DM2603 - Design communication

Module leader: Danah Abdullah

Additional tutor: Timothy Minton



Ambrose, G., & Harris, P. (2011). Layout (2nd ed, Vol. 02). AVA Academia. https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4654149

Ambrose, G., & Harris, P. (2012a). Format (2nd edition, Vol. 01). AVA Academia.

Ambrose, G., & Harris, P. (2012b). Format (2nd edition, Vol. 01). AVA Academia.

Ambrose, G., & Harris, P. (2015). The layout book (Second edition). Fairchild Books, an imprint of Bloomsbury Publishing Plc.

Ambrose, G., Harris, P., & Mono (Firm). (2003). This way up: original approaches to packaging design. RotoVision.

Bierut, M. (Ed.). (2002). Looking closer 4: critical writings on graphic design. Allworth Press. http://search.ebscohost.com/login.aspx?authtype=ip,shib&custid=s1123049&direct=true&db=nlebk&db=nlabk&site=ehost-live&scope=site&AN =646967

Bierut, M. (2015a). How to use graphic design to sell things, explain things, make things look better, make people laugh, make people cry, and (every once in a while) change the world. Thames & Hudson.

Bierut, M. (2015b). How to use graphic design to sell things, explain things, make things look better, make people laugh, make people cry, and (every once in a while) change the world. Thames & Hudson.

Bierut, M. (2015c). How to use graphic design to sell things, explain things, make things look better, make people laugh, make people cry, and (every once in a while) change the world. Thames & Hudson.

Brower, S. (2016). Inside art direction: interviews and case studies. Fairchild Books, an imprint of Bloomsbury Publishing Plc.

https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=6941307

Clark, J. (5 C.E.). How We Hold Our Gadgets. In Designing for Touch. A Book Apart. https://alistapart.com/article/how-we-hold-our-gadgets

Dabner, D., Stewart, S., & Vickress, A. (2017). Graphic design school: the principles and practice of graphic design. In Graphic design school: the principles and practice of graphic design (Sixth edition, pp. 102–123). Wiley.

https://contentstore.cla.co.uk/secure/link?id=51cabbb4-2040-e911-80cd-005056af4099

Design Matters with Debbie Millman: Andrew Gibbs by Design Matters | Free Listening on SoundCloud. (n.d.). https://soundcloud.com/designmatters/design-matters-with-debbie-117

Dieline. (n.d.). https://beta.thedieline.com/

Escobar, A. (2018). Designs for the pluriverse: radical interdependence, autonomy, and the making of worlds. Duke University Press.

https://ebookcentral.proguest.com/lib/brunelu/detail.action?docID=5322528

Eye on Design, & notamuse. (3 C.E.). We Surveyed Gender Equality at the World's Biggest Design Conferences—and the Numbers Are In | Eye on Design.

https://eyeondesign.aiga.org/gender-equality-at-design-conferences-by-the-numbers/

Fadell, T. (n.d.). Tony Fadell: The first secret of design is ... noticing | TED Talk. https://www.ted.com/talks/tony_fadell_the_first_secret_of_design_is_noticing?language=en

Fry, T. (2018a). Design futuring: sustainability, ethics and new practice. In Design futuring: sustainability, ethics and new practice (pp. 1–16). Bloomsbury Visual Arts. https://contentstore.cla.co.uk/secure/link?id=860a9366-d7ec-e811-80cd-005056af4099

Fry, T. (2018b). Design futuring: sustainability, ethics and new practice. In Design futuring: sustainability, ethics and new practice (pp. 19–28). Bloomsbury Visual Arts. https://contentstore.cla.co.uk/secure/link?id=5acfc65d-d8ec-e811-80cd-005056af4099

Gatter, M., & Gatter, M. (2010). Production for print (Rev. and expanded ed). Laurence King.

http://lib.myilibrary.com/browse/open.asp?id=664371&entityid=https://idp.brunel.ac.uk/entity

Giesecke, F. E. (2018a). Modern graphics communication (Fifth edition). Prentice Hall.

Giesecke, F. E. (2018b). Modern graphics communication (Fifth edition). Prentice Hall.

Giesecke, F. E. (2018c). Modern graphics communication (Fifth edition). Prentice Hall.

Giesecke, F. E. (2018d). Modern graphics communication (Fifth edition). Prentice Hall.

Giesecke, F. E. (2018e). Modern graphics communication (Fifth edition). Prentice Hall.

Giesecke, F. E. (2018f). Modern graphics communication (Fifth edition). Prentice Hall.

Giesecke, F. E. (2018g). Modern graphics communication (Fifth edition). Prentice Hall.

Giesecke, F. E. (2018h). Modern graphics communication (Fifth edition). Prentice Hall.

Giesecke, F. E. (2018i). Modern graphics communication (Fifth edition). Prentice Hall.

