Psychology For Designers How To Apply Psychology To Web Design And The Design Process

Handleiding voor het verbeteren van de gebruiksvriendelijkheid van een website.

This book will help undergraduate psychology students to write practical reports of experimental and other quantitative studies in psychology. It is designed to help with every stage of the report writing process including what to put in each section and recommendations for formatting and style. It also discusses how to design a study, including how to use and report relevant statistics. As such, the book acts both as an introduction and reference source to be used throughout an undergraduate course. Key features of the new edition include: New pedagogy. Website icons within the text reference an enhanced website, www.openup.co.uk/harris, and 'Common Mistake' icons highlight common errors students should avoid. Statistics icons make reference to two key statistics books* where students can find more detailed information. A further icon indicates the presence of relevant commentary at the end of the book for more advanced students Discussion of how to write up different forms of quantitative study and report relevant statistics Improved self-testing. There are diagnostic questions (with answers at the end of the book) as well as fifty self-assessment questions within the text to aid student learning. Chapters in part two contain a list of methodological and statistical concepts covered that will help students to consolidate their knowledge A completely revised section on how to find and cite references plus current information on how to cite electronic references, incorporating the new APA guidelines Advice on the ethics of conducting research on the Internet * The statistics books referenced are SPSS Survival Manual 3/e by Julie Pallant and Learning to Use Statistical Tests in Psychology 3/e by Judith Greene and Manuela d'Oliveira, both published by Open University Press. However, this book is designed for use with any statistics textbook.

At the founding in 1896 of the first psychological clinic dedicated to children and adolescents, the study of the psychological treatment of young people lagged behind that of adults, and the basic psychopathology underlying mental disorders in this population was largely ignored. Since those early days, the field has evolved steadily and, in recent years, exponentially. The Oxford Handbook of Clinical Child and Adolescent Psychology is a state-of-the-science volume providing comprehensive coverage of the psychological problems and disorders of childhood. International in scope and penned by the discipline's most eminent scientists and practitioners, the handbook begins with a section on conceptual and empirical issues, followed by exceptional content on specific psychiatric disorders such as intellectual disability, externalizing and internalizing disorders, communication disorders, schizophrenia and bipolar disorder, personality disorders, and many more. The third section offers chapters on special problems in childhood and adolescence, including divorce, the incarceration of parents, suicide and non-suicidal self-injury, bullying, and medical illness. A fourth section covers delivery of clinical services in diverse settings, such as schools and prisons, and the handbook concludes with several chapters on emerging trends and future directions for the field. Conceptually rich and evidence-based, this handbook is an essential resource for students, practitioners, and researchers, providing a cutting-edge compendium of the latest theoretical and empirical developments by leaders of the discipline.

ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a CourseID, provided by your instructor, to register for and use Pearson's MyLab & Mastering products. Packages Access codes for Pearson's MyLab & Mastering products may not be included when purchasing or renting from companies other than Pearson; check with the seller before completing your purchase. Used or rental books If you rent or purchase a used book with an access code, the access code may have been redeemed previously and you may have to purchase a new access code. Access codes Access codes that are purchased from sellers other than Pearson carry a higher risk of being either the wrong ISBN or a previously redeemed code. Check with the seller prior to purchase. -- Encourages mastery of the basic principles of psychological research Research Methods, Design, and Analysis, 12/e, provides an understanding of the research methods used to investigate human thought and behavior. The coverage of experimental, qualitative, correlational, and survey research helps students develop their research skills for all aspects of psychology. Information is presented in a simple and straightforward manner and placed into context of actual research studies, helping students make real-life connections. MySearchLab is a part of the Christensen / Johnson / Turner program. Research and writing tools, including access to academic journals, help students explore Psychological Research in even greater depth. 0205944566 / 9780205944569 Research Methods, Design, and Analysis Plus MysearchLab with eText -- Access Card Package Package consists of: 0205239927 / 9780205239924 MySearchLab with Pearson eText -- Valuepack Access Card 0205961258 / 9780205961252 Research Methods, Design, and Analysis

