

# Design and use of interactive multimedia: reading list

## Recommended book

- Nielsen, Jacob (2000). *Designing Web Usability: The Practice of Simplicity*, Indianapolis, Indiana USA: New Riders. ISBN: 1-56205-810-X (UK list price is £34.99 but Amazon sell it for \$36.00)

## Other reading

- Bruntlett, S. (2001). Making and using multimedia. A critical examination of learning opportunities. Issues in Teaching using ICT. M. Leask. London and New York, Routledge Falmer.
- Collins, J., Hammond, M. and Wellington, J (1997). *Teaching and learning with multimedia*, London: Routledge
- Elson-Cook, M. (2001). Principles of Interactive Multimedia. Maidenhead, McGraw-Hill.
- Ivers, K.S. and Barron, A.E. (1998). *Multimedia projects in education : designing, producing, and assessing*, Englewood, Colo.: Libraries Unlimited
- Jensen, J. F. (1999). 'Interactivity' - Tracking a New Concept in Media and Communication Studies. Computer media and communication. P. A. Mayer. Oxford, Oxford University Press.
- Jonassen, D. H. and S. M. Land, Eds. (2000). Theoretical Foundations of Learning Environments. Mahwah, New Jersey, Lawrence Erlbaum Associates.
- Khan, B. (2001). Web-Based Training. Englewood Cliffs, New Jersey, Educational Technology Publications.
- Kress, G. and T. Van Leeuwen (2001). Multimodal discourse : the modes and media of contemporary communication. London New York, Arnold ; Oxford UP.
- Latchem, C. Williamson, J. and Henderson-Lancett, L. (eds.) (1993). *Interactive Multimedia: Practice and Promise*, London: Kogan Page
- Laurel, B. (ed.) (1991). *The Art of Human-Computer Interface Design*, Reading, Mass: Addison-Wesley
- Laurillard, D. (2002). Rethinking University Teaching. London, Routledge.
- McKnight, C. Dillon, A. and Richardson. J. (eds.) (1993). *Hypertext: a Psychological Perspective*, Chichester: Ellis Horwood

- Norman, D. A. (1988). *The Psychology of Everyday Things* (paperback version published under the title: *The Design of Everyday Things*), New York: Basic Books
- Oliver, M (ed) (1998). *Innovation in the Evaluation of Learning Technology*, London: University of North London
- Phillips, Rob (1997). *The developer's handbook to interactive multimedia: a practical guide for educational applications*, London : Kogan Page
- Reigeluth, C., Ed. (1999). *Instructional-Design Theories and Models, Volume II. A New Paradigm of Instructional Theory*. Mahwah, New Jersey and London, Lawrence Erlbaum.
- Salomon, G. (1994). *Interaction of media, cognition, and learning : an exploration of how symbolic forms cultivate mental skills and affect knowledge acquisition*, 2nd edition, Hillsdale, N.J.: Hove: Erlbaum.
- Salomon, G. (ed.) (1993). *Distributed Cognitions: Psychological and Educational Considerations*, Cambridge: CUP.
- Sefton-Green, J. (ed) (1998). *Digital diversions : youth culture in the age of multimedia*, London: UCLP
- Shneiderman, Ben, (1992). *Designing the User Interface: Strategies for Effective Human-Computer Interaction* (Second Edition), Reading. Mass: Addison-Wesley
- Squires, D. and McDougall, A. (1994). *Choosing and Using Educational Software*, London: Falmer.
- Waterworth, J. A. (1992). *Multimedia Interaction with Computers: Human Factors Issues*, Chichester: Ellis Horwood.
- Wenger E. (1998). *Communities of practice: Learning meaning and identity*, Cambridge: CUP.