

Get Free Jony Ive The Genius Behind Apples Greatest Products Leander Kahney

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Apple Design  
Cambridge English Empower/Student's Book (B1+)  
Iconic Design  
Like Apple  
Insanely Great

## **Jony Ive**

A roadmap for dreamers, big idea people, founders, entrepreneurs and trailblazers to transport their ideas from concept to successful business.

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## **Tim Cook**

The secret history of the invention that changed everything-and became the most profitable product in the world. NATIONAL BESTSELLERShortlisted for the Financial Times Business Book of the Year Award One of the Best Business Books of 2016 - CNBC, Bloomberg, 1-800-CEO-Read "The One Device is a tour de force, with a fast-paced edge and heaps of analytical insight." -Ashlee Vance, New York Times bestselling author of Elon Musk "A stunning book. You will never look at your iPhone the same way again." -Dan Lyons, New York Times bestselling author of Disrupted Odds are that as you read this, an iPhone is within reach. But before Steve Jobs introduced us to "the one device," as he called it, a cell phone was merely what you used to make calls on the go. How did the iPhone transform our world and turn Apple into the most valuable company ever? Veteran technology journalist Brian Merchant reveals the inside story you won't hear from Cupertino-based on his exclusive interviews with the engineers, inventors, and developers who guided every stage of the iPhone's creation. This deep dive takes you from inside One Infinite Loop to 19th century France to WWII America, from the driest place on earth to a Kenyan pit of toxic e-waste, and even deep inside Shenzhen's notorious "suicide factories." It's a firsthand look at how the cutting-edge tech that makes the world work-touch screens, motion trackers, and even AI-made their way into our pockets. The One Device is a roadmap for design and engineering genius, an anthropology of the modern age, and an unprecedented view into one of the

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most secretive companies in history. This is the untold account, ten years in the making, of the device that changed everything.

### **The One Device**

A rich, wide-ranging meditation on the iPhone as direct descendant of the 1930s Bauhaus, one of the twentieth century's most influential schools of art and design (summed up in Mies van der Rohe's dictum, "less is more") whose principle aim was to connect art and industry. From one of the leading authorities on the Bauhaus and modernism. Nicholas Fox Weber, in this deft, entertaining, and brilliant rumination on art and technology, writes of the iPhone as the essence of the Bauhaus principles of form following function--of honesty of design and materials that reflect the true nature of objects and buildings, favoring linear and geometrical forms; adhering to line, shape, and colors; synthesizing art to modern times; the fusion in design of art and technology. Weber, an authority and celebrant of twentieth-century modernism, ranging from the paintings of Balthus to the architecture of Le Corbusier, was a close associate of Anni and Josef Albers, the last living giants of the Bauhaus, and absorbed firsthand its truest beliefs. The Alberses emphasized their passion for "good design over bad art." Anni, a groundbreaking textile artist and printmaker, and Josef, a painter and color theorist and influential art teacher, stuck to "what was taught at the Bauhaus: the right use of materials, good technique, a purpose that serves all." Weber writes that the

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Bauhaus was not a style but an attitude: clear design and visual acuity as the embodiment of morality and honesty. And in *iBauhaus*, Weber explores how the iPhone, with its effective design and its versatility, honors these deepest beliefs, as well as the values that the Bauhaus sought to give to the world.

### **Dieter Rams: As Little Design as Possible**

The #1 New York Times bestselling biography of how Steve Jobs became the most visionary CEO in history. *Becoming Steve Jobs* breaks down the conventional, one-dimensional view of Steve Jobs that he was half-genius, half-jerk from youth, an irascible and selfish leader who slighted friends and family alike. *Becoming Steve Jobs* answers the central question about the life and career of the Apple cofounder and CEO: How did a young man so reckless and arrogant that he was exiled from the company he founded become the most effective visionary business leader of our time, ultimately transforming the daily life of billions of people? Drawing on incredible and sometimes exclusive access, Schlender and Tetzeli tell a different story of a real human being who wrestled with his failings and learned to maximize his strengths over time. Their rich, compelling narrative is filled with stories never told before from the people who knew Jobs best, including his family, former inner circle executives, and top people at Apple, Pixar and Disney, most notably Tim Cook, Jony Ive, Eddy Cue, Ed Catmull, John Lasseter, Robert Iger and many others. In addition, Schlender knew Jobs personally for 25 years and draws upon his many

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interviews with him, on and off the record, in writing the book. He and Tetzeli humanize the man and explain, rather than simply describe, his behavior. Along the way, the book provides rich context about the technology revolution we've all lived through, and the ways in which Jobs changed our world. A rich and revealing account, *Becoming Steve Jobs* shows us how one of the most colorful and compelling figures of our times was able to combine his unchanging, relentless passion with an evolution in management style to create one of the most valuable and beloved companies on the planet.