Opruimgoeroe Marie Kondo en professor Scott Sonenshein bundelen hun krachten en passen de wereldberoemde KonMari-methode aan voor de werkvloer. Zo kan iedereen opgeruimd aan het werk. Marie Kondo, auteur van de internationale bestseller Opgeruimd!, en organisatiepsycholoog Scott Sonenshein bundelen hun krachten voor meer plezier op ons werk. De werkvloer lijkt een magneet voor afleiding en rommel. Wie is er nooit moedeloos geworden van onnodige vergaderingen, stapels papierwerk, eindeloze e-mails en nutteloze klusjes? Dit zijn de hedendaagse gevaren van ons werkzame leven, die langzaam ons werkplezier ondermijnen, onze carrièrekansen doen slinken en ons algehele welzijn verminderen. Het kan anders. In Joy at work helpen Marie Kondo, bestsellerauteur en Netflix-ster, en Scott Sonenshein, professor aan Rice University, je om de troep te lijf te gaan en ruimte te creëren voor het werk dat er werkelijk toe doet. Aan de hand van de wereldberoemde KonMari-methode en baanbrekend onderzoek overwin je de uitdagingen van de werkvloer en geniet je van de productiviteit, het succes en het geluk die ontstaan als je bureau en hoofd op orde zijn.

Defines the psychology of human-computer interaction, showing how to span the gap between science & application. Studies the behavior of users in interacting with computer systems.

The professional development of researchers is critical for the future development ofthe fields of pediatric and clinical child psychology. In order to conduct research in pediatric and clinical child psychology, researchers need to work with a wide range of populations and master an increasingly wide range of skills, many of which are either not formally taught or considered in sufficient depth in clinical training. Such skills include the development of resources for research by writing grants to government agencies and foundations; skills in preparing research for publications concerning original research, review articles, or case reports; scien tific presentation skills; the ability to review and edit scientific manuscripts; and to implement and manage research in applied settings. Moreover, the increasing complexity of research in pediatric and clinical child psychology requires success ful researchers in these fields to develop their expertise with a wide range of new specialized methodologies, data analytic methods, models of data analysis, and methods of assessment. Finally, to enhance the relevance of their research to practice, researchers in pediatric and clinical child psychology need to integrate their work with clinical service delivery programs that are based on empirical research. The necessity to train researchers in pediatric and clinical child psychology in such multifaceted knowledge and skills places extraordinary burdens on profes sional training programs. Professional researchers in pediatric and child clinical psychology also are challenged to develop new knowledge and skills through continuing education and faculty development programs.

Why do we care so much about our homes? When did this societal phenomenon begin? Entire stores and cable channels are dedicated to the remodeling of one's home-proof that our homes are more than just walls, windows, and floors. Our homes exemplify who we are. They are an extension of us. We all want our homes to be our havens, our nests-our nerve centers for life. We look to our homes to

represent our emotions, our passions, our travels, our families, and our careers. No longer are our dwellings a protection from the elements or a simple place to cook a meal. We wear our homes like we wear haute couture, and put them on display for all to see. Learning to design your home in a meaningful way and understanding "why" you adore certain colors, styles, and decor is more important than knowing where to place furniture in a room. Understanding the principles that create ambiance, feeling, and mood in your home are key to creating your ideal haven. Start with the "why" rather than the "how" when remodeling and your home will become your haven-and you will experience more joy, fulfillment, and the contentment you seek.

This Handbook presents a broad overview of the current research carried out in environmental psychology which puts into perspective quality of life and relationships with living spaces, and shows how this original analytical framework can be used to understand different environmental and societal issues. Adopting an original approach, this Handbook focuses on the links with other specialties in psychology, especially social and health psychology, together with other disciplines such as geography, architecture, sociology, anthropology, urbanism and engineering. Faced with the problems of society which involve the quality of life of individuals and communities, it is fundamental to consider the relationships an individual has with his different living spaces. This issue of the links between quality of life and environment is becoming increasingly significant with, at a local level, problems resulting from different types of annoyances, such as pollution and noise, while, at a global level, there is the central question of climate change with its harmful consequences for humans and the planet. How can the impact on well-being of environmental nuisances and threats (for example, natural risks, pollution, and noise) be reduced? How can the quality of life within daily living spaces (home, cities, work environments) be improved? Why is it important to understand the psychological issues of our relationship with the global environment (climatic warming, ecological behaviours)? This Handbook is intended not only for students of various disciplines (geography, architecture, psychology, town planning, etc.) but also for social decision-makers and players who will find in it both theoretical and methodological perspectives, so that psychological and environmental dimensions can be better taken into account in their working practices.

