

MA User Experience Design 2025-26

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. (2014) *Don't make me think, revisited : a common sense approach to web usability*. 3rd edition. Indianapolis: New Riders.
- Levy, J. (2021) *UX strategy*. 2nd Edition. O'Reilly Media.
- Norman, D. A. (2013) *The design of everyday things*. Revised and expanded edition. Cambridge, Massachusetts: MIT Press.
- Unger, R. & Chandler, C. (2023) *A project guide to UX design: for user experience designers in the field or in the making*. 3rd Edition. Indianapolis: New Riders.
- Yablonski, J. (2020) *Laws of UX* 2nd Edition. O'Reilly Media.

<https://lawsofux.com/>

Recommended:

- Cooper, A. et al. (2014) *About face : the essentials of interaction design*. 4th Edition. Indianapolis: Wiley.
- Covert, Abby (2014) *How to make sense of any mess : information architecture for everybody*. Createspace Independent Publishing Platform.

(Also available to read online free at <https://www.howtomakesenseofanymess.com/>)
- 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. [S.l.] : Packt Publishing.

Continued...

Website: <https://library.norwichuni.ac.uk>

Email: library@norwichuni.ac.uk

Course guides: <https://library.norwichuni.ac.uk/course-guides>

Recommended Continued:

- 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.
- Krug, S. (2010) *Rocket surgery made easy : the do-it-yourself guide to finding and fixing usability problems*. Indianapolis: New Riders.
- Kuang, C. & Fabricant, R. (2020) *User friendly: how the hidden rules of design are changing the way we live, work and play*. London: W.H Allen.
- Lupton, E. (2017) *Design is storytelling*. New York: Cooper Hewitt, Smithsonian Design Museum.
- Lupton, E. (2014) *Type on screen : a guide for designers, developers, writers and students*. New York: Princeton Architectural Press.
- Lupton, E. (2024) *Thinking with type : a critical guide for designers, writers, editors, and students*. New York: Princeton Architectural Press.
- Martin, L. (2019) *Everyday information architecture*. [Place of publication not identified]: Distributed By Ingram Spark.
- Meadows, D. (2008) *Thinking in systems : a primer*. White River Junction, Vermont : Chelsea Green Publishing.
- Portigal, S. (2023) *Interviewing users: how to uncover compelling insights*. Rosenfeld Media.
- Stickdorn, D. et al. (2018) *This is service design doing*. O'Reilly Media.
- Stickdorn, D. et al. (2018) *This is service design methods*. O'Reilly Media.
- Weinschenk, S. (2020) *100 things every designer needs to know about people*. 2nd Edition. Indianapolis: New Riders.
- Weinschenk, S. (2016) *100 more things every designer needs to know about people*. Indianapolis: New Riders.
- Yifrah, K. (2020) *Microcopy: complete guide*. Israel: Nemala.

Website: <https://library.norwichuni.ac.uk>

Email: library@norwichuni.ac.uk

Course guides: <https://library.norwichuni.ac.uk/course-guides>