Grundlagen Literaturliste

Unten aufgeführt sind ±100 Bücher von denen sich Felix wünscht, das seine Student*innen diese im Laufe des Studiums zumindest einmal in der Hand gehalten und bei einem Kaffee durchgeblättert haben. Einige von diesen Büchern findet man im *Apparat Dozentenempfehlung* in der Bibliothek am Campus Steinfurt, einige Bücher findet man auch in der Bibliothek für Architektur, Design und Kunst (siehe Findex).

> Tsundoku. Ein japanisches Wort dafür, daß man mehr Bücher besitzt als man lesen kann;
> Eine Erinnerung daran wie wenig man weiß.

Und wer nicht genug von der unteren Liste hat kann auch mal nachgucken welche Bücher in Felix Bücherregal (Libib Katalog) stehen.

Zur Zukunft der Lehre technologischer Berufe

- A Field Manual for a Whole New Education, Goldberg, David E., Somerville, Mark, ThreeJoy Associates, Inc., 2023 (siehe auch hier)
- Deep Learning: Engage the World Change the World, Michael Fullan, Joanne Quinn, Joanne J. McEachen, Corwin, 2017 (siehe auch hier)
- Lifelong Kindergarten: Warum eine kreative Lernkultur im digitalen Zeitalter so wichtig ist, Mitchel Resnick, Bananenblau, 2020 (siehe auch hier)
- The Cognitive Style of PowerPoint, Edward Tufte, Graphics Press, 2003 (siehe auch hier)
- The New Education: How to Revolutionize the University to Prepare Students for a World In Flux, Cathy N. Davidson, Basic Books, 2017 (siehe auch hier)

Wahrnehmung/Psychologie

- Auge und Gehirn, Psychologie des Sehens, Richard L. Gregory, Rowohlt Taschenbuch Verlag GmBH, Reinbek bei Hamburg, April 2001
- 100 Things Every Designer Needs to Know About People, Susan M. Weinschenk, Berkeley, 2011
- Wie Design Wirkt, Psychologische Prinzipien erfolgreicher Gestaltung, Monika Heimann, Michael Schütz, Rheinwerk Verlag, Bonn, 2019

Zeichnen/Visualisierungs Techniken

- Ideen Visualisieren, Scribble Layout Storyboard, Gregor Krisztian, Nasrin Schlempp-Ülker, Verlag Hermann Schmidt, Mainz, 1998
- Sketching the Basics, Koos Eissen, Rosalien Steur, BIS Publishers, Amsterdam, 2016
- Sketching, Drawing Techniques for Product Designers, Koos Eissen, Rosalien Steur, BIS Publishers, Amsterdam, 2015

Grafik/Visuelle Kommunikation

- abcdefg..., Schrift und Typografie, Die Sprache der klassischen Schriften, Stefan Weidmann, Niggli, Sulgen, 1999
- Arabic for Designers, An Inspirational Guide to Arabic Culture and Creativity, Mourad Boutros, Thames & Hudson Ltd., London, 2017
- Das ABC der Farbe,Markus Wäger, Rheinwerk Verlag, Bonn, 2019
- Das Design-Buch für Nicht-Designer, Gute Gestaltung ist einfacher, als sie denken!, Claudia Karthaus, Rheinwerk Verlag, Bonn, 2018

