Designer Focus Shigeo Fukuda Notes On Design

As a spokesman for disaffected youth of the post-1960s, Murakami Haruki has become one of the most important voices in contemporary Japanese literature, and he has gained a following in the United States through translations of his works. In Dances with Sheep, Matthew Strecher examines Murakami's fiction—and, to a lesser extent, his nonfiction—for its most prevalent structures and themes. Strecher also delves into the paradoxes in Murakami's writings that confront critics and casual readers alike. Murakami writes of "serious" themes yet expresses them in a relatively uncomplicated style that appeals to high school students as well as scholars; and his fictional work appears to celebrate the pastiche of postmodern expression, yet he rejects the effects of the postmodern on contemporary culture as dangerous. Strecher's methodology is both historical and cultural as he utilizes four distinct yet interwoven approaches to analyze Murakami's major works: the writer's "formulaic" structure with serious themes; his play with magical realism; the intense psychological underpinnings of his literary landscape; and his critique of language and its capacity to represent realities, past and present. Dances with Sheep links each of these approaches with Murakami's critical focus on the fate of individual identity in contemporary Japan. The result is that the simplicity of the Murakami hero, marked by lethargy and nostalgia, emerges as emblematic of contemporary humankind, bereft of identity, direction, and meaning. Murakami's fiction is reconstructed in Dances with Sheep as a warning against the dehumanizing effects of late-model capitalism, the homogenization of the marketplace, and the elimination of effective counterculture in Japan.

This open access book describes marked advances in imaging technology that have enabled the visualization of phenomena in ways formerly believed to be completelyimpossible. These technologies have made major contributions to the elucidation of the pathology of diseases as well as to their diagnosis and therapy. The volume presents various studies from molecular imaging to clinical imaging. It also focuses on innovative, creative, advanced research that gives full play to imaging technology inthe broad sense, while exploring cross-disciplinary areas in which individual research fields interact and pursuing the development of new techniques where they fuse together. The book is separated into three parts, the first of which addresses the topic of visualizing and controlling molecules for life. The second part is devoted to imaging of disease mechanisms, while the final part comprises studies on the application of imaging technologies to diagnosis and therapy. Th e book contains the proceedings of the 12th Uehara International Symposium 2017, "Make Life Visible" sponsored by the Uehara Memorial Foundation and held from June 12 to 14, 2017. It is written by leading scientists in the field and is an open access publication under a CC BY 4.0 license.

This book constitutes the thoroughly refereed post-conference proceedings of the 13th International Conference on Principles and Practice of Multi-Agent Systems, PRIMA 2010, held in Kolkata, India, in November 2010. The 18 full papers presented together with 15 early innovation papers were carefully reviewed and selected from over 63 submissions. They focus on practical aspects of multiagent systems and cover topics such as agent communication, agent cooperation and negotiation, agent reasoning, agent-based simulation, mobile and semantic agents, agent technologies for service computing, agent-based system development, ServAgents workshop, IAHC workshop, and PRACSYS workshop.

Information and Knowledge Organisation explores the role of knowledge organisation in the digital humanities. By focusing on how information is described, represented and organised in both research and practice, this work furthers the transdisciplinary nature of digital humanities. Including contributions from Asia, Australia, Europe, North America and the Middle East, the volume explores the potential uses of, and challenges involved in, applying the organisation of information and knowledge in the various areas of Digital Humanities. With a particular focus on the digital worlds of cultural heritage collections, the book also includes chapters that focus on machine learning, knowledge graphs, text analysis, text annotations and network analysis. Other topics covered include: semantic technologies, conceptual schemas and data augmentation, digital scholarly editing, metadata creation, browsing, visualisation and relevance ranking. Most importantly, perhaps, the book provides a starting point for discussions about the impact of information and knowledge organisation and related tools on the methodologies used in the Digital Humanities field. Information and Knowledge Organisation is intended for use by researchers, students and professionals interested in the role information and knowledge organisation plays in the Digital Humanities. It will be essential reading for those working in library and information science, computer science and across the humanities. The Open Access version of this book, available at www.taylorfrancis.com, has been made available under a Creative Commons Attribution-Non Commercial-No Derivatives 4.0 license.

