BIS

Spring 2027

Trade Catalogue

US edition

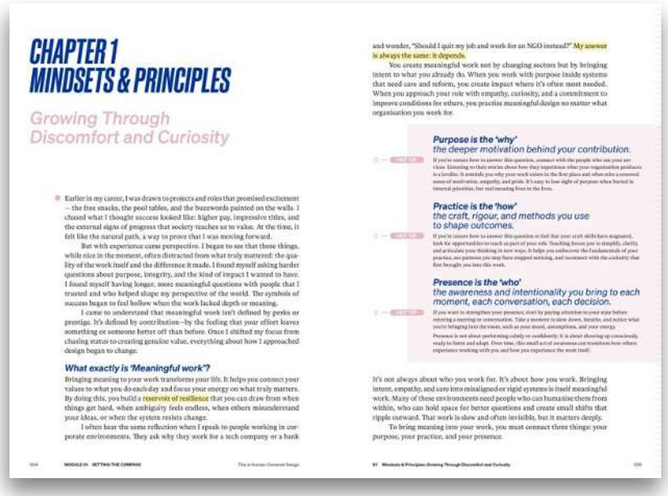


BIS-ENG Edition
9789063697211
Paperback
$ 27.99



BIS-ENG Edition
9789063694890
Paperback
$ 44.99





THIS IS HUMAN CENTERED DESIGN

PRACTICAL GUIDE TO DESIGNING BETTER SERVICES, SYSTEMS, AND EXPERIENCES

CREATIVE BUSINESS

BIS

ENGLISH EDITION
9789063698584
April 2027
$ 27.99

Paperback
233 x 160 mm
190 Pages



This is Human Centered Design cuts through jargon and hype to offer a clear, honest guide to what human centered design really is, how to practise it with integrity, and why it matters today. Structured around ten core principles, including Curiosity, Inclusion & Equity, Systems Thinking, Participation, and Trust & Transparency, the book combines reflective stories, practical exercises, and real world case studies.

Drawing on conversations with hundreds of practitioners, from emerging designers to leaders shaping complex systems, it helps readers navigate ambiguity, align values with action, and build the confidence to design with purpose, humility, and lasting impact.

GERRY SCULLION & JAKOB SCHNEIDER

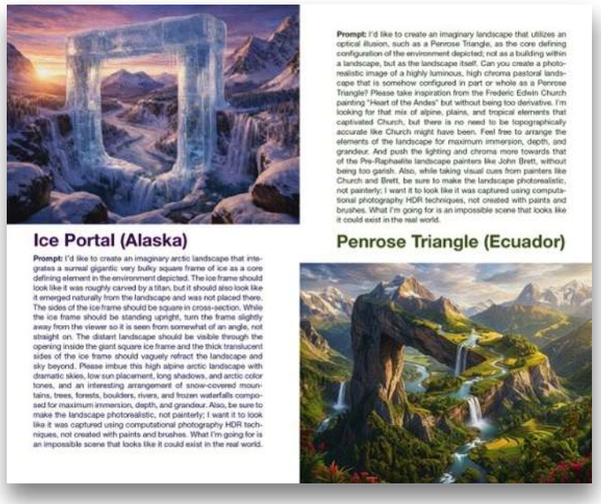
Gerry Scullion is a service designer, educator, and founder of This is HCD, a leading human-centered design community and podcast. As director of Humana, he helps organizations drive meaningful transformation through design. Jakob Schneider is a designer, creative director, and co-founder of KD1. He published This is Service Design Doing, a widely used service design book.



BIS-ENG Edition
9789063698072
Paperback
$ 17.99



BIS-ENG Edition
9789063697075
Paperback
$ 21.99





PROMPT

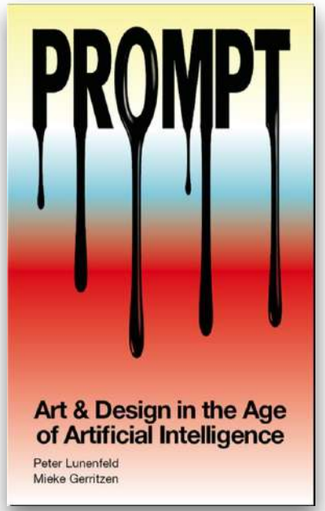
ART & DESIGN IN THE AGE OF ARTIFICIAL INTELLIGENCE

DESIGN

BIS

ENGLISH EDITION
9789063698003
April 2027
$ 19.99

Paperback
180 x 110 mm
240 Pages



Artificial intelligence is reshaping creative work at breathtaking speed, yet public debate often swings between hype and fear. Prompt offers a grounded alternative: a clear guide to understanding AI as a new medium for human creativity. Written for creative professionals, students, and cultural leaders, the book explores how AI is transforming art, design, architecture, media, and visual culture.

Rather than focusing on technical systems or economic disruption, it asks how these tools can be used creatively, critically, and responsibly. Through essays, interviews, case studies, and visual examples, Prompt provides inspiration and practical orientation: not a manifesto or manual, but a thoughtful toolkit for creative resilience in a rapidly changing world.

PETER LUNENFELD & MIEKE GERRITZEN

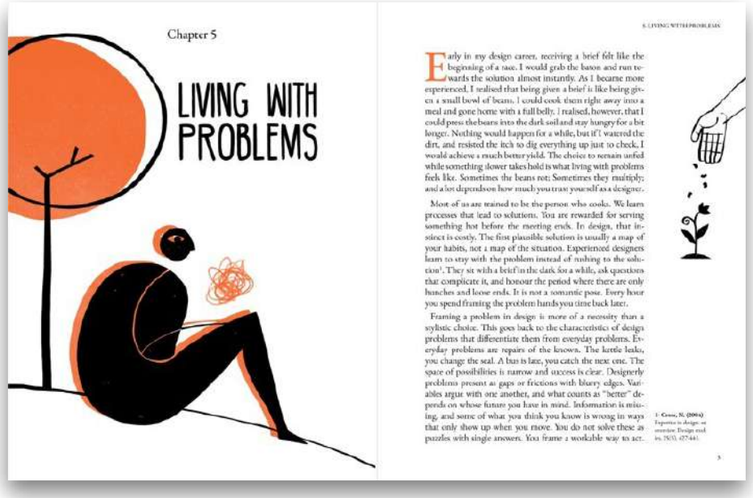
Peter Lunenfeld is a professor at UCLA and founder of the Institute for Technology & Aesthetics. Mieke Gerritzen is a designer and curator, and Creative Director at Next Nature Network. She has written ten books and created twenty exhibitions on technology and media.



BIS-ENG Edition
9789063699642
Paperback
$ 34.99



BIS-ENG Edition
9789063696337
Paperback
$ 34.99


Chapter 5

LIVING WITH PROBLEMS

Early in my design career, receiving a brief felt like the beginning of a race. I would grab the baton and run towards the solution almost instantly. As I became more experienced, I realised that being given a brief is like being given a small bowl of beans. I could cook them right away into a meal and gone home with a full belly. I realised, however, that I could press the beans into the dark soil and stay hungry for a bit longer. Nothing would happen for a while, but if I watered the dirt, and resisted the itch to dig everything up just to check, I would achieve a much better yield. The choice to remain unfed while something slower takes hold is what living with problems feels like. Sometimes the beans rot; Sometimes they multiply; and a lot depends on how much you trust yourself as a designer.

Most of us are trained to be the person who cooks. We learn processes that lead to solutions. You are rewarded for serving something hot before the meeting ends. In design, that instinct is costly. The first plausible solution is usually a map of your habits, not a map of the situation. Experienced designers learn to stay with the problem instead of rushing to the solution[1]. They sit with a brief in the dark for a while, ask questions that complicate it, and honour the period where there are only hunches and loose ends. It is not a romantic pose. Every hour you spend framing the problem hands you time back later.

Framing a problem in design is more of a necessity than a stylistic choice. This goes back to the characteristics of design problems that differentiate them from everyday problems. Everyday problems are repairs of the known. The kettle leaks, you change the seal. A bus is late, you catch the next one. The space of possibilities is narrow and success is clear. Designerly problems present as gaps or frictions with blurry edges. Variables argue with one another, and what counts as "better" depends on whose future you have in mind. Information is missing, and some of what you think you know is wrong in ways that only show up when you move. You do not solve these as puzzles with single answers. You frame a workable way to act.

1 - Cross, N. (2004). Expertise in design: an overview. Design studies, 25(5), 427-441.


BEFORE THE SOLUTION

Staying with the problem is a mental challenge. You are three days into a brief and you have nothing to present. The team next door already has concepts on the wall. Your client emails asking for a progress update and you reply with questions instead of slides. A colleague glances at your desk and sees index cards and scribbles where they expect wireframes. That silence, the gap between receiving a brief and having something to show for it, is where this chapter lives. You rarely get paid to come up with problems, and when you do, there is little shared understanding of what a "good" problem even looks like. Most tools and methods point you towards the solution, and framing the problem feels like an onboarding phase, something to get through so you can move on to what your job is supposedly about. But when you plant the beans instead of cooking and serving them, you do not wait idly. There are things you can do to make sure they are not rotting in the dark but growing into something worth the hunger.

