



**Colegio de San Juan de Letran**  
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Library and Media Services

## **RESEARCH GUIDE: HUMAN COMPUTER INTERACTION**

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## RESEARCH GUIDES

### HUMAN COMPUTER INTERACTION

#### I. SCOPE NOTE

*Human-computer interaction (HCI) is the study and planned design of human and computer activities. HCI uses productivity, safety and entertainment to support and fulfill human-computer activities and is applied to various types of computer systems, including air traffic control, nuclear processing, offices and computer gaming. [Techopedia](https://www.techopedia.com/definition/3639/human-computer-interaction-hci). <https://www.techopedia.com/definition/3639/human-computer-interaction-hci>*

#### II. SEARCH AIDS (BT: Broader Term, RT: Related Term, NT: Narrow Term)

##### BT:

- **Computer Interaction**

##### RT:

- Computer Simulation
- Simulation
- Computerized Simulation
- Computer Modeling
- Man Machine Interaction
- Computer Technology
- Computer Science
- Software Engineering
- Human Behavior
- Psychology
- Cognitive Science

##### NT:

- User Interface
- Graphics
- Users
- Computers
- Interface Design
- Visual Computing
- User-friendly
- Input
- Output

#### III. INFORMATION RESOURCES

##### A. LIBRARY RESOURCES

*Note: For the appropriate access credentials, please contact the Letran Bataan Library*

## ➤ E-JOURNALS

- Universal Access in the Information Society.  
[https://www.proquest.com/publication/publications\\_43850](https://www.proquest.com/publication/publications_43850)
- International Journal on Software Tools for Technology Transfer.  
[https://www.proquest.com/publication/publications\\_46652](https://www.proquest.com/publication/publications_46652)
- Association for Computing Machinery. Communications of the ACM.  
[https://www.proquest.com/publication/publications\\_7320](https://www.proquest.com/publication/publications_7320)
- Annual Review of Psychology.  
[https://www.proquest.com/publication/publications\\_24892](https://www.proquest.com/publication/publications_24892)
- Personal and Ubiquitous Computing.  
[https://www.proquest.com/publication/publications\\_25320](https://www.proquest.com/publication/publications_25320)
- International Journal of Human - Computer Interaction.  
[https://search.proquest.com/central/publication/publications\\_32556](https://search.proquest.com/central/publication/publications_32556)
- Computer Technology Journal.  
[https://search.proquest.com/publication/publications\\_38406](https://search.proquest.com/publication/publications_38406)
- International Journal of Advance Computer Research.  
[https://search.proquest.com/publication/publications\\_1626343](https://search.proquest.com/publication/publications_1626343)
- Human Factor. [https://search.proquest.com/publication/publications\\_48481](https://search.proquest.com/publication/publications_48481)
- Information Technology & People.  
[https://search.proquest.com/central/publication/publications\\_3983](https://search.proquest.com/central/publication/publications_3983)

## ➤ E-THESES

- Bondy, C. (2021). A framework for evaluating technology-mediated collaborative workflow (Order No. 28415730). Available from ProQuest Central. (2529317038). Retrieved from <https://www.proquest.com/dissertations-theses/framework-evaluating-technology-mediated/docview/2529317038/se-2?accountid=190548>
- DeAngelis, G. (2020). Analysis of audio recordings made using the voice recorder application on android phones (Order No. 27956156). Available from ProQuest Central. (2408552356). Retrieved from <https://www.proquest.com/dissertations-theses/analysis-audio-recordings-made-using-voice/docview/2408552356/se-2?accountid=190548>
- Canonico, L. B. (2019). Human-machine teamwork: An exploration of multi-agent systems, team cognition, and collective intelligence (Order No. 27546292). Available from ProQuest Central. (2369806566). Retrieved from <https://www.proquest.com/dissertations-theses/human-machine-teamwork-exploration-multi-agent/docview/2369806566/se-2?accountid=190548>
- Tscharn, R. (2019). Innovative and age-inclusive interaction design with image-schematic metaphors (Order No. 13888568). Available from ProQuest Central. (2211013612). Retrieved from <https://www.proquest.com/dissertations-theses/innovative-age-inclusive-interaction-design-with/docview/2211013612/se-2?accountid=190548>
- Pradhan, S. H. (2017). User interface design, database connectivity, and security in fortified cards (Order No. 10638557). Available from ProQuest Central. (1979769100). Retrieved from <https://www.proquest.com/dissertations-theses/user-interface-design-database-connectivity/docview/1979769100/se-2?accountid=190548>

