

## LITERATURE

---

Mandatory literature for the course includes the following:

**Design for the Real World: Human Ecology and Social Change – By Victor Papanek**

Paperback, completely revised Second Edition, 394 pages, Published by Academy Chicago Publishers (first published 1972). Please note: If you can better access the first edition of the book this will be sufficient as well.

**Online Course Compendium:**

The below material is provided on Studentportalen one week before course start. Course Coordinators will suggest readings for each class. It is comprised of selected articles and media, from books, academic journals, design handbooks, and other sources. Most guest lecturers have also recommended articles to include in this collection. This compendium will be posted on Studentportalen with hyperlinks for videos and articles.

Benyus, J. (2002) *Echoing Nature*, Chapter 1 in *Biomimicry – Innovation Inspired by Nature*. New York: Harper Perennial

Broms, L., Wangen, J., Andersson, C. (2017) Sensing Energy: Forming Stories through Speculative Design Artefacts. *Energy Research & Social Science* 31C, pp. 194-204

Brown, T. & Wyatt, J. (2010) *Design Thinking for Social Innovation: IDEO*.

Buchanan, R. (1992) Wicked Problems in Design Thinking, *Design Issues* Vol. 8 no. 2, MIT Press.

Chick, A. & Micklethwaite, P. (2011) Chapter 1: Design is to Design a Design to Produce a Design, in *Design for Sustainable Change: How Design and Designers Can Drive the Sustainability Agenda*. Switzerland: Ava Pub.

Cleese, J. (n.d) How to Be Creative. Video. Available at: <https://vimeo.com/176474304>

Dorst, K. (2011) The core of 'design thinking' and its application. *Design Studies*. 32, 521-532.

Dewberry, E. (2012) Eco-intelligence: Designing for the Real World. In: Garner, Steve and Evans, Chris eds. *Design and Designing: A Critical Introduction*. London: Berg.

Glaveanu V. P., & Tanggaard, L. (2016) *Creativity - a new vocabulary*. Basingstoke, Palgrave MacMillan.

(Chapters Mirroring and Rules)

Huber M.Z., Hilty L.M. (2015) Gamification and Sustainable Consumption: Overcoming the Limitations of Persuasive Technologies. In: Hilty L., Aebischer B. (eds) *ICT Innovations for Sustainability. Advances in Intelligent Systems and Computing*, vol 310. Springer, Cham

Irwin, T., Kossoff G. & Tonkinwise (2015) *Transition Design: The Importance of Everyday Life and Lifestyles as a Leverage point for Sustainability Transitions*. Conference paper.

Johnson, J.T., Howitt, R., Cajete, G., Berkes, F., Louis, R.P. & Kliskey, A. (2016) "Weaving Indigenous and sustainability sciences to diversify our methods", *Sustainability Science*, vol. 11, no. 1, pp. 1-11.

Kelley, D (2012) How to build your creative confidence. Video. Available at:  
[https://www.ted.com/talks/david\\_kelley\\_how\\_to\\_build\\_your\\_creative\\_confidence](https://www.ted.com/talks/david_kelley_how_to_build_your_creative_confidence)

Laven, D. & Skoglund, W.(2016) *Valuing and Evaluating Creativity for Sustainable Regional*. Mid Sweden University. Read pages 2-9

Lennerfors, T., Fors, P., van Rooijen, J. (2015) ICT and environmental sustainability in a changing society: The view of ecological World Systems Theory. *Information Technology and People*, 28(4): 758-774

Nidumolu, R., Prahalad, C. K., & Rangaswami, M. R. (2009) Why sustainability is now the key driver of innovation. *Harvard business review*, 87(9), 56-64.

Nobel, N. (2017) What is Behavioral Economics and why does it matter? Available at:  
<http://impactually.se/what-is-behavioral-economics-and-why-does-it-matter/>

Nobel, N. (2017) Behavioral Economics in practice Available at:  
<http://impactually.se/behavioral-economics-in-practice/>

May, S. (2011) Ecological Modernism and the Making of a New Working Class, Ch 5 in Parr and Zaretsky. 2011. *New Directions In Sustainable Design*. London: Routledge.

