



Aimone, S 2004, ***Design! A Lively Guide to Design Basics for Artists & Craftspeople***, Lark Books, New York.

This book includes chapters on the purposes behind the design, the design process, visual elements, the design space, repetition of motif, rhythm, symmetrical arrangements, asymmetrical arrangements, focal emphasis, underlying shapes, critiques, and a glossary of design terms.

Bhaskaran, L 2005, ***Designs of the Times: Using Key Movements and Styles for Contemporary Design***, RotoVision, Switzerland.

This book explores the movements and styles of 20th century design. It includes timelines, overviews of the movements and specific designs and designers from the movements and shows how styles evolved and are being applied in design today.

Bowers J 1999, ***Introduction to Two-Dimensional Design: Understanding Form and Function***, John Wiley & Sons

Catling, T & Davis, M 2002, ***think!*** Capstone Publishing Limited (A Wiley Company), Oxford. This book is designed to provide a spark that will inspire creative thinking and lead to the generation of ideas. It contains chapters titled: Challenge, Stimulus, Techniques, Interesting people, Case studies, Mental, Physical and Oh really!

Conran, T & Fraser, M 2004, ***Designers on design***, Conran Publishing Group, London. This well illustrated book features interviews with contemporary furniture and product designers. It explores the sources of inspiration for design work, discussion of the design process, influencing trends and provides insights into the creative minds of designers.

Cullen, C, Eiseman, L et al. 2004, ***Breaking Designer's Block: 501 graphic design solutions for type, colour and materials***, RockportPublishers Inc., Massachusetts. This book is designed to stimulate and inspire designers to open their minds to create work that is memorable, thought provoking and visually driven. It contains examples of a variety of work from the world's leading designers.

Dorst, K 2003, ***Understanding Design – 150 Reflections on Being a Designer***, BIS Publishers, Amsterdam.

This easy to read book contains 150 short but insightful panoramic views on the subject of design. They were written by a designer/design researcher/design educator. The essays challenge designers and students of design to reflect on many aspects of the field, although there is a greater emphasis on product design.

Elam, K 2001, ***Geometry of Design – Studies in Proportion and Composition***, Princeton Architectural Press, New York

This book demonstrates the relationship between mathematics and beauty through the application of geometry. Golden sections, Divine proportion and the Fibonacci sequence are covered. It shows how symmetry, order and visual balance underlie design examples and the science of measurement informs, creates beauty in works of nature and art.

Faimon, P. & Weigand, J 2004, ***The nature of design – how the principles of design shape our world – from graphics and architecture to interiors and products***, How Design Books, Cincinnati.

This well illustrated book contains chapters on elements and principles including unity and variety, grouping, rhythm and pattern, connection, contrast, context and scale, balance, placement, proportion, meaning, and four case studies that outline the process of design.

Hanks, K. & Parry, J 1981, ***Wake up your Creative Genius***, William Kaufmann Inc, Los Altos, USA.

This book includes illustrations and strategies that can be used to develop skills in creative thinking and problem-solving. It discusses aspects of creativity, short, playful ideas and practical activities, and is accompanied by lively and clear illustrations.

Hannah, B 2004, ***A Guide to Careers in Design: Becoming a Product Designer***, John Wiley and Sons, Inc., New Jersey.

This book contains interviews with product designers and covers design specialities, work settings, preparing an effective portfolio and finding a job. It includes the following design areas: transportation, fashion, furniture, toys, housewares, lighting, sports equipment, exhibitions, electronics, digital media, medical and packaging.

Harris, A 2002, ***Creative Problem Solving: A Step-by-step Approach***, Pyrczak Publishing, Los Angeles.

This useful resource contains chapters on creative thinking, identifying problems, exploring problems, establishing goals, generating ideas, choosing the solution, implementing the solution, evaluating the solution, and provides appendices on creative thinking activities, brainstorming activities and problem-solving activities.