- Design is Storytelling, Ellen Lupton, Cooper Hewitt, New York, 2017
- Die Grundlagen des Gestaltens, Roberta Bergmann, Hauptverlag, Bern, 2017
- Farbsysteme in Kunst und Wissenschaft, Narciso Silvestrini, Ernst Peter Fischer, Dumont, Köln, 2002
- Grafik und Gestaltung, Das umfassende Handbuch, Markus Wäger, Rheinwerk Verlag, Bonn, 2018
- Graphic Design Referenced, A Visual Guide to the Language, Applications, and History of Graphic Design, Bryony Gomez-Palacio, Armin Mit, Rockport Publishers, Beverly, 2012
- Grid Systems in Graphic Design/Raster Systeme für die Visuelle Gestaltung,Josef Müller-Brockmann, Niggli, Salenstein, 1981
- Grundkurs Grafik und Gestaltung, Fit für Studium und Ausbildung, Claudia Karthaus, Rheinwerk Verlag, Bonn, 2018
- History of Graphic Design, Philip B. Meggs, Alston W. Purvis, John Wiley & Sons, Hoboken, 2016
- Information Graphics, Sandra Rendgen, Taschen GmBH, Köln, 2012
- Look Inside, Cutaway Illustrations and Visual Storytelling, Juan Velasco, Samuel Velasco, Gestalten, Berlin, 2016
- Mr. Typo und der Schatz der Gestaltung, Alessia Leonardo, Verlag Hermann Schmidt, Mainz, 2013
- Meisterbuch der Schrift, Jan Tschichold, Nikol Verlag, Hamburg, 2011
- Never Use White Type on a Black Background, And 50 other Ridiculous Design Rules, BIS Publishers, Amsterdam, 2009
- Newspaper Design, Editorial Design from the World's Best Newsrooms, Gestalten, Berlin, 2018
- Patterns in Nature, Why the Natural World Looks the Way it Does, Philip Ball, The University of Chicago Press, Chicago, 2016
- Photoviz, Visualizing Information Through Photography, Nicolas Felton, Gestalten, Berlin, 2016
- Rock, Paper, Scissors, The Work of Julien Vallèe, Gestalten, Berlin, 2011
- Sagmeister, Made You Look, Booth-Glibborn Editions, London, 2001
- Signage and Wayfinding Design, A Complete Guide to Creating Environmental Graphic Design Systems, Chris Valori, David Fanden-Eynden, John Wiley & Sons, Hoboken, 2015
- The Book of Circles, Visualizing Spheres of Knowledge, Manuel Lima, Princeton Architectural Press, New York, 2017
- The Golden Ratio, The Divine Beauty of Mathematics, Gary B. Meisner, Race Point, New York, 2018
- The Visual History of Type, Paul Mc Neil, Laurence King Publishing Ltd., London, 2017
- Visual Complexity, Mapping Patterns of Information, Manuel Lima, Princeton Architectural Press, New York, 2011
- Visual Explanations, Images and Quantities, Evidence and Narrative, Edward R. Tufte, Graphic Press, Cheshire, 1998
- Wo der Buchstabe das Wort führt, Ansichten über Schrift und Typographie, Kurt Weidemann, Cantz Verlag, Ostfildern, 1997

Design Kompendia/Geschichte/...

- 50 Designers You Should Know, Prestel, Munich, 2016
- Bauhaus 1919-1933, Magdalena Droste, Bauhaus Archiv Museum für Gestaltung, Berlin, 2002
- Design as Research, Positions, Arguments, Perspectives, Gesche Joost, Katharina Bredies, Michelle Christensen, Florian Conrad, Andreas Unleidig, Birkhäuser, Basel, 2016
- Design, History, Theory and Practice of Product Design, Bernhard E. Bürdek, Birkhäuser, Basel, 2015
- Design, The Definitive Visual History, Angela Wikis (Edit.), Darling Kindersley Limited, London, 2015
- Innovation, A very Short Introduction, Mark Dodgson, David Gann, Oxford University Press, 2018
- Japanese Design, Art, Aesthetics & Culture, Patricia J. Graham, Tuttle Publishing, North Clarendon, 2014
- Less but better, Weniger, aber besser, Dieter Rams, Gestalten, Berlin, 2014
- Lob des Schattens, Entwurf einer japanischen Ästhetik, Tanizaki Jun'ichiro, Manesse Verlag, Zürich, 2002
- Morus Utopia, Thomas Morus, Insel Verlag, Frankfurt am Main, 1992
- Simplicity, Die Zehn Gesetze der Einfachheit, John Maeda, Elsevier GmBH, München, 2007
- Speculative Everything, Design, Fiction, And Social Dreaming, Anthony Dune, Fiona Raby, MIT Press, Cambridge, 2013

- Ten Principles for Good Design: Dieter Rams, Cees W. De Jong, Prestel, Munich, 2017
- The Art of Critical Making, Rhode Island School of Design on Creative Practice, Rosanne Somerson, Marla L. Hermano, Wiley& Sons Inc., Hoboken, 2013
- The Bauhaus and Design Theory, Ellen Lupton, J. Abbott Miller, Princeton Architectural Press, New York, 2019
- The Service Innovation Handbook, Action-oriented creative Thinking Toollkit for Service Organisations, Lucy Kimbell, BIS Publishers, Amsterdam, 2014
- This is Service Design. Basics – Tools – Cases, John Wiley & Sons, Hoboken, 2011
- Universal Principles of Design, 150 Essential Tools for Architects, Artists, Designers, Developers, Engineers, Inventors, and Makers, William Lidwell, Kritina Holden, Jill Butler, Rockport Publishers, Beverly, 2015
- Women in Design, From Aino Aalto to Eva Zeisel, Charlotte Fiell, Clementine Fiell, Laurence King Publishing Ltd., London, 2019
- World History of Design, Prehistoric to World War 1, Victor Margolin, Bloomsbury, London, 2015
- World History of Design, World War 1 to World War 2, Victor Margolin, Bloomsbury, London, 2015

