



Computer Science

Introduction to Computer Science



Computer Science: An Overview, 12e

Glenn Brookshear & Dennis Brylow

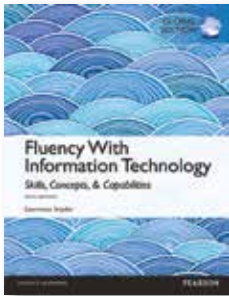
9781292061160 • ©2014
640pp • Paperback • £60.99

eBook: 9781292061801 • £49.00

Course: Introduction to Computer Science

Computer Science: An Overview uses broad coverage and clear exposition to present a complete picture of the dynamic computer science field. Accessible to students from all backgrounds, Glenn Brookshear uses a language-independent context to encourage the development of a practical, realistic understanding of the field.

New edition coming in 2019



Fluency With Information Technology: Skills, Concepts, and Capabilities, 6e

Lawrence Snyder

9781292061245 • ©2014
784pp • Paperback • £62.99

eBook: 9781292061924 • £50.99

Course: Introduction to Computer Science

This textbook equips readers who are already familiar with computers, the Internet, and the World Wide Web with a deeper understanding of the broad capabilities of technology. Through a project-oriented learning approach that uses examples and realistic problem-solving scenarios, Larry Snyder teaches readers to navigate information technology independently and become effective users of today's resources, forming a foundation of skills they can adapt to their personal and career goals as future technologies emerge.



Ethics for the Information Age, 6e

Michael J. Quinn

9781292061238 • ©2015
552pp • Paperback • £48.99

eBook: 9781292061900 • £40.00

Course: Computer Ethics

In an era where information technology changes constantly, a thoughtful response to these rapid changes requires a basic understanding of IT history, an awareness of current issues, and a familiarity with ethics. *Ethics for the Information Age* is unique in its balanced coverage of ethical theories used to analyze problems encountered by computer professionals in today's environment.



A Gift of Fire: Social, Legal, and Ethical Issues for Computing and the Internet, 4e

Sara Baase

9780273768593 • ©2012
496pp • Paperback • £53.99

eBook: 9780273775591 • £43.99

Course: Computer Ethics

The textbook is ideal for courses in Computer Ethics and Computers and Society. Sara Baase explores the social, legal, philosophical, ethical, political, constitutional, and economic implications of computing and the controversies they raise. With a computer scientist's perspective, and with historical context for many issues, she covers the issues students will face both as members of a technological society and as professionals in computer-related fields.



Computer Ethics, 4e

Deborah G. Johnson
9780131112414 • ©2009
216pp • Paperback • £53.99

Course: Computer Ethics

Written in clear, accessible prose, the Fourth Edition of *Computer Ethics* brings together philosophy, law, and technology. The text provides an in-depth exploration and analysis of a broad range of topics regarding the ethical implications of widespread use of computer technology.



Problem Solving and Programming Concepts, 9e

Maureen Sprankle & Jim Hubbard
9780273752219 • ©2011
528pp • Paperback • £57.99
eBook: 9781292013978 • £46.99

Course: Problem Solving

Revised to reflect the most current issues in the programming industry, this widely adopted text emphasizes that problem solving is the same in all computer languages, regardless of syntax. Sprankle and Hubbard use a generic, non-language-specific approach to present the tools and concepts required when using any programming language to develop computer applications.



Starting Out with Programming Logic and Design, 3e

Tony Gaddis
9781292042251 • ©2013
442pp • Paperback • £53.99
eBook: 9781292053080 • £43.99

Course: Problem Solving

Starting Out with Programming Logic and Design is a language-independent introductory programming book that orients students to programming concepts and logic without assuming any previous programming experience. The book is ideal for a programming logic course taught as a precursor to a language-specific introductory programming course, or for the first part of an introductory programming course.

Programming – General



The Practice of Programming

Brian W. Kernighan & Rob Pike
9780201615869 • ©1999
288pp • Paperback • £39.99
eBook: 9780133133431 • £25.00

Course: Programming Concepts and Logic

Brian Kernighan and Rob Pike have written *The Practice of Programming* to help make individual programmers more effective and productive. This book is full of practical advice and real-world examples in C, C++, Java, and a variety of special-purpose languages.

