Human-Centered Computing Breadth Reading List

1. Ball, L. J., & Christensen, B. T. (2019). Advancing an understanding of design cognition and design metacognition: Progress and prospects. *Design Studies*, 65, 35-59.

2. Blackwell, L., Dimond, J., Schoenebeck, S., & Lampe, C. (2017). Classification and its consequences for online harassment: Design insights from heartmob. *Proceedings of the ACM on Human-Computer Interaction*, *1*(CSCW), 1-19.

3. Boland Jr, R. J., & Tenkasi, R. V. (1995). Perspective making and perspective taking in communities of knowing. *Organization science*, 6(4), 350-372.

4. Dabbish, L., Stuart, C., Tsay, J., & Herbsleb, J. (2012). Social coding in GitHub: transparency and collaboration in an open software repository. In *Proceedings of the ACM 2012 conference on Computer Supported Cooperative Work* (pp. 1277-1286).

5. Dosono, B., & Semaan, B. (2020). Decolonizing Tactics as Collective Resilience: Identity Work of AAPI Communities on Reddit. *Proceedings of the ACM on Human-Computer Interaction*, *4* (CSCW1), 1-20.

6. Eckert, C., & Stacey, M. (2000). Sources of inspiration: a language of design. *Design studies*, 21(5), 523-538.

7. Hevner, A. R., March, S. T., Park, J., & Ram, S. (2004). Design science in information systems research. *MIS Quarterly*, 75-105.

8. Heylighen, A., & Dong, A. (2019). To empathise or not to empathise? Empathy and its limits in design. *Design Studies*, 65, 107-124.

9. Hiniker, A., Heung, S. S., Hong, S., & Kientz, J. A. (2018). Coco's Videos: An Empirical Investigation of Video-Player Design Features and Children's Media Use. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems* (pp. 1-13).

10. Lampe, C., Ellison, N., & Steinfield, C. (2006). A Face (book) in the crowd: Social searching vs. social browsing. In *Proceedings of the ACM 2006 conference on Computer Supported Cooperative Work* (pp.
11. 167-170).

12. McDonald, N., Schoenebeck, S., & Forte, A. (2019). Reliability and inter-rater reliability in qualitative research: Norms and guidelines for CSCW and HCI practice. *Proceedings of the ACM on Human-Computer Interaction*, *3*(CSCW), 1-23.

13. National Academies of Sciences, Engineering, and Medicine. (2018). Motivation to Learn. In *How People Learn II: Learners, Contexts, and Cultures* (pp. 109-134). Washington, DC: The National Academies
14. Press.

15. National Research Council. (2000). How Experts Differ from Novices. In *How People Learn: Brain, Mind, Experience, and School: Expanded Edition* (pp. 31-50). Washington, DC: The National Academies Press.

16. Updated March 2021

17. National Research Council. (2000). Learning and Transfer. In *How People Learn: Brain, Mind,*

18. *Experience, and School: Expanded Edition* (pp. 51-78). Washington, DC: The National Academies Press.

19. Norman, D. (2013). *The design of everyday things: Revised and expanded edition* . Basic

    books. **(Chapters 1-4 and 6 only)**

- Olson, J. S., & Kellogg, W. A. (Eds.). (2014). *Ways of Knowing in HCI* (Vol. 2). New York, NY, USA:: Springer. **(Selected chapters only, see below)**
- Reading and Interpreting Ethnography (pp. 1-24)
- Curiosity, Creativity, and Surprise as Analytic Tools: Grounded Theory Method (pp. 25-48)
- Knowing by Doing: Action Research as an Approach to HCI (pp. 49-68)
- Study, Build, Repeat: Using Online Communities as a Research Platform (pp. 95-118)
- Field Deployments: Knowing from Using in Context (pp. 119-142)
- Research Through Design in HCI (pp. 167-190)
- Experimental Research in HCI (pp. 191-228)
- Survey Research in HCI (pp. 229-266)
- Understanding User Behavior Through Log Data and Analysis (pp. 349-372)
- Looking Back: Retrospective Study Methods for HCI (pp. 373-394)
- Research Ethics and HCI (pp. 449-468)

20. Orlikowski, W. J., & Gash, D. C. (1994). Technological frames: making sense of information technology in organizations. *ACM Transactions on Information Systems (TOIS)* , 12(2), 174-207.

21. Y. Rogers. (2012). *HCI Theory: Classical, Modern, and Contemporary. Synthesis Lectures on Human-Centered Informatics*. Morgan & Claypool.

22. Seidman, I. (2019). Technique isn't everything, but it's a lot. In *Interviewing as qualitative research: A guide for researchers in education and the social sciences* (pp. 85-100). Teachers college press.

23. Starbird, K., Arif, A., & Wilson, T. (2019). Disinformation as collaborative work: Surfacing the participatory nature of strategic information operations. *Proceedings of the ACM on Human-Computer Interaction* , 3(CSCW), 1-26.