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For more information on our Fall 2021 titles, please browse through our catalog or go to www.bispublishers.com for a comprehensive overview.

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The BIS Publishers team, Bionda Dias Bionda@bispublishers.com



Cover image taken from Great Leaders Mix and Match, p. 10

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# BUSINESS ORGANIZATION



ACTION **BASIC ICONS** 7 X ACTION 5 **COMBINED ICONS** CACTION! -AAA **HOW TO DRAW** 

29

Image taken from *My Icon Library* ISBN 978 90 6369 605 4 \$ 24.99 - August 2021



## **New Titles Fall 2021**

#### **Influence** Powerful Communications, Positive Change

#### Design Innovation and Integration

When you want to change the world, how do you bring the world on board? *Influence* will improve the communications skills of changemakers, disruptors, and entrepreneurs to increase their effectiveness and impact. It breaks down the essential skills needed and provides guidance and tools to learn, practice, and excel. It is your go-to communications coach.

*Influence* brings together what you need to know to get your message out there. Practical exercises and games will strengthen your confidence in the skills you learn. This is all supported by stories from leaders who have 'been there' and improved their communications to great effect, as well as pro tips from renowned communications experts.

The book guides you on a journey to first understand what you can gain, then set your game plan. You do this before learning the essential communications skills needed and how to master them with confidence. Discover how to find your purpose, brand yourself as a leader, write with authority, speak powerfully, own every media interview, unleash the power of storytelling, and more.



#### Author

Adam Stones is an award-winning writer and communications strategist working exclusively with people and brands making a positive impact. After several years in UK national media, he worked for two of London's leading communications agencies: Burson Cohn & Wolfe and Forster Communications. In 2016, he moved to Amsterdam and established his own purpose-focused enterprise, A'DAM Communications.

Adam Stones

#### Related





• The subject matter is in rapidly increasing demand from surge in purpose-led business and entrepreneur focuses

**"IF YOU WAIT FOR** 

INSPIRATION TO WRITH YOU'RE NOT A WRITER YOU'RE A WAITER"

• Practical exercises and summary sections make it a perfect learning companion

• Author has won awards for both journalism and PR

#### Info

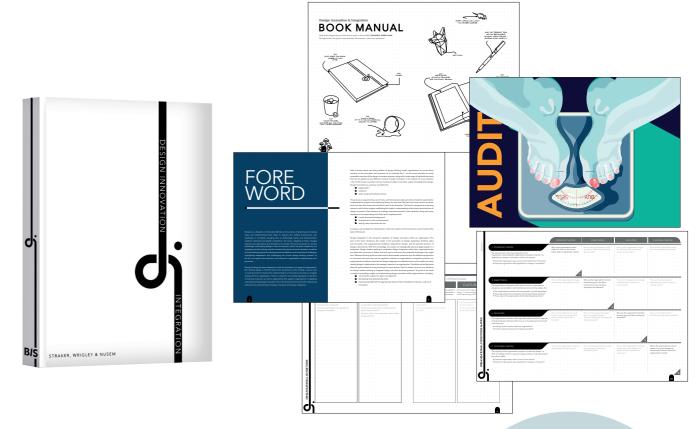
October 2021 Paperback 224 pages 8% x 5% in \$ 24.99 ISBN 978 90 6369 611 5



Design Innovation and Integration is more than a toolkit, it is a guidebook for the industry leaders of today and tomorrow. It provides a holistic understanding of the approaches, practices, and tools required to go beyond creative ideas and to integrate design strategically within an organization.

Novel solutions are required to meet complex problems, however, understanding how to make these solutions a reality is rarely addressed nor readily understood. This book expands upon existing design toolkits by providing a deeper understanding of the principles and practices of methods and aligning tools. The aim is not only equipping the reader with a list of design tools but for them to apply and adapt them to best suit their needs and context.

