



Raincoast Books

EARLY SPRING 2021

BIS PUBLISHERS

This edition of the catalogue was printed on August 21, 2020.

To view updates, please see the Early Spring 2021 Raincoast eCatalogue or visit www.raincoast.com

BIS PUBLISHERS**Bullshit Bingo**

The 1-player Party Game

by Sandy McIntosh

Bullshit Bingo is the 1-player party game that transforms the BS of everyday life into a party for 1. By encouraging people to gamify real life, the game offers a refreshing reminder not to take life too seriously. It is a bit like therapy, but way less expensive.

With 21 tearable and single-use cards, Bullshit Bingo is the perfect companion to life's most generic occasions: weddings, the gym, first dates, vacation, parenting, break-ups, death, turning 30, Hollywood movies – you name it.

Author Bio

Sandy McIntosh is an advertising writer, whose work has been featured in Adweek, Huff post, Grazia and Vogue. Dad of 2 and husband of 1, Sandy went to 9 different schools growing up. the perpetual 'new kid', it is fair to say that he struggles making friends. Hence this game.



BIS Publishers

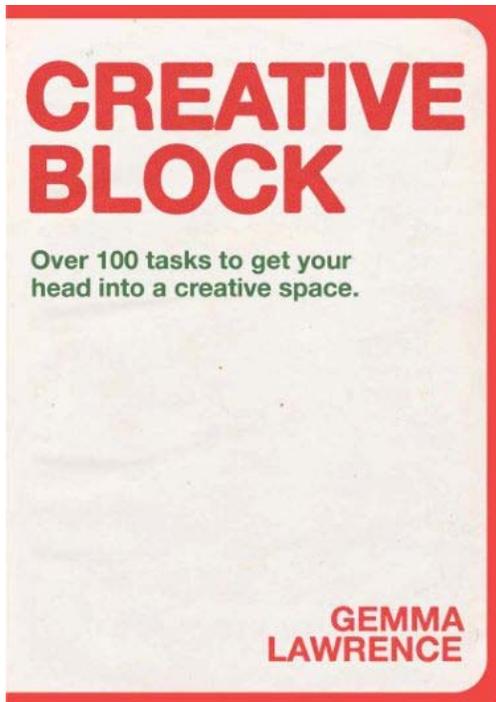
On Sale: Apr 6/21

5 x 7 • 224 pages

9789063695828 • \$26.99 • board game

Games / General • Non Returnable

Notes**Promotion**



BIS PUBLISHERS

Creative Block

Over 100 Tasks to Get Your Head Into a Creative Space
by Gemma Lawrence

Creative Block is a book set out to ruffle feathers, get out of ruts and start those juices flowing. Focussing on creative process and theory, it is filled with over 100 tasks to get your head into a conceptual and creative space, encouraging experimentation and playfulness in art.

Ideal for artists, industry creatives and individuals who simply want to delve deeper into their own creativity. This book helps to improve your process and technique when approaching art, in all its forms. Intriguing, fun and challenging, Creative Block will have you distorting, abstracting, morphing, reinventing and, above all, leaving the box behind.

Author Bio

Gemma Lawrence is an artist and designer working and living in the UK, usually in the South. She was educated at the University of Brighton in Fine Art Painting.

BIS Publishers

On Sale: Apr 6/21

6 x 8 • 160 pages

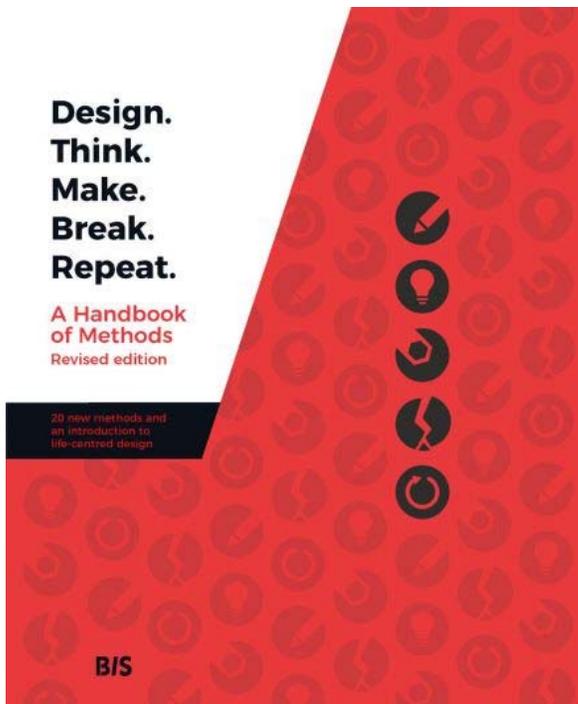
9789063695972 • \$28.99 • pb

Design / Graphic Arts

Notes

Promotion





BIS PUBLISHERS

Design. Think. Make. Break. Repeat.

