

FM2616 - UI Design

UI design for Games

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@book{Adams_Dawson_Foster_Seddon_2012, address={London}, title={Graphic design rules: 365 essential design dos and don'ts}, publisher={Frances Lincoln Limited Publishers}, author={Adams, Sean and Dawson, Peter and Foster, John and Seddon, Tony}, year={2012} }
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@book{Albers_1975, address={New Haven}, edition={Rev. ed}, title={Interaction of color}, publisher={Yale University Press}, author={Albers, Josef}, year={1975} }
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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{Anderson_2011, address={Berkeley, Calif}, title={Seductive interaction design: creating playful, fun, and effective user experiences}, publisher={New Riders}, author={Anderson, Stephen P.}, year={2011} }
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@book{Bergstrom_2008, address={London}, title={Essentials of visual communication}, publisher={Laurence King Pub}, author={Bergstrom, Bo}, year={2008} }
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@book{Budermann_Kim_Wozniak_2010, address={Beverly, Mass}, title={Brand identity essentials: 100 principles for designing logos and building brands}, publisher={Rockport Publishers}, author={Budermann, Kevin and Kim, Yang and Wozniak, Curt}, year={2010} }
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@book{Cooper_Reimann_Cronin_Noessel_Csizmadi_LeMoine_2014, address={Indianapolis, IN}, edition={Fourth edition}, title={About face: the essentials of interaction design}, publisher={Wiley}, author={Cooper, Alan and Reimann, Robert and Cronin, Dave and Noessel, Christopher and Csizmadi, Jason and LeMoine, Doug}, year={2014} }
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@book{England_2011, address={London}, title={Whole body interaction}, volume={Human-computer interaction series}, publisher={Springer}, author={England, David}, year={2011} }
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@book{Grady_2003, address={New York}, edition={New ed}, title={Virtual reality: simulating and enhancing the world with computers}, volume={Facts on File science library}, publisher={Facts On File}, author={Grady, Sean M.}, year={2003} }
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@book{Kristof_Satran_1995, address={Mountain View, Calif}, title={Interactivity by design: creating & communicating with new media}, publisher={Adobe Press}, author={Kristof, Ray and Satran, Amy}, year={1995} }

@book{Lidwell_Holden_Butler_2010, address={Beverly, MA}, edition={Rev. and updated ed}, title={Universal principles of design: 125 ways to enhance usability, influence perception, increase appeal, make better design decisions, and teach through design}, url={http://lib.myilibrary.com/browse/open.asp?id=524130&entityid=https://idp.brunel.ac.uk/entity}, publisher={Rockport}, author={Lidwell, William and Holden, Kritina and Butler, Jill}, year={2010} }

@book{McKay_2013, address={Amsterdam}, title={UI is communication: how to design intuitive, user centered interfaces by focusing on effective communication}, url={http://lib.myilibrary.com/browse/open.asp?id=494376&entityid=https://idp.brunel.ac.uk/entity}, publisher={Elsevier, Morgan Kaufmann}, author={McKay, Everett N.}, year={2013} }

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@book{Moore_2013, address={Berkeley, Calif}, title={UI design with Adobe Illustrator}, publisher={Adobe Press}, author={Moore, Rick}, year={2013} }

@book{Norman_2005, address={New York}, edition={Pbk. ed}, title={Emotional design: why we love (or hate) everyday things}, url={http://lib.myilibrary.com/browse/open.asp?id=362839&entityid=https://idp.brunel.ac.uk/entity}, publisher={Basic Books}, author={Norman, Donald A.}, year={2005} }

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@book{Wood_Adobe Systems_2013, address={San Francisco, California}, title={Adobe  
Illustrator CC: the official training workbook from Adobe Systems}, volume={Classroom in  
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@book{Wood_2014, address={London, UK}, title={Interface design: an introduction to  
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@book{Wroblewski_2011, address={New York}, title={Mobile first}, publisher={A Book  
Apart}, author={Wroblewski, Luke}, year={2011} }
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@book{Adobe Photoshop CC._2013, address={San Jose, Calif}, volume={Classroom in a  
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