DM2603 - Design communication

Module leader: Danah Abdullah

Additional tutor: Timothy Minton



1.

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

2.

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

3.

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

4.

Lupton, E. & Miller, J. A. Design writing research: writing on graphic design. in Design writing research: writing on graphic design 121–134 (Phaidon, 1999).

5.

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

6.

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

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

8.

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

9.

Shore, R. Post-Photography: The Artist with a Camera. (Laurence King, 2014).

10.

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

11.

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

12.

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

13.

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

14.

The education [of] an art director. (Allworth Press, 2006).

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

16.

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

17.

Ambrose, G. & Harris, P. Layout. vol. 02 (AVA Academia, 2011).

18.

Ambrose, G. & Harris, P. Format. vol. 01 (AVA Academia, 2012).

19.

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

20.

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

21.

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

22.

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

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

24.

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

25.

Gatter, M. & Gatter, M. Production for print. (Laurence King, 2010).

26

Ambrose, G. & Harris, P. Format. vol. 01 (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. (Thames & Hudson, 2015).

28.

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

29.

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

30.

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

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

32.

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

33.

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

34.

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

35.

Looking closer 4: critical writings on graphic design. (Allworth Press, 2002).

36.

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

37.

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

38.

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

39.

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

40.

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

41.

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

42.

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

43.

Millman, D. & ProQuest (Firm). Brand thinking and other noble pursuits. (Allworth Press, 2011).

44.

Olins, W. The brand handbook. in The brand handbook 44-52 (Thames & Hudson, 2008).

45.

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

46.

The Observatory Episode 95: Back to Basics: Design Observer.

47.

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

48.

Haig, M. & ProQuest (Firm). Brand failures: the truth about the 100 biggest branding mistakes of all time. (Kogan Page, 2011).

49.

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

50.

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

51.

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

52.

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

53.

Fadell, T. Tony Fadell: The first secret of design is ... noticing | TED Talk.

54.

Thomas, S. Eye Magazine | Feature | Living and decaying in the plastic age. (2017).

55.

Dieline. https://beta.thedieline.com/.

56.

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

57.

Ambrose, G., Harris, P., & Mono (Firm). This way up: original approaches to packaging design. (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. (Thames & Hudson, 2015).

59.

Clark, J. How We Hold Our Gadgets. in Designing for Touch (A Book Apart, 5AD).

60.

Designing for service: key issues and new directions. (Bloomsbury Academic, 2017).

61.

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

62.

The Principles of Service Design Thinking - Building Better Services | Interaction Design Foundation.

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

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

64.

Zahirovic, A., Lowgren, J., Carroll, J., Hassenzahl, M. & Erickson, T. The Encyclopedia of Human-Computer Interaction, 2nd Ed. | Interaction Design Foundation.

65.

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

66.

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

67.

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

68.

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

69.

Marc Stickdorn. This is Service Design Thinking. Basics - Tools - Cases. (BIS; 01 edition, 2014).

70.

Improving Service Experience by Design at Decathlon. (2017).

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

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. (Thames & Hudson, 2015).

73.

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

74.

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

75.

Fry, T. Design futuring: sustainability, ethics and new practice. in Design futuring: sustainability, ethics and new practice 1–16 (Bloomsbury Visual Arts, 2018).

76.

Fry, T. Design futuring: sustainability, ethics and new practice. in Design futuring: sustainability, ethics and new practice 19–28 (Bloomsbury Visual Arts, 2018).

77.

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

78.

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

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

80.

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

81.

Scotford, M. Messy History vs. Neat History: Toward an Expanded View of Women in Graphic Design. Visual Language **28**, 367–387.

82.

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

83.

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

84.

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