

### ■ Structuralism/Semiotics/Language Theory

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Barthes, Roland, **Mythologies**. Hill and Wang, New Semiotics; the functional dimensions of signs.

Barthes, Roland, **S/Z**. Hill and Wang, New Semiotics; systems of semiology.

Crow, David, **Visible Signs**.

Eco, Umberto, **A Theory of Semiotics**. Indiana University Press, Bloomington, 1976. Overview of semiotics; a theory of referents; a theory which relates pragmatics to semantics; modes of signs; a theory of codes.

Gardner, Howard, **The Mind's New Science**. Basic Books/Harper Collins, USA, 1985. The psychologist discusses cognitive science, its history, methods, interdisciplinary connections and scope; artificial intelligence and language systems.

Hall, Edward T., **The Silent Language**. Greenwood Press, Chicago, 1973. Symbol and sign systems.

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Hodge and Kress, **Social Semiotics**. Cornell University Press, Ithaca, New York, 1988. Social semiotics; a social analysis of power and ideology, and gender and class.

Kaja Silverman, **The Subject of Semiotics**. Oxford University Press, New York, 1983. A theory of human subjection to signs and discourses through analysis of poetry, fiction, and film.

Lévi-Strauss, Claude, **The Savage Mind**. University of Chicago Press, Chicago, 1962. Anthropology; the history of ideas about human institutions, language and civilization; structuralism.

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Pinker, Steven, **The Language Instinct**. William Morrow and Company, Inc., New York, 1994. Evidence that language ability is an inherent trait: how the mind translates thoughts into words. Elaboration on the Chomskyan idea of "deep structure."

### ■ Mass Communications Theory

McLuhan, Marshall and Powers, Bruce R., **The Global Village**. Oxford University Press, New York, 1989.

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McLuhan, Marshall, **Understanding Media**. McGraw-Hill, New York, 1964. The study of media as bringing about new perceptual habits.

### ■ Cognition

Ackerman, Phillip, **Learning and Individual Differences**.

Augoustinos, Martha, **Social Cognition**.

Bailey, James, **After Thought**.

Bruner, Jerome, **Acts of Meaning**.

Bruner, Jerome, **Actual Minds, Possible Words**.

Bruner, Jerome, **A Study of Thinking**.

Cole, Michael, **Cultural Psychology: A Once and Future Discipline**.

Cskiszentmihalyi, Mihaly, **Beyond Boredom and Anxiety**.

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Hampden-Turner, C., **Maps of the Mind**.

Koestler, Arthur, **The Act of Creation**.

Lakoff, George, **Metaphors We Live By**.

Laurel, Brenda, **Computer as Theatre**.

Lynch, Kevin, **The Image of the City**.

Norman, Donald, **Acts of Meaning**.

Norman, Donald, **Things that Make Us Smart**.

Ortony, Andrew, **Metaphor and Thought**.

Perkins, David, **Knowledge as Design**.

Perkins, David, **The Mind's Best Work**.

Rushkoff, Douglas, **Media Virus: Hidden Agendas in Popular Culture**.

Sternberg, Robert J., **Mind in Context**.

### ■ Criticism, History, Theory

Bachelard, Gaston, **The Poetics of Space**.

Berger, John, **Ways of Seeing**.

Bolton, Richard, ed., **The Contest of Meaning**, MIT Press, Boston, 1989. Critical histories of photography.

Cooke, Lynne, **Visual Display: Culture Beyond Appearances**.

Foster, Hal, **Recodings: Art, Spectacle, Cultural Politics**.

Glauber, Barbara, ed., **Lift and Separate: Graphic Design and the Vernacular**. The Herb Lubalin Study Center of Design and Typography, The Cooper Union, New York, 1993. Exhibition catalogue which addresses vernacular in graphic design; recontextualization as a mediating factor.

Kostelanetz, Richard, ed., **Writing About John Cage**. University of Michigan Press, USA, 1993. Collected criticism and interpretation about the artist and his work.

