

Norwich University of the Arts: Library

User Experience Design Yr 2

Useful sources of information

This is the reading list that your course has provided for the unit you are currently studying.

You will find everything you need by searching the catalogue via the [Library webpages](#).

For more information on how to search the catalogue [watch this short video](#)

Required:

Krug, S. (2010) *Rocket surgery made easy : the do-it-yourself guide to finding and fixing usability problems*. Berkeley: New Riders.

Krug, S. (2014) *Don't make me think, revisited : a common sense approach to web usability*. 3rd edition. Berkeley: New Riders.

Levy, J. (2021) *UX Strategy : how to devise innovative digital products that people want*. 2nd edition. Sebastopol: O'Reilly Media.

Norman, D. A. (2013) *The design of everyday things. Revised and expanded edition*. Cambridge: MIT Press.

Please read Chapter 2.

Wells, M. (2023) *User Experience Design: An Introduction to Creating Interactive Digital Spaces*. London: Laurence King.

Yablonski, J. (2020) *Laws of UX : using psychology to design better products & services*. 2nd edition. Sebastopol : O'Reilly Media.

Recommended:

Brignull, H. (2023) *Deceptive Patterns : exposing the tricks tech companies use to control you*. Eastbourne: Testimonium Ltd.

Cooper, A. et al. (2014) *About face : the essentials of interaction design*. 4th edition. Indianapolis : Wiley.

Eyal, N. (2014) *Hooked. : how to build habit-forming products*. London : Portfolio/Penguin.

Garrett, J. J. (2011) *The elements of user experience : user-centered design for the web and beyond*. 2nd edition. Indianapolis: New Riders.

Grant, W. (2022) *101 UX principles: actionable solutions for product design success*. 2nd edition. Birmingham: Packt Publishing.

Holmes, K (2018) *Mismatch : how inclusion shapes design*. Cambridge, Massachusetts : The MIT Press.

Hyndman, Sarah (2016) *Why fonts matter*. London: Virgin books.

Knapp, J., Zeratsky, J. and Kowitz, B. (2016) *Sprint : how to solve big problems and test new ideas in just five days*. New York: Simon & Schuster.

Kuang, C. and Fabricant, R. (2020) *User friendly: how the hidden rules of design are changing the way we live, work and play*. London: W.H Allen.

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Recommended continued:

Lupton, E. (2010) *Thinking with type : a critical guide for designers, writers, editors, and students*. New York: Princeton Architectural Press.

Lupton, E. (2014) *Type on screen : a guide for designers, developers, writers and students*. New York: Princeton Architectural Press.

Martin, L. (2019) *Everyday information architecture*. New York: A Book Apart

Norman, D. A. (2013) *The design of everyday things*. Revised and expanded edition. Cambridge: MIT Press.

Norman, D. A. (2003) *Emotional design : why we love or hate everyday things*. New York : Basic Books

Pereyra, I. (2023) *Universal principles of UX: 100 timeless strategies to create positive interactions between people and technology*. Beverly, MA: Rockport.

Rosenfeld, Morville & Arango (2015) *Information architecture: for the web and beyond*. Sebastopol: O'Reilly Media.

Tidwell, J. (2020) *Designing interfaces : patterns for effective interaction design*. 3rd edition. Sebastopol: O'Reilly Media.

Torres, T. (2021) *Continuous discovery habits : discover products that create customer value and business value*. Oregon: Product Talk LLC.

Wachter Boetcher, S. (2018) *Technically wrong : sexist apps, biased algorithms, and other threats of toxic tech*. New York : W.W. Norton & Company.

Weinschenk, S. (2020) *100 things every designer needs to know about people*. 2nd edition San Francisco: New Riders.

Yablonski, J. (2020) *Laws of UX : using psychology to design better products & services*. 2nd edition. Sebastopol : O'Reilly Media.

Yifrah, K. (2020) *Microcopy complete guide*. Israel: Nemala

Further

Drucker, J. and McVarish, E. (2013) *Graphic design history : a critical guide*. 2nd edition. London: Pearson.

Eskilson, S. (2012) *Graphic design : a history*. 2nd edition. London: Laurence King.

Poynor, R. (2013) *No more rules : graphic design and postmodernism*. London Laurence King.