A Handbook of Methods

by Martin Tomisch and Madeleine Borthwick

Revised edition: 20 additional methods and a new chapter to introduce humanity-centred design

This handbook documents 80 methods used in design innovation projects leading to the design of new products or services. It is the first publication to bring together methods, tools, and case studies that involve multiple disciplines and perspectives – from product and service design to interaction and user experience design. In this revised edition, the authors look beyond the human-centered design paradigm and include perspectives from humanity centered design. This extended focus introduces readers to design methods for considering the broader ecosystem in which products and services are used, including the use of natural resources, ethical concerns, and the long-term impact of design decisions.

Design. Think. Make. Break. Repeat. addresses the needs of anyone interested in deploying design thinking academically or operationally inside their organization or community. With design thinking becoming an increasingly valued skillset for solving complex problems, there is a growing demand for design-based skills in the workplace. The book offers an easily accessible overview of the design thinking process along with a wide range of methods that can be applied across many different areas and contexts.

Author Bio

Dr. Martin Tomitsch is Associate Professor and Head of Design at the University of Sydney School of Architecture, Design and Planning. He received his Ph.D. in informatics from the Vienna University of Technology. His research focuses on the role of design in shaping the interactions between people and technology.

Madeleine Borthwick is an education-focused Lecturer at University of Sydney's School of Architecture, Design and Planning. She is responsible for teaching and coordinating design subjects that include Service and User Experience Design, Interaction Design, Design Processes & Methods and Design Thinking.

Other contributors: Dr. Naseem Ahmadpour, Dr. Jessica Frawley, Dr. Leigh-Anne Hepburn, Dr. A. Baki Kocaballi, Dr. Lian Loke, Dr. Claudia Nunez-Pecheco, Dr. Karla Straker and Dr. Cara Wrigley

BIS Publishers
On Sale: Feb 16/21
6 x 8 • 144 pages
9789063695859 • \$65.00 • pb
Design / Industrial

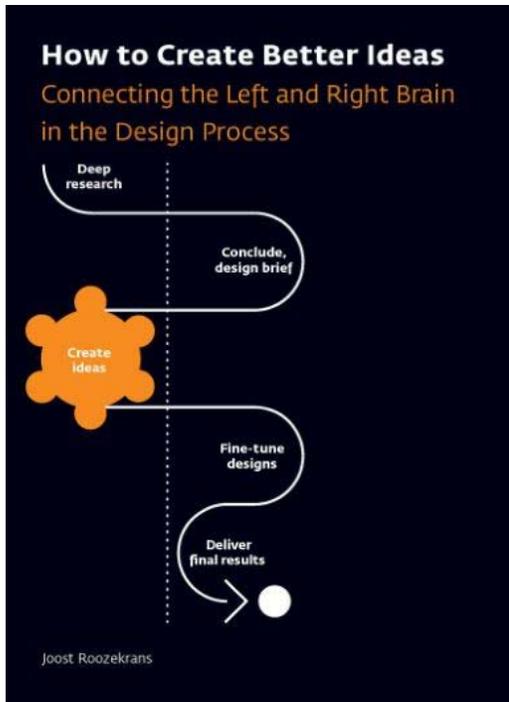
Notes

Promotion



9 789063 695859





BIS PUBLISHERS

How to Create Better Ideas

Connecting the Left and Right Brain in the Design Process
by Joost Roozekrans

How to Create Better Ideas gives insight in the design process and how to create better ideas with examples ranging from Precious Plastic to the Sheltersuit. It is divided into two sections: the right and left brain. The first part analyses the general design process. The second part introduces six self-developed methods that teach you to create more and better visual ideas relevant for all design disciplines.

It is a book for anyone who would like to learn and understand design more in-depth. For anyone who wants to know the answers to these questions: what is design, what is creativity, what mentality and conditions are needed to guarantee a productive design process. For design educators and students, and for those working with designers as a client or commissioner. But definitely also for design professionals that want to boost their ability to create visual ideas.

