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MIT Press, Cambridge (2004) 8. Moggridge, B.: Designing Interactions. MIT Press, Cambridge (2006) 9. Seffah, A., Gulliksen, J., Desmarais, M.C.: Human-

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~~Designing Interactions~~

The book provides some good insights into the world of interaction design. However, it's a bit boring and too much of a history lesson. While the information provided within is a nice examination of various things previously done, the book provides little about how to go about processing or coming up with the information or general practices for doing so in your own project(s).

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A new approach to interaction design that moves beyond representation and metaphor to focus on the material manifestations of interaction. Smart watches, smart cars, the Internet of things, 3D printing: all signal a trend toward combining digital and analog materials in design. Interaction with these new hybrid forms is increasingly mediated through physical materials, and therefore interaction design is increasingly a material concern.

~~The Materiality of Interaction | The MIT Press~~

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A Royal Designer for Industry, Bill pioneered interaction design and was one of the first people to integrate human factors into the design of software and hardware.

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Mehlenbacher, Brad (2010): Instruction and Technology: Designs for Everyday Learning, MIT Press, . Erickson, Thomas, McDonald, David W.

(2008): HCI Remixed: Reflections on Works that Have Influenced the HCI Community, MIT Press, . Pfeifer,

Rolf (2007): How the body shapes the way we think: a new view of intelligence, MIT Press,

~~MIT Press | Interaction Design Foundation (IXDF)~~

A NARROW DEFINITION of interaction design is: "The design of the subjective and qualitative aspects of everything that is both digital and interactive, creating designs that are useful, desirable, and accessible." 'The designer is working in the artificial context of bits, pixels, input devices, users' conceptual models, and organizing metaphors.

~~Eric Paulos~~

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Bill also taught at the Royal College of Art in London and Stanford University. He authored 'Designing Interactions' (MIT Press) which was named one of the 10 Best Innovation and Design Books of 2006 by BusinessWeek. Before his death in 2012, Bill was the

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Director of the Smithsonian's Cooper-Hewitt National
Design Museum in New York.

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