First published in 1984. Routledge is an imprint of Taylor & Francis, an informa company.

Experimental Design and Statistics for Psychology: A First Course is a concise, straighforward and accessible introduction to the design of psychology experiments and the statistical tests used to make sense of their results. Makes abundant use of charts, diagrams and figures. Assumes no prior knowledge of statistics. Invaluable to all psychology students needing a firm grasp of the basics, but tackling of some of the topic's more complex, controversial issues will also fire the imagination of more ambitious students. Covers different aspects of experimental design, including dependent versus independent variables, levels of treatment, experimental control, random versus systematic errors, and within versus between subjects design. Provides detailed instructions on how to perform statistical tests with SPSS. Downloadable instructor resources to supplement and support your lectures can be found at www.blackwellpublishing.com/sani and include sample chapters, test questions, SPSS data sets, and figures and tables from the book.

How does a room affect an occupant's behavior and well-being? How does a building influence its residents' health? Environmental Psychology for Design, 2nd Edition, explores these questions with an in-depth look at psychosocial responses to the built environment. Awarded the 2006 ASID Joel Polsky Prize, the first edition served as an introduction to the discipline of environmental psychology and inspired readers to embrace its key concepts and incorporate them into their practice. This 2nd edition continues to analyze the interaction between environments and human behavior and well-being, while exploring how individual differences related to age, gender, and cultural background impact that interaction. The book provides many proactive initiatives designed to minimize stress and maximize user satisfaction, helping readers to create more comfortable spaces that will both satisfy the needs of the intended occupants and expand the scope of design.

This textbook provides a clear and comprehensive introduction to the rapidly expanding field of environmental psychology. The authors start with a review of the history of environmental psychology, highlighting its interdisciplinary nature. They trace its roots in architecture, ecology and geography, and examine the continuing relationship of these subjects to the psychological tradition. The book then moves through key contemporary lines of research in the field, contrasting models from perception and cognition, such as those of Gibson and Brunswick, with major social psychological approaches as represented by Lewin, Barker and others. The book concludes with an analysis of the most promising areas of research and practice.

The Tilburg Law Lectures Series is an initiative of the research institute (Schoordijk Institute) of the Tilburg University Faculty of Law. The purpose of this series is to highlight the work of visiting lecturers and fellows working at the institute for a limited period of time. This book contains a written version of the third Montesquieu seminar, which was held on 15 March 2007 by Tom R. Tyler, professor of Psychology at New York University. Also available in the Tilburg Law Lectures Series: The Jurisprudence of Aharon Barak, Views from Europe (Barak), 2011 Globalisation and legal scholarship (Twining), 2010 When Language Meets the Mind: Three Questions (White), 2007 Psychology and the Design of Legal Institutions (Tyler), 2006 The perils of Pervasive Legal instrumentalism (Tamanaha), 2004

Test Design: Developments in Psychology and Psychometrics is a collection of papers that deals with the diverse developments contributing to the psychometrics of test design. Part I is a review of test design including practices being used in test development. Part II deals with design variables from a psychological theory that includes implications of verbal comprehension theories in the role of intelligence and the effects of these implications on goals, design, scoring, and validation of tests. Part III discusses the latent trait models for test design that have numerous advantages in probl.

V. Methodology: E. J. Wagenmakers (Volume Editor) Topics covered include methods and models in categorization; cultural consensus theory; network models for clinical psychology; response time modeling; analyzing neural time series data; models and methods for reinforcement learning; convergent methods of memory research; theories for discriminating signal from noise; bayesian cognitive modeling; mathematical modeling in cognition and cognitive neuroscience; the stop-signal paradigm; hypothesis testing and statistical inference; model comparison in psychology; fmri; neural recordings; open science; neural networks and neurocomputational modeling; serial versus parallel processing; methods in psychophysics.

