

## IIT, Institute of Design - Summer Reading

Interaction design	Communication/Information design	Design Planning and Innovation	System and Platform Design	Product design	User and Design Research
<b>Designing Interactions</b> (2007) Moggridge, Bill	<b>The Shallows: What the Internet is Doing to Our Brain</b> (2010) Carr, Nicholas	<b>Ten Types of Innovation</b> (2013) Larry Keeley	<b>101 Design Methods</b> (2013) Vijay Kumar	<b>Design Driven Innovation</b> (2009) Verganti, Roberto	<b>Bursts: The Hidden Pattern Behind Everything We Do</b> (2010) Barabasi, Albert-Laszlo
<b>Sketching User Experiences: Getting the Design Right and Getting the Right Design</b> (2007) Buxton, Bill	<b>Visual Thinking: For Design</b> (2008) Ware, Colin	<b>Business Model Generation</b> (2010) Osterwalder, Alexander and Yves Pigneur	<b>The Power of Product Platforms: Building Value and Cost Leadership</b> (1997) Meyer, Marc H. and Alvin P. Lehner	<b>The Art of Innovation</b> (2001) Peters, Tom	<b>The Meaning of Things: Domestic Symbols and the Self</b> (1981) Csikszentmihalyi, Mihaly, and Eugene Rochberg-Halton
<b>About Face: The Essentials of User Interface Design</b> (1995) Cooper, Alan	<b>Communication Design: Principles, Methods, and Practice</b> (2004) Frascara, Jorge	<b>Different: Escaping the Competitive Herd</b> (2010) Moon, Youngme	<b>The Sciences of the Artificial - 3rd Edition</b> (1996) Simon, Herbert A.	<b>The Psychology of Everyday Things</b> (1988) Norman, Donald	<b>The Discovery of Grounded Theory</b> (1967) Strauss, Barney G. Glaser & Anselm L.
Additional readings					
<b>Cognitive Surplus: Creativity and Generosity in a Connected Age</b> (2010) Shirky, Clay	<b>The Wall Street Journal Guide to Information Graphics</b> (2010) Wong, Dona M.	<b>The Rational Optimist: How Prosperity Evolves</b> (2010) Ridley, Matt	<b>Here Comes Everybody: The Power of Organizing Without Organizations</b> (2009) Shirky, Clay	<b>Exposing the Magic of Design: A Practitioner's Guide to the Methods and Theory of Synthesis</b> (2011) Jon Kolko	<b>Predictably Irrational</b> (2010) Ariely, Dan
<b>Free: The Future of a Radical Price</b> (2009) Anderson, Chris	<b>Show Me the Numbers: Designing Tables and Graphs to Enlighten</b> (2004) Few, Stephen	<b>Opposable Mind: Winning Through Integrative Thinking</b> (2009) Martin, Roger L.	<b>Super Crunchers: Why Thinking-By-Numbers is the New Way To Be Smart</b> (2008) Ayres, Ian	<b>Change by Design</b> (2009) Brown, Tim	<b>Nudge: Improving Decisions About Health, Wealth, and Happiness</b> (2009) Thaler, Richard H. and Cass R. Sustein
<b>Interaction Design: Beyond Human-Computer Interaction</b> (2007) Rogers, Yvonne and Jennifer Preece	<b>Visual Explanations: Images and Quantities, Evidence and Narrative</b> (1997) Tufte, Edward R.	<b>The Design of Business: Why Design Thinking is the Next Competitive Advantage</b> (2009) Martin, Roger	<b>Product Design and Development, 4th edition</b> (2007) Ulrich, Karl T. and Steven D. Eppinge	<b>101 Things I Learned in Architecture School</b> (2007) Frederick, Matthew	<b>Generational Social Science: Stuides in Agent-Based Computational Modelling</b> (2007) Epstein, Joshua M.