Author Bio

Joost Roozekrans is a designer, creative director and senior design lecturer based in the Hague, The Netherlands.

He has worked as a design professional for 30 years in The Netherlands, United Kingdom and China, with a focus on designing visual brand identities and design education. Currently, he is active as an independent designer, teaches design and gives workshops for professionals. Roozekrans worked as a senior designer for The Guardian newspaper and Studio Dumbar, where he became the creative team leader and eventually the creative director for the Shanghai office. He is the co-founder of two design studios: NLXL (The Hague) and SparkyTiger (Shanghai). Next to his work as a designer, he also lectured on branding and identity design in Shanghai.

BIS Publishers

On Sale: Mar 9/21

3 x 5 • 52 pages

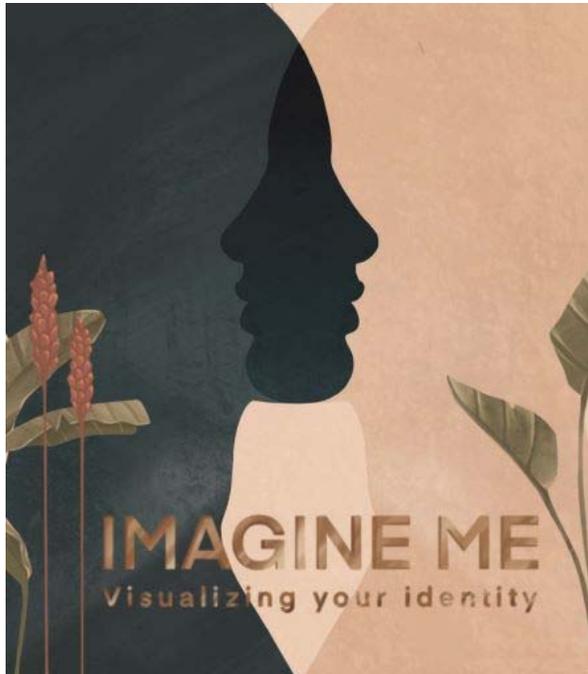
9789063695866 • \$28.99 • pb

Self-Help / Creativity

Notes

Promotion





BIS PUBLISHERS

Imagine Me

Visualizing your Identity

by Lisa den Teuling

Imagine Me is a game that enables players to talk about the complicated and intimate subject of identity in a playful and accessible manner. This is done by using visualizations, instead of words and questions, to start an (open) conversation. The various cards are displayed in order to create a moodboard representing your identity.

The game can be played in various environments to uncover different social structures, for example, in a professional environment, at school or during a fun evening with friends and family. It can also be a helpful tool in the process of self-development as it can also be played alone.

The core of Imagine Me is designed around visualizations, provoking an open interpretation that will spark deep and meaningful conversations.

Author Bio

Lisa den Teuling is a visual concept developer. After completing an education in fashion she studied International Lifestyle, resulting in a bachelor of Arts. As part of this bachelor she attended an Art School in Vilnius (Lithuania) during a period of six months. Inspired by her passion for illustrating and her experiences in Vilnius, she started her own company called Studio Lisa. As a self-taught artist, den Teuling mastered a variety of different styles and techniques throughout the years. This results in not only making her personal artwork versatile and innovative but it also enables her to work successfully for clients.

BIS Publishers

On Sale: Apr 13/21

6 x 8 • 200 pages

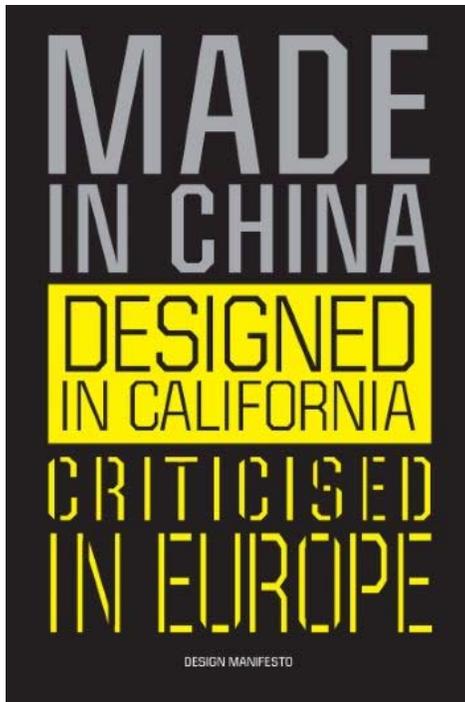
9789063695804 • \$29.99 • board game

Self-Help / General • Non Returnable

Notes

Promotion





BIS PUBLISHERS

Made in China, Designed in California, Criticised in Europe

Design Manifesto

by Mieke Gerritzen and Geert Lovnik

When everything is destined to be designed, design disappears into the everyday. We simply do not see it anymore because it is everywhere. This is the vanishing act of design. At this moment, design registers its redundancy: our products, environments and services have been comprehensively improved. Everything has been designed to perfection and is under a permanent upgrade regime.

