BISPUBLISHERS

SPRING 2026



LKP English Edition 9781399625500

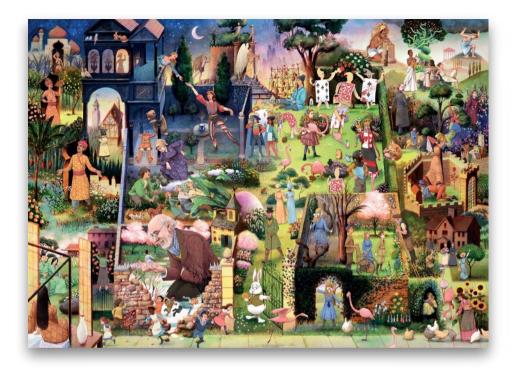
9781399625500 Jigsaw Puzzle € 23.99

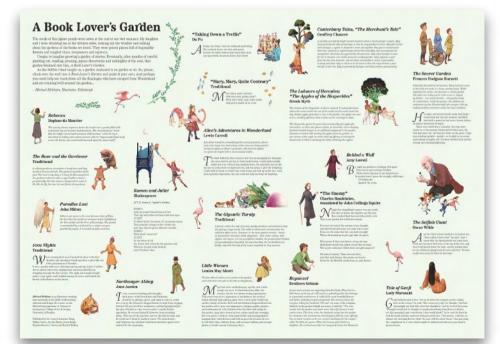


LKP English Edition 9781786274977 Playing Cards € 13.99



LKP English Edition 9781786272546 Trump Game € 18.99





A BOOK LOVER'S GARDEN

A JIGSAW PUZZLE BY MICHAEL KIRKHAM

LKP ENGLISH EDITION

9781 Marc € 23.

9781399629553 March 2026 € 23.99

Jigsaw Puzzle 267 x 267 mm 1000 Pieces

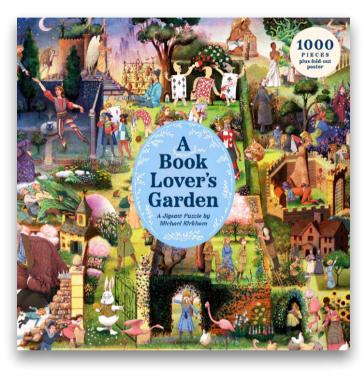


MICHAEL KIRKHAM

Take a stroll through stories with "A Book Lover's Garden."

This 1000-piece beauty blossoms with scenes from your favorite tales, from The Secret Garden to Alice in Wonderland. Spot Romeo, Juliet, and a whole cast of literary legends as you piece together an enchanting world where imagination blooms. The included fold-out poster lets you read along with quotes and hidden references as you puzzle.

A perfect gift for readers, dreamers, and garden lovers who enjoy a touch of magic with their tea and puzzle time.



BIS 2
BIS 3



LKP English Edition 9781399629621 Jigsaw Puzzle € 23.99



LKP English Edition 9781399629607 Jigsaw Puzzle € 23.99



LKP English Edition 9781786275844 Hardback € 23.99

Fairy Tales

THE WORLD OF HANS CHRISTIAN ANDERSEN'S FAIRY TALES

A JIGSAW PUZZLE BY ADAM SIMPSON

LKP ENGLISH EDITION

978 Ma € 2

9781399631983 March 2026 € 23.99

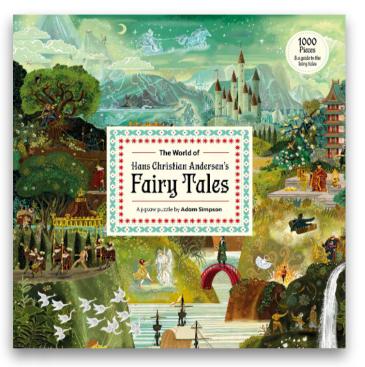
Jigsaw Puzzle 267 x 267 mm 1000 Pieces

ADAM SIMPSON

Dive into the magical universe of "The World of Hans Christian Andersen's Fairy Tales."

This enchanting 1000-piece puzzle brings your favorite fairytales to life, from The Little Mermaid to The Snow Queen and The Ugly Duckling. As you piece together the stunning artwork by Adam Simpson, you'll uncover whimsical details and storybook surprises in every corner.

With a pull-out poster introducing Andersen's fascinating life and tales, it's the perfect escape for dreamers, readers, and puzzle lovers who believe in happy endings and a touch of magic.





LKP English Edition

9781399634632 Jigsaw Puzzle € 19.99



LKP English Edition

9781399634625 Jigsaw Puzzle € 19.99



LKP English Edition

9781786277183 Trump Game € 15.99





THE STORY OF ICONIC ARTISTS

A 500 PIECE ART HISTORY JIGSAW PUZZLE BY ANDREW RAE

LKP ENGLISH EDITION

9781399635820 February 2026 € 23.99

Jigsaw Puzzle 196 x 196 mm 500 Pieces

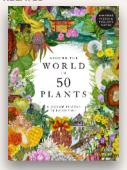
ANDREW RAE

Bring the wild, colorful world of art to life with "The Story of Iconic Artists."

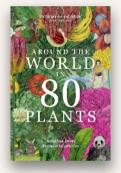
This brilliant 500-piece puzzle takes you from Botticelli's goddesses to Kusama's dots in one vivid panorama. As you piece it together, you'll meet creative giants like Warhol, Dalí, and Frida Kahlo. Every inch bursts with detail and discovery, turning your table into a playful gallery.

Ideal for families, art lovers, and anyone who likes a splash of genius in their day. Build it, admire it, and fall head-over-heels for the mad wonder of art history!

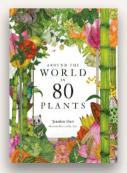




LKP English Edition 9781399609104 Jigsaw Puzzle € 23.99



LKP English Edition 9781399610698 Paperback € 19.99



LKP English Edition 9781786272300 Hardback € 27.99

AROUND THE WORLD IN 50 ORCHIDS

A JIGSAW PUZZLE BY WHOOLI CHEN

LKP ENGLISH EDITION

9781 May € 23.

9781399635813 May 2026 € 23.99

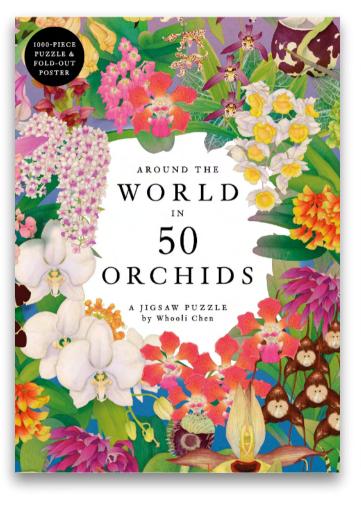
Jigsaw Puzzle 278 x 196 mm 1000 Pieces

WHOOLI CHEN

Piece together a blooming masterpiece with "Around the World in 50 Orchids."

