DM2603 - Design communication

Module leader: Danah Abdullah

Additional tutor: Timothy Minton



Ambrose, Gavin, and Paul Harris. Format. 2nd edition. Vol. 01. Lausanne: AVA Academia, 2012. Print.

- ---. Format. 2nd edition. Vol. 01. Lausanne: AVA Academia, 2012. Print.
- ---. Layout. 2nd ed. Vol. 02. Lausanne, Switzerland: AVA Academia, 2011. Web. https://ebookcentral.proguest.com/lib/brunelu/detail.action?docID=4654149.
- ---. The Layout Book. Second edition. London: Fairchild Books, an imprint of Bloomsbury Publishing Plc, 2015. Print.

Ambrose, Gavin, Paul Harris, and Mono (Firm). This Way up: Original Approaches to Packaging Design. Crans-Práes-Câeligny: RotoVision, 2003. Print.

Bierut, Michael. 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, 2015. Print.

- ---. 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, 2015. Print.
- ---. 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, 2015. Print.
- ---, ed. Looking Closer 4: Critical Writings on Graphic Design. New York: Allworth Press, 2002. Web.
- ." N=646967>.

Brower, Steven. Inside Art Direction: Interviews and Case Studies. London: Fairchild Books, an imprint of Bloomsbury Publishing Plc, 2016. Web.

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

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

Dabner, David, Sandra Stewart, and Abbie Vickress. 'Graphic Design School: The Principles and Practice of Graphic Design'. Graphic Design School: The Principles and Practice of

Graphic Design. Sixth edition. Hoboken, New Jersey: Wiley, 2017. 102–123. Web. 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.p., n.d. Web.

https://soundcloud.com/designmatters/design-matters-with-debbie-117.

'Dieline'. N.p., n.d. Web. https://beta.thedieline.com/>.

Escobar, Arturo. Designs for the Pluriverse: Radical Interdependence, Autonomy, and the Making of Worlds. Durham, North Carolina: Duke University Press, 2018. Web. https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=5322528.

Eye on Design, and notamuse. 'We Surveyed Gender Equality at the World's Biggest Design Conferences—and the Numbers Are In | Eye on Design'. (3AD): n. pag. Web. https://eyeondesign.aiga.org/gender-equality-at-design-conferences-by-the-numbers/. Fadell, Tony. 'Tony Fadell: The First Secret of Design Is ... Noticing | TED Talk'. Web. https://www.ted.com/talks/tony_fadell_the_first_secret_of_design_is_noticing?language=e n>.

Fry, Tony. 'Design Futuring: Sustainability, Ethics and New Practice'. Design Futuring: Sustainability, Ethics and New Practice. London: Bloomsbury Visual Arts, 2018. 1–16. Web. https://contentstore.cla.co.uk/secure/link?id=860a9366-d7ec-e811-80cd-005056af4099

---. 'Design Futuring: Sustainability, Ethics and New Practice'. Design Futuring: Sustainability, Ethics and New Practice. London: Bloomsbury Visual Arts, 2018. 19–28. Web.

https://contentstore.cla.co.uk/secure/link?id=5acfc65d-d8ec-e811-80cd-005056af4099>.

Gatter, Mark, and Mark Gatter. Production for Print. Rev. and expanded ed. London: Laurence King, 2010. Web.

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

Giesecke, Frederick E. Modern Graphics Communication. Fifth edition. Boston: Prentice Hall, 2018. Print.

- ---. Modern Graphics Communication. Fifth edition. Boston: Prentice Hall, 2018. Print.
- ---. Modern Graphics Communication. Fifth edition. Boston: Prentice Hall, 2018. Print.
- ---. Modern Graphics Communication. Fifth edition. Boston: Prentice Hall, 2018. Print.
- ---. Modern Graphics Communication. Fifth edition. Boston: Prentice Hall, 2018. Print.
- ---. Modern Graphics Communication. Fifth edition. Boston: Prentice Hall, 2018. Print.
- ---. Modern Graphics Communication. Fifth edition. Boston: Prentice Hall, 2018. Print.

- ---. Modern Graphics Communication. Fifth edition. Boston: Prentice Hall, 2018. Print.
- ---. Modern Graphics Communication. Fifth edition. Boston: Prentice Hall, 2018. Print.
- ---. Modern Graphics Communication. Fifth edition. Boston: Prentice Hall, 2018. Print.

Gleeson, Renny. 'Renny Gleeson: 404, the Story of a Page Not Found | TED Talk'. 2012. Web.

..