This chapter introduces you to designers' habits of living with problems and making the best of it. We begin with the hardest part: learning to tolerate not knowing. Uncertainty is where most designers flinch, and where the best ones settle in. From there, we look at how to collect and scope the pieces of a problem, how to judge what fits inside your frame and what to leave out, and why the size of a problem and the size of its solution are rarely what you expect. We then turn to iteration, not as polishing a fixed answer, but as a discipline of letting each attempt talk back and reshape the question. The chapter widens to consider how zooming out of a brief can transform its possibilities, how problems sit inside larger systems, and how to untangle their apparent complexity. We close with a move that experienced designers learn to make: turning the problem itself into something valuable, so that the frame becomes a feature rather than a constraint to be overcome.

Of knowledge naught remained I did not know,
Of secrets, scarcely any, high or low;
All day and night for three score and twelve years,
I pondered, just to learn that naught I know.

Umar Khayyam
Rubá'iyát. Sa'di 1991, p. 125

BEFORE THE SOLUTION

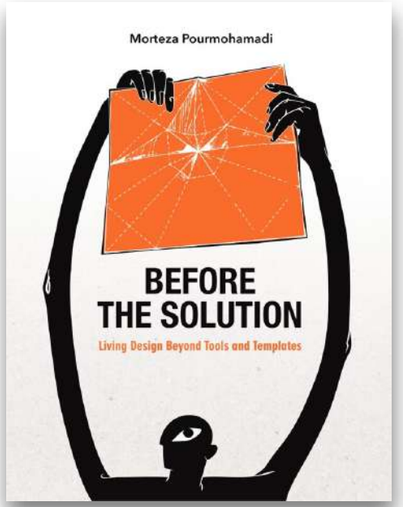
LIVING DESIGN BEYOND TOOLS AND TEMPLATES

DESIGN

BIS

ENGLISH EDITION
9789063698126
April 2027
$ 32.99

Paperback
220 x 170 mm
196 Pages

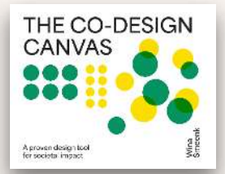


Design is a deeply human capability, and it is increasingly practised through tools, templates, and AI that can generate polished solutions at speed and scale. The risk is a profession whose outputs look right yet lack depth, character, and humanity. If you have ever felt your process is correct but your outcomes are interchangeable, the gap is rarely in the tools. It is in what comes before them.

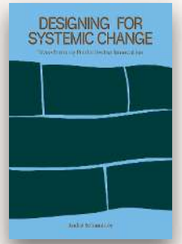
Before the Solution helps you build the practice between projects. It focuses on the part of practice you can train without a brief in front of you: how you sit with a problem before reaching for a template, how you let a prototype change the question rather than just refine the answer, how you decide what to ignore, and how you stay in charge of the work when AI is in the room.

MORTEZA POURMOHAMADI

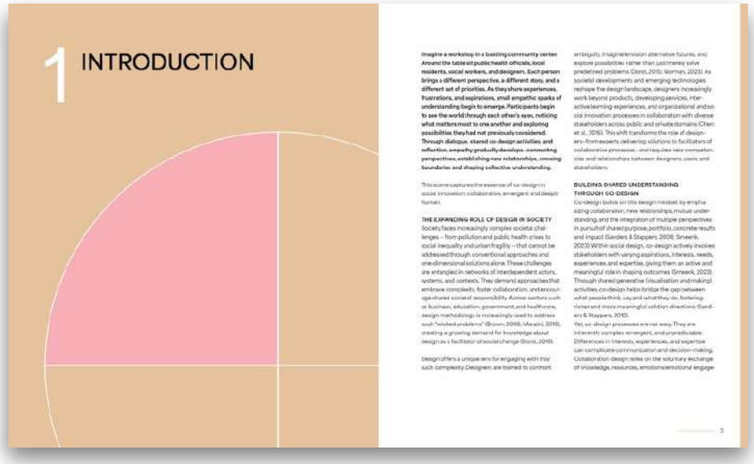
Dr Morteza Pourmohamadi is an award-winning design educator, researcher, and leader working at the intersection of design practice and cognition. He holds a PhD in Design Computing and Cognition from the University of Sydney, where he teaches design studios. Over two decades, he has helped leaders, entrepreneurs, and organisations tackle complex challenges through creativity and design.

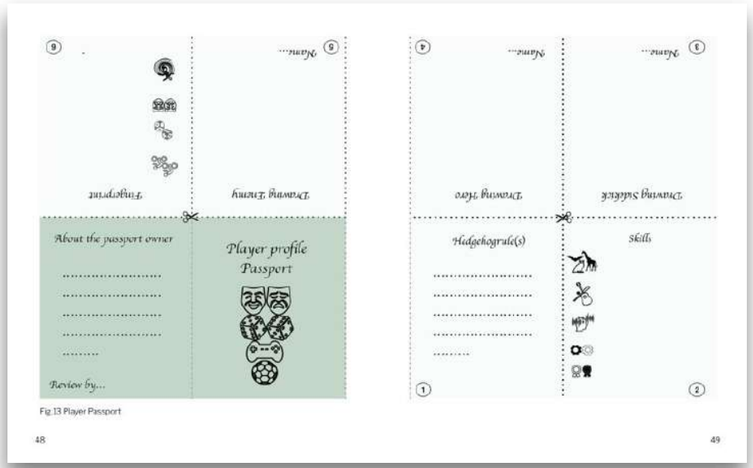


BIS-ENG Edition
9789063696788
Paperback
$ 26.99



BIS-ENG Edition
9789063699963
Paperback
$ 34.99





THE EMPATHY COMPASS

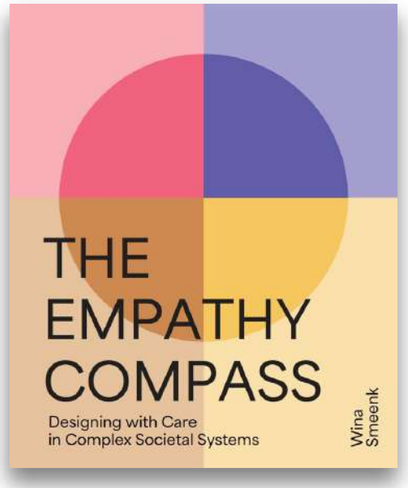
DESIGNING WITH CARE IN COMPLEX SOsocietal SYSTEMS

DESIGN

BIS

ENGLISH EDITION
9789063699017
April 2027
$ 28.99

Paperback
270 x 225 mm
160 Pages

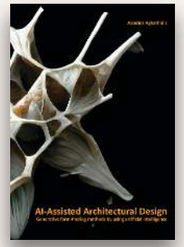


Empathy is widely celebrated in design, policymaking, and organisational change, yet it is often reduced to a tool that reinforces existing assumptions. The Empathy Compass challenges this by reframing empathy as a systemic, relational, and ethical orientation. In complex issues such as healthcare, climate transition, ageing, and digital governance, empathy shapes whose voices are heard, what counts as evidence, and which futures become possible.

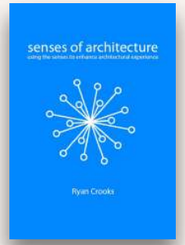
At the heart of the book is the Empathy Compass: a four-quadrant framework helping designers, researchers, policymakers, and leaders navigate tension, difference, and complexity more consciously. Through case studies and practical reflection, the book offers language and structure to balance care with analysis, involvement with reflection, and conviction with openness.

WINA SMEENK

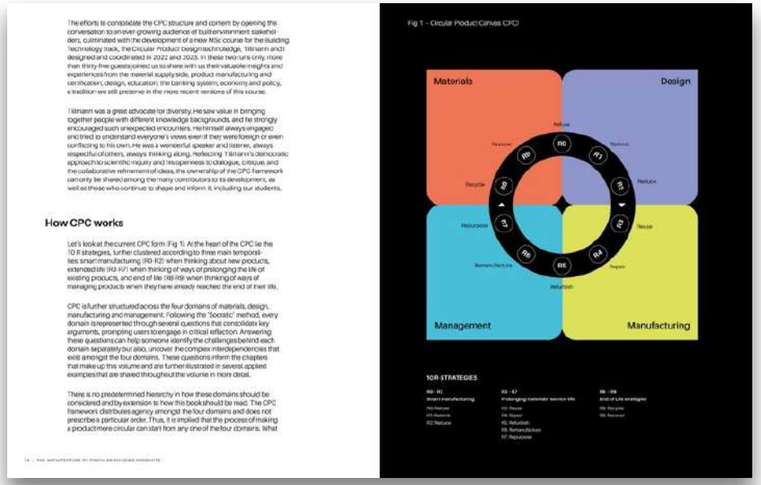
Wina Smeenk specialises in innovation, human-centered and co-design. She is Professor Societal Impact Design, developed many educational programs and co-founded the Expertisenetwork Systemic Co-Design. She also worked as an innovation strategist and designer for international companies like Sony, Playstation, and Giant Bicycles.



