LITTERATURLISTA, VT2020:

KOGP06 Kognitionsvetenskap: Kognition, interaktion och design, 7,5 hp

Fastställd av Filosofiska institutionens styrelse 2017-12-01

Ballard, D. H., Hayhoe, M. M., Pook, P. K., Rao, R. P. N. (1997). Deictic codes for the embodiment of cognition. *Behavioral and Brain Sciences*, 20: 723-767.

Brooks, R., A. (1991). Intelligence without reason. In *Proceedings of the 12th international joint conference on Artificial intelligence - Volume 1 (IJCAI'91)*, John Mylopoulos and Ray Reiter (Eds.), Vol. 1. Morgan Kaufmann Publishers Inc., San Francisco, CA, USA, 569-595.

Gibson, J., J. (1972/2002). A theory of direct visual perception. In Noe, A. & Thomson, E. A. (eds.) *Vision and Mind: Selected readings in the philosophy of perception*. MIT Press, Cambridge MA: 77-89.

Gärdenfors, P. (2008). Cognitive science: from computers to anthills as models ofhuman thought, I Gärdenfors, P. & Wallin, A. (red.), *A Smorgasbord of Cognitive Science*, Nya Doxa.

Hutchins, E. (1995). "How a cockpit remembers its speeds". *Cognitive Science*, 19, 265–288.

Kirsh, D. & Maglio, P. (1994). On distinguishing epistemic from pragmatic action. *Cognitive Science*, 18, 513-49.

Kirsh, D. (1996). Adapting the environment instead of oneself. *Adaptive Behavior*, 4(3-4), 415-52.

Lave, J. (1988). *Cognition in practice: Mind, mathematics and culture in everyday life*. Cambridge: Cambridge University Press. Kapitel 7. Delas ut i samband med första föreläsningen.

Newell, A., Shaw, J., C. & Simon, H., A. (1958). Elements of a theory of human problem solving. *Psychological Review*, 65(3), 151-66.

Norman, D., A. (1993). Cognition in the head and in the world: An introduction to the special issue on situated action. *Cognitive Science* 17(1), 1-6.

Norman, D., A. (2002). *The Design of Everyday Things*. New York: Doubleday.

O'Regan, J.K. and A. Noë (2001). "A Sensorimotor Account of Vision and Visual Consciousness", *Behavioral and Brain Sciences*, 24: 939–973.

Philip, P., Johansson, P., Hall, L., Balkenius, C., Spivey, M. J. & Richardson, D. C (2015). Biasing moral decisions by exploiting the dynamics of eye gaze. *PNAS* 112: 4170-4175.

Roth, W-M, Jornet, A. (2013). Situated cognition. *Wiley interdicipliary reviews: Cognitive Science*, 4(5): 463–478.

Shneiderman, B. (1983). Direct Manipulation: A Step Beyond Programming Languages. *IEEE*, augusti.

Simon, H., A. (1973). The structure of ill-structured problems. *Artificial Intelligence*, 4, 181-200.

Smith, D.C., Irby, C., Kimball, R., & Verplank, B. (1982). Designing the Star User Interface. *BYTE*, april.
(http://www.guidebookgallery.org/articles/designingthestaruserinterface)

Suchman, L. (1987). *Plans and situated actions: the problem of human – machine interaction*. Cambridge: Cambridge University Press. Kapitel 7. [Suchmans avhandling ligger i litteraturmappen på liveatlund. Den är tillräckligt lik bokkapitlet för att ni ska kunna använda denna istället]

Wallin, A. & de Léon, D. (2008). How should we study interaction? i Gärdenfors, P. & Wallin, A. (red.), *A Smorgasbord of Cognitive Science*, Nya Doxa.

Vera, A., H. & Simon, H., A. (1993). Situated action: A symbolic interpretation. *Cognitive Science*, 17(1), 7–48.