

# DM2603 - Design communication

Module leader: Danah Abdullah

Additional tutor: Timothy Minton

View Online



- 
1.  
Giesecke FE. Modern graphics communication. Fifth edition. Boston: Prentice Hall; 2018.
  
  2.  
Planchard DC. Solidworks 2017 tutorial with video instruction: a step-by-step project based approach utilizing 3D solid modeling. Mission, KS: SDC Publications; 2017.
  
  3.  
Mirzoeff N. How to see the world. How to see the world [Internet]. [London] UK: Pelican, an imprint of Penguin Books; 2015. p. 29-69. Available from:  
<https://contentstore.cla.co.uk/secure/link?id=936ba75c-2040-e911-80cd-005056af4099>
  
  4.  
Lupton E, Miller JA. Design writing research: writing on graphic design. Design writing research: writing on graphic design [Internet]. London: Phaidon; 1999. p. 121-134. Available from:  
<https://contentstore.cla.co.uk/secure/link?id=731e2313-2040-e911-80cd-005056af4099>
  
  5.  
Planchard DC. Solidworks 2017 tutorial with video instruction: a step-by-step project based approach utilizing 3D solid modeling. Mission, KS: SDC Publications; 2017.

6.

Giesecke FE. Modern graphics communication. Fifth edition. Boston: Prentice Hall; 2018.

7.

Klanten R, Ehmann S, Hèubner M. Tangible: High touch visuals. Berlin: Gestalten; 2009.

8.

Dabner D, Stewart S, Vickress A. Graphic design school: the principles and practice of graphic design. Graphic design school: the principles and practice of graphic design [Internet]. Sixth edition. Hoboken, New Jersey: Wiley; 2017. p. 102–123. Available from: <https://contentstore.cla.co.uk/secure/link?id=51cabbb4-2040-e911-80cd-005056af4099>

9.

Shore R. Post-Photography: The Artist with a Camera [Internet]. London: Laurence King; 2014. Available from: [https://www.amazon.co.uk/Post-Photography-Artist-Camera-Elephant-2014-09-08/dp/B0184VX3LO/ref=sr\\_1\\_2?s=books&ie=UTF8&qid=1537349810&sr=1-2&keywords=Post+Photography+-+The+Artist+with+a+Camera%2C+Robert+Shore%2C](https://www.amazon.co.uk/Post-Photography-Artist-Camera-Elephant-2014-09-08/dp/B0184VX3LO/ref=sr_1_2?s=books&ie=UTF8&qid=1537349810&sr=1-2&keywords=Post+Photography+-+The+Artist+with+a+Camera%2C+Robert+Shore%2C)

10.

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

11.

Klanten R, Ehmann S, Hèubner M. Tangible: High touch visuals. Berlin: Gestalten; 2009.

12.

Plancharde DC. Solidworks 2017 tutorial with video instruction: a step-by-step project based approach utilizing 3D solid modeling. Mission, KS: SDC Publications; 2017.

13.

Giesecke FE. Modern graphics communication. Fifth edition. Boston: Prentice Hall; 2018.

14.

Heller S, Vienne V, editors. The education [of] an art director. New York: Allworth Press; 2006.

15.

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

16.

Brower S. Inside art direction: interviews and case studies [Internet]. London: Fairchild Books, an imprint of Bloomsbury Publishing Plc; 2016. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=6941307>

17.

Ambrose G, Harris P. Layout [Internet]. 2nd ed. Lausanne, Switzerland: AVA Academia; 2011. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4654149>

18.

Ambrose G, Harris P. Format. 2nd edition. Lausanne: AVA Academia; 2012.

19.

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

20.

Giesecke FE. Modern graphics communication. Fifth edition. Boston: Prentice Hall; 2018.

21.

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

22.

Shaughnessy A. Graphic design: a user's manual. Graphic design: a user's manual [Internet]. London: Laurence King; 2009. p. 243-246. Available from: <https://contentstore.cla.co.uk/secure/link?id=57d63ae0-0b2e-e911-80cd-005056af4099>

23.

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

24.

Giesecke FE. Modern graphics communication. Fifth edition. Boston: Prentice Hall; 2018.

25.

