
Contents

List of Figures	vii
List of Tables	ix
Acknowledgments	xi
I Activity Theory in Interaction Design	1
1 Introduction	3
2 Do We Need Theory in Interaction Design?	15
3 Activity Theory in a Nutshell	29
4 Interaction Design Informed by Activity Theory	73
5 A Design Application of Activity Theory: The UMEA System	117
II Advanced Issues in Activity Theory	135
6 Objectively Speaking	137
7 Objects of Desire	153
8 Historical Currents in the Development of Activity Theory	173
III Theory in Interaction Design	193
9 Postcognitivist Theories in Interaction Design	195
10 Artifacts, Agency, and (A)symmetry	237
11 Looking Forward	253
Appendix A: The Activity Checklist	269
Appendix B: Online Resources on Activity Theory	279
Notes	283
References	293
Index	325