

## Readings List

### Richard Pew

- Pew, R. W. and Mavor, A. (2007). *Human-System Integration in the System Development Process: A New Look*, Washington DC: National Academy Press.
- Marras, W.S. (2003). The Future of Research in Understanding and Controlling Work-Related Low Back Disorders, *Ergonomics*, 48: 464-477.
- Marras, W.S., Allread, W.G., Burr, D.L., and F.A. Fathallah (2000). A Prospective Validation of a Low-Back Disorder Risk Model and an Assessment of Ergonomic Interventions Associated with Manual Materials Handling Tasks, *Ergonomics*, 43 (11), 1866-1886.
- Miller, G. A., (1956) "The Magic Number Seven Plus or Minus Two: Some limits on our capacity for processing information." *Psychology Review* 63, pp 81-97 [available at: <http://www.musanim.com/miller1956/>]

### Emilie Roth

- Hoffman, R. (1987). The problem of extracting the knowledge of experts, *AI Magazine*, Volume 8, 53-67.
- Woods, D. (1984) Visual momentum: a concept to improve the cognitive coupling of person and computer, *International Journal of Man-Machine Studies*, 21 (3) 229-244.
- Herbert Clark and Susan Brennan (1991) Grounding in Communication. In *Perspectives on Social Shared Cognition*, Lauren B. Resnick, John M. Levine and Stephanie D. Teasley (Eds.). American Psychological Association. Washington, DC: APA Books.
- Nielsen, J. and Landauer, T. (1993). A mathematical model of the finding of usability problems. *Proceedings of the Interact 93 and CHI 93 Conference on human factors in computing systems*, pg. 206-213
- Virzi, R. A. (1992). Refining the test phase of usability evaluation: How many subjects is enough? *Human Factors*, 34, 457- 468.
- Robert K. Yin (2003) *Case study research design and methods*. Sage Publications.
- Byrne, M. D. & Bovair, S. (1997). A working memory model of a common procedural error. *Cognitive Science*, 21, 31-61.
- Byrne, M. D. and Davis, E. M. (2006). Task structure and postcompletion error in the execution of a routine procedure. *Human Factors*, 48 (4), Winter 2006, pp. 627-638.
- Petroski, H. (1992) *To Engineer is Human: The role of failure in successful design*. Vintage Books.
- Pew, R. W. and Mavor, A. (2007). *Human-System Integration in the System Development Process: A new look*. Washington, DC: National Academy Press.

### Tom Sheridan

- Wiener, N. (1988). *The Human Use of Human Beings: Cybernetics and Society*. Cambridge, MA: DaCapo Press.

### David Woods

#### Literary guide

- Norbert Wiener's version of the Monkey's Paw and the original story considering his warnings on danger of literal minded machines. [Weiner, N. (1964). *God and Golem, Inc.: A Comment on Certain Points where Cybernetics Impinges on Religion*. Cambridge, MA: MIT Press.]
- Allan Newell's version of the Lady and the Tiger and the original by Stockton for the role of responsibility in cognition. [available at < <http://cs.uns.edu.ar/~grs/InteligenciaArtificial/Allen%20Newell%20-%20The%20knowledge%20level.pdf>>
- Graham Greene's *Quiet American* " ... who was impregnably armored by his good intentions and his ignorance." (p. 754) to see how bad design works similarly (as I have said, the *road to technology centered systems is paved with user centered intentions*. [Greene, G. (1992). *The Quiet American*. New York: Modern Library/Random House.]

If you can only read one book (and its not really a book so its perfect for the age of interruption and multi-tasking), read Ambrose Bierce: *Devil's Dictionary* -- why? to remind us whatever we think we have figured out, we're wrong. [available at: <<http://www.thedevilsdictionary.com/>>]

#### References

- Alexander, C., Ishikawa, S., and Silverstein, M. (1977). *A Pattern Language: Towns, Buildings, Construction*. New York: Oxford University Press. (just read the preface)
- Arnheim, R. (2004). *Art and Visual Perception: A Psychology of the Creative Eye*. Berkeley, CA: University of California Press.
- Feltovich, P.J., Spiro, R.J., & Coulson, R.L (1997). Issues of expert flexibility in contexts characterized by complexity and change. In P.J. Feltovich, K.M. Ford, & R.R. Hoffman (Eds.), *Expertise in context: Human and machine*. Menlo Park, CA: AAAI/MIT Press.
- Gibson, J.J. (1979). *The Ecological Approach To Visual Perception*. Mahwah, NJ: Lawrence Erlbaum.
- Newell, A. (1973). You can't play 20 questions with nature and win. In W.G. Chase (Ed.), *Visual Information Processing*. New York: Academic Press. 283-308.
- Wiener, N. (1950). *The Human Use of Human Beings: Cybernetics and Society*, New York: Doubleday.
- Winograd, T. and Flores, F. (1986). *Understanding Computers and Cognition*. Norwood, NJ: Ablex.
- Woods, D. (2002). Laws that Govern Cognitive Work. Available at <<http://csel.eng.ohio-state.edu/laws>>

#### Peter Hancock

- Butler, S. (1872). *Erewhon, or Over the Range*. London: Jonathan Cape. Available through the electric book company <[http://www.elecbook.com/sales/title\\_display.cfm?isbn=1901843165](http://www.elecbook.com/sales/title_display.cfm?isbn=1901843165)>.
- Illich, I. (1973). *Tools for Conviviality*. [available through <<http://www.amazon.com/Tools-Conviviality-Open-Forum-Illich/dp/0714509744>>
- Wiener, N. (1950). *The Human Use of Human Beings: Cybernetics and Society*, New York: Doubleday. (I agree with Tom and David).
- Abbott, E.A. (1899). *Flatland: A Romance of Many Dimensions*. [available at < <http://www.ibiblio.org/eldritch/eaa/FL.HTM>>

(Got to Read Wider as Well – Try These)

- Tey, J. (1995). *The Daughter of Time*. New York: Simon and Schuster. Scribner paperback edition.
- Eddison, E.R. (1922). *The Worm Ouroboros*. [available at < <http://www.sacred-texts.com/ring/two/index.htm>>