Travel from the bee orchid of the Mediterranean to the moon orchid of Indonesia in this 1000-piece puzzle bursting with color and detail. Illustrated by Whooli Chen and featuring text from Kew Gardens experts, it celebrates one of the world's most ancient and adaptable plant families.

Beautiful, botanical, and relaxing, it's the perfect way to unwind while discovering nature's floral wonders.





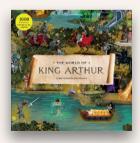
LKP English Edition

9781913947835 Jigsaw Puzzle € 23.99



LKP English Edition

9781399603133 Game € 15.99



LKP English Edition

9781399604994 Jigsaw Puzzle € 23.99



Scandals at Court

Tower Trouble





THE WORLD OF SCANDALS AT COURT FROM HENRY VIII **TO QUEEN VICTORIA**

LKP ENGLISH EDITION

9781399632829 June 2026 € 23.99

Jigsaw Puzzle 267 x 267 mm 1000 Pieces

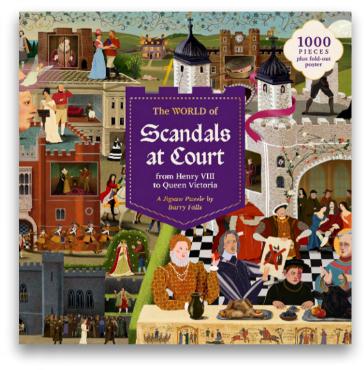


BARRY FALLS

Step into the drama of history with "The World of Scandals at Court from Henry VIII to Queen Victoria."

Illustrated by Barry Falls and written by historian Kate Williams, this 1000-piece puzzle reveals centuries of royal intriguet. As you build, you'll uncover mischievous monarchs, daring plots, and shocking secrets that shaped history. With a detailed pull-out poster full of facts, it's a royal feast for history lovers and puzzle enthusiasts alike.

Perfect for anyone who loves a good scandal with their tea!



BIS 10 **BIS** 11



LKP English Edition 9781399626262

9781399626262 Memory Game € 15.99



LKP English Edition

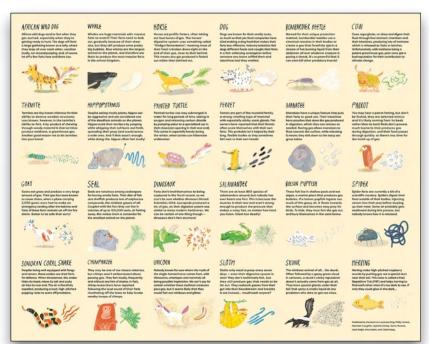
9781399628617 Board Game € 23.99



LKP English Edition

9781786279293 Jigsaw Puzzle € 18.99





DID YOU FART?

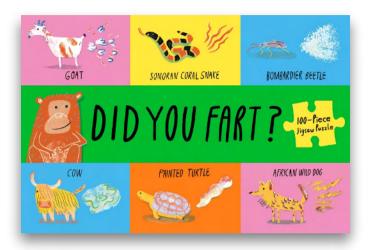
100-PIECE JIGSAW PUZZLE

LK 97

LKP ENGLISH EDITION

9781399635868 April 2026 € 20.99

Jigsaw Puzzle 272 x 180 mm 100 Pieces



CLAUDIA BOLDT

Who knew nature could be this funny? "Did You Fart?" lets you discover 24 animals and their fabulously stinky secrets!

Piece together this hilarious 100-piece puzzle, then open the poster to learn which creatures fart the loudest, smelliest, or weirdest. Perfect for curious kids and giggling grown-ups, this puzzle proves science can be a gas, literally.

Packed with playful illustrations and facts you'll never forget, it's the perfect gift for families who love to laugh and learn together.



IMAGINE ME (REVISED)

A VISUAL TOOL TO EXPLORE YOUR PERSONALITY

BIS ENGLISH EDITION

9789063697976 May 2026 € 22.99

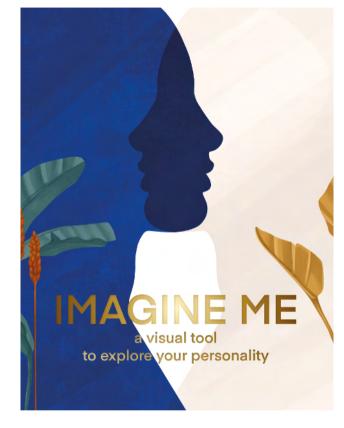
Card Deck 155 x 135 mm 99 Cards

How would you describe yourself or another person? Have you ever wondered how your personality could be visualised?

Imagine Me offers a fun and creative way to explore your personality, alone or with others. Instead of answering difficult questions or putting yourself into words, You learn to express yourself in a visual way. From the 99 beautifully illustrated cards, you choose the ones that create a visual representation of who you are.

By using Imagine Me:

- You learn to express yourself in a visual way
- Reflect on yourself in a playful and accessible manner
- Start deep and meaningful conversations

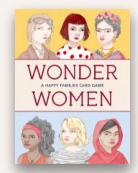


LISA TEN TEULING

Lisa den Teuling is an illustrator and art director specializing in surrealistic (digital) art centered around mental health and women's empowerment. She is the author of the popular card decks Powerful Women and Shaped.



LKP English Edition 9781786278081 Card Deck € 18.99



LKP English Edition 9781399623841 Happy Families Game € 15.99



LKP English Edition 9781786272461 Trump Game € 18.99





FEMINIST ORACLES (MINI DECK)

WISDOM & ADVICE FROM 45 ICONIC WOMEN

LKP ENGLISH EDITION

9781399635806 January 2026 € 13.99

Game 96 x 60 mm 45 Cards

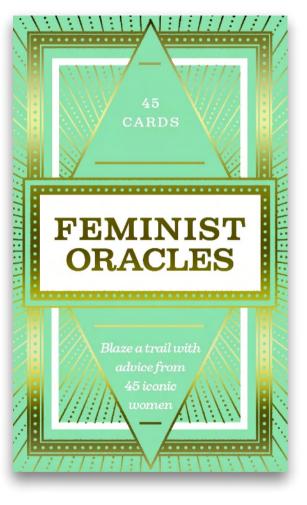
LAURA CALLAGHAN

Meet your new pocket-sized power team with "Feminist Oracles."

