

Referências Bibliográficas

BAILEY, B.P.; KONSTAN, J.A.; CARLIS, J.V. DEMAIS: Designing Multimedia Applications with Interactive Storyboards. In **Proceedings of ACM Multimedia 2001**. Ottawa, Canada. pp. 241-250, Sept. 30-Oct. 5, 2001.

BARBOSA, C.M.A.; da SILVA, E.J.: **Conexões entre Análise do Discurso e Interação Humano-Computador**. Rio de Janeiro: PUC-Rio – Departamento de Informática. Estudo Orientado, Orientadora: Prof^a. Clarisse Sieckenius de Souza, 2001

BARBOSA, S.D.J.; PAULA, M.G.: Designing and Evaluating Interaction as Conversation: a Modeling Language based on Semiotic Engineering. In **10th International Workshop on Design, Specification and Verification of Interactive Systems**, DSV-IS 2003, Funchal, Madeira Island, Portugal, Junho 11-13, 2003, Revised Papers Series: Lecture Notes in Computer Science, Vol. 2844 2003, XIII, 429 p. ISBN: 3-540-20159-9. p. 16–33.

BARBOSA, S. D. J.; PAULA, M. G.; LUCENA, C. J. P.: Adopting a Communication-Centered Design Approach to Support Interdisciplinary Design Teams. Proceedings of **Bridging the Gaps II: Bridging the Gaps Between Software Engineering and Human-Computer Interaction**, Workshop at the International Conference of Software Engineering, ICSE 2004. Scotland, May, 2004.

BARBOSA, S.D.J.; SILVEIRA, M.S.; PAULA, M.G.; BREITMAN, K.: Supporting a Shared Understanding of Communication-Oriented Concerns in Human-Computer Interaction: a Lexicon-based Approach. In Joint Working Conferences EHCI-DSVIS 2004, Hamburg, Germany, July 11-13, 2004, Revised Selected Papers Series: **Lecture Notes in Computer Science**, Vol. 3425. Bastide, Rémi; Palanque, Philippe; Roth, Jörg (Eds.) 2005, XII, ISBN: 3-540-26097-8. pp.271-288.

BEAUDOUIN-LAFON, M.: Instrumental interaction: an interaction model for designing post-WIMP user interfaces. In **Proceedings of the SIGCHI conference on Human factors in computing systems**. pp 446 – 453, 2000.

BECK, Kent. **Extreme Programming Explained: embrace change**. Boston: Addison-Wesley, 2000.

BEDERSON, B. B.: PhotoMesa: A Zoomable Image Browser Using Quantum Treemaps and Bubblemaps. UIST 2001, ACM Symposium on User Interface Software and Technology, **CHI Letters**, 3(2), pp. 71-80,2001.

BOEHM, W. B.; GRAY, T. E.; SEEWALDT, T.: Prototyping vs. Specifying: A Multi-Project Experiment. **IEEE Transactions on Software Engineering** Volume 10 , Issue 3. p.290 - 302. May, 1984.

BROOKS, R. Comparative task analysis. In: Carroll, J. M. (Ed.). **Designing Interaction: Psychology at the Human-Computer Interface**. CUP, Cambridge, pp. 59-50.

BROWN, G.; YULE, G. **Discourse Analysis**. Cambridge University Press. 1983.

CARD, S., MORAN, T. e NEWELL, A. **The Psychology of Human-Computer Interaction**, Lawrence Erlbaum, 1983.

CARROLL, J. M. (ed). **Scenario-based design: envisioning work and technology in system development**, New York, Wiley, 1995.

CARROLL, J. M. (ed) **Making use: Scenario-Based Design of Human-Computer Interactions**. The MIT Press. Cambridge, MA, 2000.

CLARKE, D. T.; CRUM, G. P.: Dialogue Specification and Control: A Review of Models and Techniques. **Information and Software Technology**, Vol 36, No 9, pp 539-547, 1994.

CLERCKX, T. and CONINX, K.: **Integrating Task Models in Automatic User Interface Generation**. *Technical Report TR-LUC-EDM-0302*, EDM/LUC Diepenbeek, Belgium, 2003.

COELHO, T.A.S.; BARBOSA, S.D.J.: **Usando um modelo de interação para análise de aplicações WIMP: um estudo de caso**. In C.J.P. de Lucena (ed.) Monografias em Ciência da Computação. PUC-Rio Inf MCC03/03. Departamento de Informática, PUC-Rio, Brasil, 2003.

DAHIS, Gilda. **Um Modelo para a Especificação de Cenários de Interação**. Dissertação de Mestrado. Pontifícia Universidade Católica do Rio de Janeiro. 2001.