Interactive technologies pervade every aspect of modern life. Web sites, mobile devices, household gadgets, automotive controls, aircraft flight decks; everywhere you look, people are interacting with technologies. These interactions are governed by a combination of: the users' capabilities; the things the users are trying to do; and the context in which they are trying to do them. All of these factors have to be appropriately considered during design if you want your technology to provide your users with a good experience. Foundations for Designing User-Centered Systems introduces the fundamental human capabilities and characteristics that influence how people use interactive technologies. Organized into four main areas—anthropometrics, behaviour, cognition and social factors—it covers basic research and considers the practical implications of that research on system design. Applying what you learn from this book will help you to design interactive systems that are more usable, more useful and more effective. The authors have deliberately developed Foundations for Designing User-Centered Systems to appeal to system designers and developers, as well as to students who are taking courses in system design and HCI. The book reflects the authors' backgrounds in computer science, cognitive science, psychology and human factors. The material in the book is based on their collective experience which adds up to almost 90 years of working in academia and both with, and within, industry; covering domains that include aviation, consumer Internet, defense, eCommerce, enterprise system design, health care, and industrial process control. "The lack of accessible and

comprehensive material on human factors for software engineers has been an important barrier to more widespread acceptance of a human-centred approach to systems design. This book has broken down that barrier and I can thoroughly recommend it to all engineers." Ian Sommerville, University of St Andrews, UK "As a chief architect for large programmes, this book has given me access to a variety of new techniques and an extended vocabulary that I look forward to introducing my design teams to." Richard Hopkins, IBM, UK "Even if only a proportion of designers and users read this book we will be so much better off. If it gets the circulation it deserves it could change our world – and that very much for the better." Peter Hancock, University of Central Florida, USA

`This is a competently edited, reader-friendly publication which fills a previously empty niche in the market. Every applied psychologist should have a copy well within arm's length' - British Journal of Educational Psychology Applied Psychology: Current Issues and New Directions is an exciting new textbook and a perfect resource for students taking either a focussed degree in applied psychology or a module as part of a wider psychology degree program. Given its breadth of coverage it should also be essential background reading on courses looking in depth at one of the many areas of professional psychological practice. The book is divided into two parts. In Part One, the book reviews the traditional branches of applied psychology (i.e. clinical, educational and occupational psychology); some relative newcomers (counselling psychology, forensic and health psychology); and some less obvious areas (careers guidance, counselling, academia) addressing such issues as training, future trends and developments within each field. Part Two offers discussion of more generic issues facing professional psychologists including the role of research and evidence-based practice in everyday work; trends in higher education; and continuing professional development. The book concludes with a `Round-Table' discussion involving leading psychologists commenting on trends and new directions in their respective fields. Key features of this book: - Consistently pedagogical throughout - chapter summaries, questions for reflection and discussion and annotated further reading in every chapter - Comprehensive coverage - all areas of applied psychology included - Related to the `real world' - by reviewing the issues and offering practical advice, this text should help prospective applied psychologists make informed decisions about their careers.

We design to elicit responses from people. We want them to buy something, read more, or take action of some kind. Designing without understanding what makes people act the way they do is like exploring a new city without a map: results will be haphazard, confusing, and inefficient. This book combines real science and research with practical examples to deliver a guide every designer needs. With it you'll be able to design more intuitive and engaging work for print, websites, applications, and products that matches the way people think, work, and play. Learn to increase the effectiveness, conversion rates, and usability of your own design projects by finding the answers to questions such as: What grabs and holds attention on a page or screen? What makes memories stick? What is more important, peripheral or central vision? How can you predict the types of errors that people will make? What is the limit to someone's social circle? How do you motivate people to continue on to (the next step? What line length for text is best? Are some fonts better than others? These are just a few of the questions that the book answers in its deep-dive exploration of what makes people tick.

To find more information about Rowman and Littlefield titles, please visit www.rowmanlittlefield.com.