A number of diverse company case studies are used throughout the book to explain the use of individual tools and describe the more complex process of design integration, highlighting common pitfalls, and opportunities. Structured into two key parts, i) Design Innovation and ii) Design Integration, the reader can quickly and easily resource a tool, gain a deeper understanding of the theory of Design Innovation, or develop a design intervention within their own organization.



#### Authors

#### Related

**Dr Straker, Professor Wrigley** and **Dr Nusem** form the Design Innovation research group at the University of Sydney, Australia. They research the value that design holds to business.

**Dr Karla Straker** is an experienced researcher and lecturer. She is the Program Director of the university-wide major in Design.

**Dr Cara Wrigley** is Professor Design Innovation, residing within the School of Architecture, Design and Planning.

**Dr Erez Nusem** is a Lecturer and Program Director of the Master in Design at the School of Architecture, Design and Planning.

#### **NEW TITLES**

#### Info

August 2021 Paperback with Flaps 240 pages 10<sup>3</sup>/<sub>4</sub> x 7<sup>1</sup>/<sub>2</sub> in \$ 45.00 ISBN 978 90 6369 603 0



Strategic Design, page 33

•

This is Service Design Thinking,

page 30

• The book is written by designers for non-designers, providing custom-designed templates to guide the practical application of each tool

• A ready-to-use blank template for reproduction under the Creative Commons licence can be found at the back of the book

• Designed as a learning resource

#### **Intercultural Design Basics** Advancing Cultural and Social Awareness Through Design

Intercultural Design Basics is an intercultural and innovative approach to design education. A unique companion app ensures relevance for a young technology-minded target group.

The book gives intercultural insights when discussing the basic principles of design, typography, and color theory. It incorporates contrasting ideas on design and various design teaching methods. Creative voices of well-known and not yet discovered designers from Africa, Latin America, and Southeast Asia will help expand your horizons.

Through examples of intercultural design workshops, it inspires collaboration with international teams. Practical methods used in these international perspectives encourage the development of cultural and social awareness and inspire different design styles to help you perceive cultural diversity.

An app is also created to work hand in hand with Intercultural Design Basics. The pair make the theoretical background of the book visually and auditorily intriguing and engaging by using AR, animations, games, and videos.

Info

October 2021 Paperback with Flaps 256 pages 8½ x 7 in \$45.00 ISBN 978 90 6369 604 7



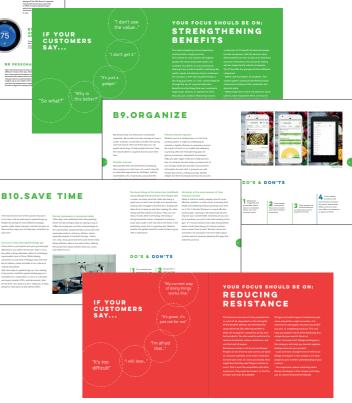
#### **Design Things That Make Sense** Tech. Innovator's Guide

This book is the first and complete guide to designing technology-based products and services. It answers questions like: Why do some products become a success while others fail? Why do some products create value while others destroy it? Why is there so much technology-push and so little thinking from the outside-in?

Technology unlocks new capabilities that nobody asked for, but applied correctly can create value for users. This sounds easier than it is; designing successful tech products and services requires a unique approach. Through case studies, practical insights, examples, tips, and tools, readers will learn how to adopt a user-centered mindset and apply technologies in a meaningful way.

The book contains over 50 design strategies to design strong benefits and minimize the resistance people might have against new technologies. It is for innovators who want to do better and design products and services that make sense.





## Intercultural DESIGN BASICS

Susanne P. Radtke

1 

#### Author

Susanne Radtke is a professor for Graphic and Media Design at Ulm University of Applied Sciences, Germany. She is co-author of Textbook for Visual Media Design, which is required reading at many German design schools. She set up her graphic design office in 1987 and now has bases in Berlin and Ulm.

