DM2603 - Design communication

Module leader: Danah Abdullah

Additional tutor: Timothy Minton

Ambrose, G. and Harris, P. (2011) Layout. 2nd ed. Lausanne, Switzerland: AVA Academia. Available at: https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4654149.

Ambrose, G. and Harris, P. (2012a) Format. 2nd edition. Lausanne: AVA Academia.

Ambrose, G. and Harris, P. (2012b) Format. 2nd edition. Lausanne: AVA Academia.

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

Ambrose, G., Harris, P., and Mono (Firm) (2003) This way up: original approaches to packaging design. Crans-Práes-Câeligny: RotoVision.

Bierut, M. (ed.) (2002) Looking closer 4: critical writings on graphic design. New York: Allworth Press. Available at:
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. London: 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. London: 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. London: Thames & Hudson.

Brower, S. (2016) Inside art direction: interviews and case studies. London: Fairchild Books, an imprint of Bloomsbury Publishing Plc. Available at:
https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=6941307.

Clark, J. (5AD) 'How We Hold Our Gadgets', in Designing for Touch. New York, USA: A Book Apart. Available at: https://alistapart.com/article/how-we-hold-our-gadgets.

Dabner, D., Stewart, S. and 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. Hoboken, New Jersey: Wiley, pp. 102–123. Available at: 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 (no date). Available at: https://soundcloud.com/designmatters/design-matters-with-debbie-117.

Dieline (no date). Available at: https://beta.thedieline.com/.

Escobar, A. (2018) Designs for the pluriverse: radical interdependence, autonomy, and the making of worlds. Durham, North Carolina: Duke University Press. Available at: https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=5322528.

Eye on Design and notamuse (3AD) 'We Surveyed Gender Equality at the World's Biggest Design Conferences—and the Numbers Are In || Eye on Design'. Available at: https://eyeondesign.aiga.org/gender-equality-at-design-conferences-by-the-numbers/.

Fadell, T. (no date) 'Tony Fadell: The first secret of design is … noticing | TED Talk'. Available at: 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. London: Bloomsbury Visual Arts, pp. 1–16. Available at: 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. London: Bloomsbury Visual Arts, pp. 19–28. Available at: https://contentstore.cla.co.uk/secure/link?id=5acfc65d-d8ec-e811-80cd-005056af4099.

Gatter, M. and Gatter, M. (2010) Production for print. Rev. and expanded ed. London: Laurence King. Available at: 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. Boston: Prentice Hall.

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

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

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

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

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

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

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

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

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

Gleeson, R. (2012) 'Renny Gleeson: 404, the story of a page not found | TED Talk'. Available at: https://www.ted.com/talks/renny_gleeson_404_the_story_of_a_page_not_found?language=en.

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

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

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

Heller, S. and Vienne, V. (eds) (2006) The education [of] an art director. New York: Allworth Press.

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

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

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

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

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

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

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

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

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

Lupton, E. (2017a) Design is storytelling. New York, NY: Cooper Hewitt.

Lupton, E. (2017b) Design is storytelling. New York, NY: Cooper Hewitt.

Lupton, E. (2017c) Design is storytelling. New York, NY: Cooper Hewitt.

Lupton, E. (2017d) Design is storytelling. New York, NY: Cooper Hewitt.

Lupton, E. and Miller, J.A. (1999) 'Design writing research: writing on graphic design', in Design writing research: writing on graphic design. London: Phaidon, pp. 121–134. Available at: 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. Available at: https://www.amazon.co.uk/This-Service-Design-Thinking-Basics/dp/906369279X.

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

Millman, D. and ProQuest (Firm) (2012) Brand Bible: the complete guide to building, designing, and sustaining brands. Beverly, Mass: Rockport Publishers. Available at: https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3399596.

Mirzoeff, N. (2015) 'How to see the world', in How to see the world. [London] UK: Pelican, an imprint of Penguin Books, pp. 29–69. Available at: https://contentstore.cla.co.uk/secure/link?id=936ba75c-2040-e911-80cd-005056af4099.

Moggridge, B. (2007) Designing interactions. Cambridge, Mass: MIT Press. Available at: 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. London: Thames and Hudson, pp. 146–163. Available at: https://contentstore.cla.co.uk/secure/link?id=c4ebc64d-1f40-e911-80cd-005056af4099.

Olins, W. (2008a) 'The brand handbook', in The brand handbook. London: Thames & Hudson, pp. 44–52. Available at: https://contentstore.cla.co.uk/secure/link?id=88b4d815-1740-e911-80cd-005056af4099.

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

Olins, W. (2014) Brand new: the shape of brands to come. London: Thames & Hudson. Available at:

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. Available at: 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. Mission, KS: SDC Publications.

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

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

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

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

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

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

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

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

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

Polaine, A. et al. (2013) Service design: from insight to implementation. Brooklyn, New York: Rosenfeld Media. Available at: http://lib.myilibrary.com/browse/open.asp?id=611205&entityid=https://idp.brunel.ac.uk/entity.

Rawsthorn, A. (2018a) Design as an attitude. Zurich: JRP/Ringier.

Rawsthorn, A. (2018b) Design as an attitude. Zurich: JRP/Ringier.

Rawsthorn, A. (2018c) Design as an attitude. Zurich: JRP/Ringier.

Sangiorgi, D. and Prendiville, A. (eds) (2017) Designing for service: key issues and new directions. London: Bloomsbury Academic. Available at: https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4789950.

Scotford, M. (no date) 'Messy History vs. Neat History: Toward an Expanded View of Women in Graphic Design', Visual Language, 28(4), pp. 367–387. Available at: http://visiblelanguagejournal.com/issue/105/article/357.

Shaughnessy, A. (2009) 'Graphic design: a user's manual', in Graphic design: a user's manual. London: Laurence King, pp. 243–246. Available at: https://contentstore.cla.co.uk/secure/link?id=57d63ae0-0b2e-e911-80cd-005056af4099.

Shore, R. (2014) Post-Photography: The Artist with a Camera. London: Laurence King. Available at: 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. and Schneider, J. (2011) This is service design thinking: basics, tools, cases. Amsterdam, The Netherlands: BIS Publishers. Available at: http://search.ebscohost.com/login.aspx?authtype=ip,shib&custid=s1123049&dir ect=true&db=nlebk&db=nlabk&site=ehost-live&scope=site&AN =638210.

'The Observatory Episode 95: Back to Basics: Design Observer' (no date). Available at: https://www.designobserver.com/feature/episode-95-back-to-basics/40003/.

The Principles of Service Design Thinking - Building Better Services | Interaction Design Foundation (no date). Available at: 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'. Available at: 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. Hoboken, New Jersey: John Wiley & Sons, Inc. Available at: 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. Hoboken, New Jersey: John Wiley & Sons, Inc. Available at: http://lib.myilibrary.com/browse/open.asp?id=1035470&entityid=https://idp.brunel.ac .uk/entity.

Zahirovic, A. et al. (no date) The Encyclopedia of Human-Computer Interaction, 2nd Ed. | Interaction Design Foundation. 2nd edn. Available at: https://www.interaction-design.org/literature/book/the-encyclopedia-of-human-computer-in teraction-2nd-ed.