Draw inspiration from 45 incredible women, from Malala and Beyoncé to Yoko Ono and Angela Davis, each offering guidance for your day. Beautifully illustrated and easy to use, these cards deliver motivation, courage, and

creativity wherever you go. Pick a card, read the wisdom, and channel your inner icon.

Perfect for gifting, journaling, or a daily confidence boost, it's your personal pep talk in a box!



BIS 16 **BIS** 17





























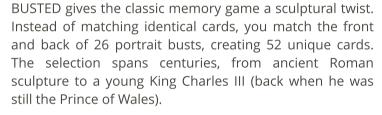
BUSTED: A MEMORY GAME

MATCH THE FRONT AND BACK OF WORLD-FAMOUS PORTRAIT BUSTS

BIS ENGLISH EDITION

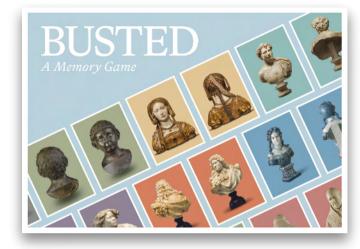
9789063699284 May 2026 € 17.99

Memory Game 100 x 145 mm 52 Cards



Each bust belongs to one of four themes: Roman Marbles, Roman Bronzes, Royalty and Religious Sculpture. The coloured backgrounds hint at these groups and help you find your way. Some busts also form natural pairs, adding an extra challenge.

BUSTED is designed for curious players of all ages: art lovers, museum-goers, design fans and anyone who enjoys a clever twist on a classic game. Play it with family or friends and pick up some art and history along the way.



THOMAS EURLINGS

Thomas Eurlings is a Dutch designer and art director whose work moves between product design, interiors, and art. His fascination with portrait busts - especially their often-overlooked reverse sides - inspired the creation of the book REVERSE and now the playful companion game, BUSTED.

NORIKA NIENSTEDT





Sadly searching for the elusive illusion of a momentary Romance

Identidade 1



SHANE WHEATCROFT



His and Hers

IMANOL BUISAN

FERNANDA CORSINI





Series of The RIbid You Ever Really Love Me

PAW GRABOWSKI



Bless This Absence

Silence Breeds Silence

ANTHONY GARACE





From the series 'Tonal Abstracts'

COLLAGE PORTRAIT MEMORY GAME

BIS ENGLISH EDITION

9789063698102 May 2026 € 17.99

Memory Game 100 x 145 mm 64 Cards

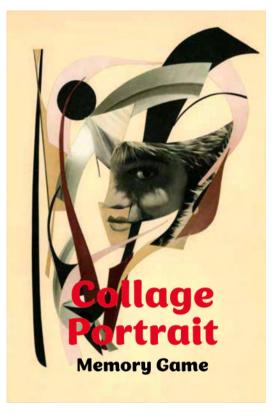
Discover the huge diversity of Collage Portraits, where every pair is matched by recognising an artist's unique collage style.

This memory game features thirty-two contemporary collage artists, each with a distinctive visual language inspired by famous collage artists from Surrealism and Pop Art.

Collage brings all kinds of materials and elements together to transform them into expressive and surprising portraits.

Your mission? Spot the signature style of each artist and match the two faces that belong together.

A fun and colourful memory challenge for families, art fans, and anyone who loves discovering something new along the way.



ANJA BRUNT

Anja Brunt is the creator of several successful BIS Publishers games, including Playful Type Memory, Play with Shapes, and Collage Memory. After graduating from ArtEZ University of the Arts, Anja went on to build a long and successful career in the creative industry.



ODD SOCKS MEMORY GAME

FIND THE MISSING SOCKS!

BIS ENGLISH EDITION

9789063698386 May 2026 € 17.99

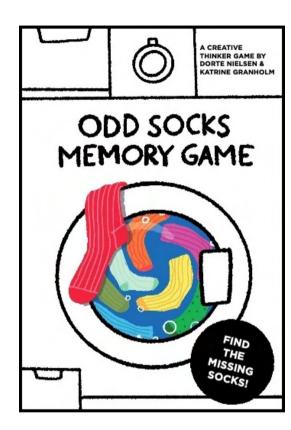
Memory Game 100 x 145 mm 51 Cards

Match all the odd socks in this fun and fast memory game from the creators of the bestselling Creative Thinker series.

Boost your visual skills, sharpen your focus and train your memory while you play.

Find the pairs with easy rules, but beware of the red sock. It shakes up the game and brings surprising twists.

Great for kids, and for grown-ups who are still convinced the washing machine eats socks.



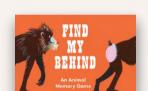
DORTE NIELSEN & KATRINE GRANHOLM

Dorte Nielsen is a creativity expert, author, and keynote speaker. She is the founder of the Center for Creative Thinking and the author of books, games, and thinking tools. Katrine Granholm is an award-winning Creative Director, Art Director, and Digital Concept Developer. She is a renowned lecturer in digital tools and concept development in further education.



LKP English Edition 9781398725294 Memory Game

€ 18.99



LKP English Edition

9780857829160 Memory Game € 18.99



LKP English Edition

9781399620840 Memory Game € 18.99



















CHEETAH

The world's fastest land animal. Slender big cat of African savannahs that uses amazing speed to capture fleet-footed prey such as gazelles. Long tail helps it balance when running.

purr and cheep like a bird.

Speed: Up to 24km/h

Diet: Insects, flowers

and small animals



Speed: Up to 105km/h (65mi)

Diet: Antelopes, hares and other mammals

COMMON

BASILISK

Long-tailed South

American lizard, found

that can run across

water to escape from

predators. Large toes

trap air bubbles to help

keep it on the surface.

near rivers and streams,

Did you know? Cheetahs cannot roar; they growl,

Did you know? Young basilisks can run 20m over

water; heavier adults sink faster.

At top speed, running

Speed: Up to 4m per second

Diet: Carrion, beach waste, turtle eggs

GHOST CRAB

sideways, it can cover 100 times its own body width in 1 second, making it the world's fastest crustacean. Named for its pale colouration and nocturnal habits.

