

LOVE IS A UNITY

OF PARTS



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'Books and gifts for the creative mind'

Spring 2021



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Cover image taken from
Happy Is Up, Sad Is Down, p. 8

Dear Reader,

"Love is a unity of parts." The same goes for the books from BIS Publishers. The books that we love to publish are a unity of the valuable content that our authors bring to life. The beautiful books and gifts of this upcoming season are an accumulation of these parts. We hope these products will inspire you, activate you, and put a smile on your face.

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

As always, if you have a good idea for a new project, do not hesitate to contact us. We would love to hear from you!

The BIS Publishers team,
Bionda Dias
Managing Director, Publisher
Bionda@bispublishers.com

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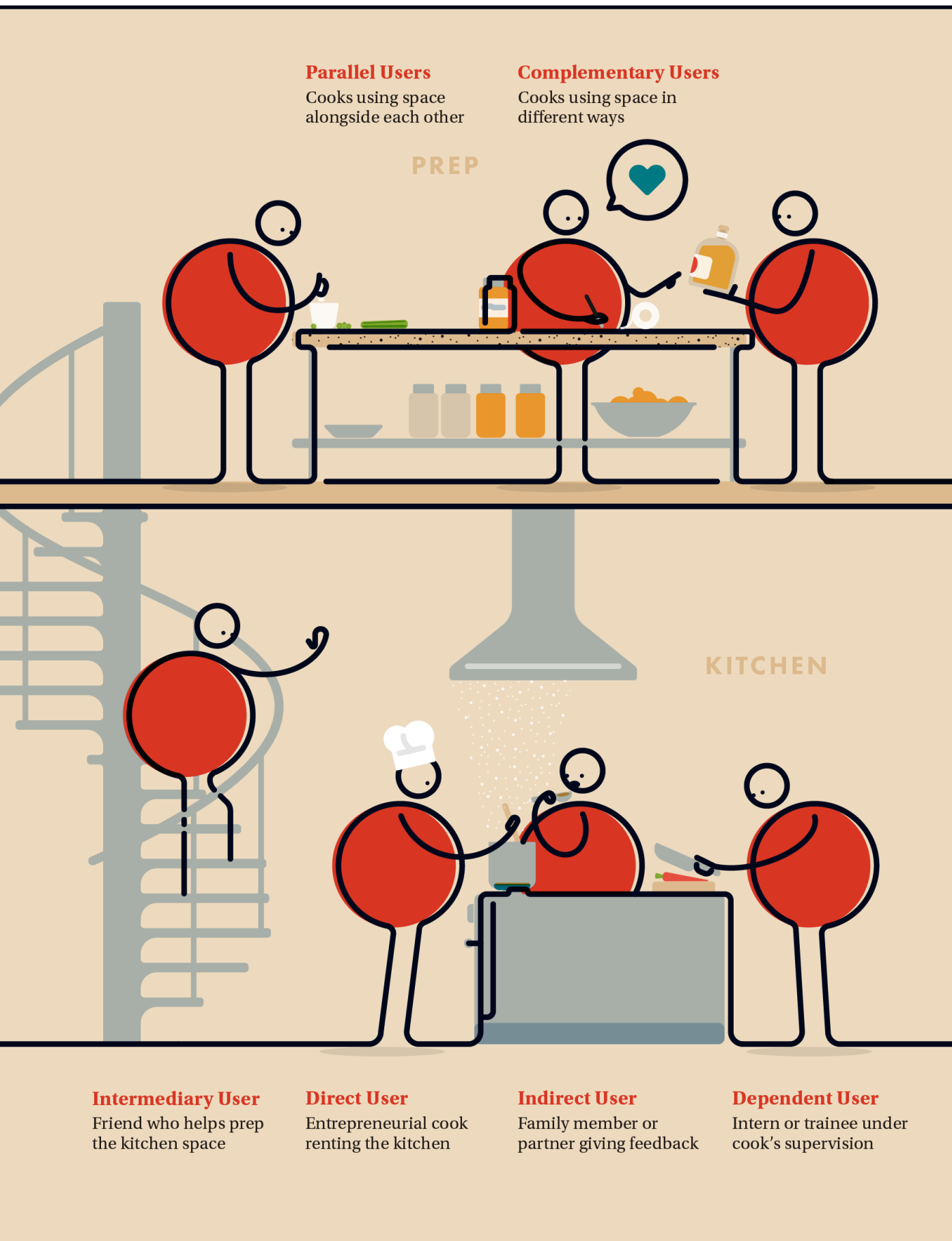
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New Titles Spring 2021

The Umami Strategy

Stand Out by Mixing Business with Experience Design

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

How do you build a powerful yet actionable strategy, and successfully implement it across your organization? 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.

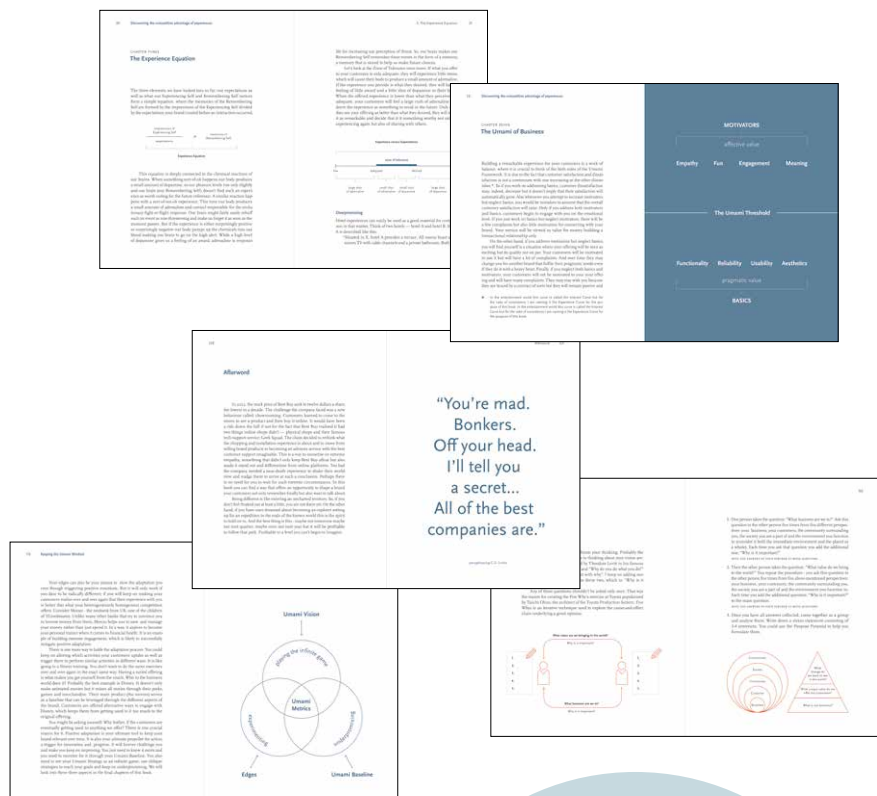
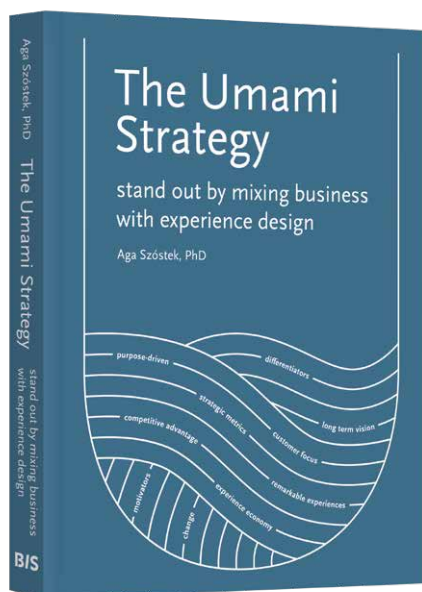
Enjoyable, practical, and full of innovative tips, this book will help align your organization and convey your unique market value to customers. If you want to be noticed, you need to stand out from the crowd!