Giesecke, F. E. (2018j). Modern graphics communication (Fifth edition). Prentice Hall.

Gleeson, R. (2012). Renny Gleeson: 404, the story of a page not found | TED Talk.

https://www.ted.com/talks/renny_gleeson_404_the_story_of_a_page_not_found?language=en

Haig, M. & ProQuest (Firm). (2011). Brand failures: the truth about the 100 biggest branding mistakes of all time (Second edition). Kogan Page. http://ebookcentral.proguest.com/lib/brunelu/detail.action?docID=692439

Heller, S., & Talarico, L. (2010a). Graphic: inside the sketchbooks of the world's great graphic designers. Thames & Hudson.

Heller, S., & Talarico, L. (2010b). Graphic: inside the sketchbooks of the world's great graphic designers. Thames & Hudson.

Heller, S., & Vienne, V. (Eds.). (2006). The education [of] an art director. Allworth Press.

Heller, S., & Vienne, V. (2009). Art direction explained, at last! Laurence King.

Helvert, M. van (Ed.). (2016a). The responsible object: a history of design ideology for the future. Valiz.

Helvert, M. van (Ed.). (2016b). The responsible object: a history of design ideology for the future. Valiz.

Holmes, K. (2018). Mismatch: how inclusion shapes design. The MIT Press.

Improving Service Experience by Design at Decathlon. (2017). http://masedi.myblog.arts.ac.uk/files/2017/09/decathlon2017masediual.pdf

Kirkham, P. (1996). Gendered object. St Martins / Manchester University Press.

Klanten, R., Ehmann, S., & Hèubner, M. (2009a). Tangible: High touch visuals. Gestalten.

Klanten, R., Ehmann, S., & Hèubner, M. (2009b). Tangible: High touch visuals. Gestalten.

Klanten, R., & Sinofzik, A. (2012). High touch: tactile design and visual explorations. Gestalten.

Lupton, E. (2017a). Design is storytelling. Cooper Hewitt.

Lupton, E. (2017b). Design is storytelling. Cooper Hewitt.

Lupton, E. (2017c). Design is storytelling. Cooper Hewitt.

Lupton, E. (2017d). Design is storytelling. Cooper Hewitt.

Lupton, E., & Miller, J. A. (1999). Design writing research: writing on graphic design. In Design writing research: writing on graphic design (pp. 121–134). Phaidon. https://contentstore.cla.co.uk/secure/link?id=731e2313-2040-e911-80cd-005056af4099

Marc Stickdorn. (2014). This is Service Design Thinking. Basics - Tools - Cases. BIS; 01 edition. https://www.amazon.co.uk/This-Service-Design-Thinking-Basics/dp/906369279X

Millman, D. & ProQuest (Firm). (2011). Brand thinking and other noble pursuits. Allworth Press. https://ebookcentral.proguest.com/lib/brunelu/detail.action?docID=3404425

Millman, D. & ProQuest (Firm). (2012). Brand Bible: the complete guide to building, designing, and sustaining brands. Rockport Publishers.

https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3399596

Mirzoeff, N. (2015). How to see the world. In How to see the world (Vol. 8, pp. 29–69). Pelican, an imprint of Penguin Books.

https://contentstore.cla.co.uk/secure/link?id=936ba75c-2040-e911-80cd-005056af4099

Moggridge, B. (2007). Designing interactions. MIT Press.

http://lib.myilibrary.com/browse/open.asp?id=209775&entityid=https://idp.brunel.ac.uk/entity

Olins, W. (1989). Corporate identity: making business strategy visible through design. In Corporate identity: making business strategy visible through design (pp. 146–163). Thames and Hudson.

https://contentstore.cla.co.uk/secure/link?id=c4ebc64d-1f40-e911-80cd-005056af4099

Olins, W. (2008a). The brand handbook. In The brand handbook (pp. 44–52). Thames & Hudson.

https://contentstore.cla.co.uk/secure/link?id=88b4d815-1740-e911-80cd-005056af4099

Olins, W. (2008b). The brand handbook. Thames & Hudson.

Olins, W. (2014). Brand new: the shape of brands to come. Thames & Hudson. http://lib.myilibrary.com/browse/open.asp?id=698403&entityid=https://idp.brunel.ac.uk/entity

Penin, L. (2018). An Introduction to Service Design: Designing the Invisible: Lara Penin: Bloomsbury Visual Arts. Bloomsbury.

https://www.bloomsbury.com/uk/an-introduction-to-service-design-9781472572585/

Planchard, D. C. (2017a). Solidworks 2017 tutorial with video instruction: a step-by-step project based approach utilizing 3D solid modeling. SDC Publications.