Did you know? Ghost crabs can change colour to match the sand.

GIANT AFRICAN LAND SNAIL

Big snail native to tropical Africa. Moves using a single muscular foot, secreting a slimy mucus to reduce friction. Lays around 1,200 eggs per year. Active at night.



Speed: Very slow; world record 0.04km/h (0.03mi

Diet: Plants and dead animal matter

Did you know? Every snail has both male and female reproductive parts.

WHOSE HOOVES?

AN ANIMAL MIX AND MATCH GAME

LKP ENGLISH EDITION

9781399635141 March 2026 € 18.99

Memory Game 146 x 102 mm 50 Cards

DANIEL FROST

Mix, match, and giggle with "Whose Hooves?"

This fun-filled memory game lets you pair animal tops and bottoms, or create hilarious new creatures of your own. Combine a crab with a cheetah or a snail with a slow loris, and learn fun facts along the way from the handy booklet.

With 50 beautifully illustrated cards by Daniel Frost, this game guarantees hours of screen-free fun for kids and families. It's educational, silly, and endlessly entertaining, the perfect way to play and learn together.





LKP English Edition

9781399624336 Board Game € 23.99



LKP English Edition

9781399631624 Card Deck € 13.99



LKP English Edition

9781399625456 Game € 18.99

SPACE SNAP!

THE CARD GAME

LKP ENGLISH EDITION

9781399635875 April 2026

€ 13.99

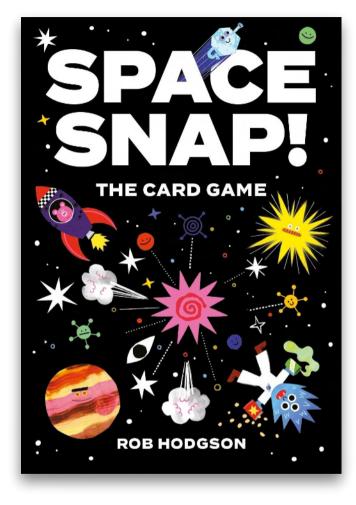
Game 120 x 85 mm Cards

ROB HODGSON

Blast off for fun with "Space Snap!" the fast-paced card game that's out of this world.

Race to match planets, astronauts, aliens, and stars, then shout "Snap!" before your opponent does. With jumbo cards designed for little hands and hilarious illustrations by Rob Hodgson, it's easy to learn and endlessly replayable.

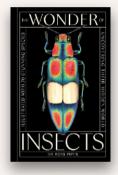
Perfect for family game nights or on-the-go adventures, "Space Snap!" brings cosmic energy to every table.



BIS 26 **BIS** 27



LKP English Edition 9781786272850 Memory Game € 18.99

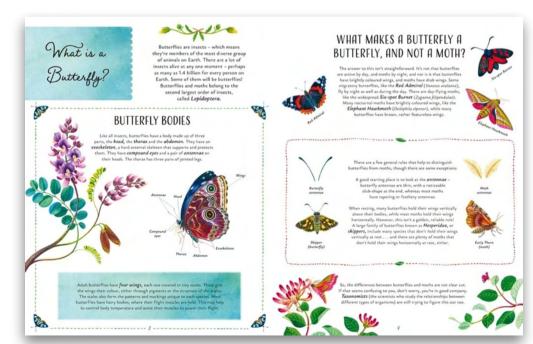


LKP English Edition 9781399625715 Hardback € 29.99



LKP English Edition 9781786272454 Paperback € 21.99





BUTTERFLIES

COLOUR IN FLIGHT

LKP ENGLISH EDITION

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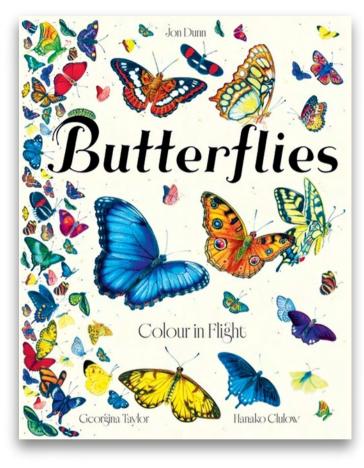
Hardback 304 x 236 mm 48 Pages

JON DUNN

Discover a kaleidoscope of color in "Butterflies," a breathtaking book that reveals how these delicate creatures use their wings to survive and shine.

You'll explore their dazzling patterns, clever camouflage, and secret superpowers across every continent. Filled with stunning illustrations and fascinating facts, this book celebrates nature's most captivating transformation, from caterpillar to flying jewel.

Whether you're a nature lover, artist, or daydreamer, "Butterflies" invites you to slow down, look closer, and fall in love with the beauty of the natural world.





LKP English Edition 9781786274946 Paperback

€ 23.99



LKP English Edition

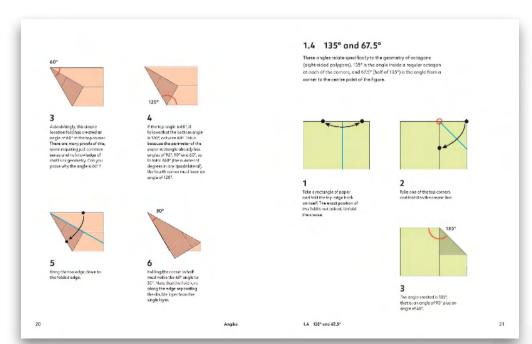
9781399623445 Paperback € 23.99



9789063697037 Paperback

Inspire

The Number of Sides
How are side was privately and when the entry to enable and to make a ready to enable and to enable a ready to enable and the name of enable and the name of enable and the proof of the ready to enable a re



FOLDED PAPER GEOMETRY

ESSENTIAL CONSTRUCTIONS FOR DESIGNERS

LKP ENGLISH EDITION

9781529440485 January 2026 € 39.99

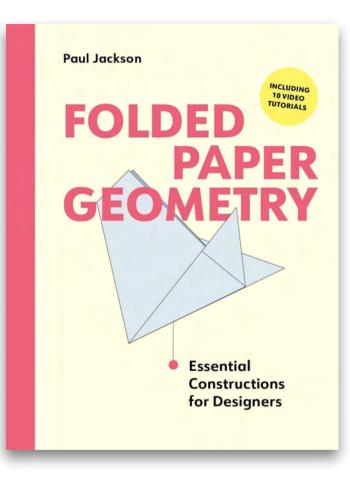
Paperback 220 x 172 mm 160 Pages

PAUL JACKSON

Get ready to fall in love with paper! "Folded Paper Geometry" shows you how one simple sheet can become a masterpiece in your hands.

Explore the magic of folding as you create shapes that twist, bend, and bloom into astonishing designs. With over 400 gorgeous illustrations and clear instructions, you'll rediscover creativity through the satisfying rhythm of fold and form.

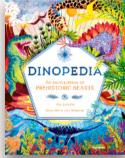
Perfect for designers, crafters, and dreamers alike, this book turns geometry into playtime and proves that imagination doesn't need a screen, just your hands and a little curiosity!





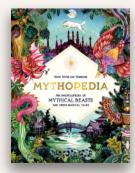
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Hardback € 27.99



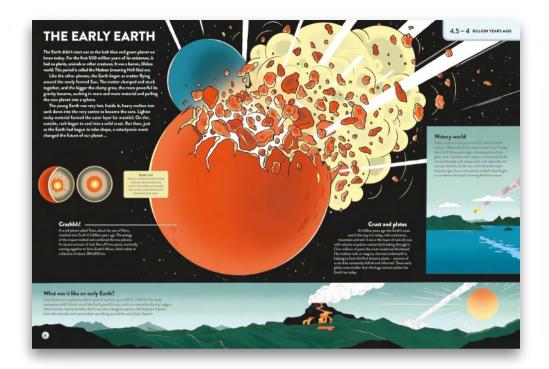
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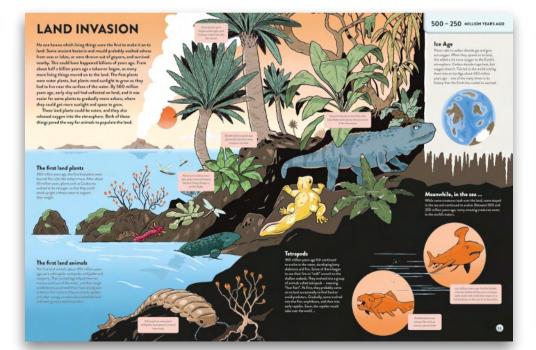
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LKP English Edition

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THE HISTORY OF EVERYTHING IN 32 PAGES

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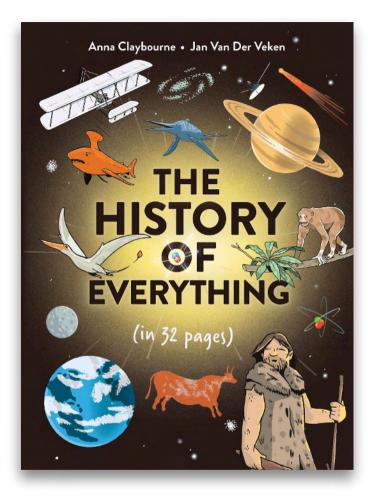
9781510232006 May 2026 € 13.99

Paperback 300 x 223 mm 32 Pages

ANNA CLAYBOURNE

Travel from the Big Bang to today in "The History of Everything in 32 Pages."

This visually stunning journey shows how stars, dinosaurs, civilizations, and ideas shaped our world. Each colorful spread captures a thrilling chapter of time, packed with bite-sized facts and discoveries. Written by Anna Claybourne, it's the ultimate crash course in existence, fun, fast, and fascinating. Perfect for kids who love to ask "why," it turns the history of the universe into an epic adventure that fits right in your backpack!





LKP English Edition

9781510230743 Hardback € 21.99



LKP English Edition

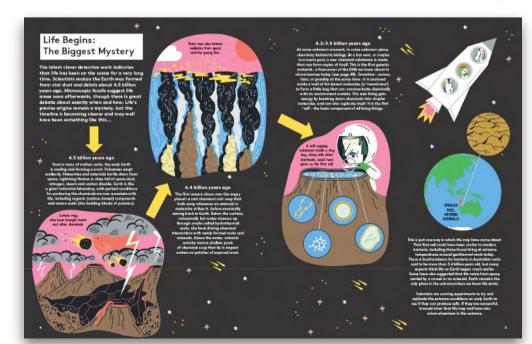
9781510231443 Paperback € 14.99



BIS English Edition

9789063696245 Paperback € 16.99





THAT'S LIFE!

LOOKING FOR THE LIVING THINGS ALL AROUND YOU

LKP ENGLISH EDITION

9781510231986 February 2026 € 14.99

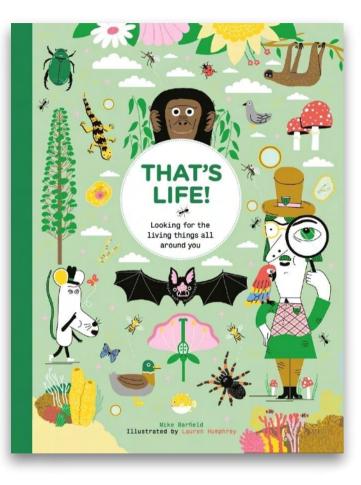
Paperback 290 x 225 mm 64 Pages

MIKE BARFIELD

Jump into the fascinating world of biology with "That's Life!"

Join Sherlock Ohms and friends as you uncover the weird and wonderful creatures living everywhere, from jungles and deserts to your own backyard (and body!). Packed with comics, experiments, and bright illustrations, this book turns science into an adventure. You'll discover that life hides in the most surprising places and learn how every living thing connects in amazing ways.

Fun, funny, and full of discoveries, it's the perfect pick for curious kids and families ready to explore the science of life!





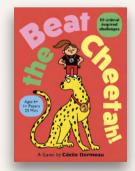
LKP English Edition

9781510230903 Hardback € 21.99



LKP English Edition

9781786275288 Memory Game € 18.99



LKP English Edition

9781399631594 Game € 18.99

ANIMALS AT WORK

EXTRAORDINARY JOBS DONE BY ANIMALS

LKP ENGLISH EDITION

9781510231672 May 2026 € 23.99

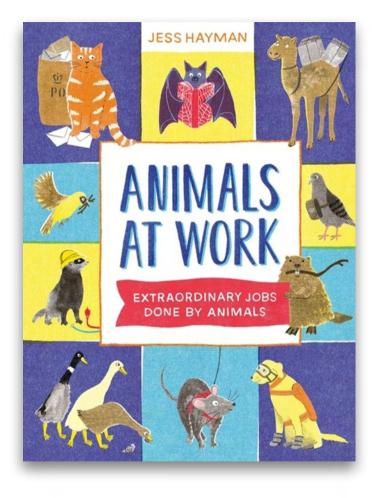
Hardback 256 x 196 mm 64 Pages

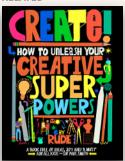
JESS HAYMAN

Meet the animal kingdom's most talented workers in "Animals at Work."

From cable-laying ferrets to library-protecting bats and post office cats, this delightful book reveals how creatures help humans in the most surprising ways. With witty storytelling and charming illustrations, it's a joyful reminder that animals aren't just cute, they're clever, creative, and full of purpose.

Whether they're therapy pets, guards, or even artists, these real-life animal professionals will amaze and inspire you to see the world differently.





LKP English Edition 9781510231740

78151023174 Paperback € 21.99



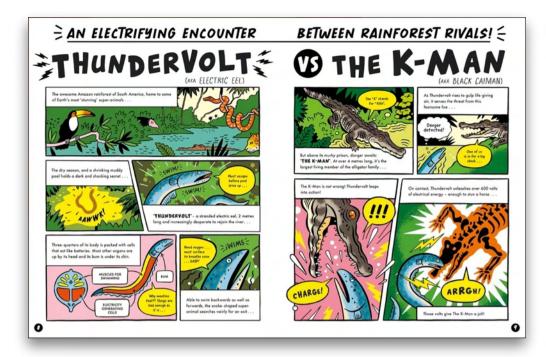
LKP English Edition

9781510230965 Paperback € 14.99



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SUPER ANIMALS!

MEET THE SUPER-POWERED HEROES OF THE ANIMAL KINGDOM?

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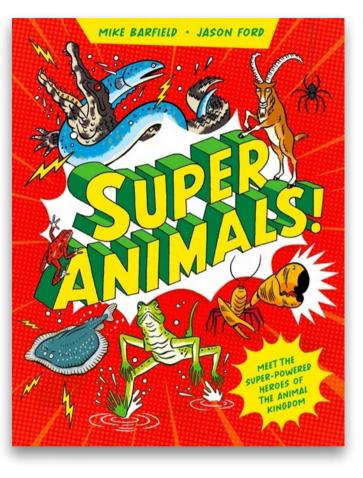
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MIKE BARFIELD

Meet nature's real superheroes in "Super Animals!"

From fish that fly to beetles that blast and eels that shock with 600 volts, this action-packed book reveals creatures with mind-blowing powers. Illustrated in comic-book style, it's filled with adventure, humor, and fascinating facts that prove nature beats any superhero movie. You'll cheer for the underfrog, gasp at the electric eel, and marvel at evolution's wild imagination.

Get ready for a journey that's equal parts science, laughter, and pure wonder.





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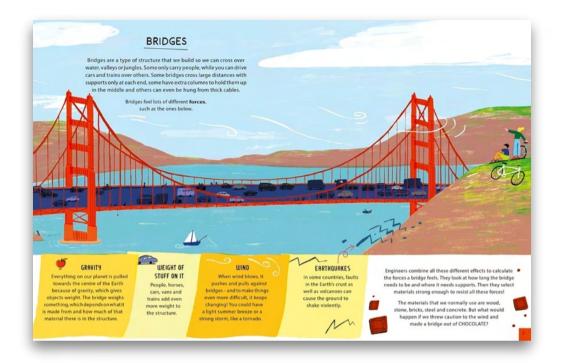
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HOW TO BUILD A CHOCOLATE BRIDGE

EXTRAORDINARY BUILDS USING EVERYDAY THINGS

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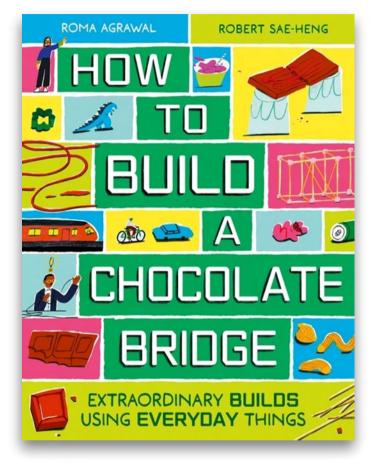
Hardback 296 x 228 mm 48 Pages

ROMA AGRAWAL

Can you make a bridge out of chocolate or a rocket from meringue? Find out in "How to Build a Chocolate Bridge", a playful, hands-on guide to science and engineering for curious kids.

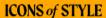
Author Roma Agrawal turns everyday materials into epic experiments, from pasta skyscrapers to chocolate bridges. Meet real scientists who test the limits of imagination and learn how creativity fuels invention.

With seven exciting projects and loads of laughs, this book turns science into a delicious adventure of discovery.





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FASHION

LKP English Edition

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MILLINERY FOR QUEEN ELIZABETH II

Queen Elizabeth II wore a great number of hats throughout her long reign, and to keep her style fresh and interesting she called upon the services of a number of different milliners. This resulted in some exceptional designs over

equite this display of creativity ereating hats for the Queen. woked following certain design rules to meet the demands of her public appearances. The haf's colour needed to allow her to stand out, but the hat itself could not be too tall, and the brimcould not be so wide that it obscured her face. It was also important that her hats remained firmly in place, so they were always secured with a carefully emceated combination of combs, wires and hat pins. The following hats are three of her most iconic.

Cartwheel hat

Although it was unusual for Oueen Elizabeth to wear a wide brim the scaring heat of a summer afternoon in Sydney in 1954 likely made it necessary. This was the only wide-brimmed hat worn during that royal tour - the first made to Australia by a British monurch - and it appears to have made just one acceptance, at a parden party at Covernment House. The cartwheel shape, with its low crown and broad brim, first became popular in the early 1999s, and by the 1990s the style regularly appeared in films - including. most famously, a hat worn by Vivien Leich in Gone with the Wind in 1909 (pp. 200-1). By the 1950s, the style was favoured by milliners such as Auge Thuarup, who created this version for the Queen. The Queen's hat was relatively small and positioned at a less itunty angle than was typical for hats

34 PRACTICAL HATS

When swimming as a sport and pastim took off in the early 19th century, female swimmers primarily wore a type of mobeap - a soft, round, gathered bonne commonly worn indoors at the time. After the American chemist George Oenslager developed a way to speed up the vulcanization of rubber in 1883. the swimming cap was invented. The popularity of the expensive and timeconsuming 'permanent wave' hairstyle in the 1920s led to an explosion in demand for swimming caps to protect the hair. When rubber became essentia to the war effort in the 1940s, swimming caps went into a decline.

In the 1950s, as a reaction to the demure lines and material restrictions of wartime fashions, elething tools on a new vibrancy, and swimming caps were no exception. Extravagant caps were aderned with florals, ribbons, bows and polica dats - some even replicated wigs! Many decorative caps were directly inspired by those worn by the 'aquamusical' star Esther Williams, Caps were designed to be functional, keeping hair dry, but intended for casual bathing rather than serious athletic ambitions.





reducing drag underwater. The by US manufacturer Kleinerts were part of the brands Sava Wave line and featured a "Magte liner Rim" that kept your perind yound most at the 2020 Tokyn Olympics, the Soul the Olympics.



In recent decades, cans have been that provious cope only covered part of her hair, cousing significant drag. worn for both casual and competitive swimming. They are usually made from spethetic latex, Lyera or silicone and designed to be very light-litting,

introduction of the Soul Cap has been an Water Aquatics (formerly FINA, the important development in recent years - International Swimming Redemtion). designed for swimmers with dreadlocks. The body that administers international weaves and braids. Having been banned water-sports competitions, including

HATS!

STYLE AND STATEMENT IN GLOBAL HEADWEAR

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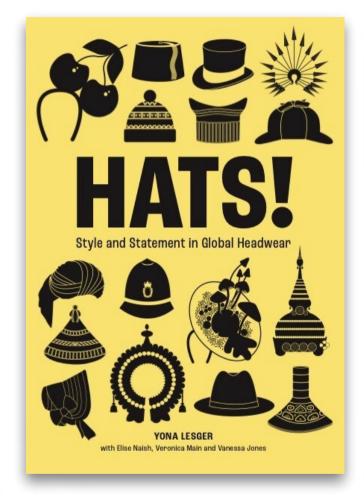
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YONA LESGER

Top off your curiosity with "Hats!" a fascinating journey through headwear from every corner of the world.

Explore everything from firemen's helmets to traditional Spanish lace mantillas to futuristic fashion pieces. With vibrant photography and stories from leading milliners, this book celebrates the creativity, culture, and craftsmanship that make hats so iconic.

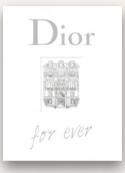
Whether you're a fashion lover, designer, or collector, "Hats!" will have you tipping yours in admiration for the art of what we wear on our heads.



BIS 42 **BIS** 43

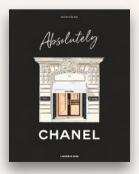


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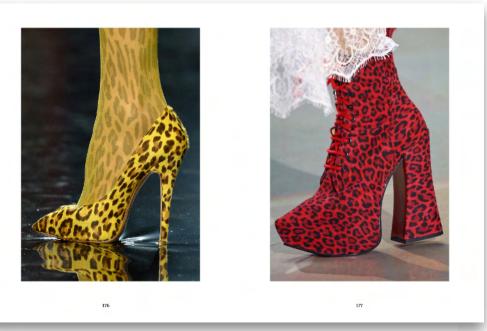
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LEOPARD

FASHION'S MOST POWERFUL PRINT

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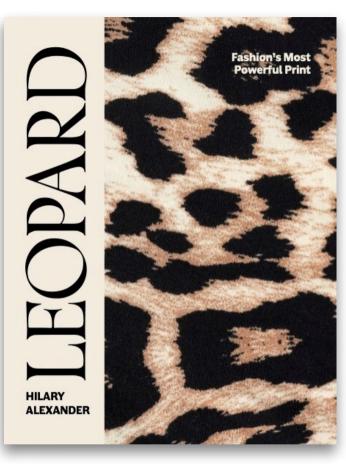
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HILARY ALEXANDER

Roar into the wild world of fashion with "Leopard."

This glamorous celebration by Hilary Alexander traces the legendary print's journey from ancient art to modern runways. Discover how leopard print became a symbol of power, rebellion, and pure confidence, worn by icons from Grace Jones to Beyoncé. With over 150 dazzling photos from film, fashion, and pop culture, this book proves that leopard never goes out of style.

Bold, playful, and fierce, "Leopard" is a love letter to fashion's most fearless print and the people who wear it best.



STICKERBOMB SNEAKERS

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9781399622523 June 2026 € 27.99

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STICKERBOMB

Stick, peel, and create with "Stickerbomb Sneakers."

Featuring over 200 bold, specially commissioned designs from artists and illustrators around the world, this book is a treasure trove of street art energy. From graffiti icons to fresh graphic styles, every sticker is a small burst of creativity ready to customize your world. Whether you're decorating sneakers, laptops, or sketchbooks, these stickers let you express your personality one design at a time.

A must-have for artists, collectors, and sneakerheads everywhere.



A POCKET GUIDE TO DR MARTENS

LKP ENGLISH EDITION

9781529444827 September 2025 € 21.99

Hardback 190 x 139 mm 160 Pages

HANNAH KANE

Dr. Martens, the British boot known for its unmistakable AirWair soles, has become a symbol of rebellious self-expression worldwide.

From punk to grunge, goth to glam, these iconic boots have been embraced by subcultures for decades. In this illustrated guide, style writer Hannah Kane delves into the colourful history of Dr. Martens, tracing its journey from a humble workwear boot to a global cultural phenomenon. Discover the people behind its evolution and the styles that made Dr. Martens a symbol of attitude, empowerment, and individuality.

Perfect for fashion lovers and anyone fascinated by the evolution of iconic brands!

Unofficial A Pocket Guide Dr. Martens Hannah Kane

Barbaran Hannah Kane

Barbaran Hannah Kane



LKP English Edition 9781913947002

Hardback € 21.99



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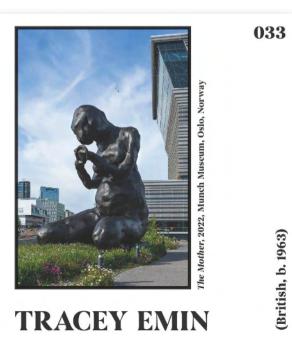
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The Birth of Venus, c. 1486

SANDRO BOTTICELLI Italian, c. 1445-



THE FEMALE BODY IN ART

LKP ENGLISH EDITION

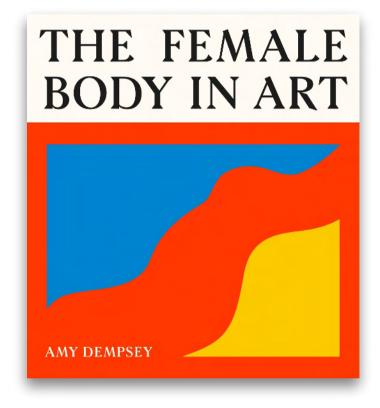
9781399626736 February 2026 € 39.99

Hardback 256 x 233 mm 240 Pages

AMY DEMPSEY

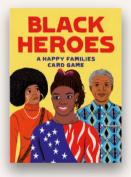
Explore art's most powerful subject in "The Female Body in Art."

This stunning book traces how artists from Botticelli to Zanele Muholi have depicted the female form through centuries of creativity and change. Featuring over 80 remarkable works, it invites you to see how each era reimagined beauty, identity, and strength. From Klimt's gold portraits to Marina Abramović's bold performances, this is a vibrant and thought-provoking journey through art and culture.





LKP English Edition 9781786275639 Flexibind € 21.99



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BLACK GIRL

1966 OUSMANE SEMBÈNE SENEGAL

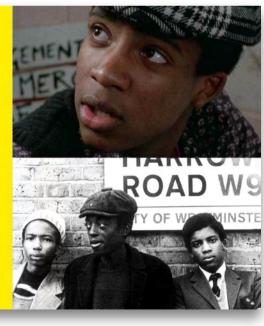
leaves her nation's capital. Dakar, to work for a bourgeois white family in a small town on the French Riviera, Diguage's mind



PRESSURE

1975 HORACE OVÉ

to find his feet in a society that frequently subjects him to onservatism and enduring respect for British colonial power of his Trinidadian immigrant parents, and the staunch Black



THE WORLD OF BLACK FILM

A JOURNEY THROUGH CINEMATIC BLACKNESS IN 100 FILMS WITH A FOREWORD BY JOHN AKOMFRAH

LKP ENGLISH EDITION

9781529438253 February 2026 € 49.99

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ASHLEY CLARK

Step into the spotlight of storytelling with "The World of Black Film."

From the earliest silent comedies to today's global blockbusters, this book celebrates the voices, visions, and power of Black filmmakers across 100 years and 30 countries. With vibrant film stills, iconic posters, and insights from trailblazers like Spike Lee and Steve McQueen, you'll journey through the creativity that changed cinema forever.

It's bold, beautiful, and bursting with inspiration, your ultimate ticket to explore the magic of Black film and its impact around the world.



BIS 50 **BIS** 51



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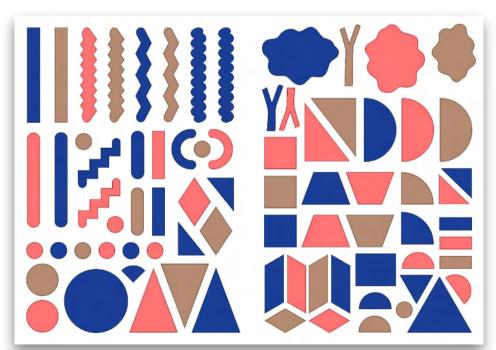
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The Captive Mind The Captive Mind The Captive Mind The Captive Mind

Czeslaw Milosz Czeslaw Milosz Czeslaw Milosz

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GRAPHIC DESIGN PLAY BOOK 2ND EDITION

AN EXPLORATION OF VISUAL THINKING

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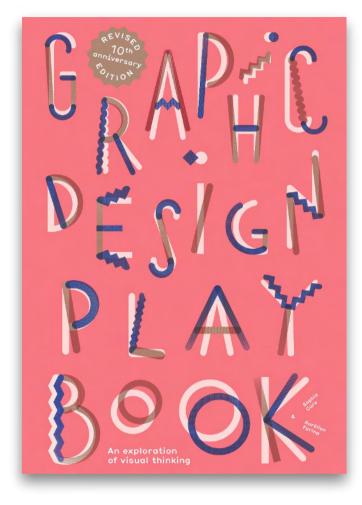
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AURÉLIAN FARINA

Get ready to play your way into graphic design!

"Graphic Design Play Book" turns learning into fun with puzzles, spot-the-difference games, matching exercises, and creative challenges that teach you how type, color, and layout work. Featuring famous designs by Otl Aicher and Gerd Arntz, plus sticker sheets and templates, it's hands-on learning at its most joyful.

Perfect for creatives of all ages, it's not just a book, it's a design playground that proves the best way to understand design is to play with it!



BIS 52 **BIS** 53



BIS English Edition 9789063696795

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2/Computers

Computers are arguably the most transformative technological invention in history, evolving through remarkable shifts in function and use. Originally, the term 'computer' referred to people who performed mathematical calculations. The earliest mechanical and electronic computers took over this task, starting with devices designed primarily for complex calculations. During World War II, the need for rapid computation drove major advances, with machines such as the ENIAC performing military calculations. After the war, computers found new roles in scientific research, medicine and industry. Larger mainframe commuters became

Large maintrame computers occame central to big corporations, automating tasks that were once expensive and time-consuming. Minicomputers offered smaller organizations similar capabilities at lower costs, while supercomputers such as the LARC tackled the most demanding problems, including nuclear simulations and cryptanalysis.

The 1970s and 1980s saw the rise of

The 1970s and 1980s saw the rise of microcomputers, which brought computing into homes and small businesses. Initially popular among hobbyists, these machines gained mass appeal as software for entertainment and productivity improved, sparking a revolution that made computers smaller, cheaper and more powerful.

Although desktop computers were (and still are) favoured by gamers, video editors and professionals who benefit from larger screens and greater power, portable computing devices such as laptops and tablets began to offer more compact and mobile alternatives, changing how and where people use computers.

This evolution reflects not only advances in hardware but also in software and networking. Key milestones include the development of programming languages such as Fortran and COBOL, the creation of the UNIX operating system, and the birth of the internet and World Wide Web, which transformed how computers connect and share information globally.

This chapter explores the journey from early calculating machines to today's multifunctional devices, including tablets and input/output peripherals such as the mouse and printer, illustrating how computers have reshaped every aspect of modern life.

Computers 35





mputers 47

GIZMO

THE RETRO-TECH WE LOVED AND LOST

LKP ENGLISH EDITION

9780857829047 May 2026 € 32.99