Within such a paradigm, design is taken over by the capitalist logic of reproduction. But this does not come without conflicts, struggles and tensions. The most obvious of these, is that design is constantly being replaced. Our dispense culture prompts a yearning for longevity. The compulsion to delete brings alive a desire to retrieve objects, ideas and experiences that refuse to become obsolete. Society is growing more aware of sustainability and alert to the depletion of this world. For the ambitious designer, it is time to take the next step: designing the future with a more holistic consideration and approach.

The book is a critical look at the design world with its various design disciplines and how these have developed in the past 10 years. Made in China, Designed in California, Criticised in Europe is for professional designers that care about design, the environment and how we live.

Author Bio

Mieke Gerritzen is founder of The Image Society in Amsterdam. She was director of MOTI, Museum of the Image in Breda. As designer in the early 90s, she was involved with digital media initiatives like Waag Society and VPRO Digital. She belongs to the Dutch new media pioneers. She published 10 books and organized conferences and events, like Me You And Everyone is a Curator in 2011.

Geert Lovink is a media theorist, internet critic, and author of Networks Without a Cause (2012) and Sad by Design (2019). Since 2004, he is researcher at the School for Communication and Media Design at the Amsterdam University of Applied Sciences (HvA), where he is the founding director of the Institute of Network Cultures.

BIS Publishers

On Sale: Feb 9/21

2 x 4 • 52 pages

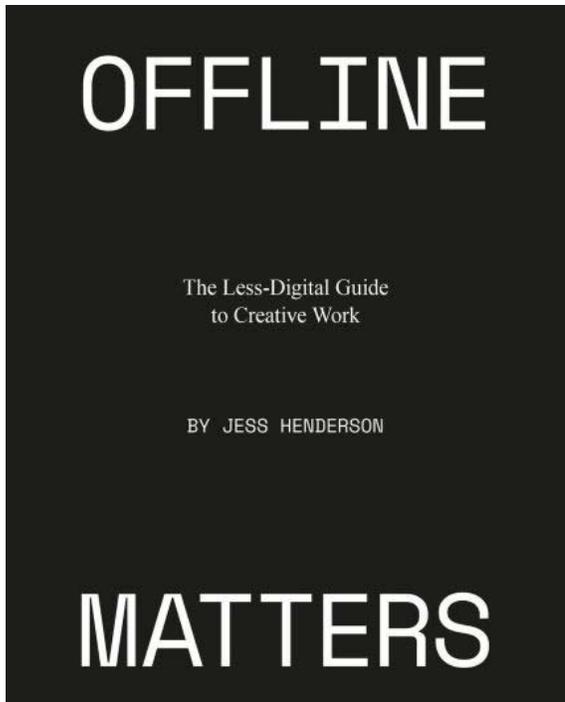
9789063695873 • \$25.99 • pb

Design / History & Criticism

Notes

Promotion





BIS PUBLISHERS

Offline Matters

The Less-Digital Guide to Creative Work

by Jess Henderson

Offline Matters is a handbook of radical strategies for today's creative worker. The guide blows open the true state of today's creative work where digital solutions are doctrine, overwork culture results in burnouts and ideas churn out into depressing marketing noise.

We are dreaming of offline. Not offline as a romanticised past, a punishment, quick detox or WiFi-free cafe. Offline is not a lifestyle, it is a space of possibility.

A wake-up call for the digital age, Offline Matters is pro-flourishing rather than anti-technology. Take this countercultural ride through an offline-first approach to creative work. From ideas that unlearn the limiting habits of most workplaces, to insider advice on avoiding cliches and reducing digital overwhelm. The book offers practical thoughts for a creative life that refuses to conform.

Sharp, intelligent and subversive, this book is an essential resource for any creative professional.