BIS-ENG Edition
9789063697044
Paperback
$ 17.99



BIS-ENG Edition
9789063697242
Paperback
$ 27.99





THE ARCHITECTURE OF CIRCULAR BUILDING PRODUCTS

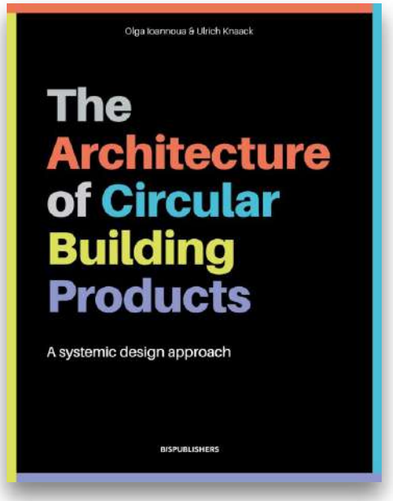
A SYSTEMIC DESIGN APPROACH

DESIGN

BIS

ENGLISH EDITION
9789063697570
April 2027
$ 29.99

Paperback
255 x 200 mm
128 Pages

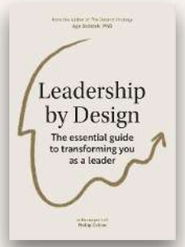


The transition to a circular built environment shifts focus from buildings as single objects to the components from which they are made. This requires architects, engineers, manufacturers, policymakers and other stakeholders to rethink how materials are sourced, products are designed and buildings are managed throughout their life cycle.

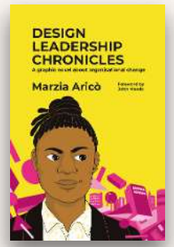
This book offers a practical methodology for advancing circularity in the built environment through the domains of materials, design, manufacturing and management. Edited by Olga Ioannou and Ulrich Knaack, close collaborators of the late Professor Tillmann Klein, it combines research, industry expertise and real world applications to provide valuable insights into circular building products and processes.

ULRICH KNAACK & OLGA LOANNOU

Olga Ioannou is Assistant Professor at TU Delft, where her research focuses on circular building products, bio based materials and systemic design. Ulrich Knaack is Professor at TU Delft and TU Darmstadt, specializing in construction systems, façade technology and innovative materials. Together, they combine research, education and practice to advance circular and sustainable approaches in the built environment.



BIS-ENG Edition
9789063696481
Paperback
$ 29.99



BIS-ENG Edition
9789063697259
Hardback
$ 24.99

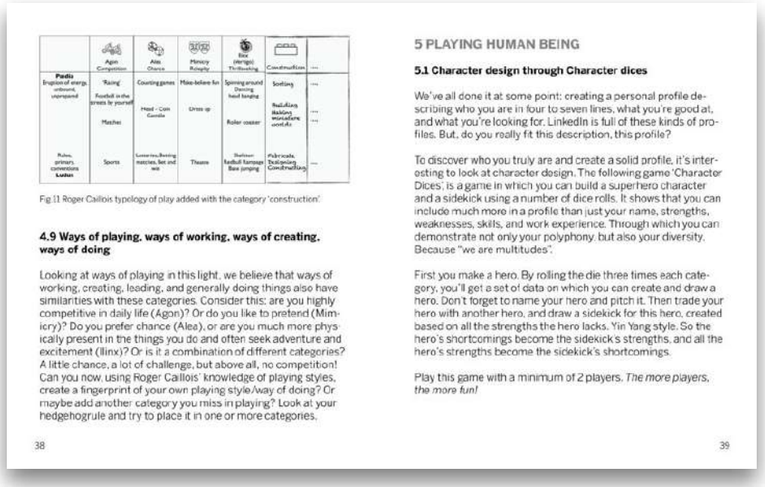


Fig.11 Roger Caillois typology of play added with the category 'construction'.

4.9 Ways of playing, ways of working, ways of creating, ways of doing

Looking at ways of playing in this light, we believe that ways of working, creating, leading, and generally doing things also have similarities with these categories. Consider this: are you highly competitive in daily life (Agon)? Or do you like to pretend (Mimicry)? Do you prefer chance (Alea), or are you much more physically present in the things you do and often seek adventure and excitement (Ilinx)? Or is it a combination of different categories? A little chance, a lot of challenge, but above all, no competition! Can you now, using Roger Caillois' knowledge of playing styles, create a fingerprint of your own playing style/way of doing? Or maybe add another category you miss in playing? Look at your hedgehogrule and try to place it in one or more categories.

38

5 PLAYING HUMAN BEING

5.1 Character design through Character dices

We've all done it at some point: creating a personal profile describing who you are in four to seven lines, what you're good at, and what you're looking for. LinkedIn is full of these kinds of profiles. But, do you really fit this description, this profile?

To discover who you truly are and create a solid profile, it's interesting to look at character design. The following game 'Character Dices' is a game in which you can build a superhero character and a sidekick using a number of dice rolls. It shows that you can include much more in a profile than just your name, strengths, weaknesses, skills, and work experience. Through which you can demonstrate not only your polyphony, but also your diversity. Because "we are multitudes".

First you make a hero. By rolling the die three times each category, you'll get a set of data on which you can create and draw a hero. Don't forget to name your hero and pitch it. Then trade your hero with another hero, and draw a sidekick for this hero, created based on all the strengths the hero lacks. Yin Yang style. So the hero's shortcomings become the sidekick's strengths, and all the hero's strengths become the sidekick's shortcomings.

Play this game with a minimum of 2 players. *The more players, the more fun!*

39

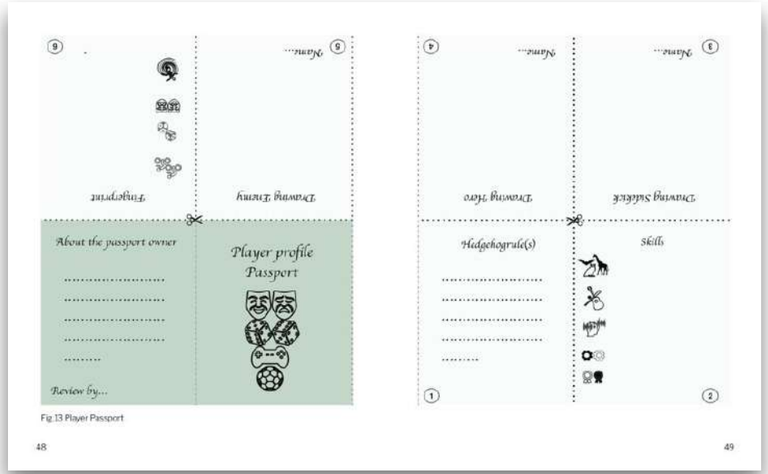


Fig.13 Player Passport

48

49

THE PAIDIA PRINCIPLE

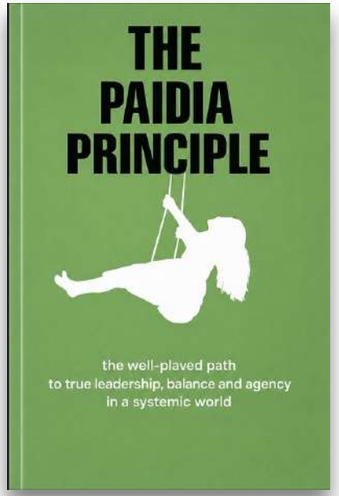
THE WELL-PLAYED PATH TO BOLD LEADERSHIP, BALANCE, AND AGENCY

DESIGN

BIS

ENGLISH EDITION
9789063699215
April 2027
$ 24.99

Paperback
180 x 145 mm
120 Pages



"The Paidia Principle" presents play as a powerful way of working, thinking, and leading. In a world focused on control and certainty, this book offers an alternative: a well-played path toward agency, balance, and confident decision making.

Through play, readers learn how to work with what drives them, challenges them, and sets them apart, and turn this into a source of direction and strength. Rather than avoiding uncertainty, the book shows how to engage with it, opening up space for new choices and ways of acting.

Written for anyone facing pressure at work or in life from leaders, entrepreneurs, designers, creative professionals to athletes, parents, and beyond, this book provides a grounded and practical approach to navigating complexity and taking ownership in an ever changing world.