- Alarayedh, H. (2017). Design and implementation of search awareness cues in explicit collaborative information seeking (Order No. 10807026). Available from ProQuest Central. (2022985469). Retrieved from <https://www.proquest.com/dissertations-theses/design-implementation-search-awareness-cues/docview/2022985469/se-2?accountid=190548>
- Halverson, T. E. (2008). An “active vision” computational model of visual search for human-computer interaction (Order No. 3346648). Available from ProQuest Central.(304506117). Retrieved from <https://search.proquest.com/docview/304506117?accountid=190548>
- Cheng, H. (2002). Human-computer interaction in e-business (Order No. 3073438). Available from ProQuest Central. (305572677). Retrieved from <https://search.proquest.com/docview/305572677?accountid=190548>
- Lee, E. (2002). Factors that enhance consumer trust in human-computer interaction: An examination of interface factors and the moderating influences (Order No. 3086834). Available from ProQuest Central. (305507712). Retrieved from <https://search.proquest.com/docview/305507712?accountid=190548>
- Oren, M. A. (2011). Human-computer interaction and sociological insight: A theoretical examination and experiment in building affinity in small groups (Order No. 3473079). Available from ProQuest Central. (894451725). Retrieved from <https://search.proquest.com/docview/894451725?accountid=190548>
- Sease, R. (2008). Metaphor's role in the information behavior of humans interacting with computers. *Information Technology and Libraries*, 27(4), 9-16. Retrieved from <https://search.proquest.com/docview/215830466?accountid=190548>

## B. OPEN ACCESS

### ➤ FREE E-BOOKS

- Clifton, Ian G. (2016). *Android User Interface Design: Implementing Material Design for Developers* (2<sup>nd</sup> ed.). New York: Addison-Wesley. <https://www.pdfdrive.com/android-user-interface-design-implementing-material-design-for-developers-d176312935.html>
- Wyeld, Theodore, Calder, Paul, Shen, Haifeng (Eds.) (2015). *Computer-Human Interaction: Cognitive Effects of Spatial Interaction, Learning and Ability: 25<sup>th</sup> Australian Computer-Human Interaction Conference, Ozchi 13 Adelaide, SA, Australia, November 25-29, 2013*. Switzerland: Springer International Publishing. <https://www.pdfdrive.com/computer-human-interaction-cognitive-effects-of-spatial-interaction-learning-and-ability-25th-australian-computer-human-interaction-conference-ozchi-2013-adelaide-sa-australia-november-25-29-2013-revised-and-extended-pa-d176110453.html>
- Dix, Alan. (2004). *Human-Computer Interaction*, 3<sup>rd</sup> edition. Harlow: Pearson PrenticeHall. <https://www.pdfdrive.com/human-computer-interaction-d33409037.html>
- Preece, Jennifer. (2015). *Interaction Design beyond Human-Computer Interaction*. 4<sup>th</sup> edition. United Kingdom: John Wiley & Sons. <https://www.pdfdrive.com/interaction-design-beyond-human-computer-interaction-4th-edition-d185935296.html>
- Sharp, Helen. (2019). *Interaction Design beyond human-computer interaction*, 5<sup>th</sup> edition. Indianapolis: John Wiley & Sons. <https://www.pdfdrive.com/interaction-design-beyond-human-computer-interaction-d190044261.html>
- Schneiderman, Ben. (2018). *Designing the User Interface Strategies for Effective Human-Computer Interaction*, 6<sup>th</sup> edition. London: Pearson Education.