Author Bio

Jess Henderson (pseud.) is a writer, theorist, and creative strategist. Aged just 26, in 2017 they founded Outsider - an insider-activist platform within the creative industries. Beginning as a subversive email newsletter, Outsider has grown to garner a cult-following around the world with their anonymous writings, research, publications, experimental workshops and offline-only events.

Henderson is a fellow of the Institute of Network Cultures in Amsterdam, and speaks about offline creativity around the world - including at NYCxD design week, Parson's Strategic Design Conference, the DuPho Awards, and Us by Night Festival.

BIS Publishers

On Sale: Mar 16/21

5 x 8 • 160 pages

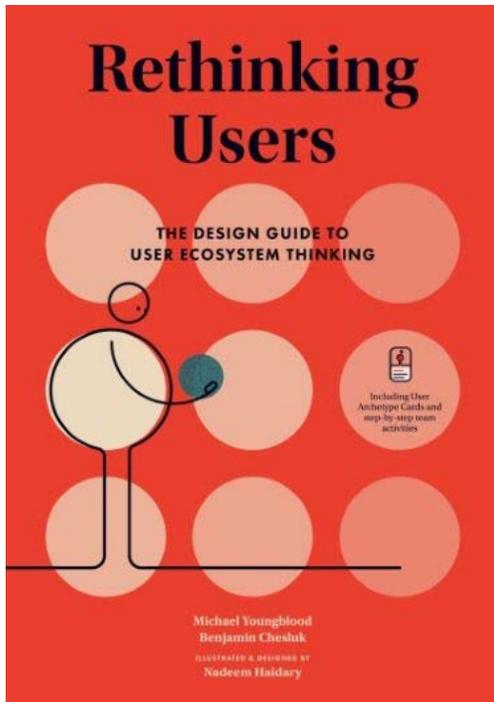
9789063695781 • \$25.99 • pb

Self-Help / Creativity

Notes

Promotion





BIS PUBLISHERS

Rethinking Users

The Design Guide to User Ecosystem Thinking

by Michael Youngblood and Benjamin J. Chesluk, illustrated by Nadeem Haidary

Knowing your users stimulates your imagination and helps you create more exciting and effective design solutions. But there is a problem: the normal conception of 'the user' is incomplete and based on outdated notions. These notions of simple, direct relationships between people and products are no longer valid in today's complex, technologically interconnected world. This fun and practical book with a set of cards will change the way readers think about users.

Rethinking Users introduces a radical new approach that questions some of our most fundamental ideas about the nature of user experience. It points to new opportunities to create products and services that help users in new ways. The book includes a deck of user archetype cards and step-by-step team activities for unlocking new user-centered thinking and design inspiration. For designers, design researchers, strategists, innovators, product managers, and entrepreneurs in almost any field.

Author Bio

Michael Youngblood (author) is Principal at The Youngblood Group, an innovation consultancy working at the nexus of social science and human-centered design. Prior to launching his own practice, he was Associate Partner at the acclaimed design and innovation firm Gravitytank, where he was the co-lead of the user research team. Mike has taught design research at the School for International Training, the Maryland Institute College of Art, the Haas School of Business at the University of California-Berkeley, and the Stanford University d.school. His award-winning book, *Cultivating Community* (2016, SASA Books) explores the participant experience in a mass social movement in India. Mike holds a Ph.D. in cultural anthropology from the University of Wisconsin-Madison.

Benjamin Chesluk (author) is a cultural anthropologist who has been conducting research to understand and improve health care since 2005. He is currently Senior Researcher for Ethnographic Research at the American Board of Internal Medicine. Before coming to the ABIM, he spent several years at a design-research consulting firm, where he conducted ethnographic research in clinics, ORs and ICUs around the world. He has taught at the Stanford University d.school, as well as at New York University and Fordham University. Chesluk is also the author of *Money Jungle* (2007), an anthropological study of the redevelopment of New York City's Times Square, published by Rutgers University Press. He holds a Ph.D. from the University

