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Product longevity is one of the cornerstones in the transition towards a more sustainable society and a key driver for the circular economy model. This book provides designers, developers, and creators with five distinctive expert strategies, detailed case studies, action guides and worksheets that support both beginning and advanced design practitioners in creating new product concepts with long-lasting strategic fits. Designing for Longevity shows how expert design teams create original and long-lasting product concepts from the early development phase. It focuses on integrating business knowledge, market conditions, company capabilities, technical possibilities and user needs into product concepts to make better strategic decisions. It demonstrates how, for products to be durable, designers must create a long-lasting strategic fit for the customer, company, and market. Key case studies of products such as Bang & Olufsen's A9, LEGO Ninjago and Friends and Coloplast's Sensura Mio, among others, offer readers inspiration, guidance and real-world insights from design teams showing how the strategies can be applied in practice. Action guidelines and worksheets encourage broad, analytical problem-solving to identify and think through challenges at the early concept stage. Beautifully designed and illustrated in full colour throughout, this book combines original research and the hands-on tools and strategies that design practitioners need to create useful, sustainable products.

From their futuristic audio and hi-fi systems to their elegant television sets and attractive portable models this guide explores the world the small Danish company that has striven to design items that would stand the test of time. As a result, their products are among those rare things where both form and function come together to create something truly magnificent to behold and to listen to. Tim and Nick Jarman take the collector through every model produced by B&O up to the year 2000, as well as providing comprehensive

appendices listing which model is compatible with which and giving tips on restoration. Throughout the book are specially produced original color photographs of preserved B&O audio and television equipment, complete with detail views showing every important control and styling feature on each model. An invaluable book for all fans of the brand, whether you are looking for just one special model or are assembling a large collection.

"Public Intimacy" brings together 25 artists and collectives who disrupt expected images of a country known largely through its apartheid history. The book presents a critical sensibility that existed but was mostly overlooked during apartheid, and which is now shared by many artists and writers of a new generation--the expression of the poetics and politics of the "ordinary act." "Public Intimacy" includes works by Ian Berry, Chimurenga, Ernest Cole, David Goldblatt, Handspring Puppet Company, Nicholas Hlobo, ijusi (Garth Walker), Anton Kannemeyer, William Kentridge, Donna Kukama, Terry Kurgan, Sabelo Mlangeni, Santu Mofokeng, Billy Monk, Anthea Moys, Zanele Muholi, Sello Pesa and Vaughn Sadie, Cameron Platter, Lindeka Qampi, Jo Ractliffe, Athi-Patra Ruga, Berni Searle, Penny Siopis, Mikhael Subotzky and Patrick Waterhouse and Kemang Wa Lehulere.

Fresh out of prison, Richie Forman tries to settle back into his life in the Bay Area. By day, he works at a law firm dedicated to freeing innocent men from prison. By night, he makes a living impersonating Frank Sinatra. But then his ex-best friend is found hacked to death in his garage, and Richie becomes the prime suspect. In a murder mystery with the intricacies of a microchip, David Carnoy weaves his characters like a master.

New York magazine was born in 1968 after a run as an insert of the New York Herald Tribune and quickly made a place for itself as the trusted resource for readers across the country. With award-winning writing and photography covering everything from politics and food to theater and fashion,

the magazine's consistent mission has been to reflect back to its audience the energy and excitement of the city itself, while celebrating New York as both a place and an idea.

Popular Mechanics inspires, instructs and influences readers to help them master the modern world. Whether it's practical DIY home-improvement tips, gadgets and digital technology, information on the newest cars or the latest breakthroughs in science -- PM is the ultimate guide to our high-tech lifestyle.

Begrippen, achtergronden en praktijkvoorbeelden bij het ontwerpen van een merk.

