

To check out a tutorial send an email message to [susan@oc-chi.org](mailto:susan@oc-chi.org) specifying the volume number and she will bring the tutorial to the next meeting.

### **ACM Tutorials for 2002**

Human-Computer Interaction: Introduction and Overview. (2002) Butler, K.A., Gray, W.D. and Jacob, R.J.K., vol. 1.

Avoiding “We Can’t Change That!”: Software Architecture & Usability. (2002) John, B. and Bass, L., vol. 2.

Information Visualization and Visual Perception. (2002) Chi, E. and Stuart, C., vol. 3.

The Usability Engineering Lifecycle. (2002) Mayhew, D., vol. 4.

Cognitive Factors in Design: Basic Phenomena in Human Memory and Problem Solving. (2002) Hewett, T., vol. 5.

E-Business Design process – A Just in Time Approach for Practitioners. (2002) Degen, H., Pedell, S., Lubin, K.L. and Zheng, J., vol. 6.

Let’s Get Small: Experience Design for the Mobile Internet. (2002) Helyat, V. and More, D., vol. 7.

A Primer on Test Design and Statistics for Usability Evaluation. (2002) Dillion, A., vol. 8.

Goal-Directed Methods for Great Design. (2002) Goodwin, K., vol. 9.

Understanding User’s Work in Context: Practical Observation Skills. (2002) Dray, S., vol. 15.

Web Sites That Work: Designing with Your Eyes Open. (2002) Spool, J., Klee, M., Perfetti, C. and Ojakaat, vol. 16.

Information Foraging. (2002) Pirolli, P. and Card, S., vol. 17.

Promoting, Establishing, and Institutionalizing Usability Engineering. (2002) Mayhew, D., vol. 18.

Collaboration Technology in Teams, Organizations, and Communities. (2002) Poltrock, S. and Grudin, J., vol. 19.

Driving Real Innovation with Customer Data. (2002) Holtzblatt, K. and Beyer, B., vol. 20.

Design and Rapid Evaluation of Usable Web Sites. (2002) Lynch, G. and Palmiter, S., vol. 21

Scenario-Based Usability Engineering. (2002) Rosson, M.B. and Carroll, J., vol. 22.

Flexible, Accessible Interfaces More Usable by Everyone. (2002) Vanderheiden, G. and Henry, S.L., vol. 23.

How to Introduce, Deploy, and Optimize User-Centered Design in Your Organization. (2002) Vredenburg, K., Isensee, S. and Righi, C., vol. 24.

GUI Bloopers: Recognizing and Avoiding Common GUI Design Mistakes. (2002) Johnson, J., vol. 25.

Designing Speech User Interfaces. (2002) Lai, J., vol. 26.

Frontiers of User Support: Bridging the Gap Between What Users Know and What They Need to Know. (2002) Baecker., R., vol. 27.

Understanding Homes, Consumers and Technology. (2002) Hindus, D., vol. 28.

The Simplicity Shift: Making Innovative Design Work. (2002) Jenson, S., vol. 29.

Styling the New Web: Web Usability with Style Sheets. (2002) Pemberton, S., vol. 29.

A Cognitive Approach to Interactive System Design. (2002) Atwood, M. and Hewett, T., vol. 31.

Web-site Usability: The Big Picture. (2002) Spool, J., Klee, Klee, M., Perfetti, C. and Ojakaar, E., vol. 32.