### **We That Are Young**

On October 23, 2001, Apple Computer, a company known for its chic, cutting-edge technology -- if not necessarily for its dominant market share -- launched a product with an enticing promise: You can carry an entire music collection in your pocket. It was called the iPod. What happened next exceeded the company's wildest dreams. Over 50 million people have inserted the device's distinctive white buds into their ears, and the iPod has become a global obsession. *The Perfect Thing* is the definitive account, from design and marketing to startling impact, of Apple's iPod, the signature device of our young century. Besides being one of the most successful consumer products in decades, the iPod has changed our behavior and even our society. It has transformed Apple from a computer company into a consumer electronics giant. It has remolded the music business, altering not only

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the means of distribution but even the ways in which people enjoy and think about music. Its ubiquity and its universally acknowledged coolness have made it a symbol for the digital age itself, with commentators remarking on "the iPod generation." Now the iPod is beginning to transform the broadcast industry, too, as podcasting becomes a way to access radio and television programming. Meanwhile millions of Podheads obsess about their gizmo, reveling in the personal soundtrack it offers them, basking in the social cachet it lends them, even wondering whether the device itself has its own musical preferences. Steven Levy, the chief technology correspondent for Newsweek magazine and a longtime Apple watcher, is the ideal writer to tell the iPod's tale. He has had access to all the key players in the iPod story, including Steve Jobs, Apple's charismatic cofounder and CEO, whom Levy has known for over twenty years. Detailing for the first time the complete story of the creation of the iPod, Levy explains why Apple succeeded brilliantly with its version of the MP3 player when other companies didn't get it right, and how Jobs was able to convince the bosses at the big record labels to license their music for Apple's groundbreaking iTunes Store. (We even learn why the iPod is white.) Besides his inside view of Apple, Levy draws on his experiences covering Napster and attending Supreme Court arguments on copyright (as well as his own travels on the iPod's click wheel) to address all of the fascinating issues -- technical, legal, social, and musical -- that the iPod raises. Borrowing one of the definitive qualities of the iPod itself, *The Perfect Thing* shuffles the book format. Each chapter of this book was written to stand on its own, a deeply researched, wittily observed take on

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a different aspect of the iPod. The sequence of the chapters in the book has been shuffled in different copies, with only the opening and concluding sections excepted. "Shuffle" is a hallmark of the digital age -- and *The Perfect Thing*, via sharp, insightful reporting, is the perfect guide to the deceptively diminutive gadget embodying our era.

### **I'm Feeling Lucky**

Jony Ive's designs have not only made Apple one of the most valuable companies in the world; they have overturned entire industries, from music and mobile phones to PCs and tablets. But for someone who has changed the world as much as he has, little is widely known about Apple's senior vice president of industrial design. Unlike his former boss and creative partner Steve Jobs, Ive shuns the spotlight. Naturally shy and soft-spoken, he lets his work speak for itself and concerns himself only with his craft.

### **Designed by Apple in California**

The dramatic New York Times-bestselling adventure in W.E.B. Griffin's *Badge of Honor* series about the Philadelphia police force. Having investigated his share of gruesome murders, Philadelphia Homicide Sergeant Matt Payne is beginning to

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think nothing can shock him – until the case of a young socialite’s death lands on his desk. The Camilla Rose Morgan he’d known as a teenager was beautiful and brilliant – how was it possible she’d jumped to her death from her own balcony? Her brother tells Payne she’d tragically been battling a lifetime of mental demons, and there is plenty of evidence of it, but still...something just doesn’t sit right. The more Payne digs, the more complications he discovers. Reputations are on the line here, and lives – and if Payne doesn’t tread carefully, one of them may be his own. From the Hardcover edition.