Using psychology to develop spaces that enrich human experience Place design matters. Everyone perceives the world around them in a slightly different way, but there are fundamental laws that describe how people experience their physical environments. Place science principles can be applied in homes, schools, stores, restaurants, workplaces, healthcare facilities, and the other spaces people inhabit. This guide to person-centered place design shows architects, landscape architects, interior designers, and other interested individuals how to develop spaces that enrich human experience using concepts derived from rigorous qualitative and quantitative research. In Place Advantage: Applied Psychology for Interior Architecture, applied environmental psychologist Sally Augustin offers design practitioners accessible environmental psychological insights into how elements of the physical environment influence human attitudes and behaviors. She introduces the general principles of place science and shows how factors such as colors, scents, textures, and the spatial composition of a room, as well as personality and cultural identity, impact the experience of a place. These principles are applied to multiple building types, including residences, workplaces, healthcare facilities, schools, and retail spaces. Building a bridge between research and design practice, Place Advantage gives people designing and using spaces the evidence-based information and psychological insight to create environments that encourage people to work effectively, learn better, get healthy, and enjoy life.

The Oxford Handbook of Quantitative Methods in Psychology provides an accessible and comprehensive review of the current state-of-the-science and a one-stop source for learning and reviewing current best-practices in a quantitative methods across the social, behavioral, and educational sciences.

This interdisciplinary book explores design theories, combining research from a range of fields including architecture, landscape architecture, urban planning, urban design, industrial design, software engineering, environmental psychology, geography, anthropology, and sociology. Following an extensive review of the current literature, the author reveals eight major types of theory in design processes. The theories are classified as follows: Rational vs. Empiricist Theories, Procedural vs. Substantive Theories, Normative vs. Positive Theories, Design Scopes, Designers vs. People, Form and Space Creation Paradigms, Efficient Tools and Sources in the Design Process, and Place vs. Non-Place Theories. The respective design theories are illustrated with diagrams, tables and figures, condensing the content of over 140 essential theoretical texts that address various aspects of design processes. Given its scope, the book will appeal to undergraduate and graduate students, and to researchers and practitioners in design, urban planning, urban design, architecture, art, etc.

This book has been written to meet several needs. Firstly there is a need for a book which integrates statistics, research design, ex periments and report writing so that none is learned in a vacuum, as commonly is the case, isolated from the others. The aim is to make the student an active learner encouraged to carry out experiments, so ex periencing and understanding the design problems and statistical analyses in the practical context where he can see exactly what he is doing and why. The aim is that by the end of the book, the student should be able to evaluate the research of others, to define a problem, formulate a hypothesis about it, design and carry out the experiment, apply the correct statistics, discuss the results and implications, and write it all up in a logical and sensible fashion. The principle is that old pedagogic one of learning by doing. Secondly, there is a need for an introductory text on statistics, research design and experimental work for the many students who meet psychology and social science for the first time. The initiate in behavioural science needs to gain a conceptual understanding of statistical

procedures and design techniques in order to carry out his own investigations and to understand and evaluate constructively the investigations of others. However, experience has shown us that many students (and even some fellow teachers) are somewhat reluctant to study this area as they believe it is difficult and involves mathematics.

Every designer today should learn the fundamentals of psychology. Instead of forcing users to conform to a product design or experience, designers need to learn how users behave and interact with various digital interfaces. This guide provides some key principles from psychology to help you design more intuitive, human-centered products and experiences. Humans have an underlying blueprint for how we perceive and process the world around us, and through simple lessons in psychology, this guide will help you define this blueprint.

This book is an indispensable guide to how to write articles, choose journals, and deal with revisions or rejection. Each chapter is written by a highly experienced journal editor - people who have actually made decisions on manuscripts and publication, as well as being eminent in their respective scientific field and written many articles themselves. It showcases parts of articles, discusses journal submission, outlines the resubmission process, and highlights systemic issues. Clear instructions are given on writing an empirical article, literature reviews, titles and abstracts, introductions, theories, hypotheses, methods and data analysis. Each part of the process is laid out from presenting results, to mapping-out a discussion and writing for referees. The integral skills of revising papers and ensuring a high impact are taught in 'article writing 101'. Whilst less intuitive knowledge is provided concerning publishing strategies, references, online submission, review systems, open access and ethical considerations.