Design & Sustainability/Biodesign

- Biodesign, Nature, Science, Creativity, William Myers, Thames & Hudson, London, 2012
- Eco Design: Furniture, Ivy Liu, Jian Wong, Promopress, Barcelon, 2013
- Nachhaltig Leben Jetzt, Mimi Sewalski, Knesebeck, Verlag, München, 2020
- Organic Design, Products Inspired by Nature, Form-Texture-Function, SendPoints Publishing, Hong Kong, 2016
- Plastic, A Toxic Love Story, Susan Freinkel, Houghton Mifflin Harcourt Publishing Company, New York, 2011
- The Upcycle, Beyond Sustainability – Designing for Abundance, William McDonough, Michael Braungart, North Point Press, New York, 2013

Produkt/Industrie Design/Material

- 100 Produkte der Zukunft, Wegweisende Ideen, die unser Leben verändern werden, Theodor W. Hänsch (Hg.), Ullstein Buchverlage GmBH, Berlin, 2007
- Against the Grain, Wood in Contemporary Art, Craft and Design, Monacelli Press, New York, 2012
- CAD and Rapid Prototyping for Product Design, Douglas Bryden, Laurence King Publishing Ltd., London, 2014
- Folding Techniques for Designers, From Sheet to Form, Paul Jackson, Laurence King Publishing Ltd., London, 2011
- Fritz Kahn, Uta von Debschitz, Thilo von Debschitz, Taschen, Köln, 2013
- Handbuch für Technisches Produktdesign, Material und Fertigung, Entscheidungsgrundlagen für Designer und Ingenieure, Andreas Kalweit, Springer, Berlin, 2012
- Human Dimension & Interior Space, A Source Book of Design Reference Standards, Julius Panero, Martin Zellik, Watson-Guptill Publications, New York, 1979
- Industrie Design A-Z, Charlotte File, Peter File, Taschen GmBH, Köln, 2016
- Manufacturing Processes for Design Professionals, Rob Thompson, Thames & Hudson Ltd, London, 2018
- Origami Tesselations, Awe-Inspiring Geometric Designs, Eric Gjerde, Taylor & Francis Group, Boca Raton, 2009
- Paper, Material, Medium and Magic, Neil Holt (Edit.), Prestel, Munich, 2018
- Papier, Versuche zwischen Geometrie und Spiel, Franz Zeier, Haupt Verlag, Bern, 2009
- Prototyping and Modelmaking for Product Design, Bjarki Hallgrimsson, Laurence King Publishing Ltd., London, 2013
- Research Methods for Product Design, Alex Milton, Paul Rodgers, Laurence King Publishing Ltd., London, 2013
- Super Normal. Sensations of the Ordinary, Naoto Fukasawa, Jasper Morrison, Lars Müller Publishers, Zürich, 2016

- The Art of Folding, Creative Forms in Design and Architecture, Jean-Charles Trebbi, Promopress, Barcelona, 2012
- The Art of Folding 2, Design Without Boundaries, Jean-Charles Trebbi, Promopress, Barcelona, 2017
- The Material Sourcebook for Design Professionals, Rob Thompson, Thames & Hudson Ltd, New York, 2017