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Arnheim, Rudolph, **Visual Thinking**. Univ. of California Press, Berkeley, 1969. Visual perception; the union of perception and thought in the arts.

Sarup, Madan, **An Introductory Guide to Post-structuralism and Postmodernism**. The University of Georgia Press, Athens, 1989. A guide to structuralists' and post-structuralists' important contributions to human understanding.

Suleiman, Susan Rubin, **Subversive Intent: Gender, Politics, and the Avant-Garde**.

### ■ Design Writing, Process

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Hiebert, Kenneth J., **Graphic Design Processes: Universal to Unique**. Van Nostrand Reinhold, New York, 1992. A methodology for creating something from the perceptual and cognitive processes of the individual.

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Koberg, Don and Bagnall, Jim, **The Universal Traveler: A Soft-Systems Guide to Creativity, Problem-Solving, and the Process of Reaching Goals**.

Lobell, John, **Between Silence and Light**.

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### ■ Design Writing, Process (continued)

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Swanson, Gunnar, **Graphic Design Reading: explorations of an uneasy relationship**.

Virillio, Paul, **The Art of the Motor**. University of Minnesota Press, Minneapolis, 1995. Philosophy of technology.

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Virillio, Paul, **Open Sky**. Verso, London, 1997. A political analysis of the social destruction wrought by modern technologies of communication and surveillance.

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### ■ Design Research, Methodology

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Brand, Stewart, **How Buildings Learn**.

Hollins, Bill, **Successful Product Design**.

Laurel, Brenda, **Design Research Methods and Perspectives**.

Leonard-Barton, Dorothy, **Wellsprings of Knowledge**.

■ Design Research, Methodology (continued)

- Lupton, Ellen, **Design Writing Research.**
- Michelson, William, **Behavioral Research in Environmental Design.**
- Mitchell, Thomas C., **Redefining Design: From Form to Experience.**
- Mok, Clemet, **Designing Business.**
- Norman, Donald A., **The Psychology of Everyday Things.**
- Norman, Donald A., **User-Centered Systems Design.**
- Oldach, Mark, **Creativity for Graphic Designers.**
- Owen, Charles L., **Design for Integrity.**
- Panati, Charles, **Extraordinary Origins of Everyday Things.**
- Petroski, Henry, **The Evolution of Everyday Things.**
- Rassam, Clive, **Design and Corporate Success.**
- Schrage, Michael, **Shared Minds: The New Technologies of Collaboration.**
- Schuler, Douglas, **Participatory Design: Principles and Practices.**
- Sommer, Robert, **A Practical Guide to Behavioral Research, Tools and Techniques**
- Suchman, Lucy, **Plans and Situated Actions.**
- Tufte, Edward, **Visual Display of Quantitative Information.**
- Von Hippel, Erik, **Sources of Innovation.**
- Warfield, John, **A Science of Generic Design.**
- Whitney, Patrick, **Design in the Information Environment.**
- Wiklund, Michael E., **Usability in Practice.**
- Ziesel, John, **Inquiry by Design: Tools for Environmental Behavior Research.**
- Zangwill, Willard, **Lighting Strategies for Innovation.**

■ Professionalism and Leadership

- Covey, Stephen R., **The 7 Habits of Highly Effective People.**
- Dyer, Dr. Wayne W., **Pulling Your Own Strings.**
- Greusel, David, **Architect's Essentials of Presentation Skills.**

■ History: Design and Typography

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- Nesbitt, Alexander, **The History and Technique of Lettering.**
- Ogg, Oscar, **The 26 Letters.**
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- Steinberg, S.H., **Five Hundred Years Printing.**
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■ Design and Typography