### **Creative Selection**

Rachel Huber returns to her hometown of Reflection to care for her ailing grandmother. Twenty years ago, a tragedy occurred in Reflection and people hold Rachel responsible. Now she finds herself the object of anger and hostility. She's not without her allies, however. Lily Jackson, a young woman who was personally touched by the tragedy, perplexes everyone by treating Rachel with compassion. And Michael Stoltz, the minister of the Mennonite church, is elated by Rachel's return. He and Rachel were close friends as children, and that childhood bond quickly evolves into a loving relationship that must be hidden from the town. It is Rachel's grandmother, Helen, however, who becomes her strongest advocate, surprising Rachel with her wise counsel and rare strength--and with a wealth of secrets she has long been concealing. "Diane Chamberlain's finest work to date. . .



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The reader is swept into the town's emotion and suspense." --Richmond Times Dispatch.

### **Beyond Product**

Chronicles the best and the worst of Apple Computer's remarkable story.

### **Design Basics Index**

Describes the psyche of Macintosh fans and the subculture they have created.

### **Apple Design**

To celebrate Apple's twentieth anniversary, AppleDesign provides a rare inside look at the Industrial Design Group, examining the role this small team of creative individuals has played in the rise of Apple from a Silicon Valley garage to a billion-dollar corporation. It details the formation of the Group, outlines their method for turning great ideas into even greater products, reveals many design concepts and products that never reached the marketplace, and offers a glimpse at the triumph and turmoil that results when creative desire meets (and occasionally collides with) corporate reality. With more than 400 color illustrations and detailed

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discussion of more than 100 products, design concepts and works-in-progress, AppleDesign provides the most thorough examination of a corporate design group ever published. From the Macintosh to the PowerBook, the Newton MessagePad, the eMate and the just-released Twentieth Anniversary Macintosh, Apple's designers have given us some of the most compelling and enduring products of our time. Their work not only enriches the lives of more than 50 million Apple users worldwide, it influences the computer industry at large, providing strong evidence for those who argue that industrial design is as powerful and relevant an art form as painting, sculpture or architecture.

### **Inside Apple**

One of USA Today's Best Business Books of 2008-now updated with a new chapter It's hard to believe that one man revolutionized computers in the 1970s and '80s (with the Apple II and the Mac), animated movies in the 1990s (with Pixar), and digital music in the 2000s (with the iPod and iTunes). No wonder some people worship Steve Jobs like a god. On the other hand, stories of his epic tantrums and general bad behavior are legendary. Inside Steve's Brain cuts through the cult of personality that surrounds Jobs to unearth the secrets to his unbelievable results. So what's really inside Steve's brain? According to Leander Kahney, who has covered Jobs since the early 1990s, it's a fascinating bundle of contradictions. This expanded edition includes a new chapter on Jobs's very public health crisis and the

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debate about Apple's future.

### **Steve Jobs: The Man Who Thought Different**

INSIDE APPLE reveals the secret systems, tactics and leadership strategies that allowed Steve Jobs and his company to churn out hit after hit and inspire a cult-like following for its products. If Apple is Silicon Valley's answer to Willy Wonka's Chocolate Factory, then author Adam Lashinsky provides readers with a golden ticket to step inside. In this primer on leadership and innovation, the author will introduce readers to concepts like the "DRI" (Apple's practice of assigning a Directly Responsible Individual to every task) and the Top 100 (an annual ritual in which 100 up-and-coming executives are tapped a la Skull & Bones for a secret retreat with company founder Steve Jobs). Based on numerous interviews, the book offers exclusive new information about how Apple innovates, deals with its suppliers and is handling the transition into the Post Jobs Era. Lashinsky, a Senior Editor at Large for Fortune, knows the subject cold: In a 2008 cover story for the magazine entitled The Genius Behind Steve: Could Operations Whiz Tim Cook Run The Company Someday he predicted that Tim Cook, then an unknown, would eventually succeed Steve Jobs as CEO. While Inside Apple is ostensibly a deep dive into one, unique company (and its ecosystem of suppliers, investors, employees and competitors), the lessons about Jobs, leadership, product design and marketing are universal. They should appeal to anyone hoping to bring some of

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that Apple magic to their own company, career, or creative endeavor.