Title available on demand



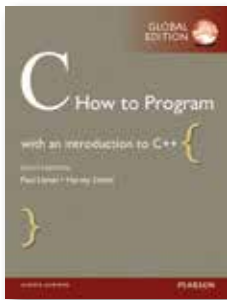
Concepts of Programming Languages, 11e

Robert W. Sebesta
9781292100555 • ©2016
800pp • Paperback • £52.99
eBook: 9781292100562 • £43.00

Course: Programming Languages/Comparative Languages

Concepts of Programming Languages introduces students to the fundamental concepts of computer programming languages and provides them with the tools necessary to evaluate contemporary and future languages. An in-depth discussion of programming language structures, such as syntax and lexical and syntactic analysis, also prepares students to study compiler design.

Programming – Introduction

**C How to Program, 8e**

Paul Deitel & Harvey Deitel

9781292110974 • ©2015
1008pp • Paperback • £57.99

eBook: 9781292110981 • £46.99

Available with MyLab Programming
Package: 9781292111087 • £68.02**Course:** C – Intro to Programming/CS1

C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding. The Eighth Edition continues the tradition of the signature Deitel Live Code approach – presenting concepts in the context of full-working programs rather than incomplete snips of code. Students can run each program as they study it and see how their learning applies to real world programming scenarios.

**Problem Solving and Program Design in C, 8e**

Jeri R. Hanly & Elliot B. Koffman

9781292098814 • ©2015
840pp • Paperback • £59.99

eBook: 9781292100562 • £43.00

Available with MyLab Programming
Package: 9781292118802 • £69.02**Course:** C – Intro to Programming/CS1

Problem Solving and Program Design in C teaches introductory students to program with ANSI-C, a standardized, industrial-strength programming language known for its power and probability. The text uses widely accepted software engineering methods to teach students to design cohesive, adaptable, and reusable program solution modules with ANSI-C. Through case studies and real world examples, students are able to envision a professional career in programming.

**Java How to Program, Early Objects, 11e**

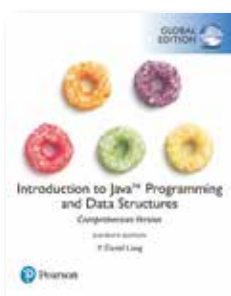
Harvey Deitel & Paul J. Deitel

9781292223858 • ©2018
1296pp • Paperback • £60.99

eBook: 9781292223872 • £TBC

Available with MyLab Programming
Package: 9781292223957 • £101.07**Course:** Java – Intro to Programming/CS1

The Deitels' groundbreaking *How to Program* series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. *Java How to Program, Early Objects* presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. This new edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics.

**Introduction to Java Programming and Data Structures, Comprehensive Version, 11e**

Y. Daniel Liang

9781292221878 • ©2018
Paperback • £56.99

eBook: TBC • £TBC

Available with MyLab Programming
Package: 9781292222028 • £69.00**Course:** Java – Intro to Programming/CS1

Designed to support an introductory programming course, *Introduction to Java Programming and Data Structures* teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, data structures, and Web programming. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use.



Java: An Introduction to Problem Solving and Programming, 8e

Walter Savitch

9781292247472 • ©2019
1056pp • Paperback • £56.99

eBook: TBC • £TBC

Available with MyLab Programming
Package: 9781292247564 • £68.99

Course: Java – Intro to Programming/CS1

In this textbook students are introduced to object-oriented programming and important concepts such as design, testing and debugging, programming style, interfaces inheritance, and exception handling. The Java coverage is a concise, accessible introduction that covers key language features. Objects are covered thoroughly and early in the text, with an emphasis on application programs over applets.