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- Cavanaugh, Sean, **Digital Type Design Guide**. Hayden Books, Indianapolis, IN 1995. A solid to-the-point explanation of fonts and their usage.
- Craig, James, **Designing With Type**.
- Craig, James, **Basic Typography: A Design Manual**.
- Dinucci, Darcy, **The Designer's Guide to a New Medium, Elements of Web Design**. Peachpit Press, Berkeley, CA 1998.
- Duncan, Harry, **Doors of Legibility**.
- Easterly, Ronald and Zwaga, Harm, **Information Design**.
- Gill, Eric, **An Essay on Typography**. David R. Godine, 1989, reprinted 1993.
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- Frutiger, Adrian, **Type, Sign, Symbol**.
- Friedl, Friedrich, **Typography—When Who How**.
- Hochuli and Kinross, **Designing Books Practice and Theory**.
- Heller, Steven, **The Education of a Typographer**.
- Hofman, Armin, **Graphic Design Manual**.
- Hurlburt, Allan, **The Grid**.
- Kinross, Robin, **Modern Typography, An Essay in Critical History**.
- Labuz, Ronald, **Typography and Typesetting**.
- Lewis, John, **Typography: Design and Practice**.
- Lupton, Ellen, **Mixing Messages**. Graphic Design in Contemporary Culture,
- Masan, Daniel, **Experimental Packaging**.
- Mau, Bruce, **Life Style**.

■ Design and Typography (continued)

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- Martin, Douglas, **Book Design: A Practical Introduction**.
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- Morgan and Welton, **See What I Mean**.
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- Murphy, Diana, **The Work of Charles and Ray Eames: A Legacy of Inventions**. Harry N. Abrams, Inc., Publishers, New York, New York, 1997.
- Napoles, Veronica, **Corporate Identity Design**.
- Rand, Paul, **From Lascaux to Brooklyn**.
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- Rehe, Rolf F., **Typography: How to Make it Most Legible**.
- Roth, Steven, **Real World Postscript**.
- Samara, Timothy, **Making and Breaking the Grid, A Graphic Design Layout Workshop**. Rockport Publishers, Gloucester, MA, 2002.
- Simon, Oliver, **Introduction to Typography**.
- Spencer, Herbert, **The Visible Word**.
- Spiekermann, Erik, **Stop Stealing Sheep & Find Out How Type Works**.
- Swann, Cal, **Techniques of Typography**.
- Tschichold, Jan, **The Form of A Book: Essays on the Morality of Good Design**. Hartley & Marks, reprinted 1997.
- Tschichold, Jan, **The New Typography: A Handbook for Modern Designers**. University California Press, 1995, reprinted 1997.
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- Tufte, Edward, **Beautiful Evidence**.

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Vartania, Ivan, **Typographics, The art and science of type design in context.**

Weingart, Wolfgang, **Typography: My Way to Typography.**

Weinmann, Lynda, <designing web graphics.2>, **How**

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Woolman, Matt, **Moving Type, Designing for time and space.**

Woolman, Matt, **Type in Motion.**

■ Specimens of Type and Typography

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Carson, David, **The End of Print.** Chronicle Books, San Francisco, 1995. The graphic design of David Carson.

Heller, Steven and Anderson, Gail, **American Type Play.** PBC International, Inc., 1994. About type and lettering.

McQuiston, Liz, **Graphic Agitation: Social and Political Graphics since the Sixties.** Phaidon Press Ltd, London, 1995.

Poyner, Rick and Booth-Clibborn, Edward, **Typography Now: The Next Wave.** Internos Books, London, 1991.

Poyner, Rick, **Typography Now Two.** Booth-Clibborn Editions, London, 1996.

Walton, Roger, **Typographics 1, 2, 3, and 4.** Hearst Books International, 1995...

Bartram, Alan and Sutton, James, **An Atlas of Typeforms.**

Binns, Betty, **Better Type.**

Gray, Nicolette, **Nineteenth Century Ornamented Typefaces.** Kelly, Rob Roy, American Wood Type.

