

## FM2616 - UI Design

This is a provisional list that has yet to be reviewed.  
Items may therefore change.

View Online



- 
- Adams, Sean. 2017. Color Design Workbook: A Real-World Guide to Using Color in Graphic Design. New revised edition. Beverly, MA: Rockport Publishers.
- Albers, Josef. 2013. Interaction of Color. 50th anniversary edition. New Haven, [Connecticut]: Yale University Press.
- Ambrose, Gavin, and Paul Harris. 2011. The Fundamentals of Typography. 2nd ed. Lausanne: AVA Academia.
- Anon. 2013. Adobe Photoshop CC. Vol. Classroom in a book. San Jose, Calif: Adobe.
- Anon. n.d.-a. 'Games | Interface In Game'. Retrieved (<https://interfaceingame.com/games/>).
- Anon. n.d.-b. 'Thinking With Type'. Retrieved (<http://thinkingwithtype.com/>).
- Drachen, Anders, Pejman Mirza-Babaei, and Lennart E. Nacke, eds. 2018. Games User Research. Oxford, [England]: Oxford University Press.
- Hicks, Jon. 2011. The Icon Handbook. Penarth: Five Simple Steps.
- Hodent, Celia, and Brenda Romero. 2018. The Gamer's Brain: How Neuroscience and UX Can Impact Video Game Design. Boca Raton, Florida: CRC Press.
- Jorgensen, Kristine. 2013. Gameworld Interfaces. Cambridge, Massachusetts: The MIT Press.
- McCloud, Scott. 1994. Understanding Comics: The Invisible Art. 1st HarperPerennial ed. New York: HarperPerennial.
- Moore, Rick. 2013. UI Design with Adobe Illustrator. Berkeley, Calif: Adobe Press.
- Norman, Donald A. 2013. The Design of Everyday Things. Revised and expanded edition. New York: Basic Books, a member of the Perseus Books Group.
- Saunders, Kevin, and Jeannie Novak. 2013. Game Development Essentials: Game Interface Design. 2nd ed. Clifton Park, NY: Thomson Delmar Learning.
- Wood, Brian and Adobe Systems. 2013. Adobe Illustrator CC: The Official Training Workbook from Adobe Systems. San Francisco, California: Peachpit, a division of Pearson Education.

Wood, Dave. 2014. Interface Design: An Introduction to Visual Communication in UI Design . London, UK: Fairchild Books, an imprint of Bloomsbury Publishing Plc.