BIS Publishers

On Sale: Mar 16/21

7 x 10 • 224 pages

9789063695811 • \$58.00 • cl

Bus & Econ / Customer Service

Notes

Promotion

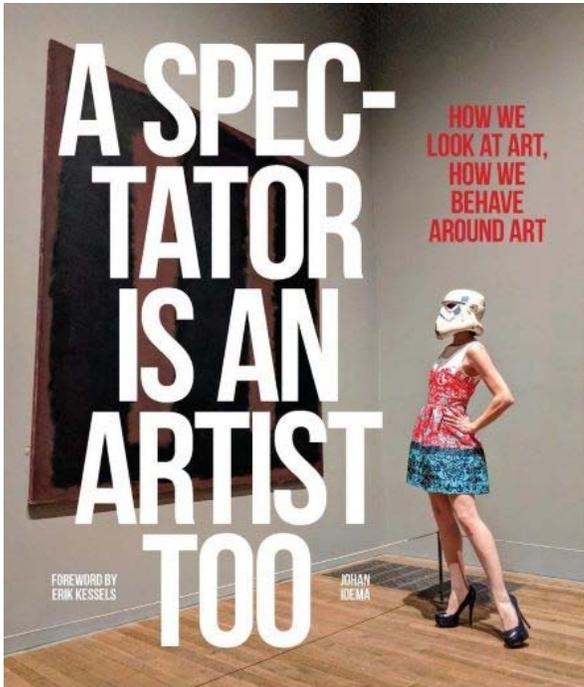


9 789063 695811



Raincoast Books

Sales Rep



BIS PUBLISHERS

A Spectator is an Artist Too

How we Look at Art, How we Behave Around Art

by Johan Idema

Is there anything more entertaining, inspiring and instructive than observing art? Yes, it is watching the people interacting with this art. This book may forever change your approach to art as it urges you to always consider both the work and the response. Because ultimately artists create, but we – the audience – complete the picture.

A Spectator is an Artist Too is a visual essay about human behaviour around art: what happens when we are confronted with something immensely beautiful, challenging, or puzzling? Art historians only study objects, but how these objects are received is also worthy of our attention.

The book also captures how art museums are changing, as they draw increasingly diverse audiences. The way the museum visitors responds to art is becoming more casual and creative – but also more swift or even banal. This shift is increased by a whole new breed of Instagram-friendly 'museums' worldwide, attracting experience-hungry visitors with immersive exhibitions defined by their Instagrammability.

Author Bio

Johan Idema is a passionate promoter of innovation in the art world. He works as a cultural entrepreneur, writer and director for the foundation Art Public. Idema has extensive experience as an arts consultant and has worked at several cultural institutions, including as chief curator at the Netherlands Architecture Institute (Rotterdam). Idema is the initiator of, among others, the theatrical art exhibition The Big Art Show and the award-winning classical music app Wolfgang. Idema obtained master degrees in Arts Administration at New York University and Innovation Management at TU Delft. He was awarded an oeuvre prize as 'New Radical', in the Netherlands, where Idema is based.

BIS Publishers

On Sale: Apr 20/21

5 x 7 • 144 pages

9789063695903 • \$28.99 • pb

Art / General

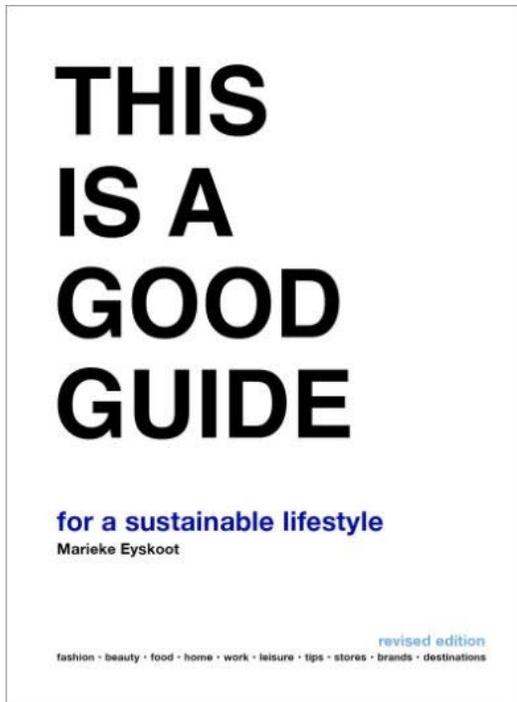
Notes

Promotion



9 789063 695903





BIS PUBLISHERS

This is a Good Guide - for a Sustainable Lifestyle

Revised Edition

by Marieke Eyskoot

This is the definitive and comprehensive guide for what you can do about climate change and to contribute to a better world. It contains lists of go-to shops, beautiful brands, inspiring insights, surprising facts and useful solutions. Through in-depth interviews with leading pioneers, such as Livia Firth, Green Kitchen Stories and Andrew Morgan, you will find exactly what you need to live a more sustainable life. After all, doing good and feeling good at the same time: does it not get any better than that?