Herceg, R & Flattery, T 2000, ***Ideas generation: tools for being constantly fresh, creative and original***, Lansdown Publishing Pty Ltd, Sydney.

Provides help on how to define, create, package and sell ideas. The book is intended to help harness creative potential and increase the volume of original ideas.

Kelley, T with Littman, J 2002, ***The Art of Innovation: Lessons in creativity from IDEO, America's Leading Design Firm***, HarperCollinsBusiness, London.

The general manager of IDEO takes readers behind the scenes of this innovative design company to reveal the strategies and secrets it uses to develop highly successful products. It explains the importance of research and immersion in every aspect of the new product or service, and examination from the perspective of client, consumers and other critical audiences.

Landa, R 1998, ***Thinking Creatively: New Ways to Unlock your Visual Imagination***, How Design Books, Ohio.

Contains idea generating techniques from top designers that show insight into how they apply creative visual thinking to real-world projects. Forty four creative visual thinking exercises that are particularly appropriate for communication/graphic design are included in the book.

Lawson, B 2006, ***How Designers Think: The design process demystified***, (4th Ed.) Elsevier (Architectural Press), Great Britain.

The book has three parts: What is design?; Problems and solutions; Design thinking. It is based on the authors observations of designers at work, interviews with designers, their clients and collaborators. The author describes how designers think, how they can be better educated and develop techniques to assist them.

Lidwell, W, Holden, K & Butler, J 2003, ***Universal Principles of Design: 100 Ways to Enhance Usability, Influence Perception, Increase Appeal, Make Better Design Decisions and Teach through Design***, Rockport Publishers Inc, Massachusetts.

This cross disciplinary reference includes clear explanations of design concepts and provides examples of how the concept is applied.

Marcus, G. & Abrams, H 2002, ***What is design today?*** Harry N. Abrams, Inc. New York.

This book contains sections on understanding process, setting style, using technology, being responsible, serving individuals, conveying messages and making choices. This publication is well illustrated and easy to read.

McCreight, T 1966, ***Design Language*** Brynmorgen Press, USA.

A classic text that contains a definitions and explanations for over ninety design-related words.

Oech, von R 1986, ***A Kick in the Seat of the Pants***, Harper Perennial, New York.

This book explores the development of creative thinking and problem-solving skills by taking on the roles of Explorer, Artist, Judge and Warrior. It contains lots of short activities that encourage students to be creative, and investigate and evaluate effectively and put ideas into action. Well illustrated and organised.

Peterson, E 2003, ***Design Basics for Creative Results***, (2nd Edition) How Design Books, Ohio

The author uses a range of examples to help express and anchor concepts with design elements – line, type, shape, texture, balance, contrast, unity, colour and value.

Powers, A 1999, ***Nature in design: The shapes, colours and forms that have inspired visual invention***, Conran Octopus Limited, London.

This book presents nature as the ultimate sourcebook for design and explores how nature has influenced architecture, engineering, interiors, fashion, manufacturing and graphic design. It features the work of some leading designers.

Ruff, P. & Noon, S 1991, ***Signs of Design – English***, The Design Council, London.

This book discusses and illustrates ways of integrating the design process and design outcomes with English content. Based on the UK Key Stages Curriculum and aimed at primary level, it models effective strategies that use design to enrich and illustrate.

Williams, D 2006, ***Studio Design at Work***, McGraw-Hill Australian Pty Ltd.

Profiles the work of Australian and International designers in a range of practices.

English concepts (many aspects could be applied to later years). Booklets in the series are also available for the Science, Mathematics and Art subject areas.

Woodham, J 2004, ***A Dictionary of Modern Design***, Oxford University Press, New York

This dictionary provides explanations for over 2,000 design terms spanning 150 of international design in areas such as ceramics, furniture, graphics, industrial design, interiors and fashion. It also includes a bibliography of designers and manufacturers and timeline of design movements.