

02. UX Fundamentals

- Human Processor Model original publication: <http://iihm.imag.fr/blanch/ens/2009-2010/M1/IHM1/cours/UIR-1986-05-Card.pdf>
- Fitt's Law: <https://www.interaction-design.org/literature/book/the-glossary-of-human-computer-interaction/fitts-s-law>
- Gestalt Principles: <https://www.interaction-design.org/literature/topics/gestalt-principles>
- Seven stages of action and types of knowledge: <https://foundationsofhci.wordpress.com/module-2/>
- Mappings, affordances, constraints: <https://www.amazon.de/Design-Everyday-Things-Revised-Expanded/dp/0465050654>
- Slips and errors: <https://www.interaction-design.org/literature/book/the-glossary-of-human-computer-interaction/human-error-slips-and-mistakes>