
Product Design Books

The Art of Product Design
 Hacking Product Design
 Changing How Things Get Made
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 How to Create Human-Centered Products and Services
 101 Things I Learned® in Product Design School
 Start at the End
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 Every Color Sells A Story
 The Art and Science of Material Selection in Product Design
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 The Materials Engineering Perspective to Product Design and Manufacturing
 Everything Industrial Designers Need to Know Every Day
 The Industrial Design Reference & Specification Book
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 Lessons in Creativity from IDEO, America's Leading Design Firm
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 Deconstructing Product Design
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 Plastics Product Design
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 Help Any Team Build a Better Experience
 Product Design
 Product Design
 Handbook of Materials for Product Design

Product Design Books

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ELAINE PHELPS

The Art of Product Design William Andrew

- A comprehensive book which collates the experience of two well-known US plastic engineers.
- Enables engineers to make informed decisions.
- Includes a unique chronology of the world of plastics. The use of plastics is increasing year on year, and new uses are being found for plastics in many industries. Designers using plastics need to understand the nature and properties of the materials which they are using so that the products perform to set standards. This book, written by two very experienced plastics engineers, provides copious information on the materials, fabrication processes, design considerations and plastics performance, thus allowing informed decisions to be made by engineers. It also includes a useful chronology of the world of plastics, a resource not found elsewhere.

Hacking Product Design BoD – Books on Demand

Offers critical analyses of one hundred innovative products to examine their design and assess patterns of success or failure.

Changing How Things Get Made Quercus Publishing

In this, the first product design book devoted purely to styling, Peter Dabbs helps students and professionals to understand how to style their own consumer-focused products. Providing a clear and simple breakdown of the stages in the styling process, Product Design Styling is packed with: *

Annotated illustrations * Photographs of industry examples * Modified images showing proportions, silhouettes and lines The clear text and visual examples guide you through a structured professional styling process that has been broken down into digestible stages. Each stage examines and illustrates what designers should be focusing on, how to evaluate what has been designed, and how to then optimize it if required. You will also learn how to analyse and critique the styling of competitors, as well as your own work, and use this awareness to confidently produce superior designs in less time.

What is Product Design? "O'Reilly Media, Inc."

Embrace Open Engineering and accelerate the design and manufacturing processes Product development is a team sport, but most companies don't practice it that way. Organizations should be drawing on the creativity of engaged customers and outsiders, but instead they rely on the same small group of internal "experts" for new ideas. Designers and engineers should be connecting with marketing, sales, customer support, suppliers, and most importantly, customers. The Art of Product Design explains the rise of "Open Engineering," a way of breaking down barriers and taking advantage of web-based communities, knowledge, and tools to accelerate the design and manufacturing processes. Explains how to establish open flows of information inside and outside an organization, increasing the quality and frequency of input from different groups and stakeholders Hardi Meybaum is the founder and CEO of GrabCad, the largest community of mechanical engineers and designers in the world Open Engineering is crowdsourcing, it's collaborating, it's sharing and connecting. And it's helping a growing number of companies create better products faster than they ever imagined. The Art of Product Design shows you how to harness its power for your company.

Questions and Answers Butterworth-Heinemann

This book is aimed at designers who have had limited or no experience with plastics materials as well as a more experienced designer who is designing a part for a use, process or an application that they are not familiar with. The reader is provided with an introduction to plastics as a design material and a discussion of materials commonly in use today. There is a discussion of a variety of processes available to the designer to make a part along with the design considerations each process will entail. This section also includes a discussion of useful prototyping processes, including advantages and disadvantages of each. Next, the book will discuss general design considerations applicable to most plastics product designs. In section 2 of the book the author will discuss elements of design of a number of generic plastic product types based on his 40+ years of experience of product design and development for a several companies with a variety of products. This section will include discussions of structural components, gears, bearings, hinges, snap fits, packaging, pressure vessels, and optical components. This section will discuss the general considerations that apply to these applications as well as specific incites about each particular application. The book concludes with a discussion of the general design process.