Since 2009, Radtke has been developing and running intercultural design workshops, mainly in Southeast Asia and the USA. Her research field is naturally connected with her intercultural design workshops. She has participated in design and education conferences in Asia and Europe, and has published papers on those proceedings. Radtke has vast experience in international design education.

Related



• Companion app enhances the book's content, creating a highly engaging and intriguing format

- Unique combination of design methodology and cultural awareness
- Strong intercultural insights from global professionals

#### Author

Deborah Nas is a well-known public speaker on innovation and technology. She is a professor of Strategic Design for Technology-based Innovation at the TU Delft, faculty of Industrial Design Engineering and a visiting professor at the Polytechnic University of Milan.

She has over 25 years of hands-on experience, leading innovation projects at Heineken, Philips, ABN Amro, Vaillant, Leaseplan, governmental organizations, and many others. She also holds multiple board positions, for example a supervisory board position at Hardt Hyperloop, Europe's frontrunner in the development of a revolutionary and sustainable transportation system

#### **NEW TITLES**

#### Info

August 2021 Paperback with flaps 176 pages 6¾ x 6¾ in \$ 19 99 ISBN 978 90 6369 614 6



• Author is a highly successful keynote speaker on technology and innovation

• Author is a professor at two of the best technical universities in Europe (Delft and Milan) and will teach the content of this book at various European universities

> • The book comes with free online tools

#### Great Leaders Mix and Match Get Ready for the Future with the IdeaDJ Strategy

Great Leaders Mix and Match is a manifesto for more beautiful combinations in (business) life.

The world faces complex challenges and these can only be resolved by mixing and matching ideas. The beauty lies in the elegance of the solutions which actually make the (business) world a better place and how we are able to solve multiple challenges in one go. Think of new solutions for care: an eldery home, combined with a children's day care and an animal farm, where all parties benefit from this combination. Or think of a waste incarnation plant which doubles as ski hill. These are real cases where the total (combination) is clearly more than the sum of its parts.

This book serves as a manual and toolbox and outlines how leaders can become 'ideaDJs'. A perfect ideaDJ mix consists of beauty, value and impact. By creating beauty, the solutions have more elegance in their implementation. It adds more value to all stakeholders, not just shareholders. And finally, the solutions create more sustainable and scalable impact.

Besides many exciting examples, this book contains a clear methodology and tool kits. The main focus is to help (business) leaders to change the mindset and attitude of the people around them.



#### Author

Ramon Vullings is a cross-industry innovation expert, author, engaging keynote speaker, and ideaDJ. He believes that complex challenges need elegant and combined solutions, so he helps business leaders with strategies, tools, and skills to look beyond the borders of their domain to transform their business in a smarter way

Vullings has spoken about creativity and innovation in the digital age for organizations such as NASA, Rabobank, Nike, Volkswagen, TEDx, Siemens, PwC, FloraHolland, and Audi. Currently, he serves as a senior advisor for NASA's Cross-industry innovation efforts. Vullings has written 3 management books on business creativity and cross-industry innovation. He is also chairman of the (not for profit) European Association for Creativity & Innovation (EACI).

#### Related



Innovation.

page 30

#### • Author is an acclaimed keynote speaker and has spoken at TEDx and NASA in Houston (USA)

• Vullings's previous book 'Not Invented Here: Cross-Industry Innovation' has sold over 50K copies and is translated into 4 languages

• Author has 16K+ followers on LinkedIn.

#### Info

July 2021 Paperback with Flaps 220 pages 6 x 6 in \$19.99 . ISBN 978 90 6369 608 5

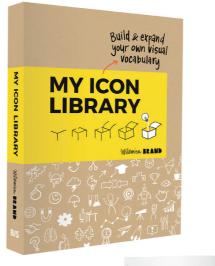


#### My Icon Library Build & Expand Your Own Visual Vocabulary

My Icon Library is an essential collection of impactful images that will empower you to embark on your own journey of visual thinking and storytelling. The collection consist of the most common, interesting, weird, and wonderful concepts created during the author's visual thinking workshops.