### **Becoming Steve Jobs**

#### **Jony Ive**

Introduces the success story of Apple from the viewpoint of Hartmut Esslinger, who as an external designer in close collaboration with Steve Jobs was essentially responsible for the design of Apple products. His authentic perspective dispels many a myth - a must for all Apple enthusiasts.

### **The Perfect Thing**

Former Wall Street Journal technology reporter Yukari Iwatani Kane delves deep inside Apple in the two years since Steve Jobs's death, revealing the tensions and challenges CEO Tim Cook and his team face as they try to sustain Jobs's vision and keep the company moving forward. Steve Jobs's death raised one of the most pressing questions in the tech and business worlds: Could Apple stay great without its iconic leader? Many inside the company were eager to prove that Apple could be just as innovative as it had been under Jobs. Others were painfully aware of the

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immense challenge ahead. As its business has become more complex and global, Apple has come under intense scrutiny, much of it critical. Maintaining market leadership has become crucial as it tries to conquer new frontiers and satisfy the public's insatiable appetite for "insanely great" products. Based on over two hundred interviews with current and former executives, business partners, Apple watchers and others, *Haunted Empire* is an illuminating portrait of Apple today that offers clues to its future. With nuanced insights and colorful details that only a seasoned journalist could glean, Kane goes beyond the myths and headlines. She explores Tim Cook's leadership and its impact on Jobs's loyal lieutenants, new product development, and Apple's relationships with Wall Street, the government, tech rivals, suppliers, the media, and consumers. Hard-hitting yet fair, *Haunted Empire* reveals the perils and opportunities an iconic company faces when it loses its visionary leader.

### **The Cult of Mac**

Draws on more than forty interviews with Steve Jobs, as well as interviews with family members, friends, competitors, and colleagues to offer a look at the co-founder and leading creative force behind the Apple computer company.

### **Keep It Simple**

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A riveting biography of the groundbreaking innovator who was a giant in the worlds of computing, music, filmmaking, design, smart phones, and more. A finalist for the YALSA Excellence in Nonfiction Award! "Your time is limited. . . . have the courage to follow your heart and intuition." —Steve Jobs From the start, his path was never predictable. Steve Jobs was given up for adoption at birth, dropped out of college after one semester, and at the age of twenty, created Apple in his parents' garage with his friend Steve Wozniack. Then came the core and hallmark of his genius—his exacting moderation for perfection, his counterculture life approach, and his level of taste and style that pushed all boundaries. A devoted husband, father, and Buddhist, he battled cancer for over a decade, became the ultimate CEO, and made the world want every product he touched, from the Macintosh to the iPhone, from iTunes and the iPod to the Macbook. Critically acclaimed author Karen Blumenthal takes us to the core of this complicated and legendary man while simultaneously exploring the evolution of computers. Framed by Jobs' inspirational Stanford commencement speech and illustrated throughout with black and white photos, this is the story of the man who changed our world. Read more thrilling nonfiction by Karen Blumenthal: Hillary Rodham Clinton: A Woman Living History (A YALSA Excellence in Nonfiction Award Finalist) Bootleg: Murder, Moonshine, and the Lawless Years of Prohibition Tommy: The Gun That Changed America Praise for Steve Jobs: The Man Who Thought Different: A Biography: "This is a smart book about a smart subject by a smart writer." —Booklist, starred review "Students who know Steve Jobs only through Apple's

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iTunes, iPhones, and iPads will have their eyes opened by this accessible and well-written biography.” —VOYA “An engaging and intimate portrait. Few biographies for young readers feel as relevant and current as this one does.” —The Horn Book Magazine “A perceptive, well-wrought picture of an iconic figure.” —Kirkus Reviews “Blumenthal crafts an insightful, balanced portrait.” —Publishers Weekly

## **The Design of Future Things**

First, businesses discovered quality as a key competitive edge; next came service. Now, Donald A. Norman, former Director of the Institute for Cognitive Science at the University of California, reveals how smart design is the new competitive frontier. *The Design of Everyday Things* is a powerful primer on how--and why--some products satisfy customers while others only frustrate them.