This is a book about systems, including: systems in which humans control machines; systems in which humans interact with humans and the machine component is relatively unimportant; systems which are heavily computerized and those that are not; and governmental, industrial, military and social systems. The book deals with both traditional systems like farming, fishing and the military, and with systems just now tentatively emerging, like the expert and the interactive computer system. The emphasis is on the system concept and its implications for analysis, design and evaluation of these many different types of systems. The book attempts to make three major points: 1. System design, and particularly computer system design, must fit into and be directed by a comprehensive theory of system functioning. 2. Interactive computer design models itself upon our knowledge of how humans function. 3. Highly sophisticated interactive computer systems are presently mostly research vehicles, they are vastly different to general purpose, commercially available word processors and personal computers. The book represents an interdisciplinary approach, the author has used psychological, organizational, human factors, and engineering sources. The book is not a "how to do it" book but it is intended to stimulate thinking about the larger context in which systems, particularly computer systems of the future, should be designed and used.

The Handbook of International School Psychology provides a description of the specialty of psychology devoted to the global provision of services to children and youth, their teachers, and parents. Authors from 43 countries provide valuable information and insights regarding the following areas: the context of school psychology; the origin, history, and current status of school psychology; the infrastructure of school psychology; the preparation of school psychologists; the roles, functions, and responsibilities of school psychologists; current issues impacting school psychology; and key references.

An approachable, coherent, and important text, Research in Psychology: Methods and Design, 8th Edition continues to provide its readers with a clear, concise look at psychological science, experimental methods, and correlational research in this newly updated version. Helpful learning aids, step-by-step instructions, and detailed examples of real research studies makes the material easy to read and student-friendly.

Summary Design for the Mind: Seven Psychological Principles of Persuasive Design teaches web designers and developers how to create sites and applications that appeal to our innate natural responses as humans. Author Victor Yocco, a researcher on psychology and communication, introduces the most immediately relevant and applicable psychological concepts, breaks down each theory into easily-digested principles, then shows how they can be used to inform better design. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Designers and design team members need to think about more than just aesthetics. How do you handle short attention spans. How does your design encourage users to engage, browse, or buy? Fortunately, there are psychological principles that you can use in your design to anticipate and benefit from how humans think, behave, and react. About the Book Design for the Mind: Seven Psychological Principles of Persuasive Design teaches you to recognize how websites and applications can benefit from an awareness of our innate, natural responses as humans, and to apply the same principles to your own designs. This approachable book introduces the psychological principles, deconstructs each into easily digestible concepts, and then shows how you can apply them. The idea is to deepen your understanding of why people react in the ways they do. After reading the book, you'll be ready to make your work more psychologically friendly, engaging, and persuasive. What's Inside Making design persuasive Encouraging visitors to take action Creating enduring messages Meeting the needs of both engaged and disengaged visitors Becoming a strategic influencer Applying theory, with case studies and real-world examples About the Reader This book is for web and UX designers and developers as well as anyone involved in customer-facing digital products. About the Author Victor Yocco, PhD, is a research director at a Philadelphia-based digital design firm. He received his PhD from The Ohio State University, where his research focused on psychology and communication in informal learning settings. Victor regularly writes and speaks on topics related to the application of psychology to design and addressing the culture of alcohol use in design and technology. He can be found at www.victoryocco.com or @victoryocco on Twitter. Table of Contents PART 1 INTRODUCING THE APPLICATION OF PSYCHOLOGY TO DESIGN Meeting users' needs: including psychology in

design PART 2 WHY DO FOLKS ACT LIKE THAT? PRINCIPLES OF BEHAVIOR Designing for regular use: addressing planned behavior Risky decisions and mental shortcuts Motivation, ability, and trigger-boom! PART 3 PRINCIPLES OF INFLUENCE AND PERSUASION: NOT AS EVIL AS YOU'D THINK Influence: getting people to like and use your design Using family, friends, and social networks to influence users It's not what you say; it's how you say it! Persuasion: the deadliest art PART 4 USER EXPERIENCE DESIGN: PUTTING IT ALL TOGETHER Case study: KidTech Design Co.'s Good Choice app The next step: getting up and running

Volume two of a four volume set. This second edition has been extensively rewritten and should be of interest to both practitioners and students of organizational psychology.

