



# HCI Models, Theories, and Frameworks: Toward a Multidisciplinary Science (Interactive Technologies)

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# HCI Models, Theories, and Frameworks: Toward a Multidisciplinary Science (Interactive Technologies)

## HCI Models, Theories, and Frameworks: Toward a Multidisciplinary Science (Interactive Technologies)

Finally—a thorough pedagogical survey of the multidisciplinary science of HCI.

Human-Computer Interaction spans many disciplines, from the social and behavioral sciences to information and computer technology. But of all the textbooks on HCI technology and applications, none has adequately addressed HCI's multidisciplinary foundations—until now.

HCI Models, Theories, and Frameworks fills a huge void in the education and training of advanced HCI students. Its authors comprise a veritable house of diamonds—internationally known HCI researchers, every one of whom has successfully applied a unique scientific method to solve practical problems.

Each chapter focuses on a different scientific analysis or approach, but all in an identical format, especially designed to facilitate comparison of the various models.

HCI Models, Theories, and Frameworks answers the question raised by the other HCI textbooks:

How can HCI theory can support practice in HCI?

- \* Traces HCI research from its origins
- \* Surveys 14 different successful research approaches in HCI
- \* Presents each approach in a common format to facilitate comparisons
- \* Web-enhanced with teaching tools at <http://www.HCImodels.com>

\*Contributors are leading researchers in the field of Human-Computer Interaction

\*Fills a major gap in current literature about the rich scientific foundations of HCI

\*Provides a thorough pedagogical survey of the science of HCI

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