The concepts are grouped into themes that regularly crop up at the workshops such as 'finance', 'technology', 'innovation', 'way of working', and 'sales'. Consisting of several sections such as 'cost-cutting', 'co-creation', 'agile', 'data', 'customer segmentation', and 'idea generation'. This is not a definitive list: every story is different and has its own blend of icons and visuals.

My Icon Library is a source of inspiration and a go-to reference for whenever you need a visual that is a tad too complicated for your imagination or a Google Images search. It also works as a great companion to the author's other bestselling books: Visual Thinking and Visual Doing.







#### Author

#### Related

Willemien Brand has channeled her passion for drawing and design into her life's work. After graduating with distinction from the prestigious Design Academy Eindhoven, she became an award-winning industrial designer. In the late '90s she launched Buro BRAND, a Visual Communication agency harnessing the inventive energy of a team of visionaries who share her passion. Together, they shape ways of visualising and simplifying complex processes, strategies, and information.





#### **NEW TITLES**



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#### Info

August 2020 Paperback 224 pages 65% x 43% in \$ 24.99 ISBN 978 90 6369 605 4





Visual Thinking, page 30

Visual Doing, page 31

• This book is a 'must have' addition to the previous books and workbooks by Willemien Brand

• Shows a very broad list of themes and icons

> • Author of bestsellers Visual Thinking and Visual Doing

#### **Brand Vision Cards** Brand Building Tool for Visionary and Strategic Thinking

The Brand Vision Cards are a brand building tool for visionary and strategic thinking designed to spark ideas and aid clarity. It is a playful and intuitive thinking tool designed to help you explore, discuss, and identify all the vital ingredients that you will need to define your vision.

Info

September 2021

ISBN 978 90 6369 609 2

Boxed set

243 cards

5 x 5 x 2 in

\$ 35 00

The 243 cards consist of four main categories: your Brand Values: what you stand for; your Brand Strengths: what will help you reach your goal; your Actions: what you will be known for; and the Emotions: you aim to evoke.

The Brand Vision Cards can be used by companies, designers, communication professionals, and facilitators. It is a tool for goal setting, vision statements, sharpening your USP, future innovation, or as inspiration. You can submerge yourself in some serious thinking or take the playful approach and consider your brand personality, values, beliefs, and path forward.



Offline Matters Cards: Truth or Dare? A Tool for Less-Digital Creativity

Do you dare to take an offline approach? Are you ready to turn from the auto-solutions of creative work today? Can we break from business-as-usual to find imagination and alternatives?

Following Offline Matters: The Less-Digital Guide to Creative Work come the first two editions of accompanying cards: Truth or Dare? Like the much-loved classic game of Truth or Dare, these tools are designed to challenge creative minds into unfamiliar places of thinking.

Whether starting with a problem that needs solving or a blank state awaiting action, these decks bring a fresh take to the task and play beyond the dry digitality typical of creative work today. Draw a prompt card from each or either pack, then apply the perspective or action for counter-cultural results.





Author

#### Related

Jess Henderson (pseu.) is a writer, researcher, theorist, creative strategist, and author of Offline Matters: The Less Digital Guide to Creative Work (2020). She is the founder of online magazine No Fun and Outsider-an insider-activist platform within the creative industries. Beginning as a subversive email newsletter in 2017, Outsider has grown to garner a cult-following around the world with its 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 wor Id - including at NYCxDesign week, Parson's Strategic Design Conference, the DuPho Awards, and Us by Night Festival.