King, Jean Collins and Esposito, Tony, **The Designer's Guide to Text Type.**

Perfect, Christopher and Rookledge, Gordon, **TypeFinder.**

■ Journals

**Adbusters.** [www.adbusters.org/](http://www.adbusters.org/)

**Adobe Magazine.** PO Box 24998, Seattle, WA 98124-0998.

**Architectural Record.** McGraw-Hill Companies.

**The AIGA Journal of Graphic Design.** 1059 3rd Ave., New York, NY 10021.

**Communication Arts.** 410 Sherman Ave., P.O. Box 103000, Palo Alto, CA 94303.

■ Journals (continued)

**Design Issues.** The MIT Press 55 Hayward St., Cambridge, MA 02142.

**Design Quarterly.** The MIT Press, 55 Hayward St., Cambridge, MA 02142.

**Eye.** The International Review of Graphic Design.

**Fast Company Magazine.** [www.fastcompany.com](http://www.fastcompany.com)

**GOOD.** [www.goodmagazine.com](http://www.goodmagazine.com)

**Graphis.** Graphis U.S. Inc., 141 Lexington Ave., New York, NY 10016.

**How.** 1507 Dana Ave., Cincinnati, OH 45207.

**ID.** 330 W. 42nd St., New York, NY 10036.

**METROPOLIS MAGAZINE.** 1 W. 23rd St., 4th Floor, New York, NY 10010.

**PLACES, A Forum of Environmental Design.** New York, NY.

**Step-by-Step Graphics.** Dynamic Graphics, Inc., 6000 N. Forest Park Dr., Peoria, IL 61614.

**U & Ic.** International Typeface Corp., 866 2nd Ave., New York, NY 10017.

**Visible Language.** Rhode Island School of Design, 2 College St., Providence, RI 02903.

**Wired .** [www.wired.com](http://www.wired.com)

■ Type Foundries

For available type foundries, the following listing is a mere scratch on the surface. For a more detailed listing please visit the online site: **Internet Type Foundry Index** <http://www.typeindex.com>

<http://www.word.com>

<http://www.atypi.org>

<http://www.fontsonline.com>

<http://www.design-council.org.uk>

Another source is: **The Elements of Typographic Style**, Bringhurst, Robert—Type Foundries p309-318

**Adobe Systems.**

<http://www.adobe.com/Type>

Organizes type according to a simplified version of the internally recognized system adopted by the Association of Typographique Internationale (AtypI).

**AGFA Type.**

<http://www.agfahome.com/products/prodfram/type.html>

**Emigre.** Berkley, CA

<http://www.emigre.com>

■ **Type Foundries (continued)**

**Fonthead Design.** Boca Raton, FL  
<http://www.fonthead.com>

**Font Bureau.** Boston, MA  
<http://www.fontbureau.com>

**International Typeface Corporation.**  
<http://www.itcfonts.com>

**The Hoefler Type Foundry.** New York, NY  
<http://www.typography.com>

**House Industries.** Wilmington, DE  
<http://www.digitmad.com/house/house.html>

**P22.** Buffalo, NY  
<http://www.p22.com>

**T-26.** Chicago, IL  
<http://www.t26font.com>

■ **Design + Business + Entrepreneurialism**

Blank, Steven Gary. **The Four Steps to the Epiphany: Successful Strategies for Products that Win.**

Blank, Steven Gary. **The Startup Owner's Manual: The Step-By-Step Guide for Building a Great Company.**

Faimon, Peg. **The Designer's Guide to Business and Careers.**

Granet, Keith. **The Business of Design: Balancing Creativity and Profitability.**

Hargadon, A. **How Breakthroughs Happen: The Surprising Truth about How Companies Innovate.**

Harrison, Sam. **IdeaSelling: Successfully Pitch Your Ideas to Bosses, Clients, & Other Decision Makers.**

Heller, S. and Talarico, L. **The Design Entrepreneur: Turning Graphic Design Into Goods That Sell.**