Gatter M, Gatter M. Production for print [Internet]. Rev. and expanded ed. London: Laurence King; 2010. Available from: <http://lib.myilibrary.com/browse/open.asp?id=664371&entityid=https://idp.brunel.ac.uk/entity>

26.

Ambrose G, Harris P. Format. 2nd edition. Lausanne: AVA Academia; 2012.

27.

Bierut M. 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.

28.

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

29.

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

30.

Giesecke FE. Modern graphics communication. Fifth edition. Boston: Prentice Hall; 2018.

31.

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

32.

Lupton E. Design is storytelling. New York, NY: Cooper Hewitt; 2017.

33.

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

34.

Giesecke FE. Modern graphics communication. Fifth edition. Boston: Prentice Hall; 2018.

35.

Bierut M, editor. Looking closer 4: critical writings on graphic design [Internet]. New York: Allworth Press; 2002. Available from:  
<http://search.ebscohost.com/login.aspx?authtype=ip,shib&custid=s1123049&direct=true&db=nlebk&db=nlabk&site=ehost-live&scope=site&AN=646967>

36.

Lupton E. Design is storytelling. New York, NY: Cooper Hewitt; 2017.

37.

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

38.

Giesecke FE. Modern graphics communication. Fifth edition. Boston: Prentice Hall; 2018.

39.

Giesecke FE. Modern graphics communication. Fifth edition. Boston: Prentice Hall; 2018.

40.

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

41.

Giesecke FE. Modern graphics communication. Fifth edition. Boston: Prentice Hall; 2018.

42.

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

43.

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

44.

Olins W. The brand handbook. The brand handbook [Internet]. London: Thames & Hudson; 2008. p. 44–52. Available from:  
<https://contentstore.cla.co.uk/secure/link?id=88b4d815-1740-e911-80cd-005056af4099>

45.

Olins W. The brand handbook. London: Thames & Hudson; 2008.

46.

The Observatory Episode 95: Back to Basics: Design Observer [Internet]. Available from:  
<https://www.designobserver.com/feature/episode-95-back-to-basics/40003/>

47.

Olins W. Corporate identity: making business strategy visible through design. Corporate identity: making business strategy visible through design [Internet]. London: Thames and Hudson; 1989. p. 146–163. Available from:  
<https://contentstore.cla.co.uk/secure/link?id=c4ebc64d-1f40-e911-80cd-005056af4099>

48.

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

49.

Lupton E. Design is storytelling. New York, NY: Cooper Hewitt; 2017.

50.

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

51.

Olins W. Brand new: the shape of brands to come [Internet]. London: Thames & Hudson; 2014. Available from: <http://lib.myilibrary.com/browse/open.asp?id=698403&entityid=https://idp.brunel.ac.uk/entity>

52.

Wheeler A. Designing brand identity: an essential guide for the entire branding team [Internet]. Fifth edition. Hoboken, New Jersey: John Wiley & Sons, Inc; 2017. Available from: <http://lib.myilibrary.com/browse/open.asp?id=1035470&entityid=https://idp.brunel.ac.uk/entity>

53.

Fadell T. Tony Fadell: The first secret of design is ... noticing | TED Talk [Internet]. Available from: [https://www.ted.com/talks/tony\\_fadell\\_the\\_first\\_secret\\_of\\_design\\_is\\_noticing?language=en](https://www.ted.com/talks/tony_fadell_the_first_secret_of_design_is_noticing?language=en)

54.

Thomas S. Eye Magazine | Feature | Living and decaying in the plastic age. Eye Magazine; 2017; Available from: <http://www.eyemagazine.com/feature/article/living-and-decaying-in-the-plastic-age>

55.



Dieline [Internet]. Available from: <https://beta.thedieline.com/>

56.

Design Matters with Debbie Millman: Andrew Gibbs by Design Matters | Free Listening on SoundCloud [Internet]. Available from: <https://soundcloud.com/designmatters/design-matters-with-debbie-117>

57.

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

58.

Bierut M. 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.

59.

Clark J. How We Hold Our Gadgets. Designing for Touch [Internet]. New York, USA: A Book Apart; 5AD. Available from: <https://alistapart.com/article/how-we-hold-our-gadgets>

60.