Info

March 2021
Paperback with flaps
240 pages
9½ x 7 inches
\$ 45.00
ISBN 978 90 6369 579 8



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Author

Aga Szóstek, 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. Next to consulting, Szóstek 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.

Related



Worlds of Wonder,
page 33



Strategic Design,
page 34

• The author is developing a business program based on this book with the Danish business school Kaospilot

• The author runs the successful podcast *Catching The Next Wave* where the book will be promoted

• The author runs free online webinars where the method of the book will be explained

Rethinking Users

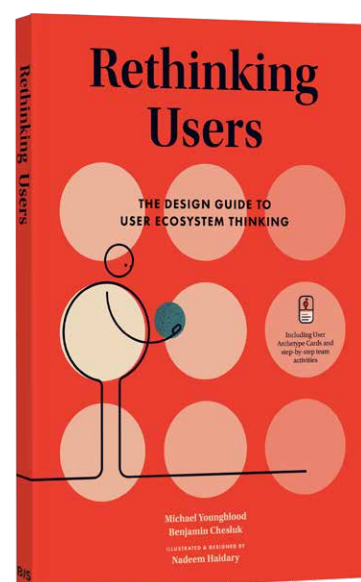
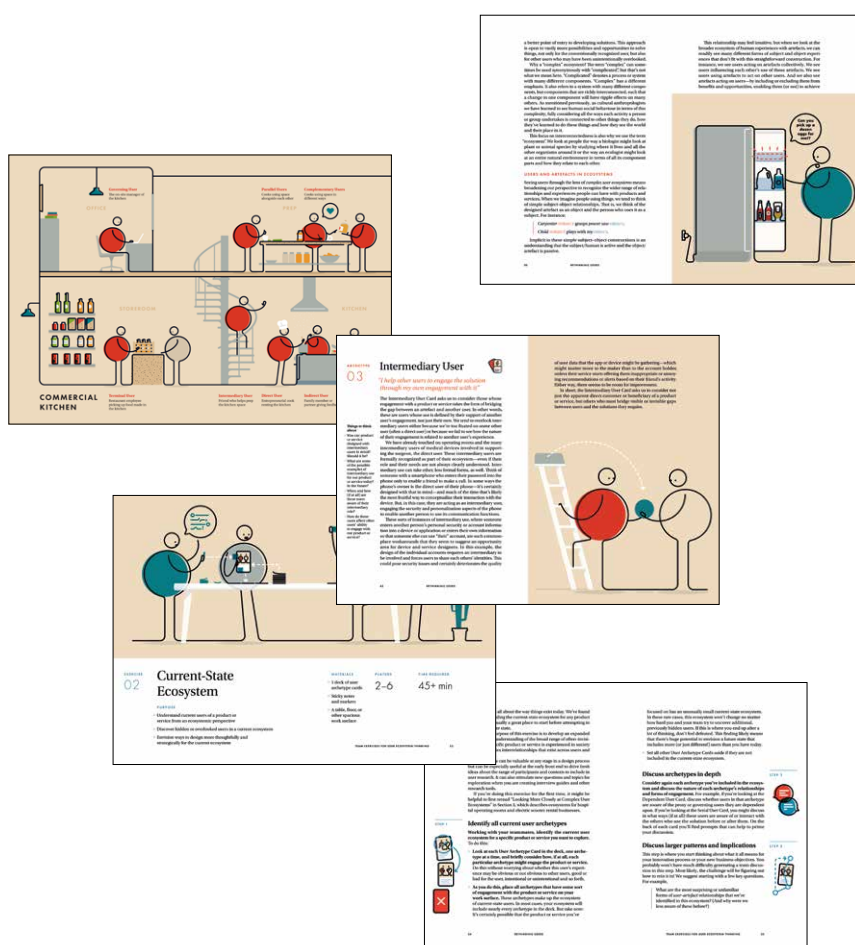
The Design Guide to User Ecosystem Thinking

Knowing your users stimulates your imagination and helps you create more exciting and effective design solutions. But there is a problem: the current 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 toolkit 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 toolkit 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.

Info

March 2021
Book + cards in case
112 pages + 24 cards
8½ x 5½ inches
\$ 40.00
ISBN 978 90 6369 581 1



Authors

Michael Youngblood is Principal at The Youngblood Group, an innovation consultancy working at the nexus of social science and human-centered design. 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.

Benjamin Chesluk 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. He taught at the Stanford University d.school, as well as at New York University and Fordham University.

Nadeem Haidary (designer and illustrator) is a product designer working in technology at the intersection of digital and physical experiences. He spent the majority of his career in design consulting at Salesforce Ignite, Gravitytank, Smart Design, and IDEO, helping clients uncover human needs and design innovative solutions. Nadeem has lectured on prototyping and visualising ideas at Stanford University d.school and University of California Berkeley.

• The authors and designer have received numerous awards and recognitions for previous publications, design, and other professional work

• They are well-connected and extensively involved with peer communities and professional organizations in their fields

Happy Is Up, Sad Is Down

65 Metaphors for Design

Feeling down? Cheer up! We use metaphors every day and often without being aware of it. Many metaphors are more than figures of speech. They reflect basic bodily experiences and help to structure our thinking and experience of the world.