EVA DEN HEIJER & IMARA FELKERS

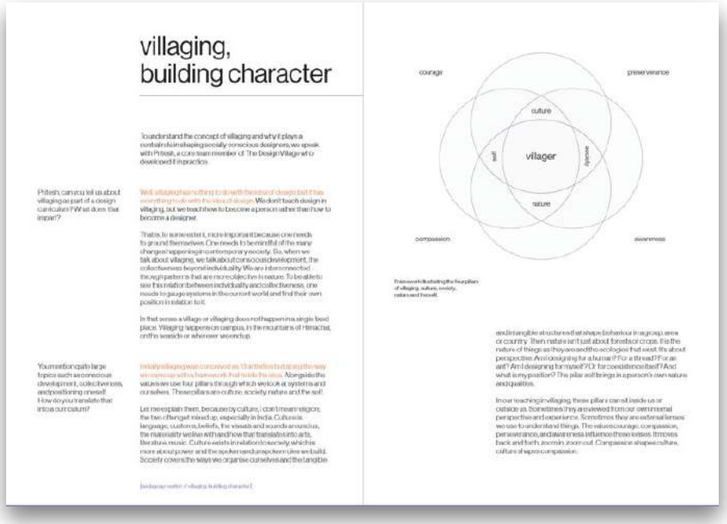
Eva den Heijer is visual artist, game designer, lecturer and coach at HKU Utrecht, developing playful methods for growth in education and work since 2004. Dr. Imara Felkers is philosopher and educator researching play as inquiry and embodied practice. Together, they explore playful approaches to learning, collaboration and personal development.



BIS-ENG Edition
9789063693718
Paperback
$ 39.99



BIS-ENG Edition
9789063695408
Flexibind
$ 44.99





THE DESIGN VILLAGE

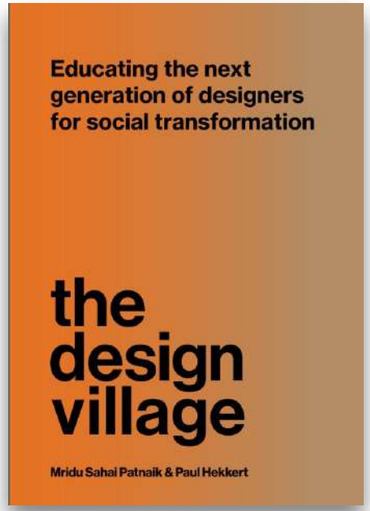
EDUCATING THE NEXT GENERATION OF DESIGNERS FOR SOCIAL TRANSFORMATION

DESIGN

BIS

ENGLISH EDITION
9789063698348
April 2027
$ 32.99

Paperback
240 x 165 mm
180 Pages



As the world keeps changing, designers must learn to anticipate, intervene and guide systems towards a more just and sustainable future. This requires rethinking not only the skills designers need but the foundations of design education itself.

In The Design Village, co-founders Mridu Sahai and Paul Hekkert share insights from a decade of building a pioneering design school in India. Rather than simply adding courses about impact, they propose a new educational framework centered on values that matter today.

Through interviews, essays and practical examples, the book shows how to instill values in students like compassion and courage, cultivate critical thinking and self-direction and collaborate with diverse stakeholders. It offers fresh perspectives for educators, students and anyone interested in the future of design education.

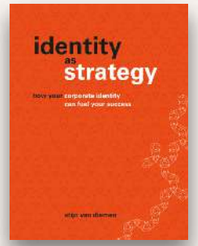
MRIDU SAHAI PATNAIK & PAUL HEKKERT

Mridu Sahai Patnaik is a leading voice in design, architecture and education in India, and partner of architecture firm Archohm. Paul Hekkert is a renowned design researcher and former professor at Delft University of Technology. Together, they bring decades of experience in design practice, research and education, united by a shared belief that design should create meaningful social impact.

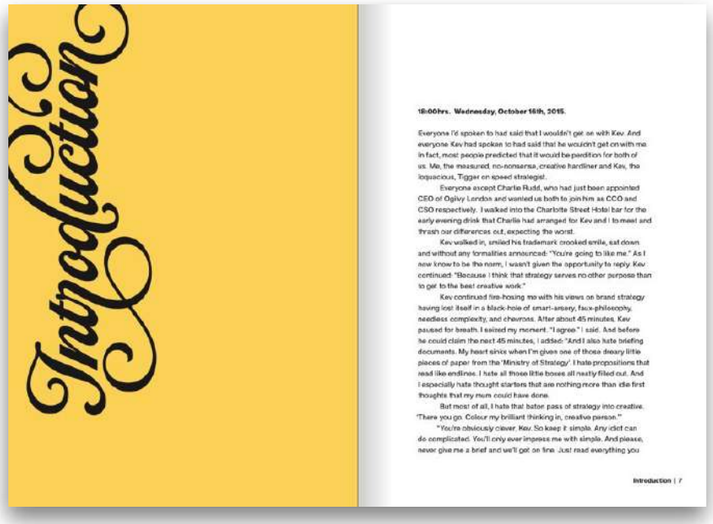
RELATED

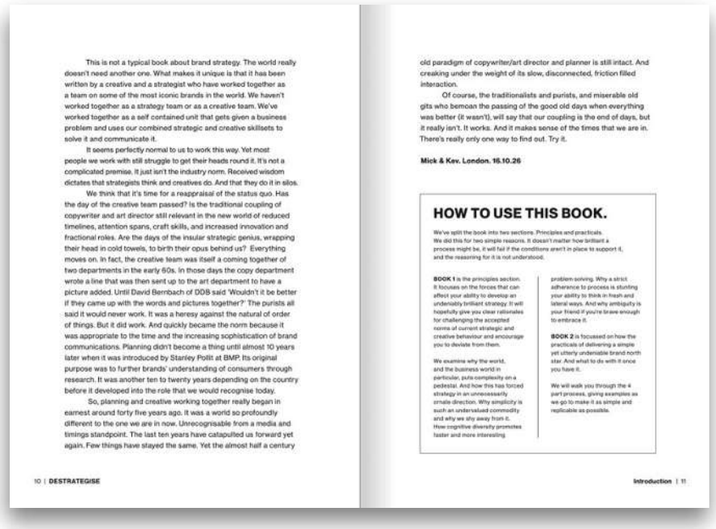


BIS-ENG Edition
9789063698713
Paperback
$ 25.99



BIS-ENG Edition
9789063698799
Paperback
$ 28.99





DESTRATEGISE

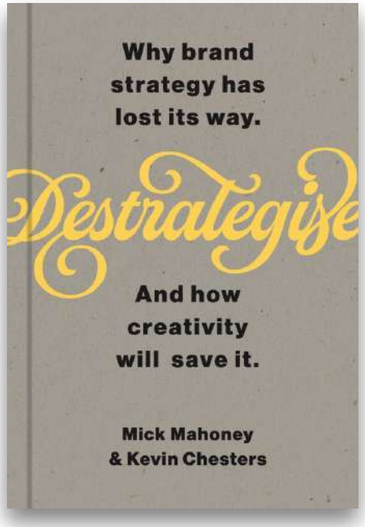
WHY BRAND STRATEGY HAS LOST ITS WAY. AND HOW CREATIVITY WILL SAVE IT.

CREATIVE BUSINESS

BIS

ENGLISH EDITION
9789063698065
April 2027
$ 25.99

Paperback
230 x 160 mm
180 Pages

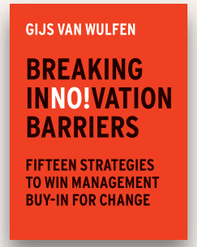


Brand strategy has become unnecessarily complicated: too many frameworks, too much jargon, and too often, uncertain outcomes. This book simplifies it all. Drawing on 50+ years of combined experience, Mick Mahoney and Kevin Chesters present a proven approach built around three simple questions.

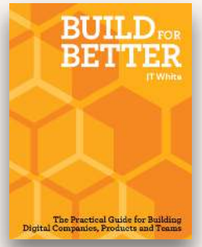
Refined over the past decade, their method cuts through the noise to create brand positioning that is clear, practical, and undeniable. Challenging outdated silos between strategy and creativity, the book shows how stronger ideas come from connection, collaboration, and cognitive diversity. Simpler works better. If you want to build a brand strategy that is impactful, actionable, and impossible to ignore, start here.

KEVIN CHESTERS & MICK MAHONEY

Mick Mahoney is one of the UK's most awarded creatives, with 30+ years in advertising and accolades including a Cannes Grand Prix, Cannes Lions and D&AD Pencils. Kevin Chesters, former CSO at Dentsu, Ogilvy and W+K London, now advises brands such as M&S, adidas and Heineken, and lectures on creativity worldwide.