Planchard, D. C. (2017b). Solidworks 2017 tutorial with video instruction: a step-by-step project based approach utilizing 3D solid modeling. SDC Publications.

Planchard, D. C. (2017c). Solidworks 2017 tutorial with video instruction: a step-by-step project based approach utilizing 3D solid modeling. SDC Publications.

Planchard, D. C. (2017d). Solidworks 2017 tutorial with video instruction: a step-by-step project based approach utilizing 3D solid modeling. SDC Publications.

Planchard, D. C. (2017e). Solidworks 2017 tutorial with video instruction: a step-by-step project based approach utilizing 3D solid modeling. SDC Publications.

Planchard, D. C. (2017f). Solidworks 2017 tutorial with video instruction: a step-by-step project based approach utilizing 3D solid modeling. SDC Publications.

Planchard, D. C. (2017g). Solidworks 2017 tutorial with video instruction: a step-by-step project based approach utilizing 3D solid modeling. SDC Publications.

Planchard, D. C. (2017h). Solidworks 2017 tutorial with video instruction: a step-by-step project based approach utilizing 3D solid modeling. SDC Publications.

Planchard, D. C. (2017i). Solidworks 2017 tutorial with video instruction: a step-by-step project based approach utilizing 3D solid modeling. SDC Publications.

Planchard, D. C. (2017j). Solidworks 2017 tutorial with video instruction: a step-by-step project based approach utilizing 3D solid modeling. SDC Publications.

Polaine, A., L2vlie, L., Reason, B., & Thackara, J. (2013). Service design: from insight to implementation. Rosenfeld Media.

http://lib.myilibrary.com/browse/open.asp?id=611205&entityid=https://idp.brunel.ac.uk/entity

Rawsthorn, A. (2018a). Design as an attitude (Vol. 28). JRP/Ringier.

Rawsthorn, A. (2018b). Design as an attitude (Vol. 28). JRP/Ringier.

Rawsthorn, A. (2018c). Design as an attitude (Vol. 28). JRP/Ringier.

Sangiorgi, D., & Prendiville, A. (Eds.). (2017). Designing for service: key issues and new directions. Bloomsbury Academic.

https://ebookcentral.proguest.com/lib/brunelu/detail.action?docID=4789950

Scotford, M. (n.d.). Messy History vs. Neat History: Toward an Expanded View of Women in Graphic Design. Visual Language, 28(4), 367–387. http://visiblelanguagejournal.com/issue/105/article/357

Shaughnessy, A. (2009). Graphic design: a user's manual. In Graphic design: a user's manual (pp. 243–246). Laurence King.

https://contentstore.cla.co.uk/secure/link?id=57d63ae0-0b2e-e911-80cd-005056af4099

Shore, R. (2014). Post-Photography: The Artist with a Camera. Laurence King. https://www.amazon.co.uk/Post-Photography-Artist-Camera-Elephant-2014-09-08/dp/B018 4VX3LO/ref=sr_1_2?s=books&ie=UTF8&qid=1537349810&sr=1-2&ke ywords=Post+Photography+-+The+Artist+with+a+Camera%2C+Robert+Shore%2C

Stickdorn, M., & Schneider, J. (2011). This is service design thinking: basics, tools, cases. BIS Publishers.

http://search.ebscohost.com/login.aspx?authtype=ip,shib&custid=s1123049&direct=true&db=nlebk&db=nlabk&site=ehost-live&scope=site&AN=638210

The Observatory Episode 95: Back to Basics: Design Observer. (n.d.). https://www.designobserver.com/feature/episode-95-back-to-basics/40003/

The Principles of Service Design Thinking - Building Better Services | Interaction Design Foundation. (n.d.).

https://www.interaction-design.org/literature/article/the-principles-of-service-design-thinkin

g-building-better-services

Thomas, S. (2017). Eye Magazine | Feature | Living and decaying in the plastic age. http://www.eyemagazine.com/feature/article/living-and-decaying-in-the-plastic-age

Wheeler, A. (2017a). Designing brand identity: an essential guide for the entire branding team (Fifth edition). John Wiley & Sons, Inc.

http://lib.myilibrary.com/browse/open.asp?id=1035470&entityid=https://idp.brunel.ac.uk/entity

Wheeler, A. (2017b). Designing brand identity: an essential guide for the entire branding team (Fifth edition). John Wiley & Sons, Inc.

http://lib.myilibrary.com/browse/open.asp?id=1035470&entityid=https://idp.brunel.ac.uk/entity

Zahirovic, A., Lowgren, J., Carroll, J., Hassenzahl, M., & Erickson, T. (n.d.). The Encyclopedia of Human-Computer Interaction, 2nd Ed. | Interaction Design Foundation (2nd ed.). https://www.interaction-design.org/literature/book/the-encyclopedia-of-human-computer-in teraction-2nd-ed