Hidden in Plain Sight

Maeda @ Media

Mirei Shigemori - Rebel in the Garden

Graphic Agitation

Tokyo, Form and Spirit

The Oxford Compendium of Visual Illusions

How the Internet of Things May Set Us Free Or Lock Us Up

This book was written from a perspective over the past 13+ years of my experience working as a designer in both print and digital mediums across mobile, digital, web marketing, platform design, ux design, print design, brand identity design, responsive design, augmented reality design anvd environmental design for agencies, startups, global corporations, entrepreneurs, public figures, celebrities and entertainment companies. Over the course of my career, I have worked across these various areas within design utilizing design thinking, processes and execution of work in collaboration with many others in the corporate global space, startups, small businesses and non-profits. This writing serves as an exercise in thinking about design, the current landscape of design, and what might the future designer need to encompass for design to evolve and succeed amidst the changing global cultural landscape. The idea of the term "metamodernism" serves as a framework to observe and describe a sensibility happening within culture. The first half of this book discusses views on design and culture and the last half explores how the designer might approach the future of design related to these observations. Within these two sections, I try to describe and articulate the ideas around "metamodernism" and how we came to be within that movement today. It's been a long journey of success and failure within the work of design. This book is a collection of thoughts and observations collected over time through working on large and small design projects, leading teams, failing in startups, writing code, building apps, creating album art, designing brands and building platforms and campaigns for some of the biggest companies in the world. This book doesn't provide specific answers to become a great designer through practice and technique, but provokes you to think about the observations laid out to create a new place to observe, think and find new ways to apply design for the future.

Ambient Media examines music, video art, film, and literature as tools of atmospheric design in contemporary Japan, and what it means to use media as a resource for personal mood regulation. Paul Roquet traces the emergence of ambient styles from the environmental music and Erik Satie boom of the 1960s and 1970s to the more recent therapeutic emphasis on healing and relaxation. Focusing on how an atmosphere works to reshape those dwelling within it, Roquet shows how ambient aesthetics can provide affordances for reflective drift, rhythmic attunement, embodied security, and urban coexistence. Musicians, video artists, filmmakers, and novelists in Japan have expanded on Brian Eno's notion of the ambient as a style generating "calm, and a space to think," exploring what it means to cultivate an ambivalent tranquility set against the uncertain horizons of an ever-shifting social landscape. Offering a new way of understanding the emphasis on "reading the air" in Japanese culture, Ambient Media documents both the adaptive and the alarming sides of the increasing deployment of mediated moods. Arguing against critiques of mood regulation that see it primarily as a form of social pacification, Roquet makes a case for understanding ambient media as a neoliberal response to older modes of collective attunement—one that enables the indirect shaping of social behavior while also allowing individuals to feel like they are the ones ultimately in control.

While examining its neuro-cognitive hardware, psychology usually ignores the socio-cognitive software underlying human attention. Yet although it is nature that equips us with our sense organs, it is nevertheless society that shapes the way we actually use them. The book explores the social underpinnings of attention, the way in which we focus our attention (and thereby notice and ignore things) not just as individuals and as humans but also as social beings, members of particular communities with specific traditions and conventions of attending to certain parts of reality while ignoring others.

Self-organized criticality (SOC) has become a magic word in various scientific disciplines; it provides a framework for understanding complexity and scale invariance in systems showing irregular fluctuations. In the first 10 years after Per Bak and his co-workers presented their seminal idea, more than 2000 papers on this topic appeared. Seismology has been a field in earth sciences where the SOC concept has already deepened the understanding, but there seem to be much more examples in earth sciences where applying the SOC concept may be fruitful. After introducing the reader into the basics of fractals, chaos and SOC, the book presents established and new applications of SOC in earth sciences, namely earthquakes, forest fires, landslides and drainage networks.

Graphic Design Solutions

The Graphic Design Idea Book

The Art of Henry Moore

How the Body Shapes the Way We Think

Before and After Superflat

Basics Typography 01: Virtual Typography

Metamodern Design

Paul Rand: Modernist Design illuminates Rand's role as a major figure at the epicenter of twentieth-century art and design. This book is a compendium of essays, tributes, interviews, dialogues, photographic reproductions, contextual timeline, extensive bibliography, and impressions of Rand's impact on modern communication practice and theory. We know Paul Rand through the advertising, editorial, publishing, institutional, identity, corporate, and intellectual legacy he left behind. For him, modernism was a way of life and a belief form, not a style. Like the European proponents, he understood the tenets of modernism as those which could be employed to better human experience in the modern world. He gave life to his art, definition to graphic design, and a reputation to a discipline in need of the evocation of enduring quality. Rand's contemporaries, students, and friends knew a man of even more extraordinarily cultivated and diverse talents and interests. He was an early voice in proposing the essence of modernist theories in visual communication. Rand was both ruthlessly pragmatic and a visionary. Paul Rand: Modernist Design adds to the growing literature on Paul Rand, helping to place him in the proper context within a century of innovative art, design, architecture, science, and technology.