An in-depth guide to pan pizza from baking authority Peter Reinhart, including achievable recipes for making Detroit-, Sicilian-, and Roman-style pan pizzas and focaccias in a home oven. NAMED ONE OF THE BEST COOKBOOKS OF THE YEAR BY FOOD NETWORK This new book from bread legend Peter Reinhart is a lushly photographed ode to the pan pizza, a doughy, crispy, crowd-pleasing version of everyone's favorite food that is easy to make in a home oven without specialty equipment like stones and peels. Starting with recipes for three master doughs that can be made with commercial yeast, as well as a brief intro to sourdough starters, Perfect Pan Pizza illustrates how to make several styles of pan pizza including Detroit-style "deep pan" pizza, focaccia and schiacciata, and Roman and Sicilian styles through step-by-step photographs. The pizzas include classic toppings like pepperoni and mushrooms, as well as an exciting variety of recipes like the sandwich-inspired Philly-style Roast Pork and Broccoli Rabe; Reuben pizza; Bacon and Egg with Tomato and Arugula Pizza; Blue Cheese, Balsamic Onion Marmalade, and Walnut Focaccia; and Rosemary Garlic Potato, Baby Kale, and Prosciutto Pizza Al Taglio. With unique recipes, plenty of informative FAQs for beginners, and a permissive and inspiring tone, this book will appeal to both experienced bread bakers and novice pizza makers alike.

When you're reading a book, what pulls

you in? Is it the Magic U? Duncan Youze sneaks outside at night to look for "a Magic U that makes your bestest wish come true." His big sister Holly follows to keep him out of trouble. But a stranger chases them from the playground into the woods where they discover a writer's cottage and a secret passage. When the stranger returns, Holly and Duncan open a door and take off on a wild flight of imagination into one fantastic world after another... A beefy boy who can fly. A rainbow-stabbing rabbit. A wolf in ewe's clothing. Two lost dinosaurs. A realm of stuffed animals ruled by an articulate infant princess wise beyond her months. These are just a few of the many characters Holly and Duncan meet as they flee the stranger through a maze of amazing worlds. But will they ever find their way home? Anything can happen in The Magic U... Open a door, open a book, and see.

A portrait of everyday life in thirteenth-century Britain chronicles the people and events leading up to the signing of the Magna Carta at Runnymede in June 1215. The notion of Minimalism is proposed as a theoretical tool supporting a more differentiated understanding of reduction and thus forms a standpoint that allows definition of aspects of simplicity. Possible uses of the notion of minimalism in the field of human-computer interaction design are examined both from a theoretical and empirical viewpoint, giving a range of results. Minimalism defines a radical and potentially useful perspective for design analysis. The empirical examples show that it has also proven to be a useful tool for generating and modifying concrete design techniques. Divided into four parts this book traces the development of minimalism, defines the four types of minimalism in interaction design, looks at how to apply it and finishes with some conclusions.

It's the book you've been waiting for! The superstar team of Warren Ellis and Simone Bianchi are ready to take the X-Men to the "Second Stage"! Messiah Complex pulled the X-Men team together, Divided We Stand tore them apart. Now the X-Men are back to business - with a new look, a new base of operations, and a mystery to solve that will take them into previously uncharted territory and test them to their core! Collects Astonishing X-Men #25-30, Ghost Boxes #1-2.

In this first book about the rather young discipline, the author consolidated its key principles, so that they can be consulted, referenced and utilised by both design students and professionals. Only when the perfect balance between visual beauty and functional performance is achieved,

can a product provide a consistent and successful user experience. The discipline of CMF design focuses on designing and specifying colours, materials and finishes to support both functional and emotional attributes of products. The work of the CMF designer combines aesthetics and practical knowledge of materials and technologies with intangible human perceptions of value. This area of design expertise is increasingly in demand. Consumer product manufacturers have an enhanced awareness of its great potential for diversifying product portfolios at relatively low costs, while still maintaining a similar or the same product shape, functionality or tooling. It can work as a key avenue to create a sense of novelty and higher value propositions. From a marketing perspective, CMF design is a valuable tool when it comes to positioning products, collections and categories according to market tiers and consumer segmentations. Introducing the CMF process and detailing the areas of colour, material and finish design, this book serves as a valuable source of information about this emerging professional discipline and its fundamental principles.