How to Create Human-Centered Products and Services Penguin

Provides an integrated and cohesive view of the product design process, covering materials, manufacturing, idea generation, computer-aided design, engineering functions, product types, and market research. This updated edition explores recent developments such as additive manufacture and crowd funding, and includes more consumer and lifestyle orientated products for a more product-based focus, supported by a range of new innovative examples and case studies from internationally-renown designers and studios. The second edition also features a supportive document map that helps to reveal the steps in product creation, new projects and activities for every chapter, and additional references and web sources to allow students to further explore the world of product design. Full of inspiring images covering a wide variety of product design examples, Richard Morris presents an engaging introduction to this sizeable topic that can be used as a useful guide to the processes involved in product design.

101 Things I Learned® in Product Design School Rockport Pub

Revised and Updated, Featuring a New Case Study How do successful companies create products people can't put down? Why do some products capture widespread attention while others flop? What makes us engage with certain products out of sheer habit? Is there a pattern underlying how technologies hook us? Nir Eyal answers these questions (and many more) by explaining the Hook Model—a four-step process embedded into the products of many successful companies to subtly encourage customer behavior. Through consecutive “hook cycles,” these products reach their ultimate goal of bringing users back again and again without depending on costly advertising or aggressive messaging. Hooked is based on Eyal's years of research, consulting, and practical experience. He wrote the book he wished had been available to him as a start-up founder—not abstract theory, but a how-to guide for building better products. Hooked is written for product managers, designers, marketers, start-up founders, and anyone who seeks to understand how products influence our behavior. Eyal provides readers with: • Practical insights to create user habits that stick. • Actionable steps for building products people love. • Fascinating examples from the iPhone to Twitter, Pinterest to the Bible App, and many other habit-forming products.

Start at the End John Wiley & Sons

Showcasing 100 examples this books shows how international product designers solve their main task: to combine creativity and functionality.

Principles of Designing & Releasing Web Products Newnes

There are books aplenty on materials selection criteria for engineering design. Most cover the physical and mechanical properties of specific materials, but few offer much in the way of total product design criteria. This innovative new text/reference will give the “Big picture view of how materials should be selected—not only for a desired function but also for their ultimate performance, durability, maintenance, replacement costs, and so on. Even such factors as how a material behaves when packaged, shipped, and stored will be taken into consideration. For without that knowledge, a design engineer is often in the dark as to how a particular material used in particular product or process is going to behave over time, how costly it will be, and, ultimately, how successful it will be at doing what is supposed to do. This book delivers that knowledge. * Brief but comprehensive review of major materials functional groups (mechanical, electrical, thermal, chemical) by major material categories (metals, polymers, ceramics, composites) * Invaluable guidance on selection criteria at early design stage, including such factors as functionality, durability, and availability * Insight into lifecycle factors that affect choice of materials beyond simple performance specs, including manufacturability, machinability, shelf life, packaging, and even shipping characteristics * Unique help on writing materials selection specifications

Every Color Sells A Story John Wiley & Sons

Nudge meets Hooked in a practical approach to designing products and services that change behavior, from what we buy to how we work. Deciding what to create at modern companies often looks like an episode of Mad Men: people throw ideas around until one sounds sexy enough to execute and then they scale it to everyone. The result? Companies overspend on marketing to drive engagement with products and services that people don't want and won't help them be happier and healthier. Start at the End offers a new framework for design, grounded in behavioral science. Technology executive and behavioral scientist Matt Wallaert argues that the purpose of everything is behavior change. By starting with outcomes instead of processes, the most effective companies understand what people want to do and why they aren't already doing it, then build products and services to bridge the gap. Wallaert is a behavioral psychologist who has led product design at organizations ranging from startups like Clover Health to industry leaders such as Microsoft. Whether dissecting the success behind Uber's ridesharing service or Flamin' Hot Cheetos, he underscores with clarity and humor how this approach can improve the way we work and live. This is an essential roadmap for building products that matter--and changing behavior for the better.

The Art and Science of Material Selection in Product Design Routledge

'Materials and Design' offers an accessible and systematic approach to the selection of materials and the ways in which they can be used. The book is aimed at the industrial designer who may have limited technical support.

