

BOOK REVIEW

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Interaction design: Beyond human-computer interaction by Preece, Sharp and Rogers (2001), ISBN 0471492787

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Accomplished authors Jennifer Preece, Yvonne Rogers and Helen Sharp, after having cooperated in two previous books, bring together their diverse expertise in information systems, cognitive science, and software engineering respectively, in their third book, *Interaction design: beyond human-computer interaction*. The authors claim that this book covers a broader scope of issues, topics and paradigms than the traditional scope of human-computer interaction (HCI), and the claim is largely supported throughout the book. The authors discuss in-depth various aspects of interaction design (ID), defined as the design of interactive products to support people in their everyday and working lives, including psychological and social aspects of users, interaction styles, user requirements, up-to-date design approaches, usability and evaluation, traditional and future interface paradigms (including ubiquitous, pervasive and wearable computing) and the role of HCI theory in informing design. The topics covered are grounded in the design process and are supported by a presentation of relevant issues in an integrated and coherent fashion, rather than as a collection of separate discussions on individual HCI topics.

This book can very well serve as a textbook for students from various backgrounds who are interested in ID and HCI, as well as a 'guidebook' for practitioners and researchers in these areas. The book has several strong points: the integrated approach to HCI and ID,

the provision of design principles supported with state of the art examples, and, most interestingly, an accompanying web site (<http://www.id-book.com/>) with links to online resources, practical examples, step-by-step hands-on exercises and templates to conduct various usability evaluations. The website also provides a student's corner where the audience can vote and send comments or exchange ideas on the topics presented in the book.

The book consists of 15 chapters. Chapters 1–5 cover the basics of HCI and ID, starting with the introduction of the conceptual idea of ID, and continuing with user related issues. These chapters are more appropriate for students rather than for practitioners or researchers. Chapters 6–9 are mostly directed towards practitioners, focusing on the analysis, design and prototyping of interactive products. Chapters 10–14 discuss evaluation and Chapter 15 concludes the book with case studies. One unique feature that not many other books on HCI and ID have is the inclusion of interviews with leading figures in the HCI and ID areas, which allow readers to share the philosophies and ideas of these visionaries and practitioners.

To summarise, this book is pedagogically well designed, is written for a wide audience from a broad range of backgrounds, and is intended to address challenges brought by the current and next generation of interactive technologies through an interactive design approach.

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