

FM2616 - UI Design

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

View Online



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@book{Adams_2017, address={Beverly, MA}, edition={New revised edition},
title={Color design workbook: a real-world guide to using color in graphic design},
url={https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=5473388},
publisher={Rockport Publishers}, author={Adams, Sean}, year={2017} }
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@book{Albers_2013, address={New Haven, [Connecticut]}, edition={50th anniversary
edition}, title={Interaction of color}, publisher={Yale University Press}, author={Albers,
Josef}, year={2013} }
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@book{Ambrose_Harris_2011, address={Lausanne}, edition={2nd ed}, title={The
fundamentals of typography}, publisher={AVA Academia}, author={Ambrose, Gavin and
Harris, Paul}, year={2011} }
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@book{Hicks_2011, address={Penarth}, title={The icon handbook}, publisher={Five
Simple Steps}, author={Hicks, Jon}, year={2011} }
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@book{Hodent_Romero_2018, address={Boca Raton, Florida}, title={The gamer's brain:
how neuroscience and UX can impact video game design},
url={https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4943930},
publisher={CRC Press}, author={Hodent, Celia and Romero, Brenda}, year={2018} }
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@book{Jorgensen_2013, address={Cambridge, Massachusetts}, title={Gameworld
interfaces},
url={https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3339717},
publisher={The MIT Press}, author={Jorgensen, Kristine}, year={2013} }
```

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@book{McCloud_1994, address={New York}, edition={1st HarperPerennial ed},
title={Understanding comics: the invisible art}, publisher={HarperPerennial},
author={McCloud, Scott}, year={1994} }
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@book{Moore_2013, address={Berkeley, Calif}, title={UI design with Adobe Illustrator},
publisher={Adobe Press}, author={Moore, Rick}, year={2013} }
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@book{Norman_2013, address={New York}, edition={Revised and expanded edition},
title={The design of everyday things},
url={http://lib.myilibrary.com/browse/open.asp?id=574528&entityid=https://idp.brunel.ac.uk/entity},
publisher={Basic Books, a member of the Perseus Books Group},
author={Norman, Donald A.}, year={2013} }
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@book{Saunders_Novak_2013, address={Clifton Park, NY}, edition={2nd ed},
title={Game development essentials: Game interface design}, publisher={Thomson
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Delmar Learning}, author={Saunders, Kevin and Novak, Jeannie}, year={2013} }

@book{Wood_Adobe_Systems_2013, address={San Francisco, California}, title={Adobe Illustrator CC: the official training workbook from Adobe Systems}, publisher={Peachpit, a division of Pearson Education}, author={Wood, Brian and Adobe Systems}, year={2013} }

@book{Wood_2014, address={London, UK}, title={Interface design: an introduction to visual communication in UI design}, publisher={Fairchild Books, an imprint of Bloomsbury Publishing Plc}, author={Wood, Dave}, year={2014} }

@book{Adobe_Photoshop_CC._2013, address={San Jose, Calif}, volume={Classroom in a book}, publisher={Adobe}, year={2013} }

@book{Drachen_Mirza-Babaei_Nacke_2018, address={Oxford, [England]}, title={Games user research}, url={https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=5224767}, publisher={Oxford University Press}, year={2018} }

@misc{Games | Interface In Game, url={https://interfaceingame.com/games/} }

@misc{Thinking With Type, url={http://thinkingwithtype.com/} }