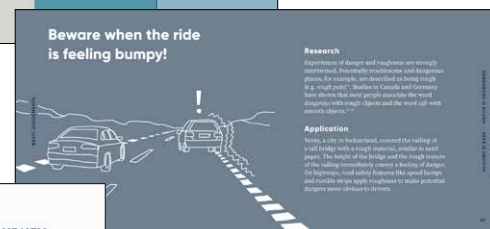
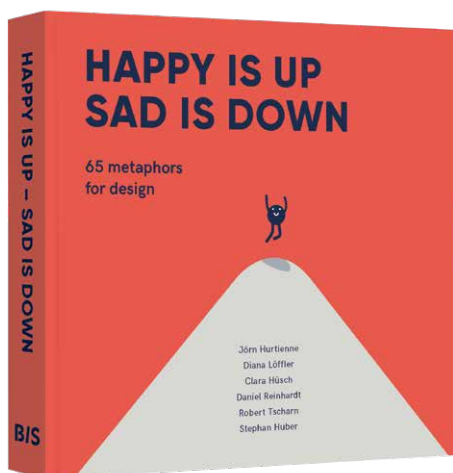
Happy Is Up, Sad Is Down puts together 65 metaphors with research facts and applications in product and interaction design, information graphics, and advertising. Metaphors show how to use space and physical attributes to convey abstract concepts like time and importance, emotions and social relations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

Info

May 2021
Hardcover
304 pages
6 x 6 3/4 inches
\$ 24.99
ISBN 978 90 6369 593 4



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Authors

Jörn Hurtienne, Diana Löffler, Clara Hüscher, Daniel Reinhardt, Robert Tscham, and Stephan Huber are a team of psychologists, designers, computer scientists, business consultants, and researchers who came together at the Chair of Psychological Ergonomics at Würzburg University.

Hurtienne discovered his love for metaphors in 2004, drew others into this, and they have been studying their usefulness for design ever since. They have successfully used metaphors in the design of automotive user interfaces, websites, medical systems, robots, industrial controls, consumer goods, and augmented reality systems.

• The authors frequently speak at international conferences, conventions and seminars

• Authors are teaching the subjects related to the book at the University of Würzburg. Other universities like TU Berlin, Uni Konstanz and University of Twente are offering courses on designing with metaphors

Design. Think. Make. Break. Repeat.

A Handbook of Methods

Revised Edition

This book introduces the reader to the changing role of design as a way of thinking and a framework for solving complex problems and achieving systemic change. It documents 80 methods that cover all stages of a design process, providing actionable guidance for applying the methods across a range of projects. The methods are complemented by seven case studies to demonstrate their application in different domains, from designing interfaces for autonomous vehicles to addressing health and wellbeing. Free templates and resources, available at designthinkmakebreakrepeat.com, make this a great resource for design educators as well as practitioners leading workshops in their organization or looking for inspiration to transform their practice.

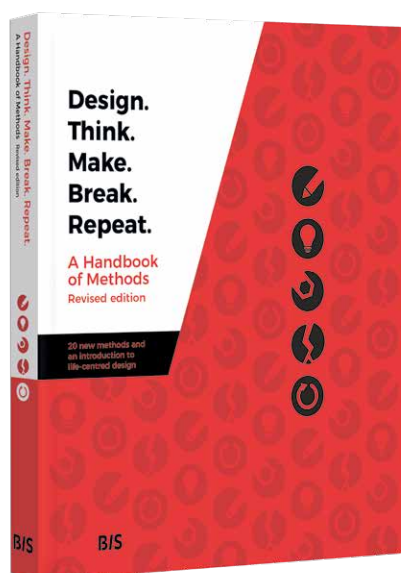
In this revised edition, the authors look beyond the human-centered design paradigm and provide an introduction to life-centered design. This extended focus is reinforced through design methods for considering the broader ecosystem in which products and services are used, including the use of natural resources, ethical concerns, and the long-term impact of design decisions.

Info

February 2021
Paperback
224 pages
23 x 19 cm
\$ 45.00
ISBN 978 90 6369 585 9



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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 are educators and researchers bringing together various design perspectives.

All authors are either currently working at the University of Sydney's Design Lab or are Ph.D. graduates from the Design Lab. At the University of Sydney, they teach courses on interaction design, creative technology, design thinking, design innovation, and strategic design. The book is brought to life by their collective, multidisciplinary expertise based on decades of teaching and using design methods in their research and practice across institutions.

- Builds on the success of the 1st edition (12,000 copies sold)

- A popular title for course adoption at universities around the world

- To support the book's use as a teaching resource, each method comes with a slide deck template, available for free on the accompanying website

How to Create Better Ideas

Connecting the Left and Right Brain in the Design Process

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 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.

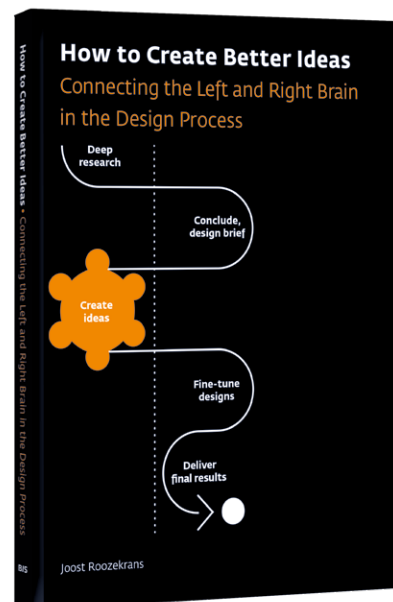
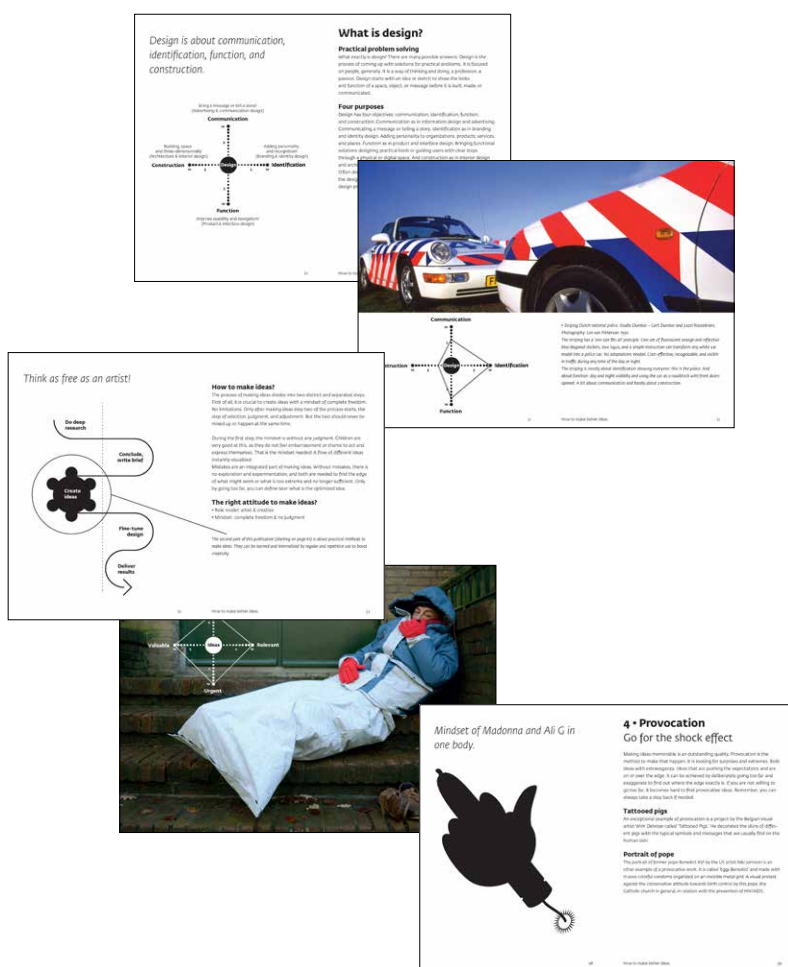
This is a book for anyone looking for a deeper understanding of the design process. It dives into design fundamentals, creativity, and the mentality and conditions needed to guarantee a productive design process. This book is for design educators and students as well as professionals looking for inspiration and even clients working with designers.