Microbial production: From genome design to cell surface engineering affords a comprehensive review of novel technology and approaches being implemented for manufacturing microorganisms, written by specialists in both academia and industry. This book is divided into three sections: the first includes technology for improvement of fermentation strains and many supporting technologies and information; the second examines novel technology useful for analysis of cell activities, analyzing gene function, and designing genomes of producer strains; and finally, a discussion of the practical application of the techniques and success case studies in many fields of bio-production, such as microbiological production, pharmaceuticals, chemicals, foods and cosmetics.

A technology expert describes a possible future, and its repercussions in the area of privacy, social control and political manipulation, of a world where more and more things, like eyeglasses, thermostats and home security systems are reliant on the Internet.

Basics Typography: Virtual Typography addresses a fundamentally new form of typographical communication. The book explores the visual arrangement of words and letters in the context of multimedia. Here, this arrangement is not simply a spatial positioning of text information it is also bound by time. The increasing use of moving, virtual type can help to harmonise this time-based presentation of words on screen. The book touches on work from a variety of designers, including Channel 4 and Pentagram Design. This will provide an excellent introduction to the latest methods in typographical and visual communication.

The Graphic Design of David Carson

The Complete Musashi: The Book of Five Rings and Other Works

Why We Got the Sack from the Museum

The Quest for Identity in the Fiction of Murakami Haruki

Ambient Media

The Social Structure of Irrelevance

Inspiration from 50 Masters

Any discussion of Japanese contemporary art inevitably leads to the pop-culture fantasies of Takashi Murakami, Yoshitomo Nara and the other artists of the Superflat movement. But Japan as a whole has changed dramatically after stumbling through a series of economic, social and ecological crises since the collapse of its "bubble" economy in the early 1990s. How did Murakami, Nara and Superflat become the dominant artistic vision of the Japan of today? What lies behind their imagery of a childish and decadent society unable to face up to reality? Written by a sociologist with an eye for sharp observation and clear reportage, Before and After Superflat offers the first comprehensive history in English of the Japanese art world from 1990 up to the tsunami of March 2011, and its struggle to find a voice amidst Japan's economic decline and China's economic ascent.

A primer in visual intelligence and an exploration of the workings of the eye, the hand, the brain and the imagination is comprised of an inexhaustible mine of anecdotes, quotations, images, trivia, oddities, serious science, jokes and memories, all concerned with the limitless resources of the human mind.

A collection featuring one of the most innovative and controversial of contemporary graphic designers, Carson's career is documented with emphasis on his desire to forge a new aesthetic.

GRAPHIC DESIGN SOLUTIONS, 6th EDITION, is the most comprehensive reference on graphic design for print and screen media. Author Robin Landa introduces principles of design and how they apply to the various graphic design disciplines, and major applications are explained and illustrated with professional work and diagrams. This text serves as a solid foundation for typographic design, advertising design and graphic design. In-depth coverage includes such topics as design principles, the design process, concept generation, branding and visual identity, design for web and mobile, package design, portfolio development, social media, ad campaigns and more. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Modernist Design

The End of Print

Biomimetics

A Short History of Japanese Contemporary Art, 1990-2011

A New View of Intelligence

Government Reports Announcements & Index

Principles and Practice of Multi-Agent Systems

First published in 1998, this was Redstone's first collaboration with Shrigley and is testament to the unique and timeless quality of his work. With an introduction by Will Self, this is an essential book for Shrigley devotees old and new.

