

# Introducing a new HCI text written specifically for IS students

## Human-Computer Interaction: Developing Effective Organizational Information Systems

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0-471-67765-5, 600 Pages, Cloth, ©2007

Now, the first text that presents Human-Computer Interaction (HCI) in a business context! With ***Human-Computer Interaction: Developing Effective Organizational Information Systems***, you can equip your students with a balanced foundation of HCI

theory and practical applications, so they can make well informed design decisions. Authors Te'eni, Carey, and Zhang emphasize not only “how to,” but also “why” or “why not,” encouraging students to think critically about HCI issues.

### FEATURES

- Anchors HCI concepts on familiar business practices and a firm foundation of theory.
- The structure of the book follows a natural progression from context (Chapter 2), to theoretical foundations (Chapters 3-6), and then to applications (Chapters 7-11). Chapters 12-14 present the interpersonal, social and global context and future trends.
- Grounds HCI development into the typical modern organizational IS architecture, including system functionalities, data and information management, web-based or other platform front ends, and human interface and interaction.
- Provides a systematic, human-centered approach to HCI development that can be incorporated with modern information systems analysis and design for developing effective organizational information systems.
- Presents an international perspective, demonstrating culturally diverse designs and emphasizing the need to be sensitive to national and cultural idiosyncrasies.
- A running case is revisited in each chapter to illustrate various issues at different stages of HCI development.
- Multiple illustrations, ancillaries, and examples allow the reader to use various “ways of knowing” or intelligences to learn and understand the material.
- Instructor’s companion site features PowerPoint slides, Instructor’s Manual, and Test Bank.

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1. Introduction
2. Organizational and Business Context
3. Interactive Technologies
4. Physical Engineering
5. Cognitive Engineering
6. Affective Engineering
7. Evaluation
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9. Tasks in the Organizational Context
10. Componential Design
11. HCI Development Methodology
12. Interpersonal Relationships, Collaboration and Organization
13. Social and Global Issues
14. Meeting the Changing Needs of IT Development and Use

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