<https://www.pdfdrive.com/designing-the-user-interface-strategies-for-effective-human-computer-interaction-d189300049.html>

#### ➤ FREE E-JOURNALS

- International Journal of Human Computer Studies. <https://www.journals.elsevier.com/international-journal-of-human-computer-studies>
- Human Computer Interaction. <https://www.tandfonline.com/toc/hhci20/current>
- Advances in Human Computer Interaction. <https://www.hindawi.com/journals/ahci/>
- Human-Centric Computing and Information Sciences. <https://hcis-journal.springeropen.com/>

#### ➤ FREE E-THESES

- Li, Z. (2021). Understanding the design of ingestible play. (Thesis). Monash University. Retrieved from <http://hdl.handle.net/10.26180/14751627.v1>
- Powell, A. (2021). Are gesture interfaces out of touch? Challenges with the adoption of emerging technology. (Thesis). Ryerson University. Retrieved from <http://hdl.handle.net/10.32920/ryerson.14648631.v1>
- Joyce, G. (2021). Adaptation of heuristic evaluation for mobile applications and the impact of context of use. (Doctoral Dissertation). University of Hertfordshire. Retrieved from <http://hdl.handle.net/2299/24114>
- Cornelio-Martinez, P. I. (2020). Examining the sense of agency in human-computer interaction. (Doctoral Dissertation). University of Sussex. Retrieved from <http://sro.sussex.ac.uk/id/eprint/91258/>; <https://ethos.bl.uk/OrderDetails.do?uin=uk.bl.ethos.804992>
- Liu, J. (2019). Effective user interfaces for human-in-the-loop optimisation. (Thesis). Monash University. Retrieved from <http://hdl.handle.net/10.26180/5ce3c9e5e0625>
- Wittbom, M. (2018). A Human-like Interaction with Intelligent Assistants. (Thesis). Malmö University. Retrieved from <http://urn.kb.se/resolve?urn=urn:nbn:se:mau:diva-21899>
- Samara, A. (2018). Affective and cognitive state modelling within human-computer interaction. (Doctoral Dissertation). Ulster University. Retrieved from <https://ulster.pure.elsevier.com/en/studentTheses/204199f9-f39a-4e93-ad85-f95fee6452ee>; <https://ethos.bl.uk/OrderDetails.do?uin=uk.bl.ethos.793719>
- Constantinides, M. (2018). Interaction-driven user interface personalisation for mobile news systems. (Doctoral Dissertation). University College London (University of London). Retrieved from <https://discovery.ucl.ac.uk/id/eprint/10063370/>; <https://ethos.bl.uk/OrderDetails.do?uin=uk.bl.ethos.763341>
- Malisa, L. (2017). Security of user interfaces: Attacks and countermeasures. (Doctoral Dissertation). ETH Zürich. Retrieved from <http://hdl.handle.net/20.500.11850/217453>
- Comite, M. (2013). Computer Vision and Human-Computer Interaction: artificial vision techniques and use cases with creating interfaces and interaction models. (Thesis). Università degli Studi di Padova. Retrieved from [http://tesi.cab.unipd.it/43002/1/Tesi\\_Comite\\_Marco.pdf](http://tesi.cab.unipd.it/43002/1/Tesi_Comite_Marco.pdf)
- Kerman, S. C. (2013). Methods and Metrics for Human Interaction with Bio-Inspired Robot Swarms. (Master's Thesis). Brigham Young University. Retrieved from

- <https://scholarsarchive.byu.edu/cgi/viewcontent.cgi?article=4869&context=etd>
- Oren, M. (2011). Human-computer interaction and sociological insight: A theoretical examination and experiment in building affinity in small groups. (Thesis). Iowa State University. Retrieved from <https://lib.dr.iastate.edu/etd/12200>
- Radke, K. J. (2013). Security ceremonies: including humans in cryptographic protocols. (Thesis). Queensland University of Technology. Retrieved from <https://eprints.qut.edu.au/63704/>
- Pelikan, H. (2015). How Humans Adapt to a Robot Recipient: An Interaction Analysis Perspective on Human-Robot Interaction. (Thesis). Linköping University Linköping University. Retrieved from <http://urn.kb.se/resolve?urn=urn:nbn:se:liu:diva-119510>

### C. PROFESSIONAL ORGANIZATIONS

- Philippine Computer Society. <https://www.philippinecomputersociety.org/>
- PSITE – NCR (Philippine Society of Information Technology Educators Foundation, Inc. <https://psite-ncr.org/>
- National ICT Confederation of the Philippines. <https://psite-ncr.org/>
- InfoComm Technology Association of the Philippines. <http://www.itaphil.com/index.html#/>
- Computer Professional for Social Responsibility. <http://cpsr.org/>
- Association of Software Professionals. <https://asp-software.org/www/>
- Association for Computing Machinery. <https://www.acm.org/>
- Association for Information Technology Professionals. <https://www.baylor.edu/business/mis/index.php?id=92998>
- Association of Independent Information Professionals (AIIP). <https://www.aiip.org/>
- IEEE Computer Society. <https://www.computer.org/membership>

