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10 DESIGNS THAT FIT An Overview of Fit Conceptualizations in HCI; PART IV IT USE AND IMPACT: BELIEFS AND BEHAVIOR; CHAPTER 11 COMPUTER SELF-EFFICACY A Review; CHAPTER 12 BEHAVIORAL INFORMATION SECURITY An Overview, Results, and Research Agenda CHAPTER 13 INTERPRETING SECURITY IN HUMAN-COMPUTER INTERACTIONS A Semiotic AnalysisPART V IT USE AND IMPACT: AFFECT, AESTHETICS, VALUE, AND SOCIALIZATION; CHAPTER 14 THE ROLE OF AFFECT IN INFORMATION SYSTEMS RESEARCH A Critical Survey and a Research Model; CHAPTER 15 AESTHETICS IN INFORMATION TECHNOLOGY Motivation and Future Research Directions; CHAPTER 16 VALUE SENSITIVE DESIGN AND INFORMATION SYSTEMS; CHAPTER 17 SOCIALIZING CONSISTENCY From Technical Homogeneity to Human Epitome; PART VI REFLECTIONS; CHAPTER 18 ON THE RELATIONSHIP BETWEEN HCI AND TECHNOLOGY ACCEPTANCE RESEARCH CHAPTER 19 HUMAN FACTORS, CHI, AND MISEDITORS AND CONTRIBUTORS; SERIES EDITOR; INDEX

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Sommario/riassunto

Offers the research by a set of authors who span the MIS and HCI fields. This book focuses on the basics of HCI, with emphasis on concepts, issues, theories, and models that are related to understanding human tasks, and the interactions among humans, tasks, information, and technologies in organizational contexts in general.

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