BIS-ENG Edition
9789063697204
Paperback
$ 25.99



BIS-ENG Edition
9789063699536
Paperback
$ 25.99



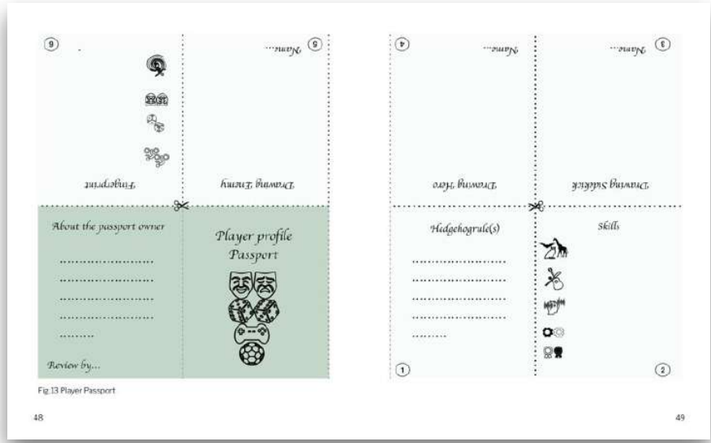


Fig.13 Player Passport

AUTONOMY AS STRATEGY

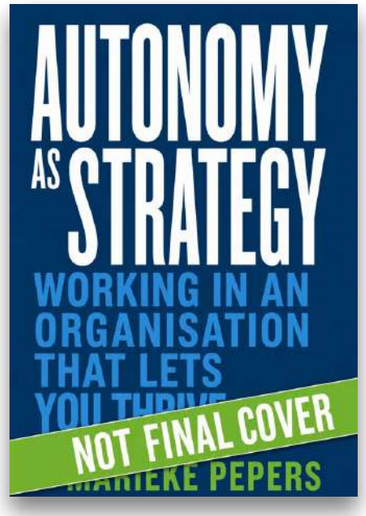
WORKING IN AN ORGANISATION THAT LETS YOU THRIVE

CREATIVE BUSINESS

BIS

ENGLISH EDITION
9789063697730
April 2027
$ 22.99

Paperback
210 x 148 mm
140 Pages



The world of work is at a turning point. As labor shortages grow and the need for purpose increases, organizations face major challenges. Yet companies that dare to rethink work are proving more attractive to talent without sacrificing growth or success.

In this book, Marieke Pepers shares the story of Nmbrs, where trust is the foundation of success. Through autonomous teams, a four-day workweek with five days' pay, and a strong feedback culture, Nmbrs demonstrates a new way of working that fosters autonomy, collaboration, and connection.

Filled with practical insights, lessons learned, and employee experiences, this inspiring book offers entrepreneurs, leaders, and HR professionals a proven alternative to the traditional model of work.

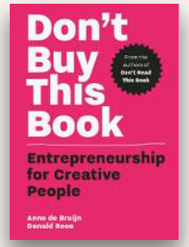
MARIEKE PEPERS

Marieke Pepers is Chief People Officer at Nmbrs, a fast-growing software company known for its People First approach. With over 25 years of experience in HR and organisational change, she has helped shape a culture built on trust, autonomous teams, strong feedback, and a four-day workweek with five days' pay. She is a sought-after speaker on agile working and self-management.

RELATED



BIS-ENG Edition
9789063694234
Paperback
$ 23.99



BIS-ENG Edition
9789063695378
Paperback
$ 23.99



DON'T/DO THIS — GAME, REVISED EDITION

THOUGHT EXPERIMENTS FOR CREATIVE PEOPLE

GAMES

BIS

ENGLISH EDITION
9789063698409
April 2027
$ 22.99

Card Game
178 x 92 mm
156 Cards



Don't/Do This - Game is a creative thought experiment game that helps anyone unlock fresh ideas. By combining 3 Do cards (guidelines for a project) and 3 Don't cards (creative constraints), players are pushed out of their comfort zones and challenged to think differently. Rather than holding you back, these limitations encourage surprising and original solutions.

The game's quick setup and endless combinations make it perfect for solo inspiration, team brainstorming, classrooms, or workshops. Whether you're a professional or just looking for fun, Don't/Do This is a powerful, playful tool to spark creativity in any setting.

DONALD ROOS & ANNE DE BRUIJN

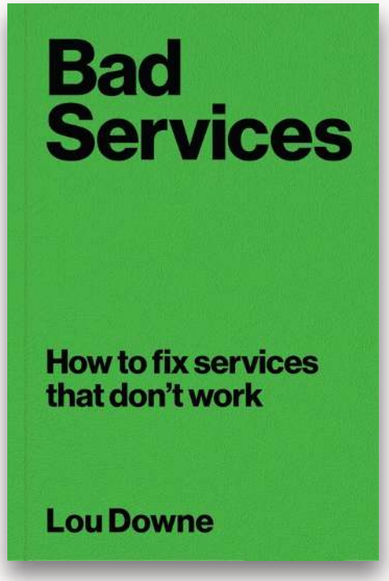
Donald Roos is a creative entrepreneur and founder of the ToDon'tCompany. Trained as a (typo)graphic designer, he collaborates with professionals across disciplines and developed the ToDontList-method to help creatives focus amid endless ideas. With Anne de Bruijn, he wrote Don't Read This Book, Don't Buy This Book, and If You Don't. They also created the Don't/Do This thought experiment game.

Featured

NEW



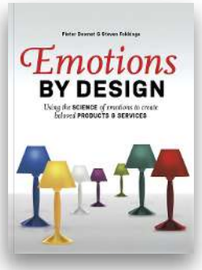
BIS English Edition
9789063695439
Paperback
$ 25.99



BIS English Edition
9789063697211
Paperback
$ 27.99

Backlist

Design
Graphic Design
Architecture
Creativity & Personal Development
Branding & Marketing
Leadership & Innovation
Gift Books
Games & Gifts



BIS English Edition
9789063699703
Paperback
$ 34.99



BIS English Edition
9789063696924
Paperback
$ 36.99



BIS English Edition
9789063696900
Paperback
$ 25.99



BIS English Edition
9789063699642
Paperback
$ 34.99



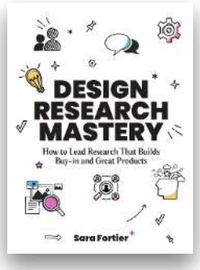
BIS English Edition
9789063696498
Book & Cards
$ 34.99



BIS English Edition
9789063695811
Book & Cards
$ 39.99



BIS English Edition
9789063697327
Paperback
$ 34.99



BIS English Edition
9789063699543
Paperback
$ 34.99



BIS English Edition
9789063695408
Flexibind
$ 44.99



BIS English Edition
9789063695859
Paperback
$ 44.99



BIS English Edition
9789063696795
Paperback
$ 32.99



BIS English Edition
9789063696788
Paperback
$ 26.99



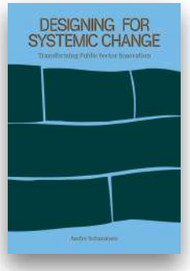
BIS English Edition
9789063695439
Paperback
$ 25.99



BIS English Edition
9789063697211
Paperback
$ 27.99



BIS English Edition
9789063695613
Paperback
$ 44.99



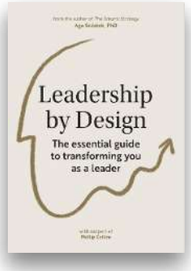
BIS English Edition
9789063699963
Paperback
$ 34.99



BIS English Edition
9789063696344
Paperback
$ 44.99



BIS English Edition
9789063695798
Paperback
$ 39.99



BIS English Edition
9789063696481
Paperback
$ 29.99



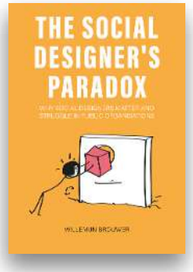
BIS English Edition
9789063692841
Paperback
$ 49.99



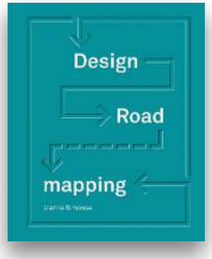
BIS English Edition
9789063696399
Paperback
$ 24.99



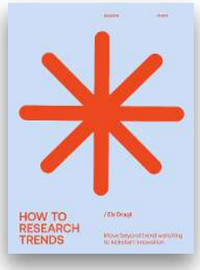
BIS English Edition
9789063696337
Paperback
$ 34.99



BIS English Edition
9789063698805
Paperback
$ 29.99



BIS English Edition
9789063694593
Hardback
$ 49.99



BIS English Edition
9789063696825
Paperback
$ 36.99



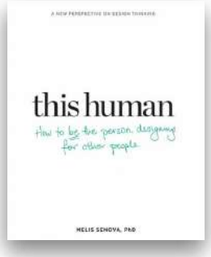
BIS English Edition
9789063695279
Paperback
$ 12.99



