

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, Boca Raton, Florida (2018).
 2.
Games | Interface In Game, <https://interfaceingame.com/games/>.
 3.
Drachen, A., Mirza-Babaei, P., Nacke, L.E. eds: Games user research. Oxford University Press, Oxford, [England] (2018).
 4.
Jorgensen, K.: Gameworld interfaces. The MIT Press, Cambridge, Massachusetts (2013).
 5.
Wood, D.: Interface design: an introduction to visual communication in UI design. Fairchild Books, an imprint of Bloomsbury Publishing Plc, London, UK (2014).
 6.
Saunders, K., Novak, J.: Game development essentials: Game interface design. Thomson Delmar Learning, Clifton Park, NY (2013).

7.

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

8.

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

9.

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

10.

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

11.

Albers, J.: Interaction of color. Yale University Press, New Haven, [Connecticut] (2013).

12.

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

13.

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

14.

Adobe Photoshop CC. Adobe, San Jose, Calif (2013).

15.

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

16.

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