Visual C# How to Program, 6e

Harvey Deitel & Paul J. Deitel

9781292153469 • ©2017
1056pp • Paperback • £52.99

eBook: TBC • £TBC

Course: C# Programming – Introductory

Created by world-renowned programming instructors Paul and Harvey Deitel, *Visual C# How to Program, Sixth Edition* introduces students to the world of desktop, mobile and web app development with Microsoft's® Visual C#® programming language. Students will use the .NET platform and the Visual Studio® Integrated Development Environment to write, test, and debug applications and run them on a wide variety of Windows® devices.



Starting out with Visual C#, 4e

Tony Gaddis

9781292163215 • ©2017
792pp • Paperback • £56.09

eBook: TBC • £TBC

Course: C# Programming – Introductory

Clear, friendly, and approachable, *Starting Out With Visual C#* is an ideal beginning text for students with no programming experience. Detailed walk-throughs and a readable, comprehensible style make the text inviting to new programmers, while numerous practical example programs highlight the most important programming topics. Gaddis's detailed, step-by-step instructions teach a GUI-based approach that motivates students with familiar graphical elements. Topics are examined progressively in each chapter, with objects taught before classes.



C++ How to Program (Early Objects Version), 10e

Paul J. Deitel & Harvey Deitel

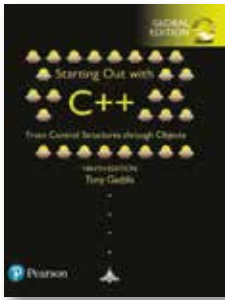
9781292153346 • ©2016
1080pp • Paperback • £57.99

eBook: TBC • £TBC

Available with MyLab Programming
Package: 9781292153452 • £68.25

Course: C++ – Intro to Programming/CS1

The best-selling *C++ How to Program* is accessible to readers with little or no programming experience, yet comprehensive enough for the professional programmer. The Deitels' signature live-code approach presents the concepts in the context of full working programs followed by sample executions. The early objects approach gets readers thinking about objects immediately – allowing them to more thoroughly master the concepts. Emphasis is placed on achieving program clarity and building well-engineered software.



Starting Out with C++: From Control Structures through Objects, 9e

Tony Gaddis

9781292222332 • ©2019
1344pp • Paperback • £56.99

eBook: TBC • £TBC

Available with MyLab Programming
Package: TBC • £TBC

Course: C++ – Intro to Programming/CS1

In *Starting Out with C++: From Control Structures through Objects*, Gaddis covers control structures, functions, arrays, and pointers before objects and classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter. This edition includes all the latest updates and now has a complete chapter on the Standard Template Library (STL).



Starting Out with C++: Early Objects, 9e

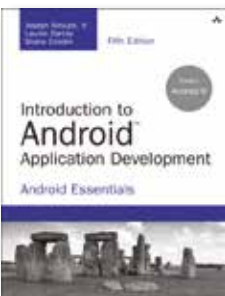
Tony Gaddis, Judy Walters
& Godfrey Muganda

9781292157276 • ©2016
1272pp • Paperback • £57.99

Available with MyLab Programming
Package: 9781292157412 • £68.94

Course: C++ – Intro to Programming/CS1

Intended for use in a two-term, three-term, or accelerated one-term C++ programming sequence, *Starting Out with C++: Early Objects* introduces the fundamentals of C++ to novices and experienced students alike. In clear, easy-to-understand terms, the text introduces all of the necessary topics for beginning C++ programmers. Real-world examples allow students to apply their knowledge in understanding how, why, and when to implement the features of C++.



Introduction to Android Application Development: Android Essentials, 5e

Joseph Anuzzi, Jr., Lauren Darcey
& Shane Conder

9780134389455 • ©2015
704pp • Paperback • £39.99

eBook: 9780134389639 • £25.00

Course: Android Programming

Introduction to Android™ Application Development, Fifth Edition, is the most useful real-world guide to building robust, commercial-grade Android apps with the new Android 6 (Marshmallow) SDK, Android Studio, and latest development best practices. Bigger, better, and more comprehensive than ever, this book covers everything students need to start developing professional apps for modern Android devices.

