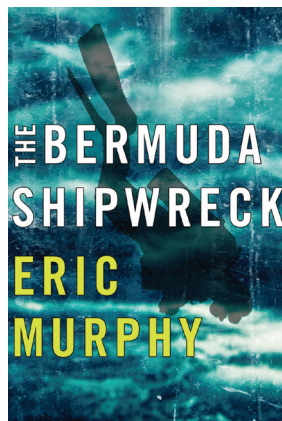


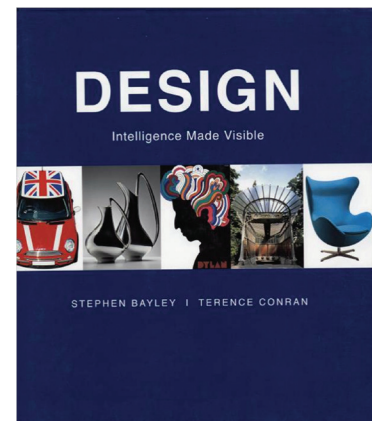
Book Buzz

At first I thought that the focus of this column would be architecture, graphic art, fashion, and other topics closely associated with design. On further reflection, I realized that although design is all around us, it is not necessarily the focus of our attention. Therefore, in addition to discussing books that concentrate on various aspects of design, I have also highlighted interesting aspects of design that arise in several recent publications whose principle focus is some other aspect of human experience. I hope you will find at least one selection to inspire you and your students.



Bermuda Shipwreck
by Eric Murphy
Toronto: Dancing Cat Books, 2016
ISBN 9781770864795

Although design is not a central focus of Eric Murphy's middle school novel, it is woven into the descriptions of architecture on the island where Bermuda Shipwreck is set, and into details about boats, scuba equipment, and even a vacuum that can suck treasure off the ocean floor. In fact, the book itself is a treasure chest of trivia about topics ranging from civil war blockades and yellow fever, to Bermuda's constabulary and a black sheep of Nova Scotia's Keith brewing family. All of this fits unobtrusively into a narrative framework in which authentic and engaging male and female teenage protagonists see a boating excursion to Bermuda turn into a race to find a missing treasure that has made them the targets of a deadly manhunt.



Design: Intelligence Made Visible
by Stephen Bayley and Terence Conran
Richmond Hill, Ont.: Firefly Books, 2007
ISBN 9781554073108

Terence Conran says that good design is, "Ninety-eight per cent commonsense and two per cent of a mysterious component which we might as well call art or aesthetics." Stephen Bayley says, "Design is an art that works." Both authors have balanced pragmatic and aesthetic considerations in their well-illustrated and accessible reference work covering diverse aspects of design through history. Some of the topics covered are the consumer age and mass consumption, traditional craft ideals, the Modern movement and industrialism, America in the thirties, Italy after World War II, Symbolism, and Postmodernism. The authors include corporate histories and designer biographies and examples from fields ranging from furniture, fashion and automobiles to graphics, signs, and symbols. Although written for adults, this book can be a source of inspiration for student designers and researchers.