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Grundlagen Literaturliste

Unten aufgeführt sind ±100 Bücher von denen sich Felix wünscht, das seine StudentInnen diese im Laufe des Grundstudiums zumindest einmal in der Hand gehalten haben. Einige von diesen Büchern findet man im *Apparat Dozentenempfehlung* in der [Bibliothek für Architektur, Design und Kunst](#) (Leonardo-Campus 10, Telefon: (0251) 83-64865)

- [Felix Bücherregal](#) (Libib Katalog)

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
- 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
- Grundlagen der Mediengestaltung, Christian Fries, Carl Hanser Verlag, München, 2016
- 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 Raspberry 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

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