



Press On: Principles of Interaction Programming (MIT Press)

Harold Thimbleby

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Interactive systems and devices, from mobile phones to office copiers, do not fulfill their potential for a wide variety of reasons--not all of them technical. *Press On* shows that we can design better interactive systems and devices if we draw on sound computer science principles. It uses state machines and graph theory as a powerful and insightful way to analyze and design better interfaces and examines specific designs and creative solutions to design problems. Programmers--who have the technical knowledge that designers and users often lack--can be more creative and more central to interaction design than we might think. Sound programming concepts improve device design. *Press On* provides the insights, concepts and programming tools to improve usability. Knowing the computer science is fundamental, but *Press On* also shows how essential it is to have the right approaches to manage the design of systems that people use. Particularly for complex systems, the social, psychological and ethical concerns--the wider design issues--are crucial, and these are covered in depth. *Press On* highlights key principles throughout the text and provides cross-topic linkages between chapters and suggestions for further reading. Additional material, including all the program code used in the book, is available on an interactive web site. *Press On* is an essential textbook and reference for computer science students, programmers, and anyone interested in the design of interactive technologies.

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