Course Readings

INFO 310 Human Computer Interaction II

Winter 2007, Dr. Gerry Stahl

Textbook | **Preece, Rogers & Sharp (2002) "*Interaction Design: Beyond Human-Computer Interaction*."**

Week 1 | Stahl, G. (2006) *Virtual Math Teams Project: An Overview of VMT*.

Week 2 | Stahl, G. (2002) Groupware goes to school, In: *Groupware: Design, Implementation and Use -- CRIWG 2002, 8th International Workshop on Groupware*, La Serena, Chile, pp. 7-24.

Week 3 | Scardamalia, M. & Bereiter, C. (1996) Computer support for knowledge-building communities. In T. Koschmann (Ed.) *CSCL: Theory and Practice of an Emerging Paradigm,* Lawrence Erlbaum Associates, Hillsdale, NJ, pp. 249-268.

Week 4 | Stahl, G., Sumner, T., & Owen, R. (1995). Share globally, adapt locally: Software to create and distribute student-centered curriculum. *Computers and Education. Special Issue on Education and the Internet, 24* (3), 237-246.

Week 5 | Carroll, J. (1999). Five reasons for scenario-based design. In: *Proceedings of the 32nd Hawaii International Conference on System Sciences* (HICSS '99).

Week 6 | Heuristic evaluation articles:

http://www.useit.com/papers/heuristic/heuristic_list.html
http://www.useit.com/papers/heuristic/heuristic_evaluation.html
http://www.cc.gatech.edu/computing/classes/cs4753_94_fall/handouts/heur.eval.html
Adapting the locales framework for heuristic evaluation of groupware
Task analysis for groupware usability analysis

Week 7 | Cognitive walkthrough articles:

http://www.acm.org/sigchi/chi95/proceedings/tutors/jr_bdy.htm
http://facweb.cs.depaul.edu/cmiller/eval/cw.html
http://www.cc.gatech.edu/computing/classes/cs3302/documents/cog.walk.html
Groupware walkthrough

Week 8 | Stahl, G. (2007). Social practices of group cognition in virtual math teams. In S. Ludvigsen, Lund, A. & Säljö, R. (Ed.), *Learning in social practices. ICT and new artifacts - transformation of social and cultural practices*: Pergamon.