ECO, U. **A Theory of Semiotics**. Bloomington, In: Indiana University Press, 1976.

GONÇALVES, K.M.; RUBINSZTEJN, H.K.; ENDLER, M.; SILVA, B.S.; BARBOSA, S.D.J.: Um aplicativo para comunicação baseada em localização. **VI Workshop de Comunicação Sem Fio**, WCSF 2004. Fortaleza, outubro de 2004.

GREEN, M.: A Survey of Three Dialogue Models. **ACM Transactions on Graphics**, Vol. 5, No. 3, Pages 244-275, July 1986.

HAREL, D. STATECHARTS: A visual formalism for complex systems, **Science of Computer Programming**, Volume 8 , Issue 3, pp. 231 – 274, 1987.

HIX, D.; HARTSON, H. **Developing User Interfaces: Ensuring Usability Through Product and Process**. John Wiley and Sons. 1993.

HOOVER, S. P.; RINDERLE, J. R.; FINGER, S.: Models and abstractions in design, **Design Studies**, 12-4. October, 1991. pp. 237-245.

JAKOBSON, R.: Linguistics and poetics. In **Style in language**, ed T. A. Sebeok. Cambridge, MA. The MIT Press. pp. 350-377, 1960.

JOHNSON, P.; JOHNSON, H.; WADDINGTON, R.; SHOULS, A.: Task related Knowledge Structures: Analysis, Modelling, and Applications. In **Proceedings of HCI'88**, Cambridge University Press. 1988.

KIRSH, D.; MAGLIO, P.: On distinguishing epistemic from pragmatic action. **Cognitive Science** 18: 513:549. 1995

LANDAY, J.A. and MYERS, B.A.: Sketching Interfaces: Toward More Human Interface Design. **IEEE Computer**, 2001. 34(3): pp. 56-64, 2001.

LEITE, J.C.: **Modelos e Formalismos para a Engenharia Semiótica de Interfaces de Usuário**. Tese de Doutorado. Departamento de Informática, PUC-Rio. Outubro de 1998.

LIN, J.; THOMSEN, M.; LANDAY, J.: A Visual Language for Sketching Large and Complex Interactive Designs. In **Proceedings of the SIGCHI conference on Human factors in computing systems**. pp. 307 – 314, 2002.

MARCUSCHI, L. A. **Análise da conversação**. Editora Ática. pp. 34. 1999.

MINSKY, M.: A Framework for Representing Knowledge. In **The Psychology of Computer Vision**, P. Winston (Ed.), McGraw-Hill, pp. 221-277, 1975.

MORAN, T.: The Command Language Grammars: a representation for the user interface of interactive computer systems. **International Journal of Man-Machine Studies**,15: 3-50, Academic Press. 1981.

MULLER, M.J.; KUHN, S.: Participatory Design. In **Communications of the ACM**, 36 (6), pp.24–28, June 1993.

NIELSEN, J. **Usability Engineering**. Boston: AP Professional, 1993.

PAYNE, S.; GREEN, T.R.G.: Task-action grammar: the model and its developments. In: D. Diaper (ed.) **Task Analysis for Human-Computer Interaction**. Chichester: Ellis Horwood.1989.

PATERNÒ, F. **Model-Based Design and Evaluation of Interactive Applications**, London, Springer-Verlag, 2000.

PATERNÒ, F.; SANTORO, C.: A unified method for designing interactive systems adaptable to mobile and stationary platforms. **Interacting with Computers** 15, pp. 349–366, 2003.

PAULA, M. G.: **Projeto da interação humano-computador baseado em modelos fundamentados na engenharia semiótica**: construção de um modelo de interação, Dissertação de mestrado, Departamento de Informática, PUC-Rio, 2003.

PAULA, M.G.; BARBOSA, S.D.J.: Using an Interaction Model to Support Communication among HCI Design Team Members from Multidisciplinary Backgrounds. **VI Simpósio Brasileiro sobre Fatores Humanos em Sistemas Computacionais**, IHC 2004. Curitiba, outubro de 2004.

PAULA, M.G.; BARBOSA, S.D.J.: Bringing Interaction Specifications to HCI Design Patterns. **Workshop Perspectives on HCI Patterns: Concepts and Tools (CHI 2003)**. Florida, USA. April 2003.

PAULA, M. G.; SILVA, B. S.; BARBOSA, S. D. J.: Using an Interaction Model as Resource for Communication in Design. **Proceedings of CHI 2005**, Extended abstracts volume. Portland, OR, USA. p. 1713-1716, 2005.