Visual illusions are compelling phenomena that draw attention to the brain's capacity to construct our perceptual world. The Compendium is a collection of over 100 chapters on visual illusions, written by the illusion creators or by vision scientists who have investigated mechanisms underlying the phenomena. --

"John Maeda deconstructs the digital world with the earned authority of an M.I.T.-trained computer scientist and a card-carrying artist. Being ambidextrous with Eastern and Western cultures, he can see things most of us overlook. The result is a humor and expression that brings out the best in computers and art."--Nicholas Negroponte John Maeda is one of the world's leading experimental graphic designers and is quickly becoming a digital culture icon. His early preoccupation with the intersection of computer programming and digital art has resulted in a fascinating, interactive, and stunningly beautiful collection of work. Maeda has pioneered many of the key expressive elements that are prevalent on the web today. Among his most well-known works are The Reactive Square, which features a simple black square on a computer screen that changes shape if one yells at it, and Time Paint, in which paint flies across the screen. He has created innovative, interactive calendars, digital services, and advertisements for companies such as Sony, Shiseido, and Absolut Vodka. This is the first publication to present a complete overview of Maeda's work and philosophy. A glorious visual exploration of ideas and graphic form, Maeda @ Media takes you through Maeda's beginnings in early computerized printouts, to his reactive graphics on CD-ROM, to his dynamic experiments on the web, to his pedagogical approach to digital visual art, and finally to his overarching quest to understand the very nature of the relationship between technology and creativity. Six thematic chapters provide an overview of his entire career and research. But this is not just a catalog of older work: interspersed between each chapter is a new visual essay that has been created exclusively for this publication to underline each of the major themes. Coming together in a massive 480 pages, printed in a dazzling array of color combinations on three different kinds of paper, the result is a manifesto, a finely crafted manual and inspiration sourcebook all in one. With over 1000 illustrations.

Miyamoto Musashi (1584-1645) is the most famous Samurai who ever lived. His magnum opus, the Go-Rin-Sho or Book of Five Rings is a classic that is still read by tens of thousands of people each year—Japanese and foreigners alike. Alex Bennett's groundbreaking new translation of The Book of Five Rings reveals the true meaning of this text for the first time. Like Sun Tzu's The Art of War, Musashi's book offers unique insights, not just for warriors, but for anyone wanting to apply the Zen Buddhist principle of awareness to achieve success in their endeavors. This book sheds new light on Japanese history and on the philosophical meaning of Bushido—the ancient "code of the Japanese warrior." Unlike other translations that are based on incomplete and inaccurate versions of Musashi's work, Bennett's is the first to be based on a careful reconstruction of the long-lost original manuscript. Capturing the subtle nuances of the original Japanese classic, the result is a far more accurate and meaningful English version of The Book of Five Rings text. Richly annotated and with an extensive introduction to Musashi's life, this version includes a collection of his other writings—translated into English for the first time. A respected scholar, as well as a skilled martial artist, Bennett's understanding of Musashi's life and work is unparalleled. This book will be widely read by students of Japanese culture, history, military strategy, and martial arts. It sets a new standard against which all other translations will be measured.

From Genome Design to Cell Engineering

Modern Japanese Landscape Architecture

Japanese Journal of Applied Physics

The Definitive Translations of the Complete Writings of Miyamoto Musashi--Japan's Greatest Samurai

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Information and Knowledge Organisation in Digital Humanities

Paul Rand

Alan Pipes here provides an engaging introduction to the fundamentals of art and design for students embarking on graphic design, fine art and illustration - and also allied courses in interior, fashion, textile, industrial and product design, as well as printmaking.

Nature is the world's foremost designer. With billions of years of experience and boasting the most extensive laboratory available, it conducts research in every branch of engineering and science. Nature's designs and capabilities have always inspired technology, from the use of tongs and tweezers to genetic algorithms and autonomous legged robots. Taking a systems perspective rather than focusing narrowly on materials or chemistry aspects, Biomimetics: Biologically Inspired Technologies examines the field from every angle. The book contains pioneering approaches to biomimetics including a new perspective on the mechanization of cognition and attack strategies in nature, their applications and potential. It surveys the field from modeling to applications and from nano- to macro-scales, beginning with an introduction to principles of using biology to inspire designs as well as biological mechanisms as models for technology. This innovative guide discusses evolutionary robotics; genetic algorithms; molecular machines; multifunctional, biological-, and nano- materials; nastic structures inspired by plants; and functional surfaces in biology. Looking inward at biological systems, the book covers the topics of biomimetic materials, structures, control, cognition, artificial muscles, biosensors that mimic senses, artificial organs, and interfaces between engineered and biological systems. The final chapter contemplates the future of the field and outlines the challenges ahead. Featuring extensive illustrations, including a 32-page full-color insert, Biomimetics: Biologically Inspired Technologies provides unmatched breadth of scope as well as lucid illumination of this promising field.