The Art Of Innovation Profile Books

Whether you're designing consumer electronics, medical devices, enterprise Web apps, or new ways to check out at the supermarket, today's digitally-enabled products and services provide both great opportunities to deliver compelling user experiences and great risks of driving your customers crazy with complicated, confusing technology. Designing successful products and services in the digital age requires a multi-disciplinary team with expertise in interaction design, visual design, industrial design, and other disciplines. It also takes the ability to come up with the big ideas that make a desirable product or service, as well as the skill and perseverance to execute on the thousand small ideas that get your design into the hands of users. It requires expertise in project management, user research, and consensus-building. This comprehensive, full-color volume addresses all of these and more with detailed how-to information, real-life examples, and exercises. Topics include assembling a design team, planning and conducting user research, analyzing your data and turning it into personas, using scenarios to drive requirements definition and design, collaborating in design meetings, evaluating and iterating your design, and documenting finished design in a way that works for engineers and stakeholders alike.

Don't Make Me Think, Revisited Penguin

Whether it is the effects of climate change, the avalanche of electronic and plastic waste or the substandard living and working conditions of billions of our fellow global citizens, our ability to deal with unsustainability will define the twenty-first century. Given that most consumption is mediated through products and services, the critical question for designers is: How can we radically reshape these into tools for sustainable living? As a guide and reference text, *Product Design and Sustainability* provides design students, practitioners and educators with the breadth and depth needed to integrate the most appropriate sustainable strategies into their practice. It establishes the principles that underpin sustainability and introduces a diverse range of social, economic and environmental design responses and tools available to designers. The numerous real-world examples illustrate how these strategies play out in different product sectors and reinforce the view that sustainability is the most positive opportunity and creative challenge facing designers today. This book: delivers a comprehensive guide to the principles of sustainability and how they apply to product design that can readily be integrated into curricula and design practice reveals many of the issues specific product sectors are facing, and provides the depth and breadth needed for formulating and developing sustainable design strategies to address these issues empowers and inspires designers to engage with sustainability through its many examples and insightful interviews with practitioners is fully illustrated with over 300 photographs, graphs and diagrams and supported by chapter summaries, annotated further reading suggestions, and a glossary.

The Materials Engineering Perspective to Product Design and Manufacturing John Wiley & Sons

User interface design is a challenging, multi-disciplinary activity that requires understanding a wide range of concepts and techniques that are often subjective and even conflicting. Imagine how much it would help if there were a single perspective that you could use to simplify these complex issues down to a small set of objective principles. In *UI is Communication*, Everett McKay explains how to design intuitive user interfaces by focusing on effective human communication. A user interface is ultimately a conversation between users and technology. Well-designed user interfaces use the language of UI to communicate to users efficiently and naturally. They also recognize that there is an emotional human being at the other end of the interaction, so good user interfaces strive to make an emotional connection. Applying what you learn from *UI is Communication* will remove much of the mystic, subjectiveness, and complexity from user interface design, and help you make better design decisions with confidence. It's the perfect introduction to user interface design. Approachable, practical communication-based guide to interaction and visual design that you can immediately apply to projects to make solid design decisions quickly and confidently Includes design makeovers so you can see the concepts in practice with real examples Communication-based design process ties everything from interaction to visual design together

Everything Industrial Designers Need to Know Every Day CRC Press

Building prototypes and models is an essential component of any design activity. Modern product development is a multi-disciplinary effort that relies on prototyping in order to explore new ideas and test them sufficiently before they become actual products. Prototyping and Modelmaking for Product Designers illustrates how prototypes are used to help designers understand problems better, explore more imaginative solutions, investigate human interaction more fully and test functionality so as to de-risk the design process. Following an introduction on the purpose of prototyping, specific materials, tools and techniques are examined in detail, with step-by-step tutorials and industry examples of real and successful products illustrating how prototypes are used to help solve design problems. Workflow is also discussed, using a mixture of hands-on and digital tools. A comprehensive modern prototyping approach is crucial to making informed design decisions, and forms a strategic part of a successful designer's toolkit.