Holston, David. **The Strategic Designer: tools and techniques for managing the design process.**

Klanten, R. **Visual Storytelling: Inspiring A New Visual Language.**

Osterwalder, A. **Business Model Generation: A Handbook for Visionaries, Game Changers, and Challengers.**

Ries, Eric. **The Lean Startup: How's Today's Entrepreneurs Use Continuous Innovation to Create Radically Successful Businesses.**

Quesenbery, Whitney. **Storytelling for User Experience: Crafting Stories for Better Design.**

■ **Professional Organizations**

The following listing is of national organizations; several have local or regional chapters. Please contact each organization for current chapter information and listings.

**ACM/SIGGRAPH**

[www.siggraph.org](http://www.siggraph.org)  
 SIGGRAPH is the ACM special interest group on computer graphics. Its scope is to promote among its members the acquisition and exchange of information and opinion on the theory, design, implementation, and application of computer-generated graphics interactive techniques to facilitate communication and understanding.

**American Institute of Architecture Students (AIAS)**

[www.aias.org](http://www.aias.org)  
[www.aiasuw.org](http://www.aiasuw.org) (AIAS - UWM)  
 Since 1956, the American Institute of Architecture Students has been the official voice of students to the educational system and the profession of architecture and design. The association helps to enrich the educational experience of students (of all ages) in (or interested in) architecture and design.

**American Institute of Architecture (AIA Wisconsin)**

[www.aiaw.org](http://www.aiaw.org)  
 AIA Wisconsin is the statewide society of The American Institute of Architects. With over 1,450 members, AIA Wisconsin represents architects in private practice, business, industry, government and education, as well as interns, allied professionals and students. Its mission is to serve members, advance their value and improve the quality of our built environment.

**American Institute of Graphic Arts (AIGA)**

164 Fifth avenue, New, NY 10010  
[www.aiga.org](http://www.aiga.org) (national)  
[www.aigauwm.org](http://www.aigauwm.org) (UWM Student Chapter)  
 The purpose of the AIGA is to advance excellence in graphic design as a discipline, profession, and cultural force. The AIGA provides leadership in the exchange of ideas and information, the encouragement of critical analysis and research, and the advancement of education and ethical practice.

**Arts and Science Collaborations, Inc.**

[www.asci.org](http://www.asci.org)  
 130 East End Ave. -1A, New York, NY 10028  
 Founded in 1988, Art & Science Collaborations, Inc. (ASCI) was one of the first art-sci-tech member organizations in the USA. Established primarily as a network for artists who either use or are inspired by science and technology, and for scientists and technologists wishing to collaborate.

**Business Marketing Association (BMA) - Milwaukee**

[www.bma-milwaukee.org](http://www.bma-milwaukee.org)  
 The Milwaukee Chapter of the International Business Marketing Association.

**Graphic Artist Guild**

[www.gag.org](http://www.gag.org)  
 The GAG promotes and protects the economic interests of member artists and is committed to improving conditions for all creators of graphic art and raising standards for the entire industry. The GAG is a union that embraces all creators of graphic art intended for presentation as originals or reproductions at all levels of skill and expertise.

**Industrial Designers Society of America (IDSA)**

[www.idsa.org](http://www.idsa.org)  
 The Industrial Designers Society of America (IDSA) is the voice of the industrial design profession, advancing the quality and positive impact of design. IDSA's mission is threefold: 1) Lead

■ Professional Organizations (continued)

the profession by expanding our horizons, connectivity and influence, and our service to members. 2) Inspire design quality and responsibility through professional development and education. 3) Elevate the business of design and improve our industry's value.

**International Interactive Communication Services (IICS)**

www.iics.org  
Comprised of multimedia professionals, the IICS is a global organization dedicated to the advancement of interactive systems, techniques, and applications.

**Milwaukee Adworkers**

http://milwaukeeadworkers.ning.com/  
The United Adworkers Local 208 is a Milwaukee based organization dedicated to the pursuit of marketing communications excellence.