A study of graphic art and design aimed at social and political issues. The global use of graphics for propaganda and protest is surveyed in this vibrant album. The 300 color photographs reproducing posters, billboards, ads, T-shirts and graffiti occasionally portray the graphic voice of the establishment (e.g., U.S. presidential campaign paraphernalia) but mostly feature dissent and agitation on behalf of human rights, environmentalism, anti-war and anti-nuclear protest, feminism, sexual politics, gay rights, AIDS awareness, the struggle for racial equality, the end to apartheid and poverty and drug abuse and homelessness. McQuiston, an American graphic designer based in Britain, sets works by Jenny Holzer, Keith Haring, Tomi Ungerer and Roy Lichtenstein alongside graphics by less well-known artists from Czechoslovakia to Malaysia. The book is an enlightening, kinetic social history of political graphics and a rich resource for artists, designers and activists.

The stories are woven from experiences in media, theory, history, politics, and the blurry realm of interactivity. Both an oral history of graphic design and a living record of where we are today, these engaging and evocative dialogues provide anyone interested in design or popular culture with a means of understanding as well as ideas for working in, the visual world around them.

Japanese Atmospheres of Self

Design & Applied Arts Index

Transnational Nazism

Biologically Inspired Technologies

Global Perspectives

13th International Conference, PRIMA 2010, Kolkata, India, November 12-15, 2010, Revised Selected Papers

5th International Symposium, ANTS-V, Sydney, Australia, July 7-12, 2002, Proceedings

This book serves as an introduction to the key elements of good design. Broken into sections covering the fundamental elements of design, key works by acclaimed designers serve to illustrate technical points and encourage readers to try out new ideas. Themes covered include narrative, colour, illusion, ornament, simplicity, and wit and humour. The result is an instantly accessible and easy to understand guide to graphic design using professional techniques.

The first English-language study of German-Japanese interwar relations to employ sources in both languages.

Paul Rand's stature as one of the world's leading graphic designers is incontestable. For half a century his pioneering work in the field of advertising design and typography has exerted a profound influence on the design profession: he almost single-handedly transformed "commercial art" from a practice that catered to the lowest common denominator of taste to one that could assert its place among the other fine arts. Among the numerous clients for whom he has been a consultant and/or designer are the American Broadcasting Company, IBM Corporation, and Westinghouse Electric Corporation. In this witty and instructive book, Paul Rand speaks about the contemporary practice of graphic design, explaining the process and passion that foster good design and indicting faddism and trendiness. Illustrating his ideas with examples of his own stunning graphic work as well as with the work of artists he admires, Rand discusses such topics as: the values on which aesthetic judgments are based; the part played by intuition in good design; the proper relationship between management and designers; the place of market research; how and when to use computers in the production of a design: choosing a typeface; principles of book design; and the thought processes that lead to a final design. The centerpiece of the book consists of seven design portfolios - with diagrams and ultimate choices - that Rand used to present his logos to clients such as Next, IDEO, and IBM.

The first profound depiction of the great reformer of Japanese garden design in the twentieth century Mirei Shigemori decisively shaped the development of Japanese landscape architecture in the twentieth century. He founded the Kyoto Garden Society in 1932 and published the 26-volume Illustrated Book on the History of the Japanese Garden in 1938. One year later he designed his own first masterwork, the garden of the main hall of Tō fuku-ji Temple. Between then and his death in 1975, he went on to design 240 gardens throughout Japan. Among the most famous are the Tenrai-an tea garden (1969) and the Matsuo Taisha garden (1975). All of his gardens are distinguished by the fact that they honor tradition while at the same time – through their openness to Western modernity – they free themselves from its weight and develop a language of their own. The first part of the book will deal with Shigemori's life and influences, including his interest in ikebana and tea ceremonies. The second part will offer detailed presentations of some seventeen different gardens. Mirei Shigemori prä gte maß geblich die Entwicklung der japanischen Landschaftsarchitektur im 20. Jahrhundert. Seit den 1920er Jahren tä tig, grü ndete er 1932 die Kyotoer Gartengesellschaft und publizierte 1938 das 26-bä ndige Werk Illustrated Book on the History of the Japanese Garden. Ein Jahr spä ter entwarf er sein erstes eigenes Meisterwerk, den Garten bei der Haupthalle des Tō fuku-ji Tempels. Von da an gestaltete er 240 Gä rten in ganz Japan bis zu seinem Tod 1975: zu den berü hmtesten gehö ren der Teegarten Tenrai-an (1969) und der Matsuo Taisha-Garten (1975). Kennzeichen seiner Gä rten ist, dass sie die Tradition ehren und sich zugleich – in der Ö ffnung gegenü ber den Einflü ssen der westlichen Moderne – von dem Althergebrachten durch eine eigene Sprache lö sen. Der erste Teil des Buches wird sich mit dem Leben Shigemoris und den Einflü ssen auf sein Werk auseinandersetzen. Dabei wird auch seine Auseinandersetzung mit Ikebana und Teezeremonien eine Rolle spielen. Der zweite Teil wird etwa 17 Gä rten ausfü hrlich darstellen.