McDonough, W. (2000) *The Hannover Principles: Design for Sustainability*, prepared for Expo 2000 The World's Fair, Hannover, Germany.

McDonough, W. & Braungart, M. (2000) A World of Abundance, *Interfaces* Vol. 30 no. 3.

McDowell, S. (2010) What Jazz Soloists Know About Creative Collaboration. Website.

<https://99u.adobe.com/articles/6959/what-jazz-soloists-know-about-creative-collaboration>

Margolin, V. (1996) *Global Expansion or Global Equilibrium? Design and the World Situation*, Design Issues Vol. 12 no. 2, MIT Press.

Margolin, V. (1998) *Design for a Sustainable World*, Design Issues Vol. 14 no. 2, MIT Press.  
Parsons, M., Fisher, K. & Nalau, J. (2016), "Alternative approaches to co-design: insights from indigenous/academic research collaborations", *Current Opinion in Environmental Sustainability*, vol. 20, pp. 99-105.

Petty, M. (2014) *Threats and Promises: The Marketing and Promotion of Electric Lighting to Women in the United States, 1880s–1960s*, West 86th: A Journal of Decorative Arts, Design History, and Material Culture Vol 21 no. 2, pp3-36.

Raymond, J. C., (2011), 'Regenerative design and development: current theory and practise', *Building Research & Information*, vol. 40, Issue 1

Rohde, M. (2011) *Sketching: The Visual Thinking Power Tool*. Website. Available at:  
<https://alistapart.com/article/sketching-the-visual-thinking-power-tool>

Sanders, E. B.N. & Stappers P.J. (2014) *Probes, toolkits and prototypes: three approaches to making in codesigning*, *CoDesign*, 10:1, 5-14

Thaler, R. (2009) *Nudge : Improving Decisions About Health, Wealth, and Happiness*. Introduction and Chapter 1 Biases and Blunders

The Oslo Manifesto (2016) Available at: <http://oslomanifesto.org/> Website.

The Story of Stuff Project (2000) *The Story of Stuff*. Video: available at:  
<https://www.youtube.com/watch?v=9GorqroigqM>

Tonkinwise C. (2011) *Sustainability & Design Video*. Available at: <https://vimeo.com/31265224>

Tonkinwise, C. (2016) *Design the Future*. Video. Available at  
<https://www.youtube.com/watch?v=HfyB42w3D8s>

United Nations (2018) The Sustainable Development Goals. Website: available at:  
<https://sustainabledevelopment.un.org/>

United States Environmental Protection Agency (2006) *Life Cycle Assessment*, Chapter 1 in *Life Cycle Assessment: Principles and Practice*. US EPA.

Volstad, N. L. & Boks, C. (2012) *On the Use of Biomimicry as a Useful Tool for the Industrial Designer*, Sustainable Development Vol. 20.

Walker, A. (2010) *Biomimicry Challenge: IDEO Taps Octopi and Flamingos to Reorganize the USGBC*, FastCompany. [Online]

Walters, H. (2014) The world's best creative director - Nature. Ideas.TED.com. [online]

Westerlund, B. (2011). Reality Based Video Prototyping. Video. Available at:  
<https://vimeo.com/15273884>

Westerlund, B. (2016) The use of the absent and Othering in design and critical analysis of PD activities. in PDC '16: Proceedings of the 14th Participatory Design Conference: Short Papers, Interactive Exhibitions, Workshops - Volume 2, August 15 - 19, 2016, Aarhus, Denmark, ACM: NY. pp 29-32

Westerlund, B & Edman K.W. (2017) Dealing with wicked problems, in messy contexts, through prototyping, *The Design Journal* Vol. 20 , Iss. sup1, 2017, pp S886-S899. Presented at EAD12, the 12th European Academy of Design Conference, 2017, April 12 - 14, 2017, Rome, Italy