

Integrated Studies II

HCCS MSc

Interdisciplinarity Reading

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Term II, Spring 2006

Reading

Seminar 2 and 3 – Interdisciplinarity

- Crosby, O. (2004). Working So Others Can Play: Jobs in Video Game Development. *Occupation Outlook Quarterly*, January 2004.
- Kim, S. (1990). Interdisciplinary Cooperation. In B. Laurel (ed.), *The art of human-computer interface design*, p31-45.
- Scaife, M., Curtis, E. & Hill, C. (1994). Inter-disciplinary collaboration: a case study of software development for fashion designers. *Interacting with Computers*, 6(4), 395-410.
- de Young, L. (1996) Organisational support for software design. In T. Winograd (ed.). *Bringing Design to Software*, p253-273.
- Burns, C. & Vincente, K.J. (1995). A framework for describing and understanding interactions in design. *DIS'95, ACM*, p97-103.

Suggestions for Possible Further Reading

- Mariano, C. (1989). The case for interdisciplinary collaboration. *Nursing Outlook*, 37(6):285-288.
- Rogers, Y. Scaife, M. and Rizzo, A. (2005) Interdisciplinarity: an Emergent or Engineered Process? In S. Derry, C.D. Schunn and M.A. Gernsbacher (Eds.) *Interdisciplinary Collaboration: An Emerging Cognitive Science*. LEA, 265-286. (PDF scanned version at <http://www.slis.indiana.edu/faculty/yrogers/papers/csrp556.pdf>)
- Rogers, Y. (1999) Instilling Interdisciplinarity: HCI from the perspective of cognitive science, *SIGCHI Bulletin*, 31(3) 4-8.
- Rogers, Y., Scaife, M. and Rizzo, A. - Isn't multidisplinary enough? When do we really need Interdisciplinarity? (<http://www.irit.fr/GRIC/cotcos/pjs/TheoreticalApproaches/AnnexPaper2.htm>)
- Interdisciplinarity - Transport and the Environment, The Royal Society, 19 February, 1996 (available at <http://www.royalsociety.org/displaypagedoc.asp?id=11522>)
- Interdisciplines (<http://www.interdisciplines.org/interdisciplinarity>)