Advances in Affective and Pleasurable Design

Microbial Production
Ideology and Culture in German-Japanese Relations, 1919– 1936
Dances with Sheep
Design, Form, and Chaos
The Quality Toolbox, Second Edition

The Quality Toolbox is a comprehensive reference to a variety of methods and techniques: those most commonly used for quality improvement, many less commonly used, and some created by the author and not available elsewhere. The reader will find the widely used seven basic quality control tools (for example, fishbone diagram, and Pareto chart) as well as the newer management and planning tools. Tools are included for generating and organizing ideas, evaluating ideas, analyzing processes, determining root causes, planning, and basic data-handling and statistics. The book is written and organized to be as simple as possible to use so that anyone can find and learn new tools without a teacher. Above all, this is an instruction book. The reader can learn new tools or, for familiar tools, discover new variations or applications. It also is a reference book, organized so that a half-remembered tool can be found and reviewed easily, and the right tool to solve a particular problem or achieve a specific goal can be quickly identified. With this book close at hand, a quality improvement team becomes capable of more efficient and effective work with less assistance from a trained quality consultant. Quality and training professionals also will find it a handy reference and quick way to expand their repertoire of tools, techniques, applications, and tricks. For this second edition, Tague added 34 tools and 18 variations. The "Quality Improvement Stories" chapter has been expanded to include detailed case studies from three Baldrige Award winners. An entirely new chapter, "Mega-Tools: Quality Management Systems," puts the tools into two contexts: the historical evolution of quality improvement and the quality management systems within which the tools are used. This edition liberally uses icons with each tool description to reinforce for the reader what kind of tool it is and where it is used within the improvement process.

An exploration of embodied intelligence and its implications points toward a theory of intelligence in general; with case studies of intelligent systems in ubiquitous computing, business and management, human memory, and robotics. How could the body influence our thinking when it seems obvious that the brain controls the body? In How the Body Shapes the Way We Think, Rolf Pfeifer and Josh Bongard demonstrate that thought is not independent of the body but is tightly constrained, and at the same time enabled, by it. They argue that the kinds of thoughts we are capable of have their foundation in our embodiment—in our morphology and the material properties of our bodies. This crucial notion of embodiment underlies fundamental changes in the field of artificial intelligence over the past two decades, and Pfeifer and Bongard use the basic methodology of artificial intelligence—"understanding by building"—to describe their insights. If we understand how to design and build intelligent systems, they reason, we will better understand intelligence in general. In accessible, nontechnical language, and using many examples, they introduce the basic concepts by building on recent developments in robotics, biology, neuroscience, and psychology to outline a possible theory of intelligence. They illustrate applications of such a theory in ubiquitous computing, business and management, and the psychology of human memory. Embodied intelligence, as described by Pfeifer and Bongard, has important implications for our understanding of both natural and artificial intelligence.

This book discusses the latest advances in affective and pleasurable design. It reports on important theoretical and practical issues, covering a wealth of topics including aesthetics in product and system design, design-driven innovation, affective computing, evaluation tools for emotion, Kansei engineering for products and services, and many more. Based on papers presented at the AHFE 2019 International Conference on Affective and Pleasurable Design, held on July 24–28, 2019, in Washington DC, USA, the book provides an inspiring guide for all researchers and professionals in the field of design, e.g. industrial designers, emotion designers, ethnographers, human–computer interaction researchers, human factors engineers, interaction designers, mobile product designers, and vehicle system designers.

Design Dialogues
Algorithmic Number Theory
Graphic Design
デザインの現場から
デザインの遊び心
Foundations of Art and Design
Make Life Visible