

Referências Bibliográficas

- ADLER,, P; WINOGRAD, T *Usability – Turning technologies into tools.* New York, NY. Oxford University Press, 1992.
- ANDERSEN, P.B. *A Theory of Computer Semiotics.* New York, Cambridge University Press, 1997.
- APPLE COMPUTER. *Macintosh Human Interface Guidelines.* Addison-Wesley, 1995.
- BAECKER, Ronald; BUXTON, William, GREENBERG, Saul e GRUDIN, Jonathan. *Readings in Human-Computer Interaction: Toward the Year 2000.* San Francisco, Morgan Kaufmann Pubs, 1995.
- CARROLL, John M. (org.). *Designing Interaction: psychology at the human-computer interface.* Cambridge, Cambridge Univ. Press, 1991.
- CHRISTOPH, Georg; BUHLMANN. Vera. *Approaches in Interactivity.* Stockholm, Birkhauser, 2004.
- CHUEKE, J. **Contribuições da Semiótica na Concepção da Página Inicial de Portais de Informação: Uma pesquisa focada no público brasileiro.** PUC-Rio, dissertação de Mestrado, 2005.
- COELHO NETTO, J. T. **Semiótica, Informação e Comunicação.** São Paulo, Ed. Perspectiva, 2003.
- CRISCI, J.; ARMENGOL, L. *Introducción a la teoría y práctica de la taxonomía numérica.* Washington, D.C., OEA, 1983.
- DABBS, Alistair, *Interface Design.* London, Cassell & Co., 2002.
- DE SOUZA, Clarisse S. *Semiotic Engineering of Human-Computer Interaction.* Cambridge, Mit Press, 2005
- _____. *Semiotic Engineering: bringing designers and users together at interaction time. Interacting with Computers*, n. 17, p.317-341, 2005.
- DOWNES, E. J.; McMILLAN, S. J. *Defining interactivity: a qualitative identification of key dimensions. New Media & Society*, Vol. 2 No. 2, 2000.
- FAULKNER, Christine. *Essence of Human Computer Interaction.* London, Pearson Education, 1997.

- FRENCH, T.; SMITH, A.: *The Contribution of Semiotics to Website Design. Online Proceedings of Workshop on Computational Semiotics for New Media*. Surrey, Guildford, 2000.
- GALITZ, Wilbert. *The Essential Guide to User Interface Design*. New York, Wiley & Sons Pubs, 2002.
- GUDWIN, Ricardo R. *From Semiotics to Computational Semiotics. Proceedings of the 9th International Congress of the German Society for Semiotic Studies, 7th International Congress of the International Association for Semiotic Studies (IASS/AIS)*. Dresden, 1999.
- HEAD, Alison J. *Design wise : a guide for evaluating the interface design of information resources*, New Jersey, Cyber Age Books, 2000.
- GRAHAM, Lisa. *The Principles of Interactive Design*. New York, Thomson Delmar Learning, 1998.
- GREENBERG, Adele & Seth. *Digital Images*. Berkeley, McGraw-Hill, 1995.
- JAKOBSON, Roman. *Linguística e Comunicação*. São Paulo, Editora Cultrix, 2003.
- JOHNSON, Chris. *Why ‘Traditional’ HCI Techniques Fail to Support Desktop VR. Proceedings of IEE Colloquium: The 3D Interface for the Information Worker*. London, The Institute of Electrical Engineers, 1998.
- KIOUSIS, Spiro. *Interactivity: a concept explication*. *New Media & Society*, Vol. 4 No. 3, 2002.
- KRYSTOF, Ray; SATRAN, Amy. *Interactivity by Design*. Mountain View, Adobe Press, 1995.
- LANDAUER Thomas K. *The Trouble with Computers*. Cambridge, MIT Press, 1999.
- LIGHT, A; WAKEMAN, I. *Beyond the Interface: Users, Perceptions of Interaction and Audience on Websites*. *Interacting with Computers* Vol. 13 No.3, 2001.
- LIU, Kencheng. *Semiotics in Information Systems Engineering*. Cambridge Un-iv. Press, 2000.
- MANDEL, Theo. *The elements of user interface design*. New York, John Wiley & Sons, 1997.
- MARCUS, Aaron. *Metaphor Design in User Interfaces*. *The Journal of Computer Documentation ACM/SIGDOC*, V. 22, N^o 2, 1998.

