

DM1315 - Design Process 1 2017/18

MK & IdV

View Online



[1]

Albus, V. et al. 2004. Icons of design: the 20th century. Prestel.

[2]

Ambrose, G. and Harris, P. 2015. Design thinking for visual communication. Fairchild Books, an imprint of Bloomsbury Publishing Plc.

[3]

ARAM - London's best modern furniture store since 1964: <http://www.aram.co.uk/>.

[4]

Barbican - Home: <http://www.barbican.org.uk/>.

[5]

Baxter, M. and Brunel University. Design Research Centre 2002. Product design: a practical guide to systematic methods of new product development. Nelson Thomas Ltd.

[6]

Behance :: Best of Behance: <https://www.behance.net/>.

[7]

Bramston, D. and YeLi 2016. Idea searching for design: how to research and develop design concepts. Fairchild Books, an imprint of Bloomsbury Publishing PLC.

[8]

British Museum - Welcome to the British Museum: <https://www.britishmuseum.org/>.

[9]

Carbonmade - Your online portfolio.: <https://carbonmade.com/>.

[10]

Cargo Collective: <https://2.cargocollective.com/>.

[11]

Chapman, J. 2005. Emotionally durable design: objects, experiences, and empathy. Earthscan.

[12]

Chartered Society of Designers |: <https://www.csd.org.uk/>.

[13]

Coates, D. 2001. Watches tell more than time: product design, information, and the quest for elegance. McGraw-Hill.

[14]

Coleman, R. 2007. Design for inclusivity: a practical guide to accessible, innovative and user-centered design. Gower.

[15]

Conway, H. 1987. Design history: a students' handbook. Allen & Unwin.

[16]

Coroflot — Design Jobs & Portfolios: <http://www.coroflot.com/>.

[17]

Creative Review: <https://www.creativereview.co.uk/>.

[18]

Cuffaro, D. 2006. Process, materials, and measurements: all the details industrial designers need to know but can never find. Rockport.

[19]

Design Council: <http://www.designcouncil.org.uk/>.

[20]

Design Exchange: <http://www.demagazine.co.uk/>.

[21]

Design Museum: <http://designmuseum.org/>.

[22]

Design Week: <https://www.designweek.co.uk/>.

[23]

designboom magazine | your first source for architecture, design & art news:
<http://www.designboom.com/>.

[24]

DesignCurial | Architecture, Design and Interiors Magazine: <http://www.designcurial.com/>.

[25]

DesignSpotter: <http://designspotter.com/>.

[26]

Dezeen | architecture and design magazine: <https://www.dezeen.com/>.

[27]

Dormer, P. 1993. Design since 1945. Thames & Hudson.

[28]

Dul, J. and Weerdmeester, B.A. 2008. Ergonomics for beginners: a quick reference guide. CRC Press.

[29]

Eissen, K. and Steur, R. 2007. Sketching: drawing techniques for product designers. BIS.

[30]

Fashion and Textile Museum |: <http://www.ftmlondon.org/>.

[31]

Freyer, C. et al. 2010. Digital by design: crafting technology for products and environments . Thames & Hudson.

[32]

Fukasawa, N. and Morrison, J. 2007. Super normal: sensations of the ordinary. Lars Müller Publishers.

[33]

Geffrye Museum: <https://www.geffrye-museum.org.uk/>.

[34]

Global Association for Creative Advertising & Design Awards | D&AD:
<https://www.dandad.org/>.

[35]

Grafik | Grafik: <https://www.grafik.net/>.

[36]

Hannah, G.G. 2002. Elements of design: Rowena Reed Kostellow and the structure of visual relationships. Princeton Architectural Press.

[37]

Home - A©ID: Anti Copying In Design: <http://www.acid.uk.com/>.

[38]

Hudson, J. 2011. Process: 50 product designs from concept to manufacture. Laurence King.

[39]

Julier, G. 2014. The Culture of Design. SAGE.

[40]

Kelley, T. et al. 2016. The art of innovation: lessons in creativity from IDEO, America's leading design firm. Profile Books.

[41]

Kolko, J. 2014. Well-designed: how to use empathy to create products people love. Harvard Business Review Press.

[42]

Lancia TrendVisions | Fashion, Design and lifestyle trends magazine:
<http://trendvisions.lancia.it/en/>.

[43]

Lefteri, C. 2006. Materials for inspirational design. RotoVision.

[44]

Lidwell, W. et al. 2010. Universal principles of design: 125 ways to enhance usability, influence perception, increase appeal, make better design decisions, and teach through design. Rockport.

[45]

McCormack, L. 2005. Designers are wankers. About Face Publishing.

[46]

McDonough, W. and Braungart, M. 2009. Cradle to cradle: remaking the way we make things. Vintage.

[47]

Moggridge, B. 2007. Designing interactions. MIT.

[48]

Montague, J. 2013. Basic perspective drawing: a visual approach. John Wiley.

[49]

Munari, B. 2008. Design as art. Penguin.

[50]

Museum of Domestic Design and Architecture: <http://www.moda.mdx.ac.uk/home>.

[51]

Norman, D.A. and Norman, D.A. 2013. The design of everyday things. The MIT Press.

[52]

Oei, L. and Kegel, C.D. 2002. The elements of design: rediscovering colors, textures, forms, and shapes. Thames & Hudson.

[53]

Papanek, V.J. 1985. Design for the real world: human ecology and social change. Thames and Hudson.

[54]

Pipes, A. 2007. Drawing for designers. Laurence King Pub.

[55]

Proctor, R. 2009. 1000 new eco designs and where to find them. Laurence King.

[56]

Red Dot Design Award: Home: <http://en.red-dot.org/>.

[57]

Science Museum, London: <http://www.sciencemuseum.org.uk/>.

[58]

Shimizu, Y. 1990. Creative marker techniques: in combination with mixed media. Graphic-Sha.

[59]

Slack, L. 2006. What is product design?. RotoVision.

[60]

Somerset House |: <https://www.somersethouse.org.uk/>.

[61]

Southbank Centre: <https://www.southbankcentre.co.uk/>.

[62]

Sparke, P. 2013. An introduction to design and culture: 1900 to the present. Routledge.

[63]

Sudjic, D. 2009. The language of things: design, luxury, fashion, art : how we are seduced by the objects around us. Penguin.

[64]

Tate Britain | Tate: <http://www.tate.org.uk/visit/tate-britain>.

[65]

Tate Modern | Tate: <http://www.tate.org.uk/visit/tate-modern>.

[66]

Technische Universiteit Delft 2013. Delft design guide: design methods. BIS Publishers.

[67]

THE LONDON DESIGN FESTIVAL :: Home: <http://www.londondesignfestival.com/>.

[68]

Thompson, R. 2007. Manufacturing processes for design professionals. Thames & Hudson.

[69]

Thompson, R. and Thompson, M. 2013. Sustainable materials, processes and production. Thames & Hudson.

[70]

UX Magazine: <http://uxmag.com/>.

[71]

V&A · The world's leading museum of art and design: <https://www.vam.ac.uk/>.

[72]

Wallpaper*: design, interiors, architecture, fashion, art: <https://www.wallpaper.com/>.

[73]

Whitford, F. 1984. Bauhaus. Thames and Hudson.

[74]

William Morris Gallery: <http://www.wmgallery.org.uk/>.

[75]

Woodham, J.M. 1997. Twentieth century design. Oxford University Press.

[76]

Yanko Design | Modern Industrial Design News: <http://www.yankodesign.com/>.