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#### **NEW TITLES**

#### Info

September 2020 Boxed set 2 x 54 cards 2¾ x 3¾ x 1¾ in \$1999 . ISBN 978 90 6369 607 8





• Strong gift potential

• Based on Offline Matters, the book praised by major figures such as Douglas Rushkoff, Franco Berardi, and Oli Mould

• Author has a strong profile in both the creative industries and field of critical theory

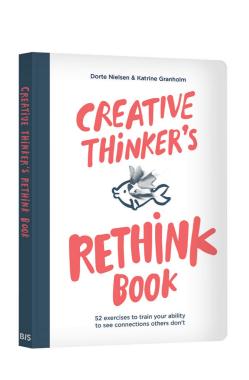
Offline Mattters page 31

#### **Creative Thinker's Rethink Book** 52 Exercises to Train Your Ability to See Connections Others Don't

Highly creative thinkers are good at seeing connections. By enhancing your ability to see connections, you can enhance your creativity. Based on this observation, a solid theory, and the latest neuroscience, this exercise book is for people who want to become better creative thinkers.

Creative Thinker's Rethink Book trains your ability see and make connections - the underlying mechanism that helps you to think creatively. The exercises in this book force you to go beyond the obvious - to think and rethink - again and again. It is not a theory book. It is a hands-on exercise book to boost your creativity and innovative thinking. Working with these exercises will help you to come up with original thoughts, fresh ideas, and unexpected innovative solutions.

You can use this book as a creative morning booster, a warm-up before working creatively, for everyday creativity training, or just as a fun activity. The exercises can be used at home, at school, in the design studio, in the office, or in the agency. Creativity is for everybody!





#### Authors

Dorte Nielsen is a creativity expert, internationally published author, and keynote speaker. She is the founder of Center for Creative Thinking and the brand Creative Thinker. She has dedicated her life to help others become better creative thinkers.

Katrine Granholm is an award winning concept maker with a MA in digital art from University of Arts London. She is the author several books, tools, and games. She is currently working at The Danish Broadcasting Corporation DR as the Digital Commissioning Editor for kids

#### Related



Creative Thinker's CREATIVE Exercise Book, page 31 EXERCIS

- Part of The Creative Thinker series, which have already sold more than 50.000 copies
- Granholm and Nielsen have been recognized at Creative Circle Award for their Packaging Design and **Editorial Design for Creative Thinker** 
  - Both authors are acclaimed keynote speakers

#### Drag Queen Memory Game

Info

October 2021 Paperback 112 pages 9% x 6½ in \$ 19.99 ISBN 978 90 6369 612 2



Drag Queen Memory Game is a fun game that shows queens in and out of drag. The vibrant photographs explore the different clothing style and make-up presenting the wide array of subcultures within the drag world. The before-and-after photos are taken in the same environment to allow easier recognition when picking sets of two. Enter the world of the Dutch Drag Queens and discover who your favorite is.



#### Authors

#### Related

Twins Memory

Game

page 40

Maaike Strengholt is a creative and cultural programmer and producer for festivals, theater, and Amsterdam nightlife. She is also a clothing and props designer for photography, film, and theater. She studied at the Design Academy in Eindhoven.

Dim Balsem graduated from The Hague academy in 2009. He has an associative, raw, and sleek style. His main interest is humans. He makes associative documentary work depicting masculinity, femininity, self reflection, beauty, and personality.

#### **NEW TITLES**

#### Info

October 2021 Boxed set 2 x 30 cards 51% x 4 x 11/4 in \$ 19 99 ISBN 978 90 6369 606 1



• Very strong gift potential, the drag queen culture is very popular

• All people portrayed have a large social media following

• The Dutch version of Ru Pauls Drag Race comes out in 2021

• Previous memory game title Twins Memory Game was very successful



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Justy and seamlessly

I engage the solution through the by-products of others' engagements

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Serial User

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Current-State Ecosystem Explore current-state users and envision or oducts or services Explore current-state users and envision strategies for existing products or services

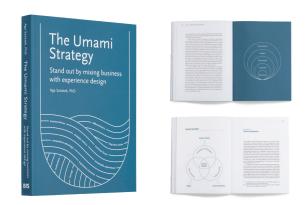
Generative

Lengage the solu that alters the

## Recently Published

Image taken from Rethinking Users ISBN 978 90 6369 581 1 \$ 40.00

#### The Umami Strategy



How do you build a powerful yet actionable strategy, and successfully implement it across your organization? *The Umami Strategy* proposes a novel approach that will help you build and execute an experience strategy. The model used in the book will help you get your organization to align with building a unique market value through delivering memorable experiences to your customers. Enjoyable, practical, and full of hidden gems and tips.