Haig, Matt and ProQuest (Firm). Brand Failures: The Truth about the 100 Biggest Branding Mistakes of All Time. Second edition. London: Kogan Page, 2011. Web. http://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=692439.

Heller, Steven, and Lita Talarico. Graphic: Inside the Sketchbooks of the World's Great Graphic Designers. London: Thames & Hudson, 2010. Print.

---. Graphic: Inside the Sketchbooks of the World's Great Graphic Designers. London: Thames & Hudson, 2010. Print.

Heller, Steven, and Vâeronique Vienne. Art Direction Explained, at Last! London: Laurence King, 2009. Print.

---, eds. The Education [of] an Art Director. New York: Allworth Press, 2006. Print.

Helvert, Marjanne van, ed. The Responsible Object: A History of Design Ideology for the Future. Amsterdam: Valiz, 2016. Print.

---, ed. The Responsible Object: A History of Design Ideology for the Future. Amsterdam: Valiz, 2016. Print.

Holmes, Kat. Mismatch: How Inclusion Shapes Design. Cambridge, Massachusetts: The MIT Press, 2018. Print.

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

Kirkham, Pat. Gendered Object. Manchester: St Martins / Manchester University Press, 1996. Print.

Klanten, Robert, S. Ehmann, and M. Hèubner. Tangible: High Touch Visuals. Berlin: Gestalten, 2009. Print.

---. Tangible: High Touch Visuals. Berlin: Gestalten, 2009. Print.

Klanten, Robert, and Anna Sinofzik. High Touch: Tactile Design and Visual Explorations. Berlin: Gestalten, 2012. Print.

Lupton, Ellen. Design Is Storytelling. New York, NY: Cooper Hewitt, 2017. Print.

---. Design Is Storytelling. New York, NY: Cooper Hewitt, 2017. Print.

- ---. Design Is Storytelling. New York, NY: Cooper Hewitt, 2017. Print.
- ---. Design Is Storytelling. New York, NY: Cooper Hewitt, 2017. Print.

Lupton, Ellen, and J. Abbott Miller. 'Design Writing Research: Writing on Graphic Design'. Design Writing Research: Writing on Graphic Design. London: Phaidon, 1999. 121–134. Web.

https://contentstore.cla.co.uk/secure/link?id=731e2313-2040-e911-80cd-005056af4099>

Marc Stickdorn. This Is Service Design Thinking. Basics - Tools - Cases. BIS; 01 edition, 2014. Web.

https://www.amazon.co.uk/This-Service-Design-Thinking-Basics/dp/906369279X>.

Millman, Debbie and ProQuest (Firm). Brand Bible: The Complete Guide to Building, Designing, and Sustaining Brands. Beverly, Mass: Rockport Publishers, 2012. Web. https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3399596.

---. Brand Thinking and Other Noble Pursuits. New York: Allworth Press, 2011. Web. https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3404425.

Mirzoeff, Nicholas. 'How to See the World'. How to See the World. Vol. 8. [London] UK: Pelican, an imprint of Penguin Books, 2015. 29–69. Web.

< https://contentstore.cla.co.uk/secure/link?id = 936ba75c-2040-e911-80cd-005056af4099 > 0.00006af4099 > 0.0006af4099 > 0.00006af4099 > 0.0006af4099 > 0.0006af409 > 0.0006af40000000

Moggridge, Bill. Designing Interactions. Cambridge, Mass: MIT Press, 2007. Web. ">http://idp.brunel.ac.uk/entity>">http://idp.brunel.ac.uk/entity>">http://idp.brunel.ac.uk/entity>">https://idp.brunel.ac.uk/

Olins, Wally. Brand New: The Shape of Brands to Come. London: Thames & Hudson, 2014. Web.

http://lib.myilibrary.com/browse/open.asp?id=698403&entityid=https://idp.brunel.ac.uk/entity>.

---. 'Corporate Identity: Making Business Strategy Visible through Design'. Corporate Identity: Making Business Strategy Visible through Design. London: Thames and Hudson, 1989. 146–163. Web.

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

---. 'The Brand Handbook'. The Brand Handbook. London: Thames & Hudson, 2008. 44–52. Web.

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

---. The Brand Handbook. London: Thames & Hudson, 2008. Print.

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

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

Planchard, David C. Solidworks 2017 Tutorial with Video Instruction: A Step-by-Step Project Based Approach Utilizing 3D Solid Modeling. Mission, KS: SDC Publications, 2017. Print.

