding, enclosures, costs, health, interaction and myths. The Captive Care of Sulcata Tortoises. The Nature of an Ancient Maya City: Resources, Interaction, and Power at Blue Creek, Belize (Caribbean Archaeology and Ethnohistory) Interaction and Delimitation of International Legal Orders (Queen Mary Studies in International Law) World History Patterns of Interaction (Reading Study Guide - Spanish Translation) Constructions of Deviance: Social Power, Context, and Interaction Family Interaction: A Multigenerational Developmental Perspective (5th Edition) Drug-DNA Interaction Protocols (Methods in Molecular Biology)

[Dmca](#)