Sangiorgi D, Prendiville A, editors. Designing for service: key issues and new directions [Internet]. London: Bloomsbury Academic; 2017. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4789950>

61.

Rawsthorn A. Design as an attitude. Zurich: JRP/Ringier; 2018.

62.

The Principles of Service Design Thinking - Building Better Services | Interaction Design Foundation [Internet]. Available from:

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

63.

Gleeson R. Renny Gleeson: 404, the story of a page not found | TED Talk [Internet]. 2012. Available from:

[https://www.ted.com/talks/renny\\_gleeson\\_404\\_the\\_story\\_of\\_a\\_page\\_not\\_found?language=en](https://www.ted.com/talks/renny_gleeson_404_the_story_of_a_page_not_found?language=en)

64.

Zahirovic A, Lowgren J, Carroll J, Hassenzahl M, Erickson T. The Encyclopedia of Human-Computer Interaction, 2nd Ed. | Interaction Design Foundation [Internet]. 2nd ed. Available from:

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

65.

Polaine A, L2vlie L, Reason B, Thackara J. Service design: from insight to implementation [Internet]. Brooklyn, New York: Rosenfeld Media; 2013. Available from:

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

66.

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

67.

Moggridge B. Designing interactions [Internet]. Cambridge, Mass: MIT Press; 2007.

Available from:

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

68.

Penin L. An Introduction to Service Design: Designing the Invisible: Lara Penin: Bloomsbury

Visual Arts [Internet]. Bloomsbury; 2018. Available from:  
<https://www.bloomsbury.com/uk/an-introduction-to-service-design-9781472572585/>

69.

Marc Stickdorn. This is Service Design Thinking. Basics - Tools - Cases [Internet]. BIS; 01 edition; 2014. Available from:  
<https://www.amazon.co.uk/This-Service-Design-Thinking-Basics/dp/906369279X>

70.

Improving Service Experience by Design at Decathlon [Internet]. 2017. Available from:  
<http://masedi.myblog.arts.ac.uk/files/2017/09/decathlon2017masediual.pdf>

71.

Stickdorn M, Schneider J. This is service design thinking: basics, tools, cases [Internet]. Amsterdam, The Netherlands: BIS Publishers; 2011. Available from:  
<http://search.ebscohost.com/login.aspx?authtype=ip,shib&custid=s1123049&direct=true&db=nlebk&db=nlabk&site=ehost-live&scope=site&AN=638210>

72.

Bierut M. 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.

73.

Wheeler A. Designing brand identity: an essential guide for the entire branding team [Internet]. Fifth edition. Hoboken, New Jersey: John Wiley & Sons, Inc; 2017. Available from:  
<http://lib.myilibrary.com/browse/open.asp?id=1035470&entityid=https://idp.brunel.ac.uk/entity>

74.

Lupton E. Design is storytelling. New York, NY: Cooper Hewitt; 2017.

75.

Fry T. Design futuring: sustainability, ethics and new practice. Design futuring: sustainability, ethics and new practice [Internet]. London: Bloomsbury Visual Arts; 2018. p. 1–16. Available from: <https://contentstore.cla.co.uk/secure/link?id=860a9366-d7ec-e811-80cd-005056af4099>

76.

Fry T. Design futuring: sustainability, ethics and new practice. Design futuring: sustainability, ethics and new practice [Internet]. London: Bloomsbury Visual Arts; 2018. p. 19–28. Available from: <https://contentstore.cla.co.uk/secure/link?id=5acfc65d-d8ec-e811-80cd-005056af4099>

77.

Escobar A. Designs for the pluriverse: radical interdependence, autonomy, and the making of worlds [Internet]. Durham, North Carolina: Duke University Press; 2018. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=5322528>

78.

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

79.

Rawsthorn A. Design as an attitude. Zurich: JRP/Ringier; 2018.

80.

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

81.

Scotford M. Messy History vs. Neat History: Toward an Expanded View of Women in

Graphic Design. Visual Language [Internet]. 28(4):367–387. Available from: <http://visiblelanguagejournal.com/issue/105/article/357>

82.

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

83.

Kirkham P. Gendered object. Manchester: St Martins / Manchester University Press; 1996.

84.

Rawsthorn A. Design as an attitude. Zurich: JRP/Ringier; 2018.