Maximising reader insights into the theory, models, methods and fundamental reasoning of design, this book addresses design activities in industrial settings, as well as the actors involved. This approach offers readers a new understanding of design activities and related functions, properties and dispositions. Presenting a 'design mindset' that seeks to empower students, researchers, and practitioners alike, it features a strong focus on how designers create new concepts to be developed into products, and how they generate new business and satisfy human needs. Employing a multi-faceted perspective, the book supplies the reader with a comprehensive worldview of design in the form of a proposed model that will empower their activities as student, researcher or practitioner. We draw the reader into the core role of design conceptualisation for society, for the development of industry, for users and buyers of products, and for citizens in relation to public systems. The book also features original contributions related to exploration, conceptualisation and product synthesis. Exploring both the power and limitations of formal design process models, methods, and tools viewed in the light of human ingenuity and cognition, the book develops a unique design mindset that adds human understanding to the list of methods and tools essential to design. This insight is distilled into useful mindset heuristics included throughout the book. Computing devices have become ever more present in our everyday environ-

ments, however embedding these technologies into our routines has remained a challenge. This book explores the novel theory of peripheral interaction to rectify this. This theory examines how interactive systems can be developed in such a way to allow people to seamlessly interact with their computer devices, but only focus on them at relevant times, building on the way in which people effortlessly divide their attention over several everyday activities in day to day life. Capturing the current state of the art within the field, this book explores the history and foundational theories of peripheral interaction, discusses novel interactive styles suitable for peripheral interaction, addresses different application domains which can benefit from peripheral interaction and presents visions of how these developments can have a positive impact on our future lives. As such, this book's aim is to contribute to research and practice in fields such as human-computer interaction, ubiquitous computing and Internet of Things, a view on how interactive technology could be redesigned to form a meaningful, yet unobtrusive part of people's everyday lives. Peripheral Interaction will be highly beneficial to researchers and designers alike in areas such as HCI, Ergonomics and Interaction Design.

The three-volume set LNCS 12181, 12182, and 12183 constitutes the refereed proceedings of the Human Computer Interaction thematic area of the 22nd International Conference on Human-Computer Interaction, HCII 2020, which took place in Copenhagen, Denmark, in July 2020.* A total of 1439 papers and 238 posters have been accepted for publication in the HCII 2020 proceedings from a total of 6326 submissions. The 145 papers included in these HCI 2020 proceedings were organized in topical sections as follows: Part I: design theory, methods and practice in HCI; understanding users; usability, user experience and quality; and images, visualization and aesthetics in HCI. Part II: gesture-based interaction; speech, voice, conversation and emotions; multimodal interaction; and human robot interaction. Part III: HCI for well-being and Eudaimonia; learning, culture and creativity; human values, ethics, transparency and trust; and HCI in complex environments. *The conference was held virtually due to the COVID-19 pandemic.

All organizations who are looking to improve performance through embracing new ideas, work in new ways, create new products and services, challenge the status quo or redefine their existing business environment have much to gain from this

book. 'Innovating at the Edge' not only provides readers with an informed understanding of the latest developments in innovation practice but also presents them with the bigger picture. This enables them to determine how to build these advances into overall development of their own innovation capabilities and how to capitalize on the benefits available to them. Today as the new economy is brought into line with the old, increasing fragmentation of a global economy drives change across multiple sectors. Organizations operating at the leading edge of the innovation paradigm are adopting a whole new set of approaches to help them redefine the present and build the future. Learn how companies such as Egg, Dyson and Smint are redefining their markets, how organizations such as ARM and Qualcomm are deriving their soaring revenues wholly from licensing,

and how firms such as Nokia and Nike are constantly evolving their product portfolios and associated value propositions. These real-life examples provide key lessons for all involved in creating and delivering new businesses, products and services. Readers will understand where all these strands fit within an overall context of innovation evolution, and recognise that the inter-relationships between strategy, process and organization are the key enablers for achieving innovation improvements. Firms can then grasp and appreciate what they need to do in order to emulate these innovation leaders operating at the edge of contemporary practice.

Furnish seeks to document new work from pioneering designers, artists and architects exploring new domestic territories. It also explores the new hybrid nature of oc-

cupied spaces.

Politica, cultura, economia.

Accompanied by stunning photographs that depict "great ideas," an ultimate home decorating guide for every room of the house presents chapters on color, pattern, and texture, modern trends, window treatments, lighting, and much more, helping readers create and design the rooms of their dreams. Original.

Ideal gift for the hobbyist in your life - 6x9 119 lined page journal - unique funny gift!

Useful for undergraduate and graduate students of international business, this work features coverage of the Asian financial crisis and the European Union. Its treatment of such topics as foreign exchange, international trade policy, and economic development introduces students to techniques for analyzing national economies.