

## A collection of textbooks

April 2009

This is a list of books that are interesting in the contexts of algorithms, programming, HCI, and design. These are the contexts of digital media. Don't read the list as if it indicated any top priority of a book listed here. The list is nothing but my selection from the spring 2009 MIT Press catalog on computer science & intelligent systems (as they call it). Most of these selected books I do not even know myself. But the publisher and some of the authors deserve particular attention.

- Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein: Introduction to algorithms. 3rd ed. Cambridge MA: MIT Press 2009. \$ 64
- Matthias Felleisen, Robert Bruce Findler, Matthew Flatt, Shriram Krishnamurthi: How to design programs. An introduction to programming and computing. Cambridge MA: MIT Press 2001. \$ 71
- Casey Reas, Ben Fry: Processing. A programming handbook for visual designers and artists. Cambridge MA: MIT Press 2007. \$ 50
- Thomas Erickson, David W. McDonald (eds.): HCI remixed. Reflections on works that have influenced the HCI community. Cambridge MA: MIT Press 2007. \$ 40
- Jonas Löwgren, Erik Stolterman: Thoughtful interaction design. A design perspective on information technology. Cambridge MA: MIT Press 2007. \$ 21
- Keld Bødker, Finn Kensing, Jesper Simonsen: Participatory IT design. Designing for business and workplace realities. Cambridge MA: MIT Press 2004, 2009. \$ 26
- Hrold Thimbleby: Press on. Principles of interaction programming. Cambridge MA: MIT Press 2007. \$ 45
- George Stiny: Shape. Talking about seeing and doing. Cambridge MA: MIT Press 2008. \$ 22
- Hilde G. Corneliussen, Jill Walker Rettberg (eds.): Digital culture, play, and identity. A World of Warcraft reader. Cambridge MA: MIT Press 2008. \$ 29.95
- Lisa Gitelman: Always already new. Media, history, and the data of culture. Cambridge MA: MIT Press 2008. \$ 21
- Paul Fishwick (ed.): Aesthetic computing. Cambridge MA: MIT Press 2008. \$ 24
- Matthew Fuller (ed.): Software studies. A lexicon. Cambridge MA: MIT Press 2008. \$ 35
- Sherry Turkle (ed.): Falling for science. Objects in mind. Cambridge MA: MIT Press 2008. \$ 24.95
- Rich Gold: The plenitude. Creativity, innovation, and making stuff. Forward by John Maeda. Cambridge MA: MIT Press 2007. \$ 22
- John Maeda: The laws of simplicity. Cambridge MA: MIT Press 2006. \$ 21

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