Physical Computing/Computational Design/Interaction Design/Medien Design

- A Touch of Code, Interactive Installations and Experiences, Robert Klangen, Sven Ehmann, Verena Hanschke, Berlin, Gestalten, 2011
- Coding Languages for Absolute Beginners, Zach Webber, 2018
- Creative Code, Aesthetic und Programmierung am MIT Media Lab, John Magda, Birkhäuser, Basel, 2004
- Data-Driven Graphic Design, Creative Coding for Visual Communication, Andrew Richardson, Bloomsbury Publishing, New York, 2016
- Dear Data, Georgia Lupe, Stefanie Posavec, Princeton Architectural Press, New York, 2016
- Designing Interactions, Bill Moggridge, MIT Press, Cambridge, 2007
- Getting Started with Arduino, Massimo Banzi, Maker Media, Sebastopol, 2015
- Getting Started with Processing, A Hands-On Introduction to Making Interactive Graphics, Casey Reis, Ben Fry, Maker Media, San Francisco, 2015
- Interaktive Systeme, Band 1, Grundlagen, Graphical User Interfaces, Informationsvisualisierung, Bernhard Reim, Raimund Dachselt, Springer-Verlag Berlin Heidelberg, 2010
- MAKE: Getting started with Sensors, Measure the World with Electronics, Arduino, and Rasperry Pie, Kimmo Karvinen, Tero Karvinnen, Maker Media, San Francisco, 2016
- Processing, A Programming Handbook for Visual Designers and Artists, Casey Reis, Ben Fry, MIT Press, Cambridge, 2014
- The Manga Guide to Electricity, Kazuhiro Fujitaki, No Starch Press, San Francisco, 2009

Books on Design & Environment

- *Cradle to Cradle, Remaking the Way We Make Things*, William McDonough, Michael Braungart, North Point Press, New York, 2002
- *Design Like You Give a Damn, Building Change from the Ground Up*, Debora Aaronson (Hg.), Abrams, New York, 2012
- *Kunststofftechnik für Designer*, Christian Bonten, Carl Hanser Verlag, München, Wien, 2003
- *Plastic, A Toxic Lovestory*, Susan Freinkel, Houghton Mifflin Harcourt Publishing Company, New York, 2011
- *Produkte der Zukunft, Wegweisende Ideen, die unser Leben verändern werden*, Hg. Theodor W. Hänsch, Econ Verlag
- *Sustainable Materials, Processes and Production, The Manufacturing Guides*, Roy Thompson, Thames & Hudson, London, 2013
- *The Upcycle, Beyond Sustainability – Designing for Abundance*, William McDonough, Michael Braungart, North Point Press, New York, 2013
- *The World as Design*, Otl Aicher, Deutsche Nationalbibliothek, 2015
- *Understanding Plastics Recycling, Economic, Ecological, and Technical Aspects of Waste Handling*, Natalie Rudolph, Raphael Kiesel, Hanser Publications, Cincinnati, 2017
- *Universal Principles of Design, 150 Essential Tools for Architects, Designers, Developers, Engineers, Inventors, and Makers*, William Lidwell, Kritina Holden, Jill Butler, Rockport Publishers, Inc., 2015

Literaturliste Plastik & Plastik-Recycling

- Fuck Plastic, 101 ways to free yourself from plastic and safe the world, Orion Publishing, New York, 2018
- Plastic, A Toxic Lovestory, Susan Freinkel, Houghton Mifflin Harcourt, Boston, 2011
- Plastic Pollution, A Review on Plastics, Strategies for Recycling, Waste Management and Pollution Control,

Sivakumaran Sivaramanan, Sri Lanka, 2016
- Understanding Plastics Recycling, Economic, Ecological, and Technical Aspects of Plastic Waste Handling, Hanser Publishers, Munich, 2017
- Say No to Plastic, 101 Easy Ways to use Plastic, Harriet Dyer, Summersdale Publishers, London, 2018
- Simple Methods for Identification of Plastics, Dietrich Braun, Hanser Publishers, Munich, 2013

Bücher zum Thema Form und Falten

- *Your Private Sky, The Art of Design Science, R. Buckminster Fuller*, Joachim Krause, Claudia Lichtenstein (Hg.), Lars Müller Publisher, 1999
- *Cardboard in Architecture, Research in Architectural Engineering, Volume 7*, Mick Eekhout, Fons Verheijen, Ronald Visser (Hg.), Delft University Press, IOS Press
- *Folding Techniques For Designers, From Sheet to Form*, Paul Jackson, Laurence King Publishing, 2014
- *Islamic Pattern, An Analytical and Cosmological Approach*, Keith Critchlow, Thames & Hudson, London, 2017
- *The Function of Form*, Fashid Moussavi, Actar, Lafayette, 2009
- *The Function of Ornament*, Fashid Moussavi, Actar, Lafayette, 2006
- *Origami Tessellations, Awe-Inspiring Geometric Designs*, Eric Gjerde, CRC Press, Boca Raton, 2009
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