Books Received


This book is an edited collection of architectural and design histories that explore the role of technology in architecture. The authors argue that commonplace methods—such as, modeling, rendering, and specifying, among others—are agents in the construction of the human versus mechanisms strictly for innovation, as well as places of reflection for architectural designers and humanities scholars alike.


As an introductory guide for students, this book explains what graphic designers do and how they do it by profiling real-world practitioners, historical influences, and offering practical advice. The second edition demonstrates technology’s influence on the field, exemplifying digital design tools, apps, social media, and web design.


Citing numerous contemporary international designers and case studies, this book introduces the traditional and experimental use of format in both print and digital design, exploring its purpose and role in constructing a design narrative. The new edition includes an instructional guide for students to create their own format designs.


In the Basics Interior Design series, Retail Design explores the principles of interior design within contemporary, global retail spaces. It features a step-by-step guide to the retail design process and strategies for successfully interrelating brands, products, and consumers. A new chapter presents insights into consumer behavior and in-depth studies of context, layout, circulation, and pace. New case studies of global retailers and extended explorations of interactivity and sustainability are available in the new edition.


This book analyzes how the interaction between art-oriented ceramic practice and museum practice in Britain since the 1970’s has led to the identity construction of ceramics as an art form. The author cites the impact of policy making, the transition from object to project, and the facilitation of multi-sensory engagements with ceramic material and process by museums. Breen illuminates gaps between narrative and practice that deconstruct the art.


This book explores the responsive environment as an object and method of design at the height of its theoretical development. Citing key contributors such as Gregory Bateson, Marshall McLuhan, Nicholas Negroponte, and Paolo Soleri, among others, the author shows how living space came to be reimagined as modifiable by its sensitized inhabitants. Architectural and design case studies, theories, and practice demonstrate emergent ideas about environmental awareness, and the fixation with “smart” technologies, environments, materials, and atmospherics.


Through a study of multiple community-led design practices rooted in different social movements, Design Justice examines the exclusionary power of universalistic-design principles and practices, and explores how structural inequalities might be better deconstructed when design is led by marginalized communities and organized by collective liberation and ecological survival.


An encyclopedia surveying numerous design objects of East Asia, including textiles, ceramics, interiors, graphics, and environments. With objects organized by country, the histories, traditions, practices, and issues behind each object are contextualized regionally and through a critical perspective.

Through a critical investigation of pivotal historical events such as women’s rights, World War II, and the rise of the digital era, this book examines how the once unknown and previously hidden principles of user-experience design have shaped, and continue to shape, the trajectory of our world.


This book functions to demystify design school for early-career students. The authors present key terminology and best practices by citing real-world practitioners and challenges, along with how-to’s and advice for developing design concepts, responding to design briefs, and understanding how critique is an evaluative tool.


*For the Love of Letterpress* presents historical, technical, and aesthetic information to illustrate how modern digital technologies have bolstered the traditional art. The authors advocate that the centuries-old process continues to carry value for twenty-first-century designers and artists. The second edition includes an updated collection of letterpress work and commissions from the United States, United Kingdom, and Europe.


This collection of essays chronicles the twenty-five year history of the CW+ charity and partner Chelsea and Westminster Hospital, which currently holds more than 1,000 works of art. Numerous visual and digital art exhibitions are documented and illuminate how patients’ experience of care and recovery has changed since integrating arts into the daily life of the hospital.


Using theoretical frameworks and international case studies, this book provides a manual for creating sacred places according to deeply held values and purposes, both in private interiors and public exteriors and on individual- and community-scales. Organized into two parts, the first presents the authors’ anecdotes that have informed their community design philosophy; the second presents concrete strategies for instilling the sacred in any place.


In this introductory guide to key design concepts—such as, thinking, service, interaction, experience, and systems—diverse case studies are used to frame design within social and economic issues such as technology, development, and sustainability. Includes topic discussion prompts and an annotated bibliography.


This book explores how art and architecture have engaged in reimagining life on cellular and subcellular levels. The author uses a broad range of case studies to elucidate ever-changing relationships between objects, bodies, and environments and argues that these interactions are integral to life in the age of biotechnology.


An in-depth study of eleven laboratories from around the globe, this illustration-dominant book explores how the cathedral-like grandeur, scale, and investment in laboratory architecture function to recruit scientists, engage the public, and attract funding, and it critically examines the interrelation between laboratory design and scientific ideologies.

The annual publication from the Epica awards, containing over 1,000 color images of the 2019 award winners in advertising, design, media, public relations, and digital communication. Includes behind-the-scenes interviews with jurors and Grand Prix winners.


Being and the Screen is an inquiry into digital technology and its relationship to perception. Utilizing phenomenological and epistemological methods, the author argues that there is no difference between real and virtual, machine and us, and gives cause to relearning how to perceive. Published with support from the University of Nîmes, France.


This book explores how color instills words with new, expressive potential, with an insider look into the process of designing multicolored typefaces. Meant for graphic design professionals, the author presents a study of chromatic type specimens, instructions for creating multilayer type, and implementations across print and digital media.