

Bibliografía

- Allen, Sarah. *Pro Smartphone Cross-Platform Development: iPhone, Blackberry, Windows Mobile and Android Development and Distribution*. Estados Unidos: Apress. 2010.
- Baecker, Ronald M. *Readings in human-computer interaction: toward the year 2000*. Estados Unidos: Morgan Kaufmann. 1995.
- Ballard, Barbara. *User Interface Design Guidelines for J2me Midp 2.0*. Estados Unidos: Lulu.com. 2005.
- Berkun, Scott. *The Art of Project Management*. Estados Unidos: O'Reilly. 2005.
- Desikan, Srinivasan. *Software Testing: Principles and Practice*. India: Pearson Education India. 2006.
- De Vries, Marc. *Teaching about Technology*. Países Bajos: Springer. 2005.
- Hughes, Jeffrey. *iPhone and iPad Apps Marketing*. Estados Unidos: Que Publishing, 2010.
- Lienhard, John. *The Engines of our Ingenuity*. Inglaterra: Oxford University Press. 2000.
- Mandel, Theo. *The elements of user interface design*. Estados Unidos: Wiley. 1997.
- Mark, Dave. *iPhone User Interface Design Projects*. Estados Unidos: Apress. 2009.
- Shneiderman, Ben. *Designing the user interface: strategies for effective human-computer interaction*. Estados Unidos: Addison-Wesley. 2009
- Spolsky, Joel. *User Interface Design for Programmers*. Estados Unidos: Apress, 2001.
- Spolsky, Joel. *More Joel on Software*. Estados Unidos: Apress, 2008.
- Stone, Deborah. *User interface design and evaluation*. Estados Unidos: Morgan Kaufmann. 2005.
- Verma, Pieter. *Philosophy and Design*. Alemania: Springer Science + Business Media. 2008.
- Verma, Pieter. *A Philosophy of Technology*. Australia: Morgan & Claypool Publishers. 2008
- Wheeler, Alina. *Designing Brand Identity: an essential guide for the entire branding team*. Estados Unidos: John Wiley & Sons, Inc., 2009.
- Wooldridge, Dave. *The Business of iPhone App Development*. Estados Unidos: Apress, 2010.