**Organization of Black Designers (OBD)**

300 M Street SW, Suite #N110, Washington, DC 20024  
www.core77.com/OBD  
The Organization of Black Designers (OBD) is a multicultural, multidisciplinary professional association of more than 10,000 members located throughout the United States and world committed to the increased visibility, empowerment and support of its membership. OBD membership is open to all qualified design professionals practicing its specified disciplines, regardless of race, gender or sexual preference. Our mission is to enhance and improve the totality of the American design professions by energizing them with creative diversity.

**Society for Environmental Graphic Design (SEGD)**

www.segd.org (national/international-Korea)  
SEGD is the global community of people who work at the intersection of communication design and the built environment. *Environmental Graphic Design* embraces many design disciplines including graphic, architectural, interior, landscape, and industrial design, all concerned with the visual aspects of wayfinding, communicating identity and information, and shaping the idea of place.

**International Council of Graphic Design Associations (ICOGRADA)**

www.icograda.org  
Icograda (the International Council of Graphic Design Associations) is the world body for professional communication design. Founded in 1963, it is a voluntary assembly of organizations concerned with graphic design, visual communication, design management, promotion, education, research and journalism. Icograda promotes communication designers' vital role in society and commerce and unifies the voices of graphic designers and visual communicators worldwide.

**Industrial Designers Society of America (IDSA)**

www.idsa.org

**International Interactive Communication Services (IICS)**

www.iics.org  
Comprised of multimedia professionals, the IICS is a global organization dedicated to the advancement of interactive systems, techniques, and applications.

■ Professional Organizations (continued)

**Organization of Black Designers (OBD)**

300 M Street SW, Suite #N110, Washington, DC 20024  
www.core77.com/OBD

**Type Director's Club (TDC)**

347 West 36th Street, Suite 603, New York, NY 10018  
www.tdc.org

**Web Master's Guild**

www.webmaster.org

**ACM/SIGGRAPH**

www.siggraph.org  
SIGGRAPH is the ACM special interest group on computer graphics. Its scope is to promote among its members the acquisition and exchange of information and opinion on the theory, design, implementation, and application of computer-generated graphics interactive techniques to facilitate communication and understanding.

**Arts and Science Collaborations, Inc.**

www.info@asci.org

**StartupMKE**

www.startupmke.org  
StartupMKE is an informal group of Milwaukee-area tech entrepreneurs (and friends of tech startups). We plan to gather, share war stories, meet new people, and talk about the exciting new product launches and share news and most importantly, enjoy some beer at a local venue. Milwaukee & Wisconsin's tech startup community is growing, it's exciting, so let's get together, because together we can change Milwaukee, Wisconsin, and the world.

**Innovation in Milwaukee (MiKE)**

www.innovationinmilwaukee.com  
MiKE, Innovation in Milwaukee, is the community initiative that fosters creativity, cultivates talent, facilitates connections and seeks opportunities to increase economic development through the use of emerging technology and design. MiKE is an initiative of the Greater Milwaukee Committee, whose mission is to ensure that Milwaukee is the best place to live, learn, work and play. MiKE was initially funded by ArtPlace, an initiative of 11 of America's top foundations working in conjunction with the National Endowment for the Arts and seven federal agencies. The aim of ArtPlace is to drive revitalization across the country by putting the arts at the center of economic development.

■ Startup Programs

**gener8tor**

www.gener8tor.com  
gener8tor invests its capital, expertise and network in capable, first-stage and second-stage entrepreneurs with innovative business models. gener8tor works with the startups in its portfolio to create successful, scalable companies.

**startup wisconsin**

www.startupwisconsin.org  
StartupWI is a regional initiative to increase the breadth and depth of the entrepreneurial ecosystem across our great state. From Milwaukee to Madison, from Whitewater to the Fox Valley, our mission is to multiply connections among entrepre

■ Startup Programs (continued)

neurs and mentors, improve access to entrepreneurial education, and build a more vibrant entrepreneurial community. StartupWI's various programs will deepen the communal backdrop out of which new companies emerge. Vibrant new company creation improves the broader economic base of Wisconsin, creating new jobs and strengthening communities.

