FM2616 - UI Design

UI design for Games

View Online

Adams, S. et al. (2012) Graphic design rules: 365 essential design dos and don'ts. London: Frances Lincoln Limited Publishers.

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

Albers, J. (1975) Interaction of color. Rev. ed. New Haven: Yale University Press.

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

Anderson, S.P. (2011) Seductive interaction design: creating playful, fun, and effective user experiences. Berkeley, Calif: New Riders.

Bergstrom, B. (2008) Essentials of visual communication. London: Laurence King Pub.

Budelmann, K., Kim, Y. and Wozniak, C. (2010) Brand identity essentials: 100 principles for designing logos and building brands. Beverly, Mass: Rockport Publishers.

Cooper, A. et al. (2014) About face: the essentials of interaction design. Fourth edition. Indianapolis, IN: Wiley.

England, D. (2011) Whole body interaction. London: Springer.

Grady, S.M. (2003) Virtual reality: simulating and enhancing the world with computers. New ed. New York: Facts On File.

Hyland, A. and Bateman, S. (2011) Symbol. London: Laurence King.

Krause, J. (2015) Visual design: ninety-five things you need to know : told in Helvetica and Dingbats. [San Francisco, CA]: New Riders.

Kristof, R. and Satran, A. (1995) Interactivity by design: creating & communicating with new media. Mountain View, Calif: Adobe Press.

Lidwell, W., Holden, K. and Butler, J. (2010) Universal principles of design: 125 ways to enhance usability, influence perception, increase appeal, make better design decisions, and teach through design. Rev. and updated ed. Beverly, MA: Rockport. Available at: http://lib.myilibrary.com/browse/open.asp?id=524130&entityid=https://idp.brunel.ac.uk/entity.

McKay, E.N. (2013) UI is communication: how to design intuitive, user centered interfaces

by focusing on effective communication. Amsterdam: Elsevier, Morgan Kaufmann. Available at: http://lib.myilibrary.com/browse/open.asp?id=494376&entityid=https://idp.brunel.ac.uk/entity.

Moggridge, B. (2007) Designing interactions. Cambridge, Mass: MIT. Available at: http://lib.myilibrary.com/browse/open.asp?id=209775&entityid=https://idp.brunel.ac.uk/entity.

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

Norman, D.A. (2005) Emotional design: why we love (or hate) everyday things. Pbk. ed. New York: Basic Books. Available at: http://lib.myilibrary.com/browse/open.asp?id=362839&entityid=https://idp.brunel.ac.uk/entity.

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

Saunders, K. and Novak, J. (2013) Game development essentials: Game interface design. 2nd ed. Clifton Park, NY: Thomson Delmar Learning.

Stead, C. and Wong, K. (2017) The making of monument valley: secrets behind the best indie games. [Place of publication not identified]: Old Mate Media.

Stone, T.L., Adams, S. and Morioka, N. (2006) Color design workbook: a real-world guide to using color in graphic design. Gloucester, Mass: Rockport.

Tidwell, J. (2005) Designing interfaces. Farnham: O'Reilly.

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

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

Wroblewski, L. (2011) Mobile first. New York: A Book Apart.