Info

March 2021
Paperback with flaps
128 pages
8½ x 5½ inches
\$ 19.99
ISBN 978 90 6369 586 6



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Author

Joost Roozkrans 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. Roozkrans 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.

• **The author will give lectures and workshops based on the content of the book**

• **Provides six methods to create more and better design ideas**

Made in China, Designed in California, Criticised in Europe

Design Manifesto

In today's world, everything is destined to be designed, which causes most design to disappear 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. However, 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.

Info

February 2021
Paperback
128 pages
7 x 4 1/4 inches
\$ 17.99
ISBN 978 90 6369 587 3



Authors

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, such as 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.

Related



Notes on Design,
page 34

• Very strong designer gift book potential

• Written by highly respected authorities in the Dutch design industry

• The authors are acclaimed keynote speakers and have spoken at several international conferences

Beyond Design, The Game of Social Solutions

While writing the designer's novel, *Beyond Design*, Renate Boere discovered 10 steps that can be taken in order to set up one's own project. These steps allow designers to render complicated information transparent and understandable for a wider audience. Boere wanted to make this easily accessible and transformed these 10 steps into a game.

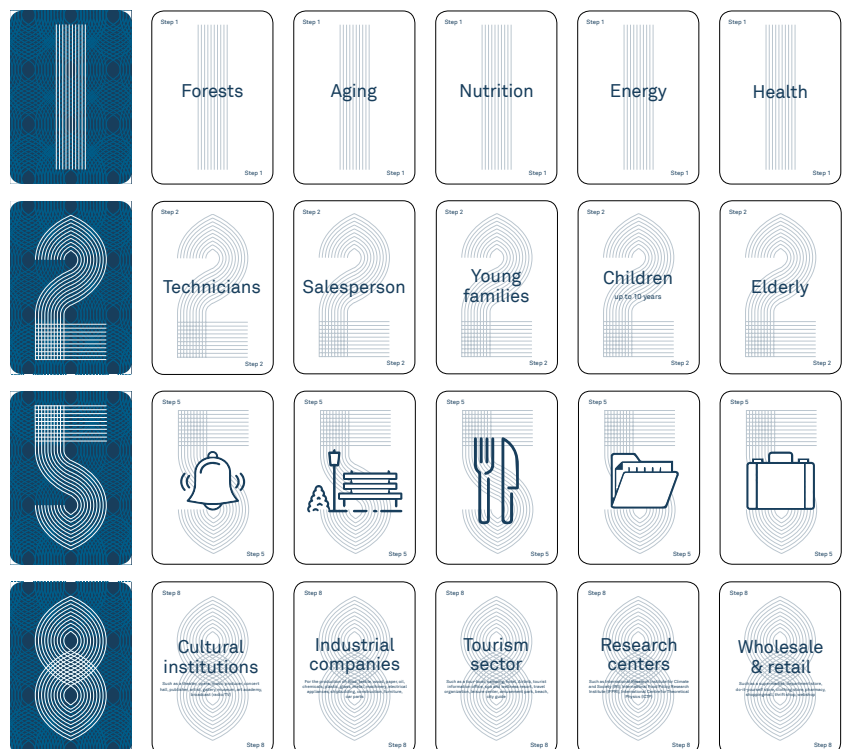
Beyond Design, The Game of Social Solutions guides you to set up your own socially relevant design project. This game navigates you through the 10 steps of setting up a project based on your idea. Or if you do not have an idea yet, the game can also be used as a valuable brainstorm tool.

Info

May 2021
Boxed set
120 cards + 10 action cards
7 x 4 7/8 x 1 1/2 inches
\$ 19.99
ISBN 978 90 6369 595 8



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Author

Renate Boere is a research based graphic designer for the cultural and social sector since 1995. From 2000, Boere has been working as a design teacher at several (inter)national art academies. From 2008, Studio Renate Boere have been initiating research projects with a focus on how to solve complex social questions through design. Over the past years, Studio Renate Boere has won several Dutch, European, and International Design Awards.

Related



Beyond Design,
page 12

- **Very strong gift potential – especially combined with the book**
- **Can be used as a valuable workshop tool**
- **The author will be actively involved with the promotion, and has a background in promotion and design**

Offline Matters

The Less-Digital Guide to Creative Work

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 are churned out into depressing marketing noise.

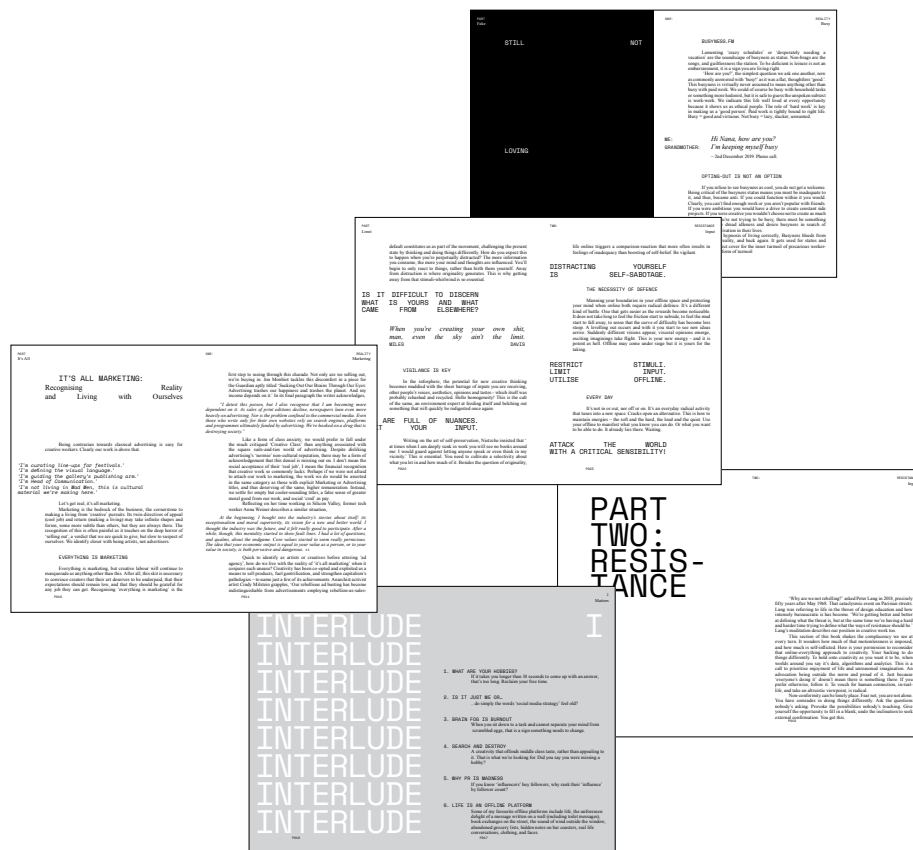
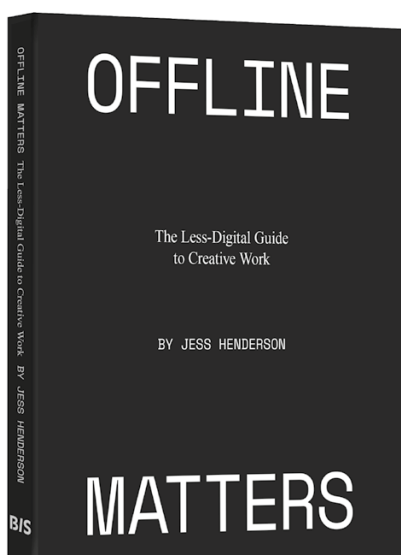
We are dreaming of offline and not in the sense of a romanticized past, a punishment, a quick detox, or a WiFi-free café. Because being 'offline' is not a lifestyle, it's a space of possibility.