Author: Aga Szóstek | Paperback with flaps | 240 pages | 9% x 7 in | \$ 45.00 | ISBN 978 90 6369 579 8

#### **Rethinking 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.



Authors: Michael Youngblood, Benjamin Chesluk and Nadeem Haidary | Book + cards in case | 112 pages + 24 cards |  $8\% \times 5\%$  in | 40.00 | ISBN 978 90 6369 581 1

#### Happy Is Up, Sad Is Down



Puts together 65 metaphors with research facts and applications in product and interaction design, information graphics, and advertising. Metaphors show how to use space and physical attributes to convey abstract concepts like time and importance, emotions and social relations, political ideas, and ethical values. This book is meant to inspire designers and everyone curious about how the mind works.



Authors: Jörn Hurtienne, Diana Löffler, Clara Hüsch, Daniel Reinhardt, Robert Tscharn and Stephan Huber | Hardcover | 304 pages | 6 x 6% in | \$ 24 99 USBN 978 90 6369 593 4

#### Design. Think. Make. Break. Repeat. Revised edition



This book addresses the needs of anyone interested in deploying design thinking academically or operationally. 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. In this revised edition, the authors look beyond the human-centered design paradigm and include perspectives from humanity-centered design.



Authors: Martin Tomitsch, Madeleine Borthwick, Naseem Ahmadpour, Clare Cooper, Jessica Frawley, Leigh-Anne Hepburn, A. Baki Kocaballi, Lian Loke, Claudia Núñez-Pacheco, Karla Straker and Cara Wrigley | Paperback | 224 pages | 9% x 7½ in | \$ 45.00 | ISBN 978 90 6369 585 9

#### How to Create Better Ideas





The book is divided into two sections: the right and left brain. The first part analyzes the general design process. The second part introduces six 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.



Author: Joost Roozekrans | Paperback with flaps | 128 pages | 8% x 5% in | \$ 19.99 | ISBN 978 90 6369 586 6

#### **Beyond Design**



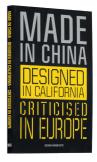
This designer's nonfiction novel provides insights into the contemporary, often hybrid, practice of multi-talented graphic designers. The story tells how Boere decides to take matters into her own hands by working on socially relevant design projects. An exciting and informative book that gives insights into the designer's do's and don'ts while working on projects from start to finish.



Author: Renate Boere | Paperback | 192 pages | 7 x 4% in | \$ 17.99 | ISBN 978 90 6369 594 1

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## Made in China, Designed in California, Criticised in Europe





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. Design is taken over by the capitalist logic of reproduction but this does not come without conflicts, struggles, and tensions. Society is growing more aware of sustainability. It is time to take the next step: designing the future with a more holistic consideration and approach.



Authors: Mieke Gerritzen and Geert Lovink | Paperback | 128 pages | 7 x 4% in | \$ 17.99 | ISBN 978 90 6369 587 3

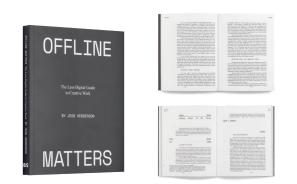
#### Beyond Design, The Game of Social Solutions



This game guides you to set up your own socially relevant design project. It navigates you through the 10 steps of setting up a project based on your idea. Or if you do not have an idea yet, the game can also be used as a valuable brainstorm tool.



