

FM2616 - UI Design

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

View Online



1

Hodent C, Romero B. The gamer's brain: how neuroscience and UX can impact video game design. Boca Raton, Florida: : CRC Press 2018.
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4943930>

2

Games | Interface In Game. <https://interfaceingame.com/games/>

3

Drachen A, Mirza-Babaei P, Nacke LE, editors. Games user research. Oxford, [England]: : Oxford University Press 2018.
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=5224767>

4

Jorgensen K. Gameworld interfaces. Cambridge, Massachusetts: : The MIT Press 2013.
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3339717>

5

Wood D. Interface design: an introduction to visual communication in UI design. London, UK: : Fairchild Books, an imprint of Bloomsbury Publishing Plc 2014.

6

Saunders K, Novak J. Game development essentials: Game interface design. 2nd ed.

Clifton Park, NY: : Thomson Delmar Learning 2013.

7

McCloud S. Understanding comics: the invisible art. 1st HarperPerennial ed. New York: : HarperPerennial 1994.

8

Thinking With Type. <http://thinkingwithtype.com/>

9

Ambrose G, Harris P. The fundamentals of typography. 2nd ed. Lausanne: : AVA Academia 2011.

10

Adams S. Color design workbook: a real-world guide to using color in graphic design. New revised edition. Beverly, MA: : Rockport Publishers 2017.
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=5473388>

11

Albers J. Interaction of color. 50th anniversary edition. New Haven, [Connecticut]: : Yale University Press 2013.

12

Wood B, Adobe Systems. Adobe Illustrator CC: the official training workbook from Adobe Systems. San Francisco, California: : Peachpit, a division of Pearson Education 2013.

13

Moore R. UI design with Adobe Illustrator. Berkeley, Calif: : Adobe Press 2013.

14

Adobe Photoshop CC. San Jose, Calif: : Adobe 2013.

15

Norman DA. The design of everyday things. Revised and expanded edition. New York: : Basic Books, a member of the Perseus Books Group 2013.
<http://lib.myilibrary.com/browse/open.asp?id=574528&entityid=https://idp.brunel.ac.uk/entity>

16

Hicks J. The icon handbook. Penarth: : Five Simple Steps 2011.