## **The Cult of iPod**

## **iBauhaus**

When a billionaire hotelier and political operator attempts to pit his three daughters against one another, a brutal struggle for primacy begins in this modern-

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day take on Shakespeare's King Lear. Set in contemporary India, where rich men are gods while farmers starve and water is fast running out, *We That Are Young* is a story about power, status, and the love of a megalomaniac father. A searing exploration of human fallibility, Preti Taneja's remarkable novel reveals the fragility of the human heart—and its inevitable breaking point.

### **Dogfight: How Apple and Google Went to War and Started a Revolution**

"Profiles Apple's legendary chief designer, Jonathan Ive, [whose] designs have not only made Apple one of the most valuable companies in the world, they've overturned entire industries, from music and mobile phones to PCs and tablets. But for someone who has changed the world as much as he has, little is widely known about Apple's senior vice president of industrial design. Unlike his former boss and creative partner Steve Jobs, Ive shuns the spotlight. Naturally shy and soft-spoken, he lets his work speak for itself and concerns himself only with his craft"--

### **The Bite in the Apple**

'Simple can be harder than complex. You have to work hard to get your thinking clean to make it simple. But it's worth it in the end, because once you get there,



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you can move mountains' Steve Jobs, BusinessWeek, May 25, 1998 To Steve Jobs, Simplicity wasn't just a design principle. It was a religion and a weapon. The obsession with Simplicity is what separates Apple from other technology companies. It's what helped Apple recover from near death in 1997 to become the most valuable company on Earth in 2011, and guides the way Apple is organized, how it designs products, and how it connects with customers. It's by crushing the forces of Complexity that the company remains on its stellar trajectory. As creative director, Ken Segall played a key role in Apple's resurrection, helping to create such critical campaigns as 'Think Different' and naming the iMac. Insanely Simple is his insider's view of Jobs' world. It reveals the ten elements of Simplicity that have driven Apple's success - which you can use to propel your own organisation. Reading Insanely Simple, you'll be a fly on the wall inside a conference room with Steve Jobs, and on the receiving end of his midnight phone calls. You'll understand how his obsession with Simplicity helped Apple perform better and faster.

### **Insanely Simple**

“An adulating biography of Apple’s left-brained wunderkind, whose work continues to revolutionize modern technology.” —Kirkus Reviews In 1997, Steve Jobs discovered a scruffy British designer toiling away at Apple’s headquarters, surrounded by hundreds of sketches and prototypes. Jony Ive’s collaboration with Jobs would produce some of the world’s most iconic technology products, including

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the iMac, iPod, iPad, and iPhone. Ive's work helped reverse Apple's long decline, overturned entire industries, and created a huge global fan base. Yet little is known about the shy, soft-spoken whiz whom Jobs referred to as his "spiritual partner." Leander Kahney offers a detailed portrait of the English art school student with dyslexia who became the most acclaimed tech designer of his generation. Drawing on interviews with Ive's former colleagues and Apple insiders, Kahney "takes us inside the creation of these memorable objects." (The Wall Street Journal)

### **Haunted Empire**

Revealing the real Steve Jobs, the mother of his first child paints an intimate portrait of an idealistic young man who was driven to change the world, who denied his own child and who mistook power for love. 100,000 first printing.

### **Watches: A Guide by Hodinkee: A Guide by Hondikee**

A marketing director's story of working at a startup called Google in the early days of the tech boom: "Vivid inside stories . . . Engrossing" (Ken Auletta). Douglas Edwards wasn't an engineer or a twentysomething fresh out of school when he received a job offer from a small but growing search engine company at the tail end of the 1990s. But founders Larry Page and Sergey Brin needed staff to develop