<b>Everyware: The Dawning Age of Ubiquitous Computing</b> (2006) Greenfield, Adam	<b>Information Architects</b> (1996) Wurman, Richard Saul	<b>The Innovator's Guide to Growth</b> (2008) Anthony, Scott D. and Mark Johnson, Joesph Sinfield, Elizabeth Altman	<b>The Wisdom of Crowds</b> (2005) Surowiecki, James	<b>How to See: A Guide to Reading Our Man-Made Environment</b> (2003) Nelson, George	<b>Growing Artificial Societies: Social Science From the Bottom Up</b> (1996) Epstein, Joshua M.
<b>Digital Ground: Architecture, Pervasive Computing, and Environmental Knowing</b> (2005) McCullough, Malcolm	<b>Understanding Comics: The Invisible Art</b> (1993) McCloud, Scott	<b>The Innovator's Toolkit</b> (2008) Silverstein, David and Philip Samuel, Neil DeCarlo	<b>Systems Thinking, Second Edition: Managing Chaos and Complexity</b> (2005) Gharajedaghi, Jamshid	<b>Cradle To Cradle: Remaking the Way We Make Things</b> (2002) McDonough, William and Michael Braungart	<b>Diffusion of Innovations</b> (1995) Rogers, Everett M.
<b>Where the Action Is: The Foundations of Embodied Interaction</b> (2004) Dourish, Paul	<b>The Visual Display of Quantitative Information</b> (1983) Tufte, Edward R.	<b>The Long Tail: Why the Future of Business is Selling Less of More</b> (2006) Anderson, Chris	<b>Structured Planning: Advanced Planning for Business, Institutions and Government</b> (2001) Owen, Charles L.	<b>The Evolution of Useful Things</b> (1992) Petroski, Henry	<b>Real World Research: a Resource for Social Scientists and Practitioner-Researchers</b> (1993) Robson, Colin
<b>Understanding Media: The Extensions of Man: Critical Edition</b> (1964/2003) McLuhan, Marshall	<b>Metaphors We Live By</b> (1980) Lakoff, George and Mark Johnson	<b>Guns, Germs, and Steel: The Fates of Human Societies, New Edition</b> (2005) Diamond, Jared	<b>The Logic Of Failure: Recognizing And Avoiding Error In Complex Situations</b> (1997) Dörner, Dietrich	<b>Industrial Design</b> (1991) Heskett, John	<b>Plans and Situated Actions: The Problem of Human-Machine Communication</b> (1987) Suchman, Lucy A.
<b>Persuasive Technology: Using Computers to Change What We Think and Do</b> (2002) Fogg, B.J.	<b>Primer of Visual Literacy</b> (1973) Dondis, Donis A.	<b>How Breakthroughs Happen</b> (2003) Hargadon, Andrew	<b>Design for Integrity</b> (1993) Owen, Charles L. ed.	<b>Design Discourse: History, Theory, Criticism</b> (1989) Margolin, Victor (Editor)	<b>Metaphors We Live By</b> (1980) Lakoff, George and Mark Johnson
<b>The Soul of a New Machine</b> (2000) Kidder, Tracy	<b>The Presentation of Self in Everyday Life</b> (1959) Goffman, Erving	<b>Mastering the Dynamics of Innovation</b> (1994) Utterback, James M.	<b>Design Methods, second edition</b> (1992) Jones, John Chris	<b>The Geometry of Art and Life</b> (1977) Ghyka, Matila Costiescu	<b>Interpretation of Cultures</b> (1973) Geertz, Clifford
<b>Understanding Computers and Cognition: A New Foundation for Design</b> (1987) Winograd, Terry and Fernando Flores	<b>Vision in Motion</b> (1947) Moholy-Nagy, Laszlo	<b>The Art of the Long View: Planning for the Future in an Uncertain World</b> (1991) Schwartz, Peter	<b>A Pattern Language: Towns, Buildings, Construction</b> (1997) Alexander, Christopher	<b>Notes on the Systhesis of Form</b> (1964) Alexander, Christopher	<b>The Tacit Dimension</b> (1966) Polanyi, Michael