BIS English Edition
9789063696849
Paperback
$ 34.99



BIS English Edition
9789063696146
Paperback
$ 23.99



BIS English Edition
9789063694609
Paperback
$ 38.99



BIS English Edition
9789063696528
Paperback
$ 37.99



BIS English Edition
9789063694340
Paperback
$ 39.99



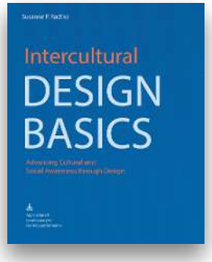
BIS English Edition
9789063696801
Paperback
$ 34.99



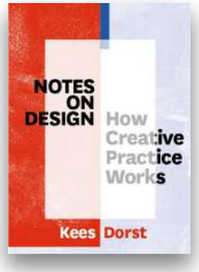
BIS English Edition
9789063695941
Paperback
$ 19.99



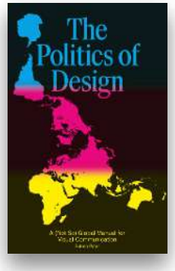
BIS English Edition
9789063695958
Game
$ 22.99



BIS English Edition
9789063696047
Paperback
$ 39.99



BIS English Edition
9789063694654
Paperback
$ 22.99



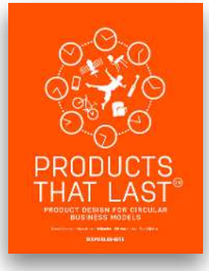
BIS English Edition
9789063694227
Paperback
$ 18.99



BIS English Edition
9789063694647
Paperback
$ 44.99



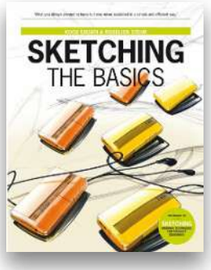
BIS English Edition
9789063694982
Paperback
$ 44.99



BIS English Edition
9789063695224
Paperback
$ 44.99



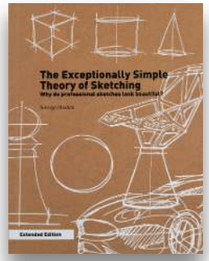
BIS English Edition
9789063695330
Paperback
$ 34.99



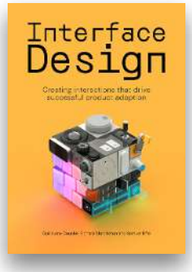
BIS English Edition
9789063695347
Paperback
$ 34.99



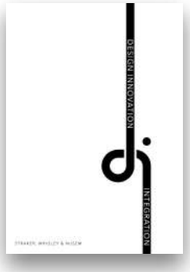
BIS English Edition
9789063693299
Hardback
$ 39.99



BIS English Edition
9789063696405
Paperback
$ 18.99



BIS English Edition
9789063697105
Paperback
$ 29.99



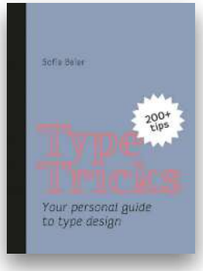
BIS English Edition
9789063696030
Paperback
$ 39.99



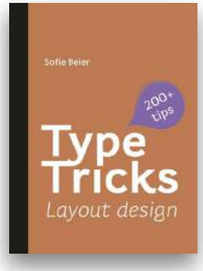
BIS English Edition
9789063694890
Paperback
$ 44.99



BIS English Edition
9789063692582
Hardback
$ 22.99



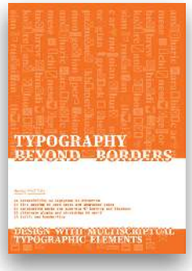
BIS English Edition
9789063694586
Paperback
$ 21.99



BIS English Edition
9789063696221
Paperback
$ 21.99



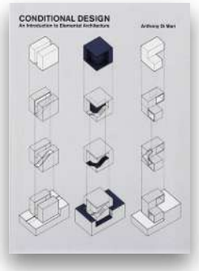
BIS English Edition
9789063696368
Paperback
$ 21.99



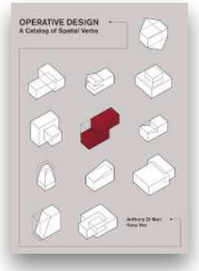
BIS English Edition
9789063699437
Paperback
$ 25.99



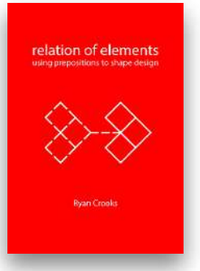
BIS English Edition
9789063699093
Paperback
$ 26.99



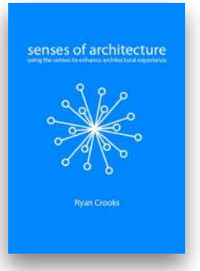
BIS English Edition
9789063693657
Paperback
$ 17.99



BIS English Edition
9789063692896
Paperback
$ 17.99



BIS English Edition
9789063696863
Paperback
$ 27.99



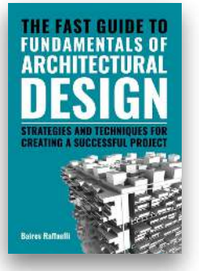
BIS English Edition
9789063697242
Paperback
$ 27.99



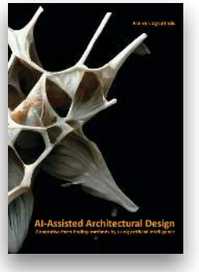
BIS English Edition
9789063694111
Paperback
$ 17.99



BIS English Edition
9789063695712
Paperback
$ 17.99



BIS English Edition
9789063696856
Paperback
$ 17.99



BIS English Edition
9789063697044
Paperback
$ 17.99



BIS English Edition
9789063695323
Paperback
$ 25.99



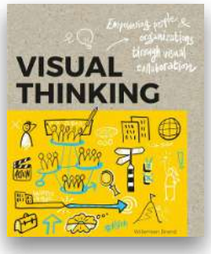
BIS English Edition
9789063697310
Paperback
$ 24.99



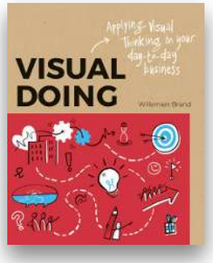
BIS English Edition
9789063696931
Paperback
$ 29.99



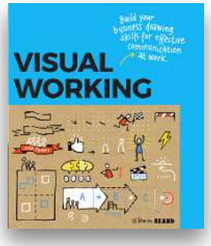
BIS English Edition
9789063698676
Paperback
$ 26.99



BIS English Edition
9789063694531
Paperback
$ 26.99



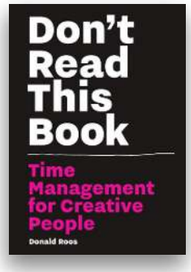
BIS English Edition
9789063694999
Paperback
$ 26.99



BIS English Edition
9789063696771
Paperback
$ 26.99



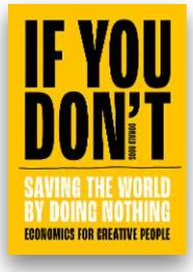
BIS English Edition
9789063696054
Paperback
$ 22.99



BIS English Edition
9789063694234
Paperback
$ 23.99



BIS English Edition
9789063695378
Paperback
$ 23.99



BIS English Edition
9789063697006
Paperback
$ 23.99



BIS English Edition
9789063694845
Game
$ 22.99



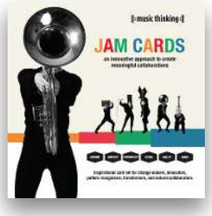
BIS English Edition
9789063695118
Paperback
$ 13.99



BIS English Edition
9789063695002
Paperback
$ 13.99



BIS English Edition
9789063696306
Paperback
$ 24.99



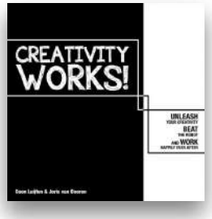
BIS English Edition
9789063695149
Toolkit
$ 34.99



BIS English Edition
9789063697266
Paperback
$ 25.99



BIS English Edition
9789063695866
Paperback
$ 24.99



BIS English Edition
9789063695064
Paperback
$ 21.99



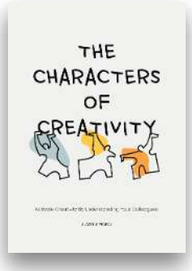
BIS English Edition
9789063693800
Paperback
$ 24.99