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the brand identity of their brainchild, and Edwards fit the bill with his journalistic background at the San Jose Mercury News, the newspaper of Silicon Valley. It was a change of pace for Edwards, to say the least, and put him in a unique position to interact with and observe the staff as Google began its rocket ride to the top. In entertaining, self-deprecating style, he tells his story of participating in this moment of business and technology history, giving readers a chance to fully experience the bizarre mix of camaraderie and competition at this phenomenal company. Edwards, Google's first director of marketing and brand management, describes the idiosyncratic Page and Brin, the evolution of the famously nonhierarchical structure in which every employee finds a problem to tackle and works independently, the races to develop and implement each new feature, and the many ideas that never came to pass. *I'm Feeling Lucky* reveals what it's like to be "indeed lucky, sort of an accidental millionaire, a reluctant bystander in a sea of computer geniuses who changed the world. This is a rare look at what happened inside the building of the most important company of our time" (Seth Godin, author of *Linchpin*). "An affectionate, compulsively readable recounting of the early years (1999–2005) of Google . . . This lively, thoughtful business memoir is more entertaining than it really has any right to be, and should be required reading for startup aficionados." —Publishers Weekly, starred review "Edwards recounts Google's stumbles and rise with verve and humor and a generosity of spirit. He kept me turning the pages of this engrossing tale." —Ken Auletta, author of *Greed and Glory on Wall Street* "Funny, revealing, and instructive, with an insider's

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perspective I hadn't seen anywhere before. I thought I had followed the Google story closely, but I realized how much I'd missed after reading—and enjoying—this book.” —James Fallows, author of *China Airborne*

### **Broken Trust**

" "Indifference towards people and the reality in which they live is actually the one and only cardinal sin in design" – Dieter Rams. Dieter Rams' life and work are indelibly linked to his thoughts about how people live, and how they can live better. Products he designed in the 1960s are still being produced and sold today – only one demonstration of the strength of his work. This comprehensive monograph covers both Rams' life and his work, as well as his ideas on good design, which continue to inspire designers and consumers today. A personal foreword by Jonathan Ive evokes the influence that Rams has had on his own work and, by extension, the objects with which so many of us share our everyday lives. An introduction and an essay by Klaus Kemp tell the story of Rams' early life, his training as an architect, and the intellectual context in which his ideas were developed. The next four chapters examine Rams' work and his life – which are more or less synonymous – in depth. This includes his role at Braun as well as the work he did for the furniture company Vitsoe. Each chapter includes sketches, prototypes, finished products and the marketing for those products, giving a complete picture of Rams' work and its context. Two other chapters in this section

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present Rams' own house, the only work of architecture that he completed, and examine the products he designed at the level of detail, a crucial aspect to his work. A further chapter examines Rams' "ten commandments" of good design and his credo, "less but better", in the context of his role as head of design at Braun, and a final chapter explores his legacy in the work of contemporary designers including Naoto Fukasawa, Jonathan Ive, Sam Hecht, and Konstantin Grcic. This beautifully designed book includes a wide variety of visual material, including sketches and technical drawings, photographs of Rams' work as well as his life, archival material from both Braun and Vitsoe, Ingeborg Rams' subtle photographs and Vitsoe's playful graphic design and advertising. This book will appeal not only to fans of Dieter Rams' work, but to everyone drawn to the message behind his "ten commandments" of good design - which are really ideas about how we can all live better and more sustainable lives. "

### **Reflection**

Master the 3 C's of Head-Turning Design! Cover your basics with the book that covers everything from typography and color to layout and business issues! Jim Krause, author of the popular Index series, guides you through the understanding and practice of the three elements every successful visual design must have: Components: Learn how to get the most out of the photos, illustrations, icons, typography, linework, decoration, borders and backgrounds you use within your

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design. Composition: Practice combining the components of a design in a visually appealing way by using the principles of placement, grouping, alignment, flow and spacing to create a pleasing, cohesive design. Concept: Utilize the intangible elements of theme, connotation and style to present and deliver your message in a way that will wow your clients every time. Whether you're a new, mid-level or experienced designer who is brainstorming ideas or finalizing your presentation, this handy-to-use, take-it-with-you book will instruct and inspire you to new heights of creativity.

### **Steve Jobs**

Implement the same principles that shaped Apple's approach to design Apple sees design as a tool for creating beautiful experiences that convey a point of view down to the smallest detail--from the tactile feedback of keyboard to the out-of-the-box experience of an iPhone package. And all of these capabilities are founded in a deep and rich embrace of what it means to be a designer. Design Like Apple uncovers the lessons from Apple's unique approach to product creation, manufacturing, delivery, and customer experience. Offers behind-the-scenes stories from current and recent Apple insiders Draws on case studies from other companies that have mastered the creative application of design to create outrageous business results Delivers how-to lessons across design, marketing, and business strategy Bridging creativity and commerce, this book will show you to

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how to truly Design Like Apple.