### D. OTHER RELATED WEB PORTALS

- InformationWeek News Connects The Business Technology Community. <https://www.informationweek.com/>
- Info World. <https://www.infoworld.com/>
- Computer Weekly. <https://www.computerweekly.com/news>
- Fingent. <https://www.fingent.com/blog/>
- Tech Republic. <https://www.techrepublic.com/>
- Reddit. <https://www.reddit.com/r/InformationTechnology/>
- Elligense. <https://medium.com/elligense-team>
- Tech Community. <https://techcommunity.microsoft.com/t5/itops-talk/ct-p/ITOpsTalk>

### E. RELATED RESEARCH GUIDES

- De Paul University Library Research Guide. <https://libguides.depaul.edu/hci>
- University of Washington Research Guide. <https://guides.lib.uw.edu/research/hcid>
- Syracuse University Libraries Research Guide. <https://researchguides.library.syr.edu/HCI>
- IOWA State University Library Research Guide. <https://instr.iastate.libguides.com/c.php?g=486449&p=3327134>
- Drexel University Libraries Library Research Guide. <https://libguides.library.drexel.edu/hci/special>

#### IV. TUTORIALS

- Human-Computer Interaction: What is HCI and Why Is It Important?  
[https://www.youtube.com/watch?v=MGo7AVXj\\_rU](https://www.youtube.com/watch?v=MGo7AVXj_rU)
- Introduction to Human-Computer Interaction. [https://www.youtube.com/watch?v=C\\_AsBA0oHIE](https://www.youtube.com/watch?v=C_AsBA0oHIE)
- Lecture 1 - Human-Computer Interaction. Stanford University.  
[https://www.youtube.com/watch?v=WW1g3UT2zww&list=PLLsT5z\\_DsK\\_nusHL\\_Mjt87THSTlgrsyJ](https://www.youtube.com/watch?v=WW1g3UT2zww&list=PLLsT5z_DsK_nusHL_Mjt87THSTlgrsyJ)
- Lecture 2 - The Power of Prototyping. HCI. Stanford University.  
[https://www.youtube.com/watch?v=lyMT91wUO54&list=PLLsT5z\\_DsK\\_nusHL\\_Mjt87THSTlgrsyJ&index=2](https://www.youtube.com/watch?v=lyMT91wUO54&list=PLLsT5z_DsK_nusHL_Mjt87THSTlgrsyJ&index=2)
- Lecture 3 – Evaluating Design. HCI. Stanford University.  
[https://www.youtube.com/watch?v=DUst3vCx31M&list=PLLsT5z\\_DsK\\_nusHL\\_Mjt87THSTlgrsyJ&index=3](https://www.youtube.com/watch?v=DUst3vCx31M&list=PLLsT5z_DsK_nusHL_Mjt87THSTlgrsyJ&index=3)
- Lecture 4 – The Birth of HCI. Stanford University.  
[https://www.youtube.com/watch?v=ar9Jzl3r0gc&list=PLLsT5z\\_DsK\\_nusHL\\_Mjt87THSTlgrsyJ&index=4](https://www.youtube.com/watch?v=ar9Jzl3r0gc&list=PLLsT5z_DsK_nusHL_Mjt87THSTlgrsyJ&index=4)
- Lecture 5 – Participant Observation. HCI. Stanford University.  
[https://www.youtube.com/watch?v=8SnFEIntf4U&list=PLLsT5z\\_DsK\\_nusHL\\_Mjt87THSTlgrsyJ&index=5](https://www.youtube.com/watch?v=8SnFEIntf4U&list=PLLsT5z_DsK_nusHL_Mjt87THSTlgrsyJ&index=5)
- Intellipaat. <https://intellipaat.com/blog/>
- Galido Networks. <https://galido.net/blog/best-freelancing-websites-to-get-remote-work-in-2020/>
- ZD Net. <https://www.zdnet.com/>
- Paessler. <https://blog.paessler.com/>
- Value Coders. <https://www.valuecoders.com/blog/>

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