BIS English Edition
9789063695972
Paperback
$ 21.99



BIS English Edition
9789063696245
Paperback
$ 17.99



BIS English Edition
9789063696696
Paperback
$ 24.99



BIS English Edition
9789063694883
Various
$ 21.99



BIS English Edition
9789063692759
Toolkit
$ 29.99



BIS English Edition
9789063695682
Toolkit
$ 26.99



BIS English Edition
9789063696320
Book & Cards
$ 39.99



BIS English Edition
9789063696184
Toolkit
$ 36.99



BIS English Edition
9789063697020
Paperback
$ 25.99



BIS English Edition
9789063698713
Paperback
$ 25.99



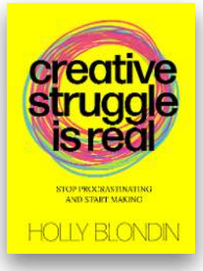
BIS English Edition
9789063694784
Paperback
$ 44.99



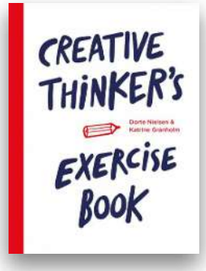
BIS English Edition
9789063693152
Paperback
$ 24.99



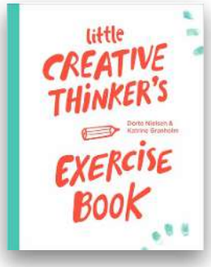
BIS English Edition
9789063696979
Paperback
$ 25.99



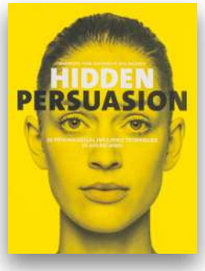
BIS English Edition
9789063696702
Paperback
$ 24.99



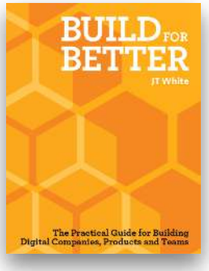
BIS English Edition
9789063694388
Paperback
$ 19.99



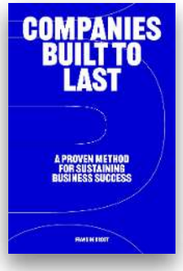
BIS English Edition
9789063694913
Paperback
$ 18.99



BIS English Edition
9789063695316
Paperback
$ 25.99



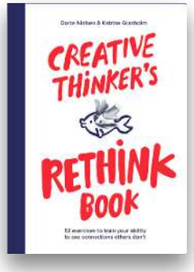
BIS English Edition
9789063699536
Paperback
$ 25.99



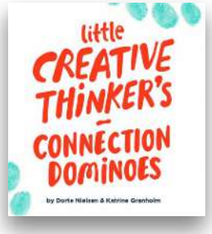
BIS English Edition
9789063699512
Paperback
$ 25.99



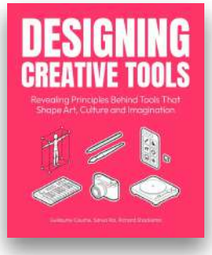
BIS English Edition
9789063694630
Paperback
$ 25.99



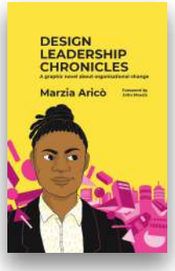
BIS English Edition
9789063696122
Paperback
$ 19.99



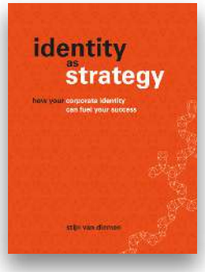
BIS English Edition
9789063695132
Puzzle Play
$ 19.99



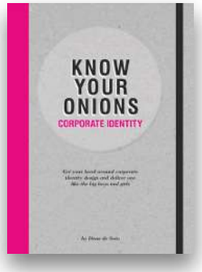
BIS English Edition
9789063697761
Paperback
$ 27.99



BIS English Edition
9789063697259
Hardback
$ 24.99



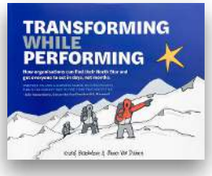
BIS English Edition
9789063698799
Paperback
$ 28.99



BIS English Edition
9789063695392
Hardback
$ 22.99



BIS English Edition
9789063696092
Toolkit
$ 34.99



BIS English Edition
9789063696726
Paperback
$ 36.99



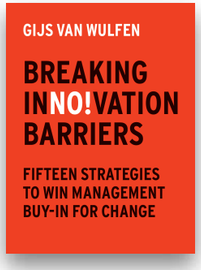
BIS English Edition
9789063696207
Paperback
$ 44.99



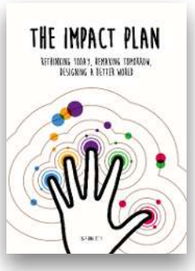
BIS English Edition
9789063696115
Paperback
$ 24.99



BIS English Edition
9789063696382
Paperback
$ 26.99



BIS English Edition
9789063697204
Paperback
$ 25.99



BIS English Edition
9789063696542
Paperback
$ 25.99



BIS English Edition
9789063696689
Paperback
$ 29.99



BIS English Edition
9789063696719
Toolkit
$ 29.99



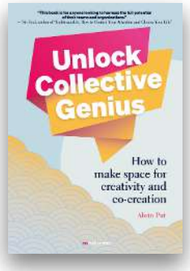
BIS English Edition
9789063694869
Hardback
$ 23.99



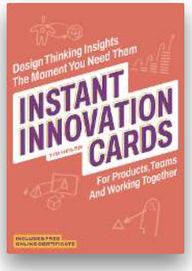
BIS English Edition
9789063695293
Paperback
$ 23.99



BIS English Edition
9789063696191
Paperback
$ 24.99



BIS English Edition
9789063697235
Paperback
$ 25.99



BIS English Edition
9789063696870
Toolkit
$ 27.99



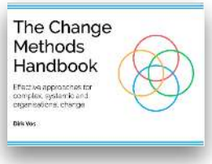
BIS English Edition
9789063697013
Card Deck
$ 29.99



BIS English Edition
9789063696832
Toolkit
$ 26.99



BIS English Edition
9789063696733
Toolkit
$ 19.99



BIS English Edition
9789063699673
Paperback
$ 39.99



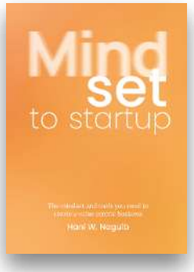
BIS English Edition
9789063693534
Paperback
$ 44.99



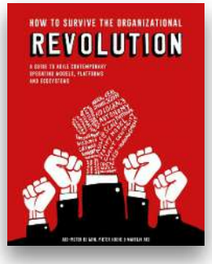
BIS English Edition
9789063693794
Paperback
$ 19.99



BIS English Edition
9789063694968
Paperback
$ 19.99



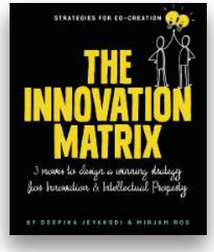
BIS English Edition
9789063697143
Paperback
$ 29.99



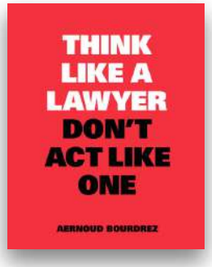
BIS English Edition
9789063695217
Paperback
$ 44.99



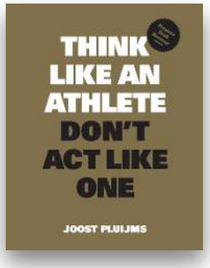
BIS English Edition
9789063693138
Paperback
$ 44.99



BIS English Edition
9789063695200
Paperback
$ 44.99



BIS English Edition
9789063695354
Paperback
$ 17.99



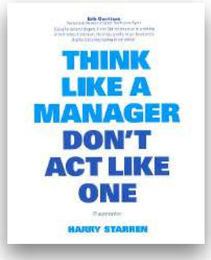
BIS English Edition
9789063697198
Paperback
$ 17.99



BIS English Edition
9789063694852
Paperback
$ 17.99



BIS English Edition
9789063695699
Paperback
$ 17.99



BIS English Edition
9789063693473
Paperback
$ 17.99



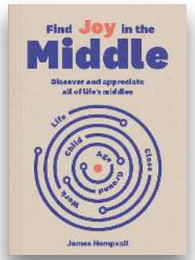
BIS English Edition
9789063696351
Paperback
$ 17.99



BIS English Edition
9789063694685
Paperback
$ 17.99



BIS English Edition
9789063698072
Paperback
$ 17.99



BIS English Edition
9789063698461
Paperback
$ 23.99



BIS English Edition
9789063696986
Paperback
$ 21.99



BIS English Edition
9789063695880
Paperback
$ 29.99



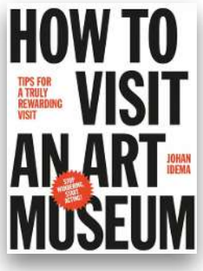
BIS English Edition
9789063696276
Hardback
$ 39.99