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 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.

Info

March 2021
Paperback with flaps
160 pages
7½ x 5¼ inches
\$ 17.99
ISBN 978 90 6369 578 1



Author

Jess Henderson (pseud.) is a writer, theorist, and creative strategist. In 2017, at the age of 26, they founded Outsider – an insider-activist platform within the creative industries. Beginning as a subversive e-mail 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.

Related



The Book of Do-ness,
page 39

"Offline Matters is a much needed take-down of the whole 'cult of creativity' from the inside. This rattle gun attack on the perniciousness of the creative digital work will leave you aghast and amused in equal measure"

– Oli Mould, author of *Against Creativity*

• **Written under the pseudonym Jess Henderson, who is also the founder of the cult-offline creativity platform Outsider**

A Spectator Is an Artist Too

How We Look at Art, How We Behave Around Art

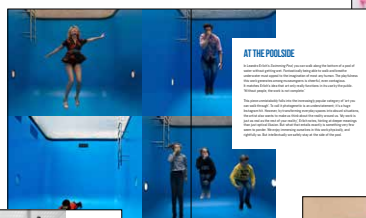
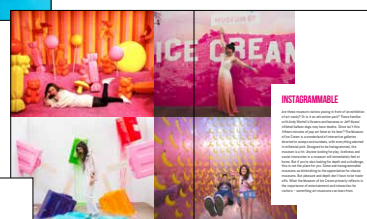
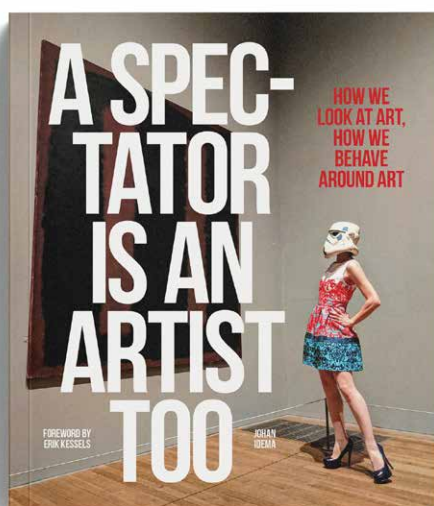
Is there anything more entertaining, inspiring, and instructive than observing art? Yes, there is, watching an audience interact with it. This book may forever change your approach to art, urging you to always consider both the work and the response. Because, ultimately, artists create, but we – the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

A Spectator Is an Artist Too is a visual essay about human behavior 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.

This book also captures how art museums are changing, as they draw increasingly diverse audiences. The way museumgoers respond to art is becoming more casual, creative, but also more swift or even banal. This momentum is increased by a whole new breed of Instagram 'museums' worldwide, attracting experience-hungry, selfie-loving millennials with exhibitions defined by their Instagrammability.

Info

April 2021
Paperback with flaps
192 pages
7½ x 6¾ inches
\$ 19.99
ISBN 978 90 6369 590 3



Author

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 is the initiator of, among others, the theatrical art exhibition The Big Art Show and the award-winning classical music app Wolfgang. He was awarded an oeuvre prize as 'New Radical', in the Netherlands, where Idema is based.

Related



How to Visit an Art Museum, page 39



How to Be a Better Tourist, page 39

- Visualizes contemporary trends, such as immersive art exhibitions, Instagram museums, booming art fairs and experience-hungry millennials

- Previous book *How to Visit an Art Museum* is a bestseller (25,000 copies sold)

- The author is a frequent keynote speaker and has spoken on conferences such as MuseumNext and ClassicalNEXT

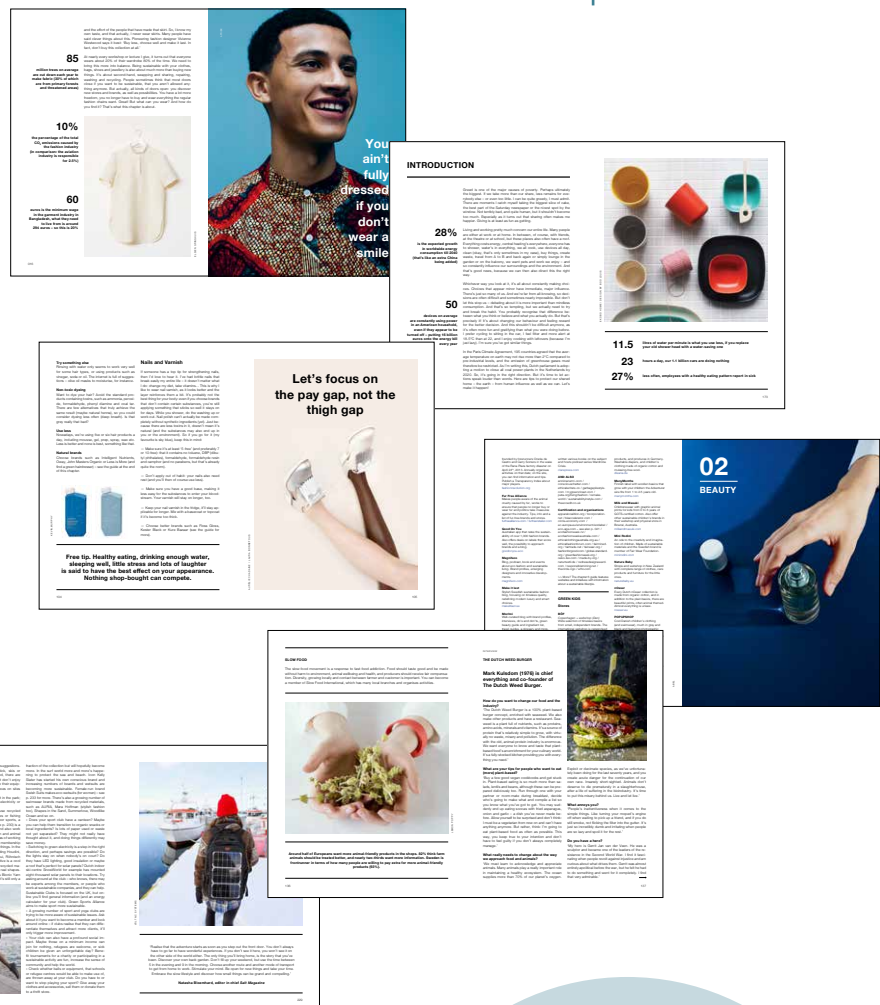
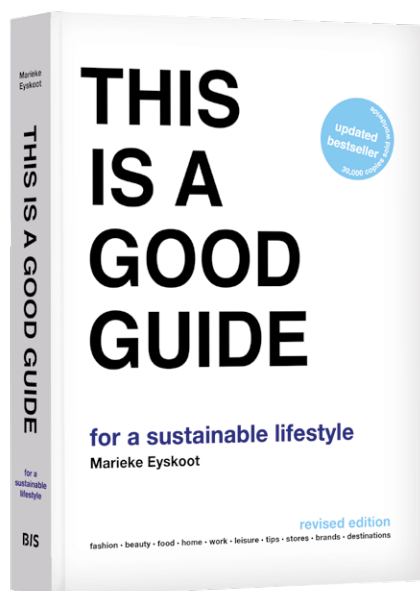
This is a Good Guide – for a Sustainable Lifestyle Revised and Paperback Edition

