





*Over the past decade, the Rotman School of Management and its award-winning publication, Rotman magazine, have proved to be leaders in the emerging field of design thinking. Employing methods and strategies from the design world to approach business challenges, design thinking can be embraced at every level of an organization to help build innovative products and systems, and to enhance customer experiences. This collection features Rotman magazine's best articles on design thinking and business design. Insights are drawn from the people on the frontlines of bringing design into modern organizations, as well as from the leading academics who are teaching design thinking to a new generation of global leaders. Rotman on Design is divided into three sections, each of which features an all-new introduction by a prominent thought leader. The selections cover a variety of practical topics, focusing on why design methodologies are so important today and how they can be introduced into organizations that have never before considered design thinking. They also illustrate the particular skills that promote great design - whether it be of a new business plan, a user experience, a health care system, or an economic policy. Together, the articles in this collection will help managers to thrive and prepare for future challenges. Anyone who is interested in fostering creativity and innovation in their organization will benefit from this engaging book.*

*Creative Strategy and the Business of Design*

*Design Thinking Business Analysis*

*Design in Business*

*Business of Design*

*Innovation by Design*

*Win the Flat Fee Game*

*Balancing Creativity and Profitability*

*What CEOs Need to Know about Design*

How inclusive methods can build elegant design solutions that work for all. Sometimes designed objects reject their users: a computer mouse that doesn't work for left-handed people, for example, or a touchscreen payment system that only works for people who read English phrases, have 20/20 vision, and use a credit card. Something as simple as color choices can render a product unusable for millions. These mismatches are the building blocks of exclusion. In *Mismatch*, Kat Holmes describes how design can lead to exclusion, and how design can also remedy exclusion. Inclusive design methods—designing objects with rather than for excluded users—can create elegant solutions that work well and benefit all. Holmes tells stories of pioneers of inclusive design, many of whom were drawn to work on inclusion because of their own experiences of exclusion. A gamer and designer who depends on voice recognition shows Holmes his “Wall of Exclusion,” which displays dozens of game controllers that require two hands to operate: an architect shares her firsthand knowledge of how design can fail communities, gleaned from growing up in Detroit's housing projects; an astronomer who began to lose her eyesight adapts a technique called “sonification” so she can “listen” to the stars. Designing for inclusion is not a feel-good sideline. Holmes shows how inclusion can be a source of innovation and growth, especially for digital technologies. It can be a catalyst for creativity and a boost for the bottom line as a customer base expands. And each time we remedy a mismatched interaction, we create an opportunity for more people to contribute to society in meaningful ways.

*The Opposable Mind*

*An essential guide for human-centric and holistic businesses*

*How to Build a Successful Business by Design!*

*Business Analysis and Design*

*The Business of Design*

*Business Concept Mapping Applied*

*How Successful Leaders Win Through Integrative Thinking*

*The Structured Approach from Silicon Valley for Entrepreneurs and Leaders*