Human-Computer Interaction: Designing for Diverse Users and Domains (Human Factors and Ergonomics)

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Hailed on first publication as a compendium of foundational principles and cutting-edge research, *The Human-Computer Interaction Handbook* has become the gold standard reference in this field. Derived from select chapters of this groundbreaking resource, **Human-Computer Interaction: Designing for Diverse Users and Domains** emphasizes design for users as such as children, older adults, and individuals with physical, cognitive, visual, and hearing impairments. It also discusses HCI in the context of specific domains including healthcare, games, and the aerospace industry.

Topics include the role of gender in HCI, information technology and older adults, motor vehicle driver interfaces, and user-centered design in games. While human-computer interaction may have emerged from within computing, significant contributions have come from a variety of fields including industrial engineering, psychology, education, and graphic design. No where is this more apparent then when designing solutions for users as diverse as children, older adults, and individuals with physical, cognitive, visual, or hearing impairments.

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