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Gestaltung interaktiver Mensch-Rechner-Schnittstellen (GIMS) WS 02/03

W1 Verteilte Kognition und MCI

Clark, A. (1998). Embodied, situated, and distributed cognition. In W. Bechtel & G. Graham (Eds.), *A companion to cognitive science* (pp. 507-517). Malden, MA: Blackwell Publishers.

Hollan, J., Hutchins, E., & Kirsch, D. (2000). Distributed cognition: Toward a new foundation for human-computer interaction research. *ACM Transactions on Computer-Human Interaction*, 7, 174-196.

Rogers, Y. (1997). A brief introduction to distributed cognition. <http://www.cogps.susx.ac.uk/users/yvonner/dcog.html>

Rogers, Y., & Ellis, J. (1994). Distributed cognition: An alternative framework for analysing and explaining collaborative working. *Journal of Information Technology*, 9, 119-128.

(Wright, P.C., Fields, R.E., & Harrison, M.D. (2000). Analyzing human-computer interaction as distributed cognition: The resources model. *Human-Computer Interaction*, 15, 1-41.)

Bearbeiter: Henn, T.

Termin: 24.1.2003

W2 Funktionen zur Etikettierung in der Dateiverwaltung (2 Bearbeiter)

Kirsh, D. (2001). The context of work. *Human-Computer Interaction*, 16, 287-305.

Malone, T.W. (1983). How do people organize their desks? Implications for the design of office information systems. *ACM Transactions on Office Information Systems*, 1, 99-112.

Bearbeiter: Brunn, R., Kunz, M.

Termin: 31.1.2002

W3 Präsentationsfunktionen für MS PowerPoint (Vorhandene und fehlende Funktionen)

Wandmacher, J., Deneke, M., Bröning, S., & Heger, M. (2002). Gestaltung und Präsentation von Folien. Darmstadt: Institut für Psychologie, TU Darmstadt.

Bearbeiter: Lenze, O.

Termin: 7.2.2003

W4 Vergleich der Benutzungsoberflächen von Handheld Computern (PDAs) und PCs

Bearbeiter: Stotz, J.P.

Termin: 14.2.2003

W5 Visualisierung von online Aktivitäten

Erickson, T., Halverson, C., Kellog, W.A., Laff, M., & Wolf, T. (2002). Social translucence: Designing Social infrastructures that make collective activity visible. *Communications of the ACM*, 45 (4), 40-44.

Donath, J. (2002). A semantic approach to visualizing online conversations. *Communications of the ACM*, 45 (4), 45-49.

Bearbeiter: Marx, R.

Termin: 8.11.2002

W6 Animation auf Benutzungsoberflächen

Cassell, J. (2000). Embodied conversational interface agents. *Communications of the ACM*, 43 (4), 70-78.

Dehn, D., & van Mulken, S. (2000). The impact of animated interface research: A review of empirical research. *Journal of Human-Computer Studies*, 51, ...

Bearbeiter: Stoll, K,

Termin: 15.11.2002

W7 Die Funktion von Notizen beim computerbasierten Lernen und Problemlösen

Trafton, H.G., Trickett, S.B. (2001). Note-taking for self-explanation and problem solving. *Human-Computer Interaction*, 16, 1-38.

Bearbeiter: Wegner, J.

Termin: 22.11.2002

W8 Benutzungsoberflächen mit Sprache

Rosenfeld, R., Olsen, D., & Rudnickey, A. (2001). Universal speech interfaces. *Interactions*, VIII.6, 34-44.

Bearbeiter: Liebert, A.

Termin: 29.11.2002

W9 Emotionale und ästhetische Aspekte der Gestaltung

Norman, D.A. (2002). Emotion & Design. Attractive things work better. *Interactions* IX.4, 36-42.

Bearbeiter: Felsenhorst, A.

Termin: 6.12.2002

W10 Visualisierung von Daten

Keim, D.A. (2001). Visual exploration of large data sets. *Communications of the ACM*, 44 (8), 39-44.

Eick, S.G. (2001). Visualizing online activity. *Communications of the ACM*, 44 (8), 45-50.

Hollan, J.D., & Bederson, B.B. (1997). Information visualization. In M. Helander, T.K. Landauer & P. Prabhu (eds.), *Handbook of Human-Computer Interaction* (2nd edition) (pp. 33-48). Amsterdam: Elsevier.

Bearbeiter: Binder, Chr.

Termin: 13.12.2002

W11 Ethnographische Methoden bei der Entwicklung und Gestaltung

Anderson, R.J. (1994). Representations and requirements: The value of ethnography in system design. *Human-Computer Interaction*, 9, 151-182.

Anderson, R.J. (1997). Work, ethnography, and system design. *Encyclopedia of microcomputers*, Vol. 20, 159-183.

Ford, J.M., & Wood, L.E. (1996). An overview of ethnography and system design. In D. Wixon & J. Ramey (Eds.), *Field methods casebook for software design* (pp. 269-282). New York: John Wiley & Sons, Inc.

Hughes, J.A., Randall, D., & Shapiro, D. (1993). From ethnographic record to system design. *Computer Supported Cooperative Work (CSCW)*, 1, 123-141.

Wandmacher, J. (2002). *Einführung in die psychologische Methodenlehre*. Heidelberg: Spektrum Akademischer Verlag.

Bearbeiter: Wahl, T.

Termin: 17.1.2002

W12 Context-aware Computing

Dey, A.K., Abowd, G.D., & Salber, D. (2001). A conceptual framework and a toolkit for supporting the rapid prototyping of context-aware applications. *Human-Computer-Interaction*, 16, 97-166.

Bellotti, V., & Edwards, K. (2001). Intelligibility and accountability: Human considerations in context-aware systems. *Human-Computer-Interaction*, 16, 193-212.

Bearbeiter: Klug, T.

Termin: 10.1.2003

W13 Individuelle Arbeitsorganisation, Koordination und Kooperation mit e-mail

Victoria Bellotti, V., & Smith, I (2000). Informing the design of an information management system with iterative fieldwork. In: *Conference Proceedings on Designing Interactive Systems: Processes, Practices, Methods, and Techniques (DIS '00)*, August 17-19, 2000, New York (pp. 227-237). New York: ACM.

Ducheneaut, N., & Bellotti, V. (2001). E-mail as habitat: An exploration of embedded personal information management. *Interactions*, 8(5), 30-38.

Bearbeiter: Stärz, B.

Termin: 10.1.2003