This revised edition is the newly updated version of the international bestseller This is a Good Guide – for a Sustainable Lifestyle (30.000 copies sold worldwide). All stores, brands, addresses and initiatives are up-to-date with new shops and labels. The book has new interviews, revised facts and figures, and an additional eight pages of tips and tricks.

Author Bio

Marieke Eyskoot is sustainable fashion and lifestyle expert. She puts contemporary, conscious living on the map. Eyskoot is a sought-after speaker, presenter and consultant, and co-founder of international fair fashion trade show MINT. With almost 20 years of experience, she has an extensive global ethical network. She is featured in several top-women lists and was nominated as Amsterdam Citizen of the Year. For the Dutch media, Eyskoot is the go-to person for all things sustainable.

BIS Publishers

On Sale: Feb 23/21

6 x 9 • 160 pages

9789063695880 • \$42.99 • pb

Health & Fitness / Healthy Living

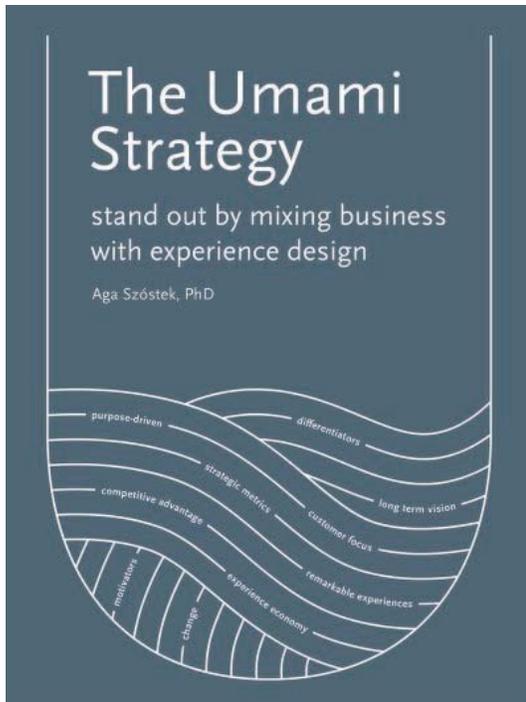
Notes

Promotion



9 789063 695880





BIS PUBLISHERS

The Umami Strategy

Stand Out by Mixing Business with Experience Design
by Aga Szostek

Creating a unique value for your customers is crucial if you want to differentiate in an overcrowded market. To do so, you need to define a powerful strategy that determines consistent action across your organisation to deliver your unique flavour. Szostek describes this strategy as umami, which is the fifth category of taste (besides sweet, sour, salt and bitter), and gives an exceptional flavour to your food.

How do you build a powerful yet actionable strategy, and successfully implement it across your organisation? Many leaders, marketers and designers try to answer these questions. 'The Umami Strategy' proposes a novel approach that will help you build and execute an experience strategy. The model used in the book allows you to (a) find out what stories your customers are telling today; (b) uncover motivators and demotivators that guide these stories; (c) envision the ideal future experience you want to deliver; (d) define the actionable measures that will ensure progress toward that vision; and (e) evaluate that progress through future customer stories.

Enjoyable, practical and full of hidden gems and tips, this book will help you get your organisation to align with building a unique market value through delivering memorable experiences to your customers. Because to be noticed, you need to stand out of the crowd.

Author Bio

Aga Szostek, Ph.D. is a strategic designer. For the past two decades she worked at the forefront of combining design, technology and business. She collaborated with brands such as Google, Microsoft, Philips, Canon, Samsung, EY, Santander, ING, Orange and many more, bringing the experience-focused strategic approach to project teams and boardrooms. Her approach inspired many organizations to refocus and bet on experiences as their strategic differentiator.

Next to consulting, Szostek designs tools aiming to support delivering unique experiences and co-hosts a podcast about creative leadership: Catching The Next Wave. She graduated with her Ph.D. from the Eindhoven University of Technology, The Netherlands, and teaches experience design all around the world from the alternative business school Kaospilot in Denmark to Canterbury University in Christchurch, New Zealand.

BIS Publishers

On Sale: Mar 16/21

6 x 8 • 176 pages

9789063695798 • \$65.00 • pb

Bus & Econ / Customer Service

Notes

Promotion



9 789063 695798