#### **Offline Matters**



Offline Matters is a handbook of radical strategies for today's creative worker. From ideas that unlearn the limiting habits of most workplaces, to insider advice on avoiding clichés, 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.

profession



Author: Jess Henderson | Paperback with flaps | 160 pages | 7¼ x 5¾ in | \$ 17.99 | ISBN 978 90 6369 578 1

#### A Spectator Is an Artist Too



This is a visual essay about human behavior around art. Art historians only study objects, but how these objects are received, is also worthy of our attention. This book also captures how art museums are changing, as they draw increasingly diverse audiences. This momentum is increased by a whole new breed of Instagram 'museums' worldwide, attracting experience-hungry millennials with exhibitions defined by their Instagrammability.



Author: Johan Idema | Paperback with flaps | 176 pages | 7% x 6¾ in | \$ 19.99 | ISBN 978 90 6369 590 3

#### **Creative Block**



Focussing on creative process and theory, this book 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.



Author: Gemma Lawrence | Paperback | 192 pages | 8% x 5% in | \$ 19.99 | ISBN 978 90 6369 597 2

#### **Imagine Me**



This game 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 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.



Author: Studio Lisa | Boxed set | 99 cards + booklet | 6½ x 5% x 1½ in | \$ 19.99 | ISBN 978 90 6369 580 4

#### This is a Good Guide – for a Sustainable Lifestyle revised edition



This is the definitive and comprehensive guide for what you can do about climate change and how to contribute to a better world. It contains international 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 Katharine Hamnett, you will find exactly what you need to live a more sustainable life.

Author: Marieke Eyskoot | Paperback |

288 pages | 91% x 634 in | \$ 35.00 |

ISBN 978 90 6369 588 0

#### **Bullshit Bingo**



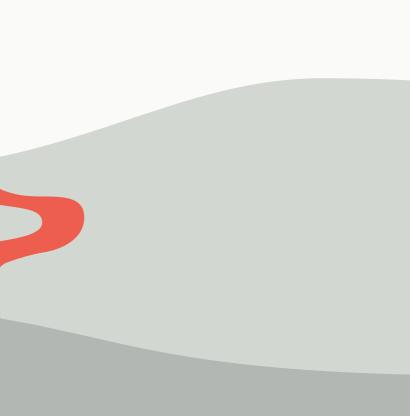
The 1-player party game that transforms the BS of everyday life into a party for 1. By encouraging people to gamify real life, it offers a refreshing reminder not to take life too seriously. With 21 tearable and single-use cards, *Bullshit Bingo* is the perfect companion to life's most generic occasions: weddings, the gym, first dates, vacation, parenting, break-ups, death, turning 30, Hollywood movies – you name it.



Author: Sandy McIntosh | Boxed set + dauber | 20 cards | 7% x 6% x 1 in | \$ 17.99 | ISBN 978 90 6369 582 8

## LIFE IS A JOURNEY ON A PATH

Image taken from *Happy Is Up, Sad Is Down* ISBN 978 90 6369 593 4 \$ 24.99



## **Highlighted Gift**



Don't Buy This Book | Authors: Donald Roos and Authors: Donaid Roos and Anne de Bruijn | 160 pages | 8½ x 5¾ in | paperback | \$ 19.99 | ISBN 978 90 6369 537 8



Dare to Ask | Authors: Els Dragt and Jeroen Timmer | paperback with flaps | 144 pages | 7% x 5¾ in |\$16.99| ISBN 978 90 6369 562 0

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Dilemmarama the Game: The Happy Edition | Concept: Dilemma op Dinsdag | 64 cards in a box | 3% x 5¼ x 1% in | \$ 19.99 | ISBN 978 90 6369 564 4



Empathy Game | Authors: Saskia H. Herrmann and Jorik Elferink | 150 cards in a box I 5% x 6% x 1¼ in | \$ 24.99 | ISBN 978 90 6369 524 8



Think Like an Engineer, Don't Act Like One | Author: Jan Karel Mak | paperback with flaps | 160 pages | 7% x 5% in | \$ 16.99 | ISBN 978 90 6369 569 9

**DON'T** 

**ACT LIKE** 

ONE



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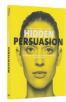


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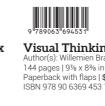






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