

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 Vallée, 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 Dunne, 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 Toolkit 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 Tessellations, 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 Hallgrímsson, 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 Klängen, 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 Dachsel, 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 save 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
- *Paper, Material, Medium, Magic*, Prestel, München, 2018
- *Papier, Versuche Zwischen Geometrie und Spiel*, Franz Zeier, Haupt Verlag, 2009
- *Rock, Paper, Scissors, The work of Julien Vallée*, Eve Duhamel, Julien Vallée, Gestalten Verlag, Berlin, 2011
- *The Art of Folding, Creative Forms in Design and Architecture*, Jean-Charles Trebbi, Promopress, Barcelona, 2012
- *The Art of Folding Vol 2, New Trends, Techniques and Materials, Design without Boundaries*, Jean-Charles Trebbi, Promopress, Barcelona, 2012



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Last update: 2025/07/12 16:26