A book about code that doesn't read like a 1980s VCR manual... It's not just for programmers, it's written and presented to make it easy for designers, bloggers, content and e-commerce managers, marketers to learn about the code used to write web pages... This hands-on workshop introduces you to the basic principles of Web site design and authoring using HTML. You will then use FrontPage to create your web page or site and publish it to the World Wide Web for viewing.

This engaging text shows how statistics and methods work together, demonstrating a variety of techniques for evaluating statistical results against the specifics of the methodological design. Richard Gonzalez elucidates the fundamental concepts involved in analysis of variance (ANOVA), focusing on single degree-of-freedom tests, or comparisons, wherever possible. Potential threats to making a causal inference from an experimental design are highlighted. With an emphasis on basic between-subjects and within-subjects designs, Gonzalez resists presenting the countless "exceptions to the rule" that make many statistics textbooks so unwieldy and confusing for students and beginning researchers. Ideal for graduate courses in experimental design or data analysis, the text may also be used by advanced undergraduates preparing to do senior theses. Useful pedagogical features include: Discussions of the assumptions that underlie each statistical test Sequential, step-by-step presentations of statistical procedures End-of-chapter questions and exercises Accessible writing style with scenarios and examples This book is intended for graduate students in psychology and education, practicing researchers seeking a readable refresher on analysis of experimental designs, and advanced undergraduates preparing senior theses. It serves as a text for graduate level experimental design, data analysis, and experimental methods courses taught in departments of psychology and education. It is also useful as a supplemental text for advanced undergraduate honors courses.

Designing Interaction, first published in 1991, presents a broadbased and fundamental re-examination of human-computer interaction as a practical and scientific endeavor. The chapters in this well-integrated, tightly focused book are by psychologists and computer scientists in industry and academia, who examine the relationship between contemporary psychology and human-computer interaction. HCI seeks to produce user interfaces that facilitate and enrich human motivation, action and experience; but to do so deliberately it must also incorporate means of understanding user interfaces in human terms - the province of psychology. Conversely, the design and use of computing equipment provides psychologists with a diverse and challenging empirical field in which to assess their theories and methodologies.

Wide aspects of a university education address design: the conceptualization, planning and implementation of man-made artifacts. All areas of engineering, parts of computer science and of course architecture and industrial design all claim to teach design. Yet the education of design tends ot follow tacit practices, without explicit assumptions, goals and processes. This book is premised on the belief that design education based on a cognitive science approach can lead to significant improvements in the effectiveness of university design courses and to the future capabilities of practicing designers. This applies to all professional areas of design. The book grew out of publications and a workshop focusing on design education. This volume attempts to outline a framework upon which new efforts in design education might be based. The book includes chapters dealing with six broad aspects of the study of design education: • Methodologies for undertaking studies of design learning • Longitudinal assessment of design learning • Methods and cases for assessing beginners, experts and special populations • Studies of important component processes • Structure of design knowledge • Design cognition in the classroom

Aangrijpende New York Times bestseller, gebaseerd op een waargebeurd verhaal over een weeshuis. 'Kinderen van de rivier' van Lisa Wingate begint in het Memphis van 1939. De twaalfjarige Rill leidt met haar broertje en zusjes een zorgeloos leven op een woonboot aan de Mississippi. Dan slaat het noodlot toe: de kinderen worden ontvoerd en komen terecht in een weeshuis. Daar zijn ze overgeleverd aan de grillen van een wrede directrice. De jonge Rill doet er alles aan om haar broertje en zusjes bij elkaar te houden. In het South Carolina van nu leidt de rijke Avery Stafford een geweldig leven. Een toevallige ontmoeting dwingt haar om haar familiegeschiedenis onder de loep te nemen, er blijkt meer verzwegen te zijn dan ze ooit had kunnen vermoeden. 'Kinderen van de rivier' van Lisa Wingate is gebaseerd op het waargebeurde verhaal van weeshuisdirecteur Georgia Tann, die kinderen uit arme gezinnen ontvoerde en verkocht aan rijke families. 'Dit boek mag je niet missen.' – The Huffington Post

Copyright: 7375ba1fedc5b1bd6d0caf52eecb1eda