The Industrial Design Reference & Specification Book O'Reilly Media

Stay ahead of the learning curve in the fast-evolving field of materials technology Need to come up with new product concepts? Do you select the materials and designs that make innovative ideas work,? Edited by Charles Harper, an internationally respected expert in materials technology, *Handbook of Materials for Product Design* is an indispensable asset to anyone involved in product creation. This unique reference can help you:

*Generate ideas for new products * Specify expertly for robust, manufacturable, economical, customer-pleasing products * Compare options easily with plentiful data tables, charts, graphs, and illustrations * Cut costs and improve new product performance * Create unique materials with expert guidance* Find needed data on design, testing, specifications, standards, recyclability, and biodegradability

Product Design and Sustainability MIT Press

Color Trends and Selection for Product Design: Every Color Sells a Story speaks to the needs of the manufacturing level where colorants are developed, helping manufacturers to understand where their colors will sell and for what period of time these products will be viable. It covers issues such as stability, color measurement, and new methods of incorporation, which are critical in the development of new colorants. The book helps product designers more effectively reach their target audiences by helping them understand more about how colors are chosen for particular markets and how certain colors will perform in designs, including how to evaluate color under different lighting conditions and in, or on, different materials. Knowing how colors will perform in each material and how they will be seen on a store shelf or show room floor is vital. The book gives an important insight into future trends, including new design methods for creating color prototypes and regulatory requirements. The color designer needs to better understand the world of the color formulator, and the formulator conversely needs to understand the needs of the designer, so this book is written for both. Provides an expert assessment of future trends in color, helping color manufacturers to understand how their customers and brand

owners select colors Covers the critical issues of stability, color measurement, and new methods of incorporation, helping engineers evaluate color performance in different designs, materials, and lighting conditions Helps readers stay ahead of the competition with discussions of important regulations and trends in 'green' colors and product design

[Understanding by Design](#) John Wiley & Sons

Introduction to Product Design and Development for Engineers provides guidelines and best practices for the design, development, and evaluation of engineered products. Created to serve fourth year undergraduate students in Engineering Design modules with a required project, the text covers the entire product design process and product life-cycle, from the initial concept to the design and development stages, and through to product testing, design documentation, manufacturability, marketing, and sustainability. Reflecting the author's long career as a design engineer, this text will also serve as a practical guide for students working on their capstone design projects.

Lessons in Creativity from IDEO, America's Leading Design Firm Crown

As a cultivated form of invention, product design is a deeply human phenomenon that enables us to shape, modify and alter the world around us - for better or worse. The recent emergence of the sustainability imperative in product design compels us to recalibrate the parameters of good design in an unsustainable age. Written by designers, for designers, the Routledge Handbook of Sustainable Product Design presents the first systematic overview of the burgeoning field of sustainable product design. Brimming with intelligent viewpoints, critical propositions, practical examples and rich

theoretical analyses, this book provides an essential point of reference for scholars and practitioners at the intersection of product design and sustainability. The book takes readers to the depth of our engagements with the designed world to advance the social and ecological purpose of product design as a critical twenty-first-century practice. Comprising 35 chapters across 6 thematic parts, the book's contributors include the most significant international thinkers in this dynamic and evolving field.

[Solving Product Design Exercises](#) ASCD

Practice your product design and UX skills. Prepare for your next job interview. Redesign the NYC metrocard system. Design a dashboard for a general practitioner. Redesign an ATM. Learn how to solve and present exercises like these, that top startups use to interview designers for product design and UI/UX roles. Today top companies are looking for business-minded designers who are not just focused on visuals. With this book you can practice this kind of mindset, prepare for job interview, learn how to interview other designers and find concepts for projects for your portfolio. What will you learn from this book: Prepare for the design interview -- prepare for the design exercise and learn more about how tech companies hire product designers. Improve your portfolio -- use product challenges to showcase in your portfolio instead of unsolicited visual redesigns. Step up your design career -- practice your product design skills to become a better designer and prepare for your next career move. Interview designers -- learn how to interview designers to evaluate their skills in the most efficient and scalable way. What's inside? A 7-step framework for solving product design exercises 30+ examples of exercises similar to exercises used by Google, Facebook, Amazon etc. 5 full solutions for product design exercises 5 short interviews with design leaders that worked at Apple, Google, Pinterest, IDEO etc.

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