## **Jony Ive**

Journalist Leander Kahney reveals how CEO Tim Cook has led Apple to astronomical success after the death of Steve Jobs in 2011. The death of Steve Jobs left a gaping void at one of the most innovative companies of all time. Jobs wasn't merely Apple's iconic founder and CEO; he was the living embodiment of a global megabrand. It was hard to imagine that anyone could fill his shoes--especially not Tim Cook, the intensely private executive who many thought of as Apple's "operations drone." But seven years later, as journalist Leander Kahney reveals in this definitive book, things at Apple couldn't be better. Its stock has nearly tripled, making it the world's first trillion dollar company. Under Cook's principled leadership, Apple is pushing hard into renewable energy, labor and environmentally-friendly supply chains, user privacy, and highly-recyclable products. From the massive growth of the iPhone to lesser-known victories like the Apple Watch, Cook is leading Apple to a new era of success. Drawing on access with several Apple insiders, Kahney tells the inspiring story of how one man attempted to replace someone irreplaceable, and--through strong, humane leadership, supply chain savvy, and a commitment to his values--succeeded more than anyone had thought possible.

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## **Apple Confidential 2.0**

Describes the development of the Apple Macintosh through a variety of anecdotes, photographs, and sketches.

## **Revolution in The Valley**

\* WALL STREET JOURNAL BESTSELLER \* An insider's account of Apple's creative process during the golden years of Steve Jobs. Hundreds of millions of people use Apple products every day; several thousand work on Apple's campus in Cupertino, California; but only a handful sit at the drawing board. Creative Selection recounts the life of one of the few who worked behind the scenes, a highly-respected software engineer who worked in the final years of the Steve Jobs era—the Golden Age of Apple. Ken Kocienda offers an inside look at Apple's creative process. For fifteen years, he was on the ground floor of the company as a specialist, directly responsible for experimenting with novel user interface concepts and writing powerful, easy-to-use software for products including the iPhone, the iPad, and the Safari web browser. His stories explain the symbiotic relationship between software and product development for those who have never dreamed of programming a computer, and reveal what it was like to work on the cutting edge of technology at one of the world's most admired companies. Kocienda shares



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moments of struggle and success, crisis and collaboration, illuminating each with lessons learned over his Apple career. He introduces the essential elements of innovation—inspiration, collaboration, craft, diligence, decisiveness, taste, and empathy—and uses these as a lens through which to understand productive work culture. An insider's tale of creativity and innovation at Apple, Creative Selection shows readers how a small group of people developed an evolutionary design model, and how they used this methodology to make groundbreaking and intuitive software which countless millions use every day.

### **Inside Steve's Brain**

The Newsweek technology writer chronicles the rise of the Mac, a machine that revolutionized the computer industry and American society. Original.

### **Well-Designed**

Describes how the iPod is changing listening behavior, music, and culture.

### **Jony Ive**

This volume compares various approaches to design and casts light on numerous

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aspects of design history, deepening one's understanding of contemporary industrial design."

### **AppleDesign**

A coffee table book that celebrates the history of Apple products, taking the reader on a breathtaking tour of some of the most visually stunning and important products from the wizards of Cupertino, starting with the Apple I through a wide range of Apple classics, including desktops, portables, peripherals, iDevices, product packaging, and even prototypes.

### **Cambridge English Empower/Student's Book (B1+)**

Behind the bitter rivalry between Apple and Google—and how it's reshaping the way we think about technology The rise of smartphones and tablets has altered the industry of making computers. At the center of this change are Apple and Google, two companies whose philosophies, leaders, and commercial acumen have steamrolled the competition. In the age of Android and the iPad, these corporations are locked in a feud that will play out not just in the mobile marketplace but in the courts and on screens around the world. Fred Vogelstein has reported on this rivalry for more than a decade and has rare access to its major players. In

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Dogfight, he takes us into the offices and board rooms where company dogma translates into ruthless business; behind outsize personalities like Steve Jobs, Apple's now-lionized CEO, and Eric Schmidt, Google's executive chairman; and inside the deals, lawsuits, and allegations that mold the way we communicate. Apple and Google are poaching each other's employees. They bid up the price of each other's acquisitions for spite, and they forge alliances with major players like Facebook and Microsoft in pursuit of market dominance. Dogfight reads like a novel: vivid nonfiction with never-before-heard details. This is more than a story about what devices will replace our cell phones and laptops. It's about who will control the content on those devices and where that content will come from—about the future of media and the Internet in Silicon Valley, New York, and Hollywood.