- ---. Solidworks 2017 Tutorial with Video Instruction: A Step-by-Step Project Based Approach Utilizing 3D Solid Modeling. Mission, KS: SDC Publications, 2017. Print.
- ---. Solidworks 2017 Tutorial with Video Instruction: A Step-by-Step Project Based Approach Utilizing 3D Solid Modeling. Mission, KS: SDC Publications, 2017. Print.
- ---. Solidworks 2017 Tutorial with Video Instruction: A Step-by-Step Project Based Approach Utilizing 3D Solid Modeling. Mission, KS: SDC Publications, 2017. Print.
- ---. Solidworks 2017 Tutorial with Video Instruction: A Step-by-Step Project Based Approach Utilizing 3D Solid Modeling. Mission, KS: SDC Publications, 2017. Print.
- ---. Solidworks 2017 Tutorial with Video Instruction: A Step-by-Step Project Based Approach Utilizing 3D Solid Modeling. Mission, KS: SDC Publications, 2017. Print.
- ---. Solidworks 2017 Tutorial with Video Instruction: A Step-by-Step Project Based Approach Utilizing 3D Solid Modeling. Mission, KS: SDC Publications, 2017. Print.
- ---. Solidworks 2017 Tutorial with Video Instruction: A Step-by-Step Project Based Approach Utilizing 3D Solid Modeling. Mission, KS: SDC Publications, 2017. Print.
- ---. Solidworks 2017 Tutorial with Video Instruction: A Step-by-Step Project Based Approach Utilizing 3D Solid Modeling. Mission, KS: SDC Publications, 2017. Print.
- ---. Solidworks 2017 Tutorial with Video Instruction: A Step-by-Step Project Based Approach Utilizing 3D Solid Modeling. Mission, KS: SDC Publications, 2017. Print.

Polaine, Andrew et al. Service Design: From Insight to Implementation. Brooklyn, New York: Rosenfeld Media, 2013. Web.

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

Rawsthorn, Alice. Design as an Attitude. Vol. 28. Zurich: JRP/Ringier, 2018. Print.

- ---. Design as an Attitude. Vol. 28. Zurich: JRP/Ringier, 2018. Print.
- ---. Design as an Attitude. Vol. 28. Zurich: JRP/Ringier, 2018. Print.

Sangiorgi, Daniela, and Alison Prendiville, eds. Designing for Service: Key Issues and New Directions. London: Bloomsbury Academic, 2017. Web.

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

Scotford, Martha. 'Messy History vs. Neat History: Toward an Expanded View of Women in Graphic Design'. Visual Language 28.4 367–387. Web.

http://visiblelanguagejournal.com/issue/105/article/357.

Shaughnessy, Adrian. 'Graphic Design: A User's Manual'. Graphic Design: A User's Manual. London: Laurence King, 2009. 243–246. Web.

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

.

Shore, Robert. Post-Photography: The Artist with a Camera. London: Laurence King, 2014. Web.

. Stickdorn, Marc, and Jakob Schneider. This Is Service Design Thinking: Basics, Tools, Cases. Amsterdam, The Netherlands: BIS Publishers, 2011. Web.

.

'The Observatory Episode 95: Back to Basics: Design Observer'. Web. https://www.designobserver.com/feature/episode-95-back-to-basics/40003/>.

'The Principles of Service Design Thinking - Building Better Services | Interaction Design Foundation'. N.p., n.d. Web.

https://www.interaction-design.org/literature/article/the-principles-of-service-design-thinking-building-better-services.

Thomas, Sophie. 'Eye Magazine | Feature | Living and Decaying in the Plastic Age'. (2017): n. pag. Web.

http://www.eyemagazine.com/feature/article/living-and-decaying-in-the-plastic-age.

Wheeler, Alina. Designing Brand Identity: An Essential Guide for the Entire Branding Team. Fifth edition. Hoboken, New Jersey: John Wiley & Sons, Inc, 2017. Web. http://idp.brunel.ac.uk/entity.

---. Designing Brand Identity: An Essential Guide for the Entire Branding Team. Fifth edition. Hoboken, New Jersey: John Wiley & Sons, Inc, 2017. Web. http://lib.myilibrary.com/browse/open.asp?id=1035470&entityid=https://idp.brunel.ac.uk/entity.

Zahirovic, Armin et al. The Encyclopedia of Human-Computer Interaction, 2nd Ed. | Interaction Design Foundation. 2nd ed. N.p. Web.

https://www.interaction-design.org/literature/book/the-encyclopedia-of-human-computer-interaction-2nd-ed.