**VETransfer**

www.vetransfer.org  
Offers programs to help accelerate Veteran Owned Innovations

■ Blogs and More

Arts and Letters Daily. [www.aldaily.com](http://www.aldaily.com)

BLDG Blog. <http://bldgblog.blogspot.com>

City of Sound. <http://www.cityofsound.com>

CultureGrrl. <http://www.artsjournal.com/culturegrrl/>

Designers' Lunchbox. <http://www.k10k.net/>

Design Observer. [www.designobserver.com](http://www.designobserver.com)

Emdashes. <http://emdashes.com>

Eye Magazine Blog. <http://blog.eyemagazine.com>

Penguin Blog. [http://thepenguinblog.typepad.com/the\\_penguin\\_blog/](http://thepenguinblog.typepad.com/the_penguin_blog/)

Poignant Frog. <http://thepoignantfrog.blogspot.com>

Speak Up. <http://www.underconsideration.com>

Strange Maps. <http://strangemaps.wordpress.com>

Type Culture. <http://www.typeculture.com>

Typographica. <http://typographica.org>

Typotheque. <http://www.typotheque.com/site/index.php>

Visual Culture. <http://www.oberholtzer-creative.com/visual-culture/>

■ Online Resources

AIGA Design Archives. <http://designarchives.aiga.org>

The Ampersand. <http://ampersand.gosedesign.net>

Saul Bass Archive. <http://www.notcoming.com/saulbass/index2.php>

Book Cover Archive. <http://covers.fwis.com>

Buzz Tracker World News Map. <http://www.buzztracker.org>

Frank Gehry Photo Archive. [http://thomasmayerarchive.de/categories.php?cat\\_id=291&l=english](http://thomasmayerarchive.de/categories.php?cat_id=291&l=english)

Gallery of Book trade Labels. <http://sevenroads.org/Bookish.html>

A Natural History of @ Sign. <http://www.herodios.com/at-sign.htm>

History of Color Systems. <http://bibliodyssey.blogspot.com/2006/03/history-of-colour-systems.html>

History of Cross Symbol. [http://www.designboom.com/history/cross\\_symbol.html](http://www.designboom.com/history/cross_symbol.html)

History of Communications. <http://www.nathan.com/projects/current/comtimeline.html>

History of Writing Instruments. [http://thenonist.com/index.php/thenonist/permalink/in\\_search\\_of\\_pens/](http://thenonist.com/index.php/thenonist/permalink/in_search_of_pens/)

■ Online Resources (continued)

International Journal of Design. <http://www.ijdesign.org/ojs/index.php/IJDesign/index>

Letter-pairs Analysis Application. [http://www.m-i-b.com.ar/mib/letter\\_pairs/eng/](http://www.m-i-b.com.ar/mib/letter_pairs/eng/)

Little Magazines. <http://www.clipstampfold.com>

Nuclear Weapon Photo Archive. <http://www.nukephoto.com/>

Owen Jones' Grammar of Ornament. <http://www.illuminated-books.com/books/grammar.htm>

Printable Paper Rulers. [http://www.vendian.org/mncharity/dir3/paper\\_rulers/](http://www.vendian.org/mncharity/dir3/paper_rulers/)

Visual Dictionary. <http://thevisualdictionary.net/>

The Worldest Smallest Book. [http://www.selectism.com/posts/archive/2008/august/27/worlds\\_smallest\\_book/index.htm](http://www.selectism.com/posts/archive/2008/august/27/worlds_smallest_book/index.htm)

■ Entrepreneurial Competitions

<http://www.quirky.com>

[www.edisonnation.com](http://www.edisonnation.com)