PEIRCE, C. S.: **Collected Papers of Charles Sanders Peirce**, vols. 1-8. ed. C. Hartshorne and P. Weiss. Cambridge, MA: Harvard University Press. 1931-1958.

PRATES, R. O.: **A Engenharia Semiótica de Linguagens de Interfaces Multi-Usuário**, Tese de Doutorado, Departamento de Informática, PUC-Rio, 1998.

PRATES, R.O.; de SOUZA, C.S; BARBOSA, S.D.J.: A Method for Evaluating the Communicability of User Interfaces. In **ACM interactions**, Jan-Feb 2000. pp 31-38, 2000.

PREECE, J.; ROGERS, Y.; SHARP, E.; BENYON, D.; HOLLAND, S.; CAREY, T. **Human-Computer Interaction**. Reading, Addison-Wesley. 1994.

PUERTA, A. R.: A Model-Based Interface Development Environment. **IEEE Software**, July/August, pp. 40-47, 1997.

SCAPIN, D.; PIERRET-GOLBREICH, C.: Towards a method for task description. In **Proceedings of Work with Display Units Conference**, Montreal, Canada, Elsevier. 1989.

SCHÖN, D. A. **The Reflective Practitioner**. New York: Basic Books, 1983.

SCHÖN, D. A.; BENNETT, J.: Reflective conversation with materials. In **Bringing Design to Software**, ed. T. Winograd, 171-184. New York: Addison-Wesley. 1996.

SCOGINGS, C. J.; PHILLIPS, C. H. E.: Linking tasks, dialogue and GUI design: a method involving UML and Lean Cuisine+. **Interacting with Computers**, Volume 14, Issue 1, Pages 69-86, December 2001.

SILVA, B. S.; BARBOSA, S. D. J.: Modelando a Interação do Nita: um estudo de caso e extensões ao MoLIC. **VI Simpósio sobre Fatores Humanos em Sistemas Computacionais**, IHC 2004. Curitiba, outubro de 2004.

SILVA, B. S.; NETTO, O. A M.; BARBOSA, S. D. J.: Promoting a Separation of Concerns via Closely-Related Interaction and Presentation Models. Will appeared in **Proceedings of Second Latin American Conference on Human-Computer Interaction**, CLICHC 2005, Cuernavaca, Mexico, October, 2005.

SILVEIRA, Milene Selbach: **Metacomunicação designer-usuário na interação humano-computador: design e construção do sistema de ajuda**. Tese de Doutorado, Departamento de Informática, PUC-Rio, 2002.

SILVEIRA, M.S.; de SOUZA, C.S.; BARBOSA, S.D.J.: Um Método da Engenharia Semiótica para a Construção de Sistemas de Ajuda Online. In **Proceedings of the Latin-American Conference on Human-Computer Interaction**, CLIHC 2003. Rio de Janeiro, Brasil. Agosto de 2003.

SIMON, H. **The Sciences of the Artificial**. New York: ACM Press. 1981

de SOUZA, C. S. **The Semiotic Engineering of Human-Computer Interaction**. Cambridge, Mass. : MIT Press, 2005.

SUH, B. and BEDERSON, B. B.: OZONE: A Zoomable Interface for Navigating Ontology. **Proceedings of International Conference on Advanced Visual Interfaces** (AVI 2002), ACM, Trento, Italy, 139-143, 2001.

SNYDER, C. **Paper Prototyping: The Fast and Easy Way to Design and Refine User Interfaces**. San Francisco, AC: Morgan Kaufmann, 2003.

VANDERDONCKT, J.: Automatic Generation of a User Interface for Highly Interactive Business-Oriented Applications, **Readings in Intelligent User Interfaces**, M.T. Maybury & W. Wahlster (eds.), Morgan Kaufmann, San Francisco, pp. 516-520, 1998.

VANDERDONCKT, J.; BERQUIN, P.: Towards a Very Large Model-based Approach for User Interface Development, in **Proc. of 1st Int. Workshop on User Interfaces to Data Intensive Systems UIDIS'99** (Edinburg, 5-6 September 1999), N.W. Paton & T. Griffiths (eds.), IEEE Computer Society Press, Los Alamitos, pp. 76-85, 1999.

van der VEER, G.C.; LENTING, B.F.; BERGEVOET, B.A.J. GTA:Groupware Task Analysis - Modeling Complexity. **Acta Psychologica**, 91. pp. 297-322. 1996.

WINOGRAD, T.; FLORES, F. **Understanding Computers and Cognition**. Reading, MA: Addison-Wesley. 1986