



Interesting Books

If you are eager to learn more of what Informatics is all about, please see the list of books below that our faculty have cited as some of the most valuable or influential in their careers. In no way is this an assignment or required reading list; rather, we provide the list of books to help satisfy your curiosity, as a way for you to describe to others what Informatics is about, and as a reference point for some possible future reading

Enjoy!

- Edwin A. Abbott, *Flatland: A Romance of Many Dimensions*
Dover Publications; Unabridged edition (October 1, 1992).
- Scott Adams, *The Dilbert Principle: A Cubicle's-Eye View of Bosses, Meetings, Management Fads & Other Workplace Afflictions*
HarperBusiness; Reprint edition (June 4, 1997).
- Stewart Brand, *How Buildings Learn: What Happens After They're Built*
Penguin Books; Reprint edition (October 1, 1995).
- Frederick P. Brooks, *The Mythical Man-Month: Essays on Software Engineering, 20th Anniversary Edition*
Addison-Wesley Publishing Company; 1st edition (August 2, 1995).
- John Seely Brown and Paul Duguid, *The Social Life of Information*
Harvard Business School Press; 1st edition (February 15, 2002).
- Paul Graham, *Hackers and Painters: Big Ideas from the Computer Age*
O'Reilly & Associates; (May 2004).
- Georges Ifrah, *The Universal History of Computing: From the Abacus to the Quantum Computer*
Wiley; 1st edition (January 15, 2002).
- Michael Jackson, *Software Requirements and Specifications: A Lexicon of Practice, Principles, and Prejudices*
Addison-Wesley Publishing Company; 1st edition (August 23, 1995).
- Ulf Larsson, *Cultures of Creativity: the Centennial Exhibition of the Nobel Prize*
Watson Pub Intl; (April 16, 2001).
- Donald A. Norman, *The Design of Everyday Things*
Basic Books; 1st Basic edition (September 17, 2002).
- Peter G. Neumann, *Computer-Related Risks*
Addison-Wesley Professional; 1st edition (October 1, 1995).
- Henry Petroski, *To Engineer Is Human: The Role of Failure in Successful Design*
Vintage Books USA; Reprint edition (April 1, 1992).
- Rosalind W. Picard, *Affective Computing*
MIT Press; 1st edition (July 31, 2000).
- Byron Reeves and Clifford Nass, *The Media Equation: How People Treat Computers, Television, and New Media Like Real People and Places*
CSLI Publications; Reprint edition (July 1, 1998).
- Everett M. Rogers, *Diffusion of Innovations*
Free Press; 5th edition (August 16, 2003).

- Ben Shneiderman and Catherine Plaisant, *Designing the User Interface: Strategies for Effective Human-Computer Interaction*
Pearson Education; 4th edition (March 31, 2004).
- Herbert A. Simon, *The Sciences of the Artificial*
MIT Press; 3rd edition (October 1, 1996).
- Robert Spence, *Information Visualization*
Pearson Education; 1st edition (December 15, 2000).
- Deborah Tannen, *You Just Don't Understand: Women and Men in Conversation*
Quill; (July 24, 2001).
- Betty Toole, *Ada, the Enchantress of Numbers: A Selection from the Letters of Lord Byron's Daughter and Her Description of the First Computer*
Critical Connection; 1st ed edition (March 1, 1998).
- Edward R. Tufte: *The Visual Display of Quantitative Information*
Graphics Press; 2nd edition (May 1, 2001) (also recommended by the same author are *Visual Explanations: Images and Quantities, Evidence and Narrative* and *Envisioning Information*).
- Sherry Turkle, *The Second Self: Computers and the Human Spirit*
Simon & Schuster; (June 1, 1984).
- Karl E. Weick, *Sensemaking in Organizations (Foundations for Organizational Science)*
Sage Publications; (May 1, 1995).
- Gerald M. Weinberg, *The Psychology of Computer Programming*
Dorset House Publishing Company, Incorporated; Silver Anniversary edition (September 1998).
- Terry Winograd, *Bringing Design to Software*
Addison-Wesley Professional; 1st edition (April 2, 1996).