BIS English Edition
9789063697075
Paperback
$ 21.99



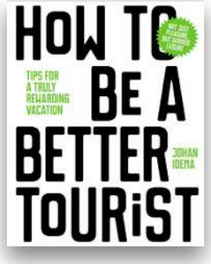
BIS English Edition
9789063697273
Paperback
$ 19.99



BIS English Edition
9789063693558
Hardback
$ 19.99



BIS English Edition
9789063695903
Paperback
$ 19.99



BIS English Edition
9789063694937
Hardback
$ 19.99



BIS English Edition
9789063697037
Paperback
$ 22.99



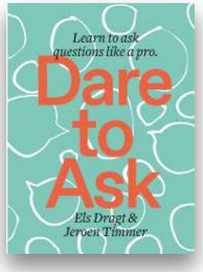
BIS English Edition
9789063695934
Hardback
$ 24.99



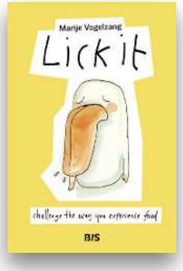
BIS English Edition
9789063692803
Hardback
$ 19.99



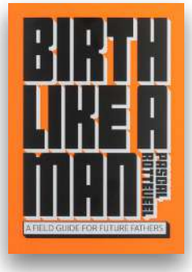
BIS English Edition
9789063696238
Hardback
$ 19.99



BIS English Edition
9789063695620
Hardback
$ 19.99



BIS English Edition
9789063696504
Paperback
$ 22.99



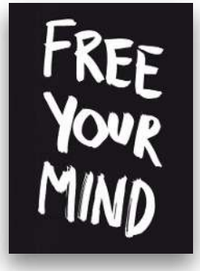
BIS English Edition
9789063696412
Paperback
$ 21.99



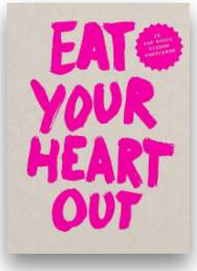
BIS English Edition
9789063692889
Hardback
$ 19.99



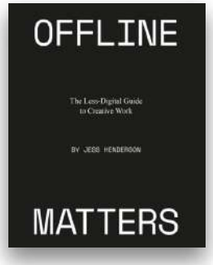
BIS English Edition
9789063694524
Hardback
$ 19.99



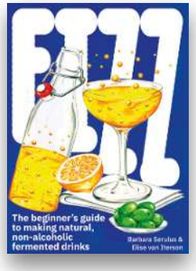
BIS English Edition
9789063695071
Stationary
$ 9.99



BIS English Edition
9789063695088
Stationary
$ 9.99



BIS English Edition
9789063695781
Paperback
$ 19.99



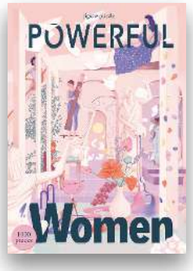
BIS English Edition
9789063695446
Paperback
$ 19.99



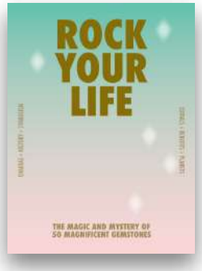
BIS English Edition
9789063696313
Card Deck
$ 23.99



BIS English Edition
9789063697174
Game
$ 16.99



BIS English Edition
9789063696757
Jigsaw Puzzle
$ 21.99



BIS English Edition
9789063697051
Card Deck
$ 19.99



BIS English Edition
9789063699413
Puzzle Play
$ 19.99



BIS English Edition
9789063697341
Game
$ 19.99



BIS English Edition
9789063693862
Memory Game
$ 19.99



BIS English Edition
9789063697297
Game
$ 19.99



BIS English Edition
9789063695248
Game
$ 24.99



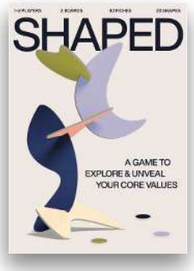
BIS English Edition
9789063697112
Memory Game
$ 19.99



BIS English Edition
9789063697082
Card Deck
$ 21.99



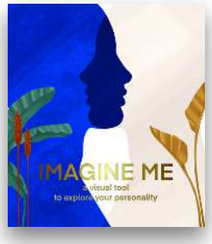
BIS English Edition
9789063693886
Memory Game
$ 19.99



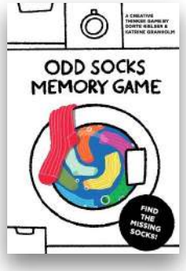
BIS English Edition
9789063697280
Game
$ 22.99



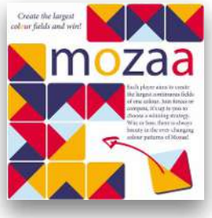
BIS English Edition
9789063695804
Card Deck
$ 21.99



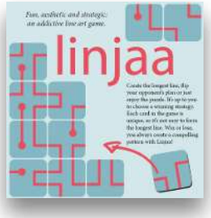
BIS English Edition
9789063697976
Card Deck
$ 23.99



BIS English Edition
9789063698386
Memory Game
$ 19.99



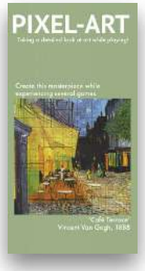
BIS English Edition
9789063692964
Game
$ 19.99



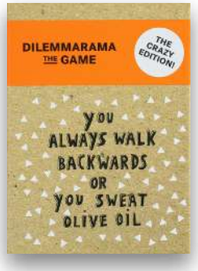
BIS English Edition
9789063695033
Game
$ 19.99



BIS English Edition
9789063694814
Memory Game
$ 12.99



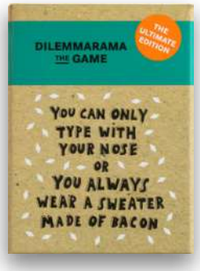
BIS English Edition
9789063694821
Memory Game
$ 12.99



BIS English Edition
9789063694241
Game
$ 19.99



BIS English Edition
9789063695644
Game
$ 19.99



BIS English Edition
9789063696252
Game
$ 19.99



BIS English Edition
9789063696894
Game
$ 19.99



BIS English Edition
9789063699284
Memory Game
$ 19.99



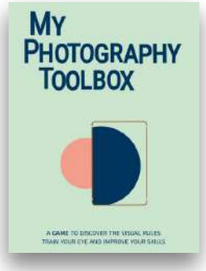
BIS English Edition
9789063696511
Memory Game
$ 19.99



BIS English Edition
9789063694661
Memory Game
$ 19.99



BIS English Edition
9789063698102
Memory Game
$ 19.99



BIS English Edition
9789063695040
Toolkit
$ 19.99



BIS English Edition
9789063695521
Game
$ 19.99



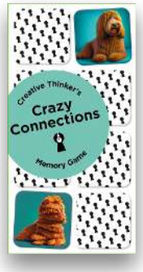
BIS English Edition
9789063695491
Card Deck
$ 24.99



BIS English Edition
9789063696078
Card Deck
$ 19.99



BIS English Edition
9789063695637
Memory Game
$ 19.99



BIS English Edition
9789063697303
Memory Game
$ 19.99



BIS English Edition
9789063694722
Game
$ 19.99



BIS English Edition
9789063692995
Memory Game
$ 19.99



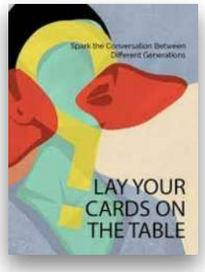
BIS English Edition
9789063696535
Card Deck
$ 19.99



BIS English Edition
9789063696559
Memory Game
$ 19.99



BIS English Edition
9789063696061
Memory Game
$ 19.99



BIS English Edition
9789063695651
Card Deck
$ 19.99

Contact

United States

Chronicle Books
680 Second Street
San Francisco, California 94107
United States
hello@chronicklebooks.com

United Kingdom

Hely Hutchinson Centre
Hachette Distribution
Milton Road
Didcot OX11 7HH
United Kingdom
hukdcustomerservice
@hachette.co.uk

Europe

Hely Hutchinson Centre
Hachette Distribution
Milton Road
Didcot OX11 7HH
United Kingdom
Europe@hachette.co.uk

Africa

Hely Hutchinson Centre
Hachette Distribution
Milton Road
Didcot OX11 7HH
United Kingdom
africa@hachette.co.uk

Asia

Hely Hutchinson Centre
Hachette Distribution
Milton Road
Didcot OX11 7HH
United Kingdom
asia@hachette.co.uk

Australia

Hachette Australia
Level 17, 207 Kent Street
Sydney NSW 2000
Australia
orders@hachette.com.au



About us

BIS is a media company that has been dedicated to creating inspiring and innovative products since its founding in 1985. Based in Amsterdam, we specialize in producing books, games, and gifts in the areas of creativity, design, innovation, and leadership.

We are proud to work with known authors in their field of expertise, ensuring that our products are of the highest quality and offer unique perspectives and insights.