- MATEJKA, Ladislav; TITUNIK, Irwin, (orgs). *Semiotics of Art: Prague School Contributions*, Cambridge, MIT Press, 1986.
- MEHLER, Alexander. *Methodological Aspects of Computational Semiotics*. *S.E.E.D. Journal*, Vol. 3 No. 3, 2003.
- MICROSOFT Corporation. *Windows XP Visual Guidelines*. Documento digital em <http://www.microsoft.com/whdc/Resources/windowsxp/default.mspx>, Microsoft, 2001.
- _____. *The Windows Interface Guidelines: a guide for designing software*. Redmond, Microsoft Press, 1995.
- MONK, Andrew, (org.). *Fundamentals of Human-Computer Interaction*. London, Academic Press, 1985.
- NORMAN, D.A. *The Invisible Computer*. Cambridge, MIT Press, 1998.
- NÖTH, Winfried. *Semiotic Machines*. In: *S.E.E.D. Journal*, Volume 3, No. 3, 2003.
- PEIRCE, C.S. *Collected Papers of Charles Sanders Peirce*, Cambridge, Harvard University Press, 1960.
- _____. *The Essential Peirce, Selected Philosophical Writings*. The Peirce Edition Project,. Indiana University Press, Indianápolis, 1998.
- _____. **Semiótica**. Trad José Texeira Coelho Neto. São Paulo, Perspectiva, 2003
- _____. **Semiótica e Filosofia**. Trad. Octanny S. da Mora e Leônidas Hegenberg. São Paulo: Cultrix, 1972.
- _____. *Semiotic Writings, 1906-1913*. Cambridge, Cambridge Univ. Press, 1993
- PREECE, Jennifer, SHARP, Helen e ROGERS, Yvonne. *Interaction Design*. New York, Wiley & Sons Pubs, 2002.
- REEVES, B.; NASS, C. *The Media Equation: How People Treat Computers, Television and New Media Like Real People and Places*. Cambridge University Press, 1996.
- RASKIN, Jef. *The Humane Interface*. Pearson Education, 2000.
- SANTAELLA, Lucia; NÖTH, Winfried. **Imagem: Cognição, semiótica, mídia**. São Paulo, Iluminuras, 1997.
- _____. **Semiótica Aplicada**. São Paulo, Thomson, 2002
- SAUSSURE, F. de. *Course in General Linguistics*. London, Peter Owen, 1960.

- SCHNEIDERMAN, Ben. *Sparks of Innovation in Human-Computer Interaction*. Westport, Greenwood Publishing Group, 1993.
- SEARLE, John R. *Speech Acts*. Cambridge Univ. Press, 1969.
- SELLTIZ, C et al. Tradução de Inah de O. Ribeiro. **Métodos de Pesquisa das Relações Sociais**. São Paulo, Herder, 1985.
- SNYDER, J. *Picturing Vision. Critical Inquiry*, Vol. 6, N^o 3. Chicago, Chicago Univ. Press, 1980.
- THOMPSON, P.. *Visual Perception: An Intelligent System With Limited Bandwidth*. In: MONK, Andrew. **Fundamentals of Human-Computer Interaction**. London, Academic Press, 1985.
- WATT, W. *Habitability. American Documentation* 19, pp. 338-351, 1968.
- WILDBUR, P.; BURKE, M., *Information Graphics*. Londres, Thames and Hudson, 1999.

ANEXO 1

Category type	Sub-Category	Distinctive Feature	Utterance
(I) Complete Failures			
	(a)	User is conscious of failure.	"I give up."
	(b)	User is unconscious of failure.	"Looks fine to me."
1. user's semiosis is temporarily halted			
	(a)	because he cannot find the appropriate expression for his illocution	"Where is it?"
	(b)	because he does not perceive of understand the designer's deputy's illocution	"What happened?"
	(c)	because he cannot find an appropriate index for illocution	"What now?"
(II) Temporary Failures			
	(a)	because it is uttered in the wrong context	"Where am I?"
	(b)	because the expression in illocution is wrong	"Oops!"
	(c)	because a many-step conversation has not caused the desired effects	"I can't do it this way."
2. user realizes his illocution is wrong			
	(a)	through implicit meta-communication	"What's this?"
	(b)	through explicit meta-communication	"Help!"
	(c)	through autonomous sense-making	"Why doesn't it?"
3. user seeks to clarify the designer's deputy's illocution			
	(a)	User understands the design solution.	"Thanks, but no, thanks."
	(b)	User does not understand the design solution.	"I can do otherwise."
(III) Partial Failures			