

Library Resources

Norwich University of the Arts

User Experience Design

Year 1 2025 - 2026

Useful sources of information

This is the reading list that your course has provided for the unit you are currently studying.

You will find everything you need by searching the catalogue via the Library webpages

Required Books:

Fletcher, A. (2001) *Art of looking sideways*. London: Phaidon.

Ingledeu, J. (2016) *How to have great ideas : a guide to creative thinking*. London: Laurence King Publishing.

Lupton, E. (2010) *Thinking with type : a critical guide for designers, writers, editors, and students*. New York: Princeton Architectural Press.

McAlhone, B., Stuart, D. (1996) *A smile in the mind : witty thinking in graphic design*. London: Phaidon.

Unger, R. & Chandler, C (2023) *A project guide to UX design: for user experience designers in the field or in the making*, 3rd Edition or 4th Edition. [Place of publication not identified]: New Riders.

Recommended Books:

— Baines, P. (2005) *Type & typography*. 2nd Edition. London: Laurence King.

— Crow, D. (2003) *Visible signs : an introduction to semiotics*. Crans-Pres-Celigny: Ava.

— Frost, V. (2014) *Design your life : applying design principles to your life*. Melbourne: Lantern.

— Hall, P., Sagmeister, S., and Pearlman, C. (2009) *Sagmeister : made you look*. New York: Harry N. Abrams.

— Inglis, T. (2023). *The graphic design bible*. London: Ilex Press.

— Johnson, M. (2012) *Problem solved : how to recognize the nineteen recurring problems faced in design, branding and communication and how to solve them*. 2nd Edition. London: Phaidon.

— Kleon, A. (2012) *Steal like an artist : 10 things nobody told you about being creative*. New York: Workman Pub. Co.

— Krug, S. (2014) *Don't make me think, revisited : a common sense approach to Web usability*. 3rd Edition. Indianapolis: New Riders.

— Meggs, P. B. and Purvis, A. W. (2012) *Meggs' history of graphic design*. 5th ed. Hoboken: John Wiley & Sons.

— Norman, D. A. (2013) *The design of everyday things*. (Revised and expanded edition). New York: Basic Books.

— Roberts, L. (2006) *Good : an introduction to ethics in graphic design*. Lausanne: AVA Academia.

— Squire, V. (2006) *Getting it right with type : the dos and don'ts of typography*. London: Laurence King.

— Wells, M. (2023) *User experience design : an introduction to creating interactive digital spaces*. London: Laurence King Publishing.

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Further for User Experience Design Students:

- <https://practicaltypography.com/>
- <https://www.typewolf.com/>
- <https://www.instagram.com/pentawards/>
- <https://www.underconsideration.com/brandnew/>
- <https://thedieline.com/>
- <https://fontreviewjournal.com/>
- <https://www.itsnicethat.com/>
- <https://www.creativeboom.com/>
- <https://www.creativelivesinprogress.com/>
- <https://type-01.com/>
- <https://www.dezeen.com/>
- <https://www.thisiscolossal.com/>
- <https://abcoverd.co.uk/>
- <https://www.casualoptimist.com/>
- <https://the-brandidentity.com/>
- <https://designobserver.com/>
- <https://stackmagazines.com/>
- <https://magculture.com/>
- <https://eyeondesign.aiga.org/>
- <https://www.typographicposters.com/>
- <https://flatfile.lubalincenter.com/>