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• Encyclopedia of cryptography and security
• Encyclopedia of data warehousing and mining
• Encyclopedia of developing regional communities with information and communication technology
• Encyclopedia of human computer interaction
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- Encyclopedia of machine learning
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- Encyclopedia of parallel computing
- The concise encyclopedia of statistics
- Encyclopedia of optimization
- Encyclopedia of nanotechnology
- Encyclopedia of remote sensing
Leksika på nett

• Encyclopedia of algorithms
• Encyclopedia of biometrics
• Encyclopedia of cryptography and security
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• Encyclopedia of optimization
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• Encyclopedia of remote sensing
Starting point- 2 handbooks

- Handbook of modal logic
- Handbook of optimization in telecommunications
- Embedded systems handbook
- Handbook of human factors in Web design
- Handbook of face recognition
- Handbook of graph theory
- ...


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• Handbook of modal logic
• Handbook of optimization in telecommunications
• Embedded systems handbook
• Handbook of human factors in Web design
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Springer Handbook of Robotics
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Design of a user interface
Levels of design
User interface management systems
Syntactic level design: interaction styles
  • Command language
  • Menu
  • Form fill-in
  • Natural language
  • Graphical user interfaces
  • Virtual reality
  • Other issues
Lexical level design: interaction tasks, devices, and techniques
Input devices
Output devices
Bibliography


Robert J. K. Jacob
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- journal articles
- books (monography)
- chapter in a book (anthology)
- conference papers
- technical reports
Referansene du oftest kommer borti:

- tidsskriftartikler
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LNCS covers both monographs and conference proceedings. Covers most volumes from 1(1973)- . (BibTeX, EndNote).

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A direct-manipulation user interface presents a set of visual representations on a display and a repertoire of manipulations that can be performed on any of them. Such representations might include screen buttons, scroll bars, spreadsheet cells, or flowchart boxes. Interaction techniques of this kind were first seen in interactive graphics systems; they are now proving effective in user interfaces for applications that are not inherently graphical. Although they are often easy to learn and use, these interfaces are also typically difficult to specify and program clearly.

Examination of direct-manipulation interfaces reveals that they have a coroutine-like structure and, despite their surface appearance, a peculiar, highly moded dialogue. This paper introduces a specification technique for direct-manipulation interfaces based on these observations. In it, each locus of dialogue is described as a separate object with a single-thread state diagram, which can be
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Interfaces for Advanced Computing

Why should sophisticated computers be difficult to use? The coming generation of supercomputers will have the power to make elaborate “artificial realities” that facilitate user-computer communication

by James D. Foley

A flight simulator exemplifies the ability of modern computer technology to mimic reality. Computers orchestrate the sound, force and motion that approximate the aerodynamic behavior of an aircraft. People, and specialized simulation of supercomputers may feature hands-on manipulation of computer-generated images along with tactile sensations and force feedback. Sensors will measure the position of a user’s head and track the movement of his eyes, face recognition established, although they are constantly being refined. What remains to be addressed is the maximization of user efficiency.

Scientific computing in particular has been forced to focus on hardware performance, because it, computing...
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