

## 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. (CRC Press, 2018).

2.

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

3.

Games user research. (Oxford University Press, 2018).

4.

Jorgensen, K. Gameworld interfaces. (The MIT Press, 2013).

5.

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

6.

Saunders, K. & Novak, J. Game development essentials: Game interface design. (Thomson Delmar Learning, 2013).

7.

McCloud, S. Understanding comics: the invisible art. (HarperPerennial, 1994).

8.

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

9.

Ambrose, G. & Harris, P. The fundamentals of typography. (AVA Academia, 2011).

10.

Adams, S. Color design workbook: a real-world guide to using color in graphic design. (Rockport Publishers, 2017).

11.

Albers, J. Interaction of color. (Yale University Press, 2013).

12.

Wood, B. & Adobe Systems. Adobe Illustrator CC: the official training workbook from Adobe Systems. (Peachpit, a division of Pearson Education, 2013).

13.

Moore, R. UI design with Adobe Illustrator. (Adobe Press, 2013).

14.

Adobe Photoshop CC. vol. Classroom in a book (Adobe, 2013).

15.

Norman, D. A. The design of everyday things. (Basic Books, a member of the Perseus Books Group, 2013).

16.

Hicks, J. The icon handbook. (Five Simple Steps, 2011).