Programming – Intermediate



Absolute C++, 6e

Walter Savitch & Kenrick Mock

9781292098593 • ©2016
1008pp • Paperback • £57.99

eBook: 9781292098609 • £46.99

Available with MyLab Programming
Package: 9781292112701 • £68.94

Course: C++ – Intermediate Programming

Absolute C++ is a comprehensive introduction to the C++ programming language. The text is organized around the specific use of C++, providing students with an opportunity to master the language completely. Adaptable to a wide range of users, the text is appropriate for beginner to advanced programmers familiar with the C++ language.



Programming in Objective-C, 6e

Stephen G. Kochan

9780321967602 • 2013
576pp • Paperback • £39.99

eBook: 9780133756876 • £25.00

Course: C – Intermediate Programming

Programming in Objective-C is a concise, carefully written tutorial on the basics of Objective-C and object-oriented programming for Apple's iOS and OS X platforms. This unique approach to learning, combined with many small program examples and exercises at the end of each chapter, makes *Programming in Objective-C* ideally suited for classroom use.

Title available on demand



Absolute Java, 6e

Walter Savitch & Kenrick Mock

9781292109220 • ©2015
1296pp • Paperback • £57.99

eBook: 9781292109237 • £46.99

Available with MyLab Programming
Package: 9781292109336 • £68.02

Course: Java – Intermediate Programming

This book is designed to serve as a textbook and reference for programming in the Java language. Although it does include programming techniques, it is organized around the features of the Java language rather than any particular curriculum of programming techniques. The main audience is undergraduate students who have not had extensive programming experience with the Java language.



Starting Out with Python, 4e

Tony Gaddis

9781292225753 • ©2019
744pp • Paperback • £56.09

eBook • 9781292225814 • £54.99

Available with MyLab Programming
Package: 9781292225852 • £67.62

Course: Python

Starting Out with Python® discusses control structures, functions, arrays, and pointers before objects and classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, focused explanations, and an abundance of exercises appear in every chapter. Updates to this edition include revised, improved problems throughout, and new Turtle Graphics sections that provide flexibility as assignable, optional material.



An Introduction to Programming with Visual Basic 2012, 9e

David Schneider

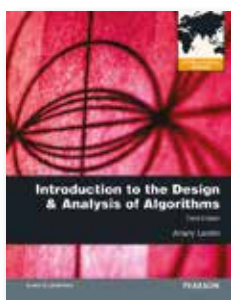
9780273793342 • ©2013
684pp • Paperback • £62.99

eBook: 9780273793724 • £50.99

Available with MyLab Programming
Package: 9780273794790 • £70.00

Course: Visual BASIC – Programming

Schneider's tried and true text – consistently praised by both students and instructors – is designed for students with no prior computer programming experience. Now updated for Visual Basic 2012, Schneider focuses on teaching problem-solving skills and sustainable programming skills. A broad range of real-world examples, section-ending exercises, case studies, and programming projects gives students more hands-on experience than any other Visual Basic book on the market.



Introduction to the Design and Analysis of Algorithms, 3e

Anany Levitin

9780273764113 • ©2011
592pp • Paperback • £54.99

eBook: 9781292014111 • £43.99

Course: Algorithms

Based on a new classification of algorithm design techniques and a clear delineation of analysis methods, *Introduction to the Design and Analysis of Algorithms* presents the subject in a coherent and innovative manner. Written in a student-friendly style, the book emphasizes the understanding of ideas over excessively formal treatment while thoroughly covering the material required in an introductory algorithms course. Popular puzzles are used to motivate students' interest and strengthen their skills in algorithmic problem solving.



Data Structures and Algorithms in Java

Peter Drake

9781292040097 • ©2013
512pp • Paperback • £54.99

eBook: 9781292056159 • £43.99

Course: Java – Data Structures/CS2

An abundance of unique, interesting examples, use of the Unified Modeling Language throughout, and the newest Java 1.5 features characterize this text. Drake provides a concise and engaging introduction to Java and object-oriented programming, assuming familiarity with the basic control structures of Java or C and only a pre-calculus level of mathematics.



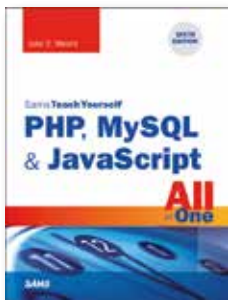
Fundamentals of Database Systems, 7e

Ramez Elmasri
& Shamkant B. Navathe

9781292097619 • ©2016
1272pp • Paperback • £54.05

Course: Database Systems

This book introduces the fundamental concepts necessary for designing, using, and implementing database systems and database applications. Our presentation stresses the fundamentals of database modeling and design, the languages and models provided by the database management systems, and database system implementation techniques.



PHP, MySQL & JavaScript All in One, Sams Teach Yourself, 6e

Julie C. Meloni

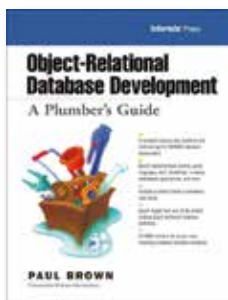
9780672337703 • ©2017
704pp • Paperback • £35.99

eBook: 9780134439570 • £22.00

Course: SQL – Programming

In just a short time, students can learn how to use PHP, MySQL, and Apache together to create dynamic, interactive websites and applications using the three leading open-source web development technologies. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling readers to learn the essentials of PHP scripting, MySQL databases, and the Apache web server from the ground up.

Title available on demand



Object-Relational Database Development: A Plumber's Guide

Paul Brown

9780130194602 • ©2001
832pp • Paperback • £40.09

Course: Object-Oriented Databases

This text provides a detailed description of OR (Object-Relational) database management systems and how to use this technology to build modern information systems.

Computer Graphics



WebGL Programming Guide: Interactive 3D Graphics Programming with WebGL

Kouichi Matsuda & Rodger Lea

9780321902924 • ©2013
600pp • Paperback • £36.99

eBook: 9780133364941 • £25.00

Course: Advanced Topics in Computer Graphics

With this book, students will learn step-by-step, through realistic examples, building their skills as they move from simple to complex solutions for building visually appealing web pages and 3D applications with WebGL. Media, 3D graphics, and WebGL pioneers Dr. Kouichi Matsuda and Dr. Rodger Lea offer easy-to-understand tutorials on key aspects of WebGL, plus 100 downloadable sample programs, each demonstrating a specific WebGL topic.



Interactive Computer Graphics: A Top-Down Approach with WebGL, 7e

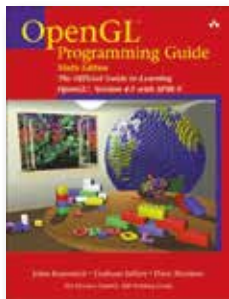
Edward Angel & Dave Shreiner

9781292019345 • ©2014
752pp • Paperback • £57.99

eBook: 9781292019338 • £46.99

Course: Computer Graphics – Intro

This is the only introduction to computer graphics text for undergraduates that fully integrates WebGL and emphasizes application-based programming. The top-down, programming-oriented approach allows for coverage of engaging 3D material early in the course so students immediately begin to create their own 3D graphics.



OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.5 with SPIR-V, 9e

John Kessenich, Graham Sellers & Dave Shreiner

9780134495491 • ©2016
976pp • Paperback • £47.99

eBook: 9780134495521 • £46.07

Course: Computer Graphics - Intermediate

OpenGL® Programming Guide provides clear explanations of OpenGL functionality and techniques, including processing geometric objects with vertex, tessellation, and geometry shaders using geometric transformations and viewing matrices; working with pixels and texture maps through fragment shaders; and advanced data techniques using framebuffer objects and compute shaders.

Systems Analysis & Design



Object Oriented Systems Analysis and Design

Noushin Ashrafi & Hessam Ashrafi

9781292039602 • ©2013
636pp • Paperback • £62.99

eBook: 9781292051758 • £50.99

Course: Object-oriented Systems Analysis and Design

This text teaches students object-oriented systems analysis and design in a highly practical and accessible way.



Requirements Analysis and Systems Design, 3e

Leszek Maciaszek

9780321440365 • ©2007
656pp • Paperback • £57.99

Course: Systems Analysis and Design

An examination of the methods and techniques used in the analysis and design phases of Information System development. Emphasis is placed upon the application of object technology in enterprise information systems (EIS) with UML being used throughout. Through its excellent balance of practical explanation and theoretical insight the book manages to avoid unnecessary, complicating details without sacrificing rigor.

Software Engineering



Software Engineering, 10e

Ian Sommerville

9781292096131 • ©2015
816pp • Paperback • £57.99

eBook: 9781292096148 • £46.99

Course: Software Engineering (SE)

Software Engineering introduces students to the overwhelmingly important subject of software programming and development. In the past few years, computer systems have come to dominate not just our technological growth, but the foundations of our world's major industries. This text seeks to lay out the fundamental concepts of this huge and continually growing subject area in a clear and comprehensive manner.



Object-Oriented Software Engineering Using UML, Patterns, and Java, 3e

Bernd Bruegge & Allen H. Dutoit

9781292024011 • ©2013
728pp • Paperback • £54.99

eBook: 9781292037097 • £43.99

Course: Software Engineering (SE)

Shows students how to use both the principles of software engineering and the practices of various object-oriented tools, processes, and products. Using a step-by-step case study to illustrate the concepts and topics in each chapter, Bruegge and Dutoit emphasize learning object-oriented software engineering through practical experience: students can apply the techniques learned in class by implementing a real-world software project.



Designing Software Architectures: A Practical Approach

Humberto Cervantes
& Rick Kazman

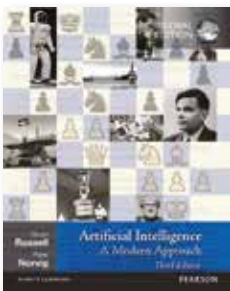
9780134390789 • ©2016
320pp • Paperback • £24.99

Course: Software Engineering – Advanced

Designing Software Architectures is the first step-by-step guide to making the crucial design decisions that can make or break your software architecture. SEI expert Rick Kazman and Dr. Humberto Cervantes provide comprehensive guidance for ensuring that your architectural design decisions are consistently rational and evidence-based.

Title available on demand

Artificial Intelligence



Artificial Intelligence: A Modern Approach, 3e

Stuart Russell & Peter Norvig

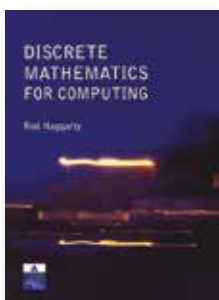
9781292153964 • ©2016
1152 • Paperback • £53.99

eBook: 9781292153971 • £43.99

Course: Artificial Intelligence (AI)

The long-anticipated revision of this best-selling text offers the most comprehensive, up-to-date introduction to the theory and practice of artificial intelligence.

Mathematics & Logic



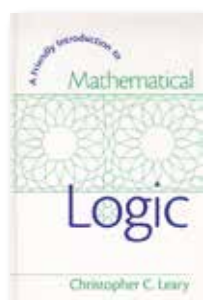
Discrete Mathematics for Computing

Rod Haggarty

9780201730470 • ©2001
248pp • Paperback • £52.99

Course: Discrete Mathematics

This book is a concise introduction to the key mathematical ideas that underpin computer science, continually stressing the application of discrete mathematics to computing. It is suitable for students with little or no knowledge of mathematics, and covers the key concepts in a simple and straightforward way. The theoretical ideas are reinforced by worked examples and each chapter concludes with a mini case study.



A Friendly Introduction to Mathematical Logic

Christopher C. Leary

9780130107053 • ©2000
218pp • Hardback • £39.99

Course: Logic

With the idea that mathematical logic is absolutely central to mathematics, this tightly focused, elementary text discusses concepts that are used by mathematicians in every branch of the subject – a subject with increasing applications and intrinsic interest. Students are introduced to the main results of mathematical logic – results that are central to the understanding of mathematics as a whole.



Adobe Dreamweaver CC Learn by Video (2015 release)

Rob Huddleston
9780134396378 • ©2016
DVD • £49.99

Course: Dreamweaver

This critically-acclaimed interactive training program from Adobe Press offers exceptional quality high-definition video to teach the fundamentals of Adobe Dreamweaver CC (2015 release). Including more than 7 hours of video tutorials, the course comes complete with lesson files, assessment quizzes, and review materials.



B2B Application Integration: e-Business-Enable Your Enterprise

David S. Linthicum
9780201709360 • ©2001
432pp • Paperback • £35.99

Course: Electronic Commerce

B2B Application Integration is a comprehensive guide to the concepts, techniques, and technologies that enable application integration, the technical foundation of e-Business. Noted application integration expert David Linthicum details real-time application integration solutions and explains how middleware layers work to create a seamless whole out of numerous independent systems, both within and between enterprises.

Title available on demand



HTML, CSS & JavaScript Web Publishing in One Hour a Day, Sams Teach Yourself, 7e

Laura Lemay, Rafe Colburn
& Jennifer Kyrnin
9780672336232 • ©2016
768pp • Paperback • £35.99
eBook: 9780133132373 • £22.00

Course: Javascript

Completely revamped to teach HTML5 and CSS3 from the very beginning, this is the newest edition of the worldwide best-seller that has helped 500,000+ people learn the foundational skills of modern web development. Laura Lemay and Rafe Colburn have thoroughly revamped their in-depth tutorial to cover the latest web skills and technologies, and walk the reader through creating interactive, dynamic web sites using today's JavaScript libraries, services, and social web technologies. Covers HTML5, CSS3, and jQuery.



Basics of Web Design: HTML5 & CSS3, 2e

Terry Felke-Morris
9781292025469 • ©2013
384pp • Paperback • £59.99
eBook: 9781292037950 • £47.99

Course: Internet/World Wide Web

The *Basics of Web Design: HTML5 & CSS3* takes a unique approach to prepare students to design web pages that work today in addition to being ready to take advantage of HTML5 coding techniques of the future.



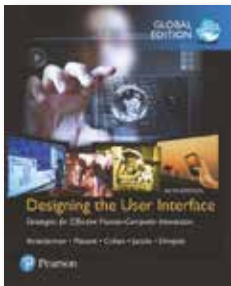
Managing Interactive Media: Project Management for Web and Digital Media, 4e

Elaine England & Andy Finney
9780321436931 • ©2007
304pp • Paperback • £55.99

Course: Multimedia Systems

This updated and expanded fourth edition includes new material relevant for the changing work environment. The book describes the latest industry trends and incorporates them into a project management framework. By developing practical skills it aids the project manager's own development, and provides a coherent overview of the issues that affect all in the converging industries of communications, media and computing.

Human Computer Interaction



Designing the User Interface: Strategies for Effective Human-Computer Interaction, 6e

Ben Shneiderman, Catherine Plaisant, Maxine Cohen, Steven Jacobs, Niklas Elmqvist & Nicholas Diakopoulos

9781292153919 • ©2017
624pp • Paperback • £58.99

Course: Human-Computer Interaction (HCI)

The Sixth Edition of *Designing the User Interface* provides a comprehensive, authoritative, and up-to-date introduction to the dynamic field of human-computer interaction (HCI) and user experience (UX) design. This classic book has defined and charted the astonishing evolution of user interfaces for three decades. Students and professionals learn practical principles and guidelines needed to develop high quality interface designs that users can understand, predict, and control. The book covers theoretical foundations and design processes such as expert reviews and usability testing.



Designing Interactive Systems: A comprehensive guide to HCI, UX and interaction design, 3e

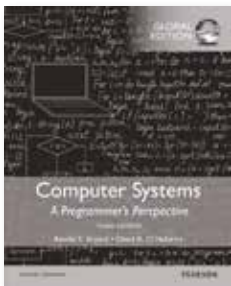
David Benyon

9781447920113 • ©2013
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