

Dylunio a Gwneuthuriad 3 / Design and Manufacture 3

View Online



Anthony, S.D. (2012) The little black book of innovation: how it works, how to do it. Boston, Mass: Harvard Business Review Press.

Aulet, B. and Ursache, M. (2013) Disciplined entrepreneurship: 24 steps to a successful startup. Hoboken, New Jersey: Wiley. Available at:
<https://ebookcentral.proquest.com/lib/bangor/detail.action?docID=1332527>.

van Boeijen, A. (2013) Delft Design Guide: Design strategies and methods. Amsterdam: BIS Publishers. Available at:
<https://ebookcentral.proquest.com/lib/bangor/detail.action?docID=4045038>.

Bone, E. (2012) Silversmithing for jewellery makers: techniques, treatments & applications for inspirational design. Tunbridge Wells: Search.

Hallgrimsson, B. (2012) Prototyping and modelmaking for product design. London: Laurence King Publishing. Available at:
<https://search.ebscohost.com/login.aspx?direct=true&scope=site&db=nlebk&db=nlabk&AN=926152>.

Kaufman, J.C., Plucker, J.A. and Baer, J. (no date) Essentials of creativity assessment. Hoboken, N.J.: Wiley. Available at:
<https://ebookcentral.proquest.com/lib/bangor/detail.action?docID=353564>.

Kelley, D. and Kelley, T. (2013) Creative confidence: unleashing the creative potential within us all. London: William Collins.

Kelley, T. and Littman, J. (2004) The art of innovation: lessons in creativity from IDEO, America's leading design firm. London: Profile Books.

Kolko, J. (2014) Well-designed: how to use empathy to create products people love. Boston, Mass: Harvard Business Review Press. Available at:
<https://ebookcentral.proquest.com/lib/bangor/detail.action?docID=5182648>.

Kolko, J. (2017) Creative clarity. Brown Bear LLC (15 Sept. 2017): Brown Bear Publishing.

Kolko, Jon, author (2012) Wicked problems : problems worth solving : a handbook & call to action / by Jon Kolko. Austin, Texas: ac4d, Austin Center for Design.

Lidwell, W. and Manacsa, G. (2011) Deconstructing product design: exploring the form, function, usability, sustainability, and commercial success of 100 amazing products.

Beverly, Massachusetts: Rockport Publishers.

Liedtka, J., Ogilvie, T. and Brozenske, R. (2019) The designing for growth field book: a step-by-step project guide. New York: Columbia Business School Publishing. Available at: <https://ebookcentral.proquest.com/lib/bangor/detail.action?docID=5613965>.

McKinney, P. (2012) Beyond the Obvious: Killer Questions That Spark Game-Changing Innovation. Hyperion Books.

Milton, A. (2013) RESEARCH METHODS FOR PRODUCT DESIGN. LONDON: LAURENCE KING PUBLISHING.

Osterwalder, A. et al. (2014) Value proposition design: how to create products and services customers want. Hoboken: John Wiley & Sons. Available at: <https://ebookcentral.proquest.com/lib/bangor/detail.action?docID=1887760>.

Osterwalder, A., Pigneur, Y. and Clark, T. (2010) Business model generation: a handbook for visionaries, game changers, and challengers. Hoboken, New Jersey: Wiley, John Wiley & Sons, Inc. Available at: <https://ebookcentral.proquest.com/lib/bangor/detail.action?docID=581476>.

Rawsthorn, A. (2015) Hello world: where design meets life. [Place of publication not identified]: Overlook.

Solanki, S. (2018) Why materials matter: responsible design for a better world. London: Prestel Publishing.

Thompson, R. (2013) Sustainable materials, processes and production / Rob Thompson. London: Thames & Hudson.

THOMPSON, R. (2017) MATERIALS SOURCEBOOK FOR DESIGN PROFESSIONALS. LONDON: THAMES & HUDSON.