### **Iconic**

An intimate look at the legendary British designer behind Apple's most iconic products - including the Apple Watch With the death of Steve Jobs in 2011, JONY IVE has become the most important person at Apple. Some would argue he always was. Steve Jobs discovered Ive in 1997, when he found the scruffy British designer toiling away in a studio surrounded by hundreds of sketches and prototypes. Jobs instantly realised he had found a talent who could reverse Apple's decline, and become his 'spiritual partner'. Their collaboration produced iconic products

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including the iMac, iPod, iPad and iPhone. Designs that overturned entire industries and created the world's most powerful brand. Little has been known about this shy, softly-spoken designer. Until now. This riveting book tells the story of a creative genius, from his early interest in industrial design to his meteoric rise, as well as the principles and practices that led Ive to become the designer of his generation. 'Sheds new light on technology's most-watched design team' Observer 'A real pleasure' GQ Leander Kahney has covered Apple for more than a dozen years and has written three popular books about Apple and the culture of its followers, including Inside Steve's Brain and Cult of Mac. The former news editor for Wired.com, he is currently the editor and publisher of CultofMac.com. He lives in San Francisco.

### **Design Like Apple**

Over a short ten-year time-span, Hodinkee has positioned itself as the preeminent and most distinguished destination for modern and vintage wristwatch enthusiasts. Exiting a career in finance, Ben Clymer decided to fuse his horological and writing passions in order to start a blog discussing everything from new products to vintage wristwatch auctions. Titling his endeavor after the Czech word hodinky, which means 'little watch, ' Clymer sought to create a platform that was casual and accessible to all levels of enthusiasts--within a few years The New York Times dubbed him the "High Priest of Horology." What started as a humble blog quickly

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transformed into a full-fledged magazine and e-comm hub for some of the world's leading watch brands. Celebrating the decade milestone since Hodinkee's founding, this book captures the storied expertise of the world's leading experts on time. With chapters breaking down chronographs, dive watches, high design, and horological icons, this book is a connoisseur's compendium for the timepiece veterans and novices alike.

### **Insanely Great**

From Design Thinking to Design Doing Innovators today are told to run loose and think lean in order to fail fast and succeed sooner. But in a world obsessed with the new, where cool added features often trump actual customer needs, it's the consumer who suffers. In our quest to be more agile, we end up creating products that underwhelm. So how does a company like Nest, creator of the mundane thermostat, earn accolades like "beautiful" and "revolutionary" and a \$3.2 billion Google buyout? What did Nest do differently to create a household product that people speak of with love? Nest, and companies like it, understand that emotional connection is critical to product development. And they use a clear, repeatable design process that focuses squarely on consumer engagement rather than piling on features for features' sake. In this refreshingly jargon-free and practical book, product design expert Jon Kolko maps out this process, demonstrating how it will help you and your team conceive and build successful, emotionally resonant

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products again and again. The key, says Kolko, is empathy. You need to deeply understand customer needs and feelings, and this understanding must be reflected in the product. In successive chapters of the book, we see how leading companies use a design process of storytelling and iteration that evokes positive emotions, changes behavior, and creates deep engagement. Here are the four key steps: 1. Determine a product-market fit by seeking signals from communities of users. 2. Identify behavioral insights by conducting ethnographic research. 3. Sketch a product strategy by synthesizing complex research data into simple insights. 4. Polish the product details using visual representations to simplify complex ideas. Kolko walks the reader through each step, sharing eye-opening insights from his fifteen-year career in product design along the way. Whether you're a designer, a product developer, or a marketer thinking about your company's next offering, this book will forever change the way you think about—and create—successful products.

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