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. After all, doing good and feeling good at the same time: does it 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 added. The book has extra interviews and revised facts and figures.

Info

February 2021
Paperback
288 pages
9½ x 6¾ inches
\$ 29.99
ISBN 978 90 6369 588 0



Author

Marieke Eyskoot is a sustainable fashion and lifestyle expert, she puts contemporary and conscious living on the map. Eyskoot is a sought-after speaker, presenter, and consultant, and co-founder of international 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 media, Eyskoot is the go-to person for all things sustainable.

"The sustainability bible."
– Glamour NL

- Sustainability and global warming are important and ongoing topics

- The hardcover edition is a bestseller (30,000 copies sold worldwide)

- The book gets a lot of social media attention due to its stylish design

- It has received many international reviews

Creative Block

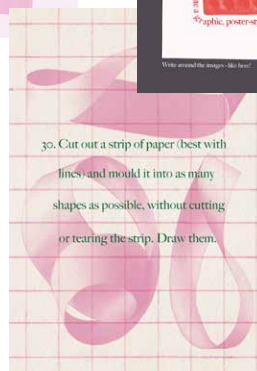
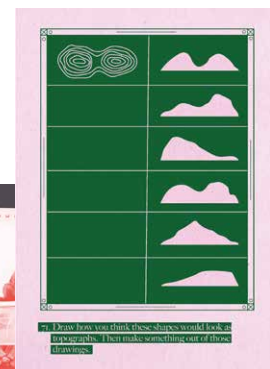
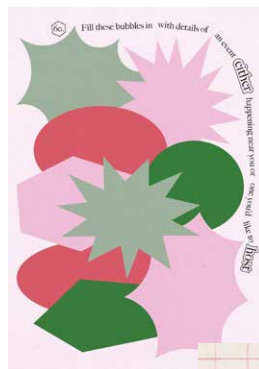
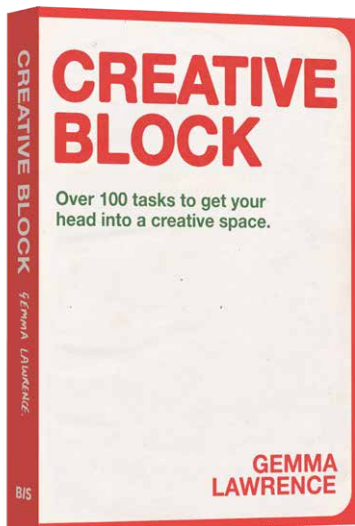
Over 100 Tasks to Get Your Head Into a Creative Space

Creative Block is a book set out to ruffle feathers, get you out of your ruts, and start those creative 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.

Info

September 2020
Paperback
192 pages
8½ x 5½ inches
\$ 19.99
ISBN 978 90 6369 597 2



Author

Gemma Lawrence is an artist and designer working and living in the UK. She graduated from the University of Brighton with a degree in Fine Art Painting.

- Aid to creatives, from students to professionals in the industry
- Author is accomplished both in Fine Art and Graphic Design
- Very strong gift book potential for all creatives

Imagine Me

Visualising Your Identity

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 consist out of 99 cards, each card has an authentic illustration that represents a particular trait. The cards are divided into three groups; Personality Traits, Character Traits and Color Traits. The goal of this game is to compile and build a collage consisting out of 7 cards that represent your, or someone else's Visual Identity.

The game can be played in various environments to uncover different social structures, for example, in a professional setting, 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 is possible to play the game alone.

Info

April 2021
Boxed set
99 cards + booklet
6½ x 5¾ x 1½ inches
\$ 19.99
ISBN 978 90 6369 580 4



Author

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

- This game is suitable for a broad audience. It can be used by individuals, but also by companies and schools looking to explore social structures and personal identity
- Conversation starting game that is designed around visualizations

Bullshit Bingo

The 1-Player Party Game

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, it offers a refreshing reminder not to take life too seriously. The game 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.

Info

April 2021
Boxed set + dauber
20 cards
7½ x 6¾ x 1 inches
\$ 17.99
ISBN 978 90 6369 582 8



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Author

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. As the perpetual 'new kid', it is fair to say that he struggles making friends. Hence this game.

• Very strong gift potential

• The author has an extensive background in branding & marketing and will be actively involved with the promotion

• Expansion packs are planned, enabling repeat business from existing customers

Recently Published

Image taken from *Lay Your Cards on the Table*
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in the lav
t did you do?

What does a good
life mean to you?

When was the last
time that you did
something
for the first time?
And what did
you do?

What concerns
you right now?

How did you
learn to ride a bike
or swim?

What dark
thoughts come to
mind every now
and then?

Spark the Conversation Between
Different Generations

**LAY YOUR
CARDS ON
THE TABLE**

What do you like
the most about
your body?

Have you ever
been in love?
What did it
feel like?

are you
living for
and why?

If you could
come up with
one rule that
everyone had to
follow, what would
it be?

Tell us about
the early days of
a relationship you
were in; where and
how did you meet?

What scares you?

What do you
still hope to
accomplish
in life?

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Delft Design Guide Revised Edition



Presents an overview of product design approaches and methods used in the Bachelor and Master curriculum at the Delft University of Technology. Due to its complexity, designing requires a structured and systematic approach, as well as moments of heightened creativity. The methods and techniques are each described in a practical one-page text, illustrated for further clarification, and enriched with further reading suggestions.



Authors: Annemiek van Boeijen, Jaap Daalhuizen and Jelle Zijlstra | 224 pages | 10% x 7% inches | Flexicover | \$ 45.00 | ISBN 978 90 6369 540 8

Culture Sensitive Design



Our globalizing world, with interconnected societies and worldwide cooperation and with migration and ever-increasing digitization, brings together a complexity of cultural groups that need to live together. Consequently, it confronts designers with the challenge of facing cultural diversity in design. This book offers a detailed overview of both theory and practical methods to become culture sensitive in the 21st century design culture.



Author: Annemiek van Boeijen | 160 pages | 9% x 7% inches | Flexicover | \$ 45.00 | ISBN 978 90 6369 561 3

Inspired by Method



What is inspiration? Can there be a method for finding inspiration? This book is both a guide to and a source of inspiration. Designing involves individuality and a systematic approach, which we may apply consciously or subconsciously, depending on the project. The 5D-method for inspiration is an incisive little tool that you can use in any design process. It takes away the fear of starting a new project.



Author: Alexandra Martini | 240 pages | 8% x 7% inches | Paperback | \$ 45.00 | ISBN 978 90 6369 573 6

Framing Play Design



The effect play can have on participants and surroundings can be extremely effective. This book provides operational design guidelines on how to find strong balances in the making of specific play-based designs as well as how to involve users and stakeholders in the process of play design making. This book provides frameworks and theories at a more operational level.



Authors: Sune Gudiksen and Helle Skovbjerg | 192 pages | 9% x 8% inches | Paperback | \$ 45.00 | ISBN 978 90 6369 572 9

Creative Content Kit



This kit a four-step process for creating content strategy.

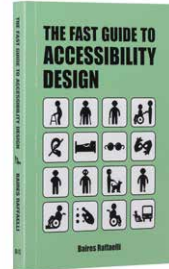
Each stage contains a set of cards with methods, content types, platforms, and tools. The deck of cards is made for content professionals and non-specialist to ideate, test, and solve content problems. It provides a helpful visual structure to ease communication in planning alone, with your team, and clients.



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Author: Ana Bender | 6 1/8 x 4 3/4 x 1 1/4 inches |
Boxed set | 65 cards | \$ 24.99 |
ISBN 978 90 6369 568 2

The Fast Guide to Accessibility Design



This book explores ways to create a project that focuses on accessibility. It is a reminder that serves as a checklist for those who design everyday spaces we live in. It is a random (but not too random) collection of indications to make cities more accessible. We are not alone and as long as we take this into consideration, we will design welcoming, inclusive, and functional spaces.

ISBN 978-90-6369-571-2



Author: Baires Raffaelli | 160 pages |
6 x 4 1/4 inches | Paperback | \$ 16.99 |
ISBN 978 90 6369 571 2

Think Like an Engineer, Don't Act Like One



This edition in the *Think Like a Pro...* series displays the wonderful world of engineers. This bundle of insights shows why no one can hold you responsible for the impact of gravity, what Gerrit Rietveld can teach you about going against the flow, that Donald Trump says more than you think, and how Netflix goes beyond binge-watching.

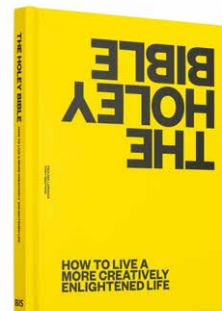
This book is for anyone who wants to broaden their horizons.



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Author: Jan Karel Mak | 160 pages |
7 1/8 x 5 1/4 inches | Paperback with flaps |
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The Holey Bible



This book helps us to more easily spot the "holes" in our thinking. The book shows how you can deliberately orchestrate personal and professional breakthroughs, but it does not promise creative enlightenment. Yet, it does provide detailed guidance on what you can do to prime your brain for more discoveries that can encourage your creative enlightenment.



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Authors: Paulina Larocca and Tony Ibbotson |
112 pages | 9 1/8 x 7 1/2 inches | Paperback |
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Dare to Ask



Asking questions makes us human, it helps us to establish connections, learn, and transform. This book puts the spotlight on the craft of asking questions. Learn the ropes from all walks of life, such as Socrates, a hairdresser, Einstein, a helpdesk employee, Lao Tse, and a police detective. Full of practical tips and fun facts. Turn your focus to the other person, ask questions, listen better, and in the end: learn more.



Authors: Els Dragt and Jeroen Timmer | 144 pages | 7½ x 5¼ inches | Paperback | \$ 19.99 | ISBN 978 90 6369 562 0

Creative Thinker's Connection Memory Game



Make creative connections and have fun. This memory game is made of visual connection sets. The idea is simple and based on the theory that by enhancing your ability to see connections, you can enhance your creativity. So, the main goal is to find two matching cards that are visually connected. The photographs on the cards are observational art photos, which helps the players see things in new and unexpected ways.



Authors: Dorte Nielsen and Katrine Granholm | 5½ x 3 x 2 inches | boxed set | 50 cards | \$ 19.99 | ISBN 978 90 6369 563 7

Lay Your Cards on the Table



Lay Your Cards on The Table consists of 60 cards with conversation starters. Choose questions from 3 different categories and you will be having great conversations in no time. You can start the conversation by randomly asking or answering some of the questions or, if you need some more guidance, you can use the game rules. Although in the end, there really is just one rule: Whatever is discussed at the table, stays there!



Author: Een van de Jongens | 4¼ x 3¾ x 1¼ inches | boxed set | 60 cards | \$ 19.99 | ISBN 978 90 6369 565 1

Dilemmarama - The Happy Edition



For this happy edition, we have only selected positive dilemmas. The kind that put a smile on your face, but that also cause heated debates and feisty duels. One way to play the game is to create difficult dilemmas for the other players and to become the Dilemmaestro. The other option lets you play in teams and you have to try to guess what your teammates will choose. It is a way to really get to know your friends and family!



Author: Dilemma op Dinsdag | 65 cards | 5¼ x 3¾ x 2 inches | boxed set | \$ 19.99 | ISBN 978 90 6369 564 4



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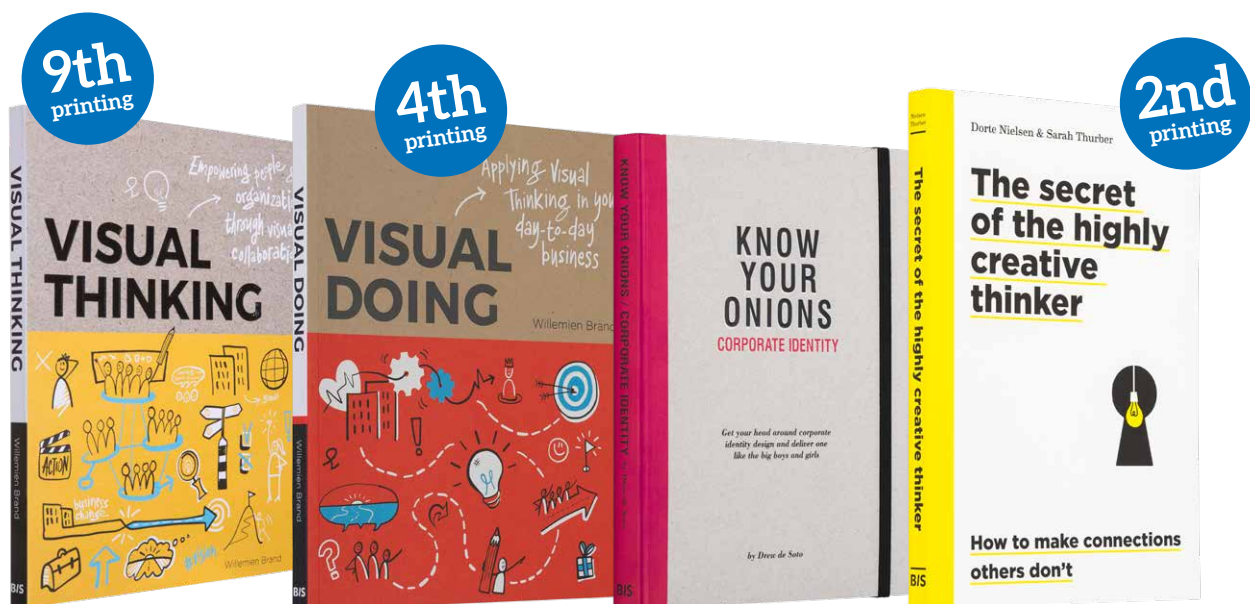


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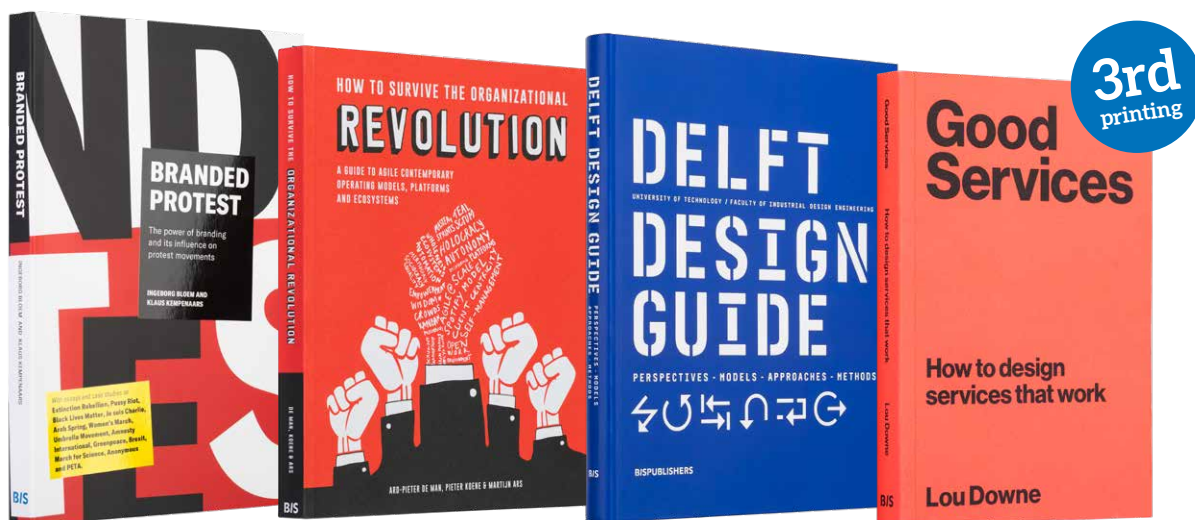


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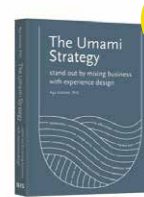
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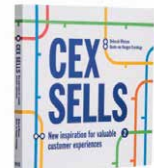
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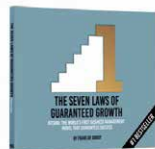
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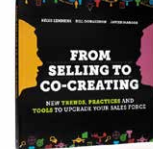
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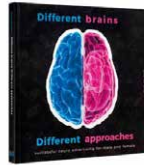
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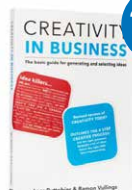
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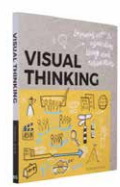
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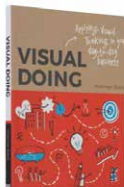
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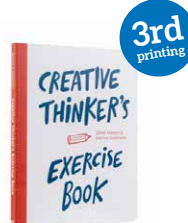
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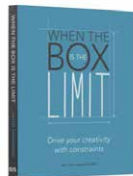
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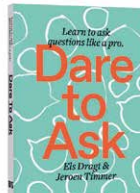
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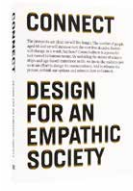
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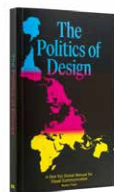
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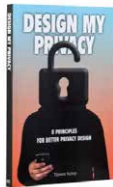
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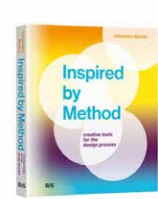
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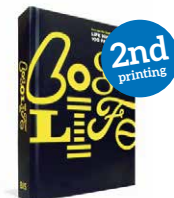
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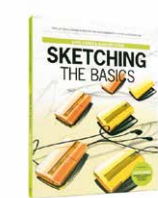
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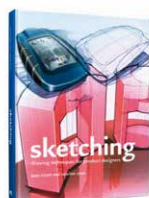
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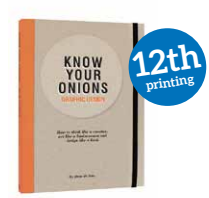
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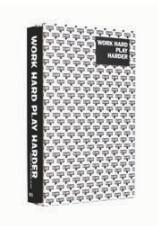
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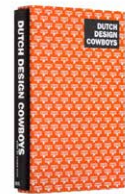
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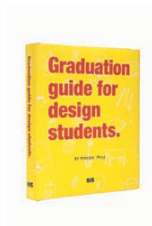
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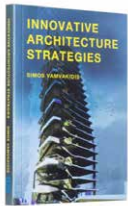
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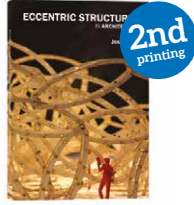
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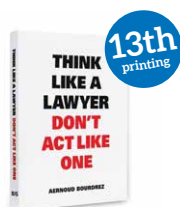
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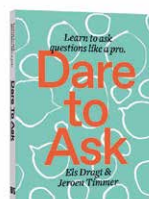
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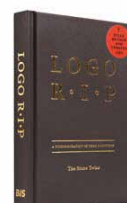
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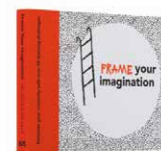
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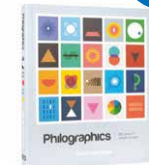
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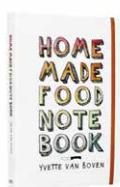
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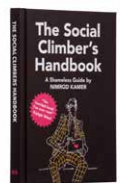
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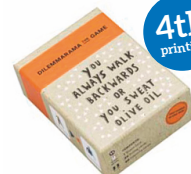
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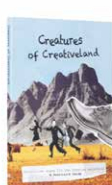
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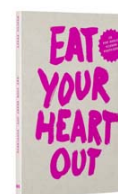
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