Literatur

- Duchowski, A. T. (2007). Eye Tracking Methodology: Theory and Practice. London: Springer-Verlag.
- Goldstein, B. E. (2008). Wahrnehmungspsychologie. Der Grundkurs. Heidelberg: Spektrum Akademischer Verlag.
- Holmqvist, K.; Nyström, M.; Andersson, R.; Dewhurst, R.; Jarodzka, H. & Van de Weijer, J. (2011). Eye tracking: A comprehensive guide to methods and measures. Oxford: Oxford University Press.
- Holzinger, A.; Baernthaler, M.; Pammer, W.; Katz, H.; Bjelic-Radisic, V. & Ziefle, M. (2011). Investigating paper vs. screen in real-life hospital workflows: Performance contradicts perceived superiority of paper in the user experience. In: International Journal of Human-Computer Studies 69(9), 563-570.
- IFeL/eLeDia (2013). Learning Usability. URL: http://www.learningusability.ch [2013-07-11].
- Just, M. A. & Carpenter, P. A. (1980). A theory of reading: From eye fixations to comprehension, Psychological Review 87(4), 329-354.
- Lindsay, P. H. & Norman, D. A. (1981). Einführung in die Psychologie. Informationsaufnahme und -verarbeitung beim Menschen. Berlin: Springer.
- Norman D. A. (2005). Emotional Design: Why we love (or hate) everyday things. New York: Basic Books.
- Rakoczi, G. (2010). Userverhalten beim E-Learning - Eine Eye Tracking Studie des Lernsystems Moodle. Saarbrücken: VDM Verlag Dr. Müller.
- Siegenthaler, E.; Bochud, Y.; Bergamin, P. & Wurtz, P. (2012). Reading on LCD vs. e-Ink displays: Effects on fatigue and visual strain. Ophthalmic and Physiological Optics 32(5), 367-374.
- Siegenthaler, E.; Wurtz, P.; Bergamin, P. & Groner, R. (2011). Comparing reading processes on e-ink displays and print. Displays 32(5), 268-273.
- Ware, C. (2000). Information Visualization: Perception for Design. San Francisco (CA): Morgan Kaufmann.
- Ware, C. (2008). Visual Thinking for Design. Amsterdam: Morgan Kaufmann.

Revision #2
Created 2025-02-28 21:16:11 UTC by Bernd Grabner
Updated 2026-02-13 14:20:43 UTC by Github Admin