Institutionen för kulturvetenskaper, avdelningen för ABM och digitala kulturer

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LITTERATURLISTA

# Kurslitteratur för DIKA28: Digitala kulturer: Produktion: Fortsättning, 7,5 hp

## Godkänd av institutionsstyrelsen 2016-12-05.

Litteraturen söks i LUBcat och/eller LUBsearch om inget annat anges.

## Litteraturlista

Buxton, William (2007). *Sketching user experiences : getting the design right and the right design.* Amsterdam.Elsevier/Morgan Kaufmann, cop. ISBN 9780123740373 (445 s.)

Pannafino, James (2012). *Interdisciplinary interaction design : a visual guide to basic theories, models and ideas for thinking and designing for interactive web design and digital device experiences.* Pennsylvania.: Assiduous Publishing. ISBN: 9780982634813 (94 s.)

Laurel, Brenda (2013). *Computer as theatre*. Reading, Massachusetts. Addison-Wesley. ISBN: 9780321918628 (246 s.)

Totalt ca 785 s.

## Referenslitteratur

Lupton, Ellen (2015). *Graphic design : the new basics: Second Edition, Revised and Expanded*. New York: Princeton Architectural Press. ISBN 9781616893323 (248 s.)

Norman, Don (2013). *The design of everyday things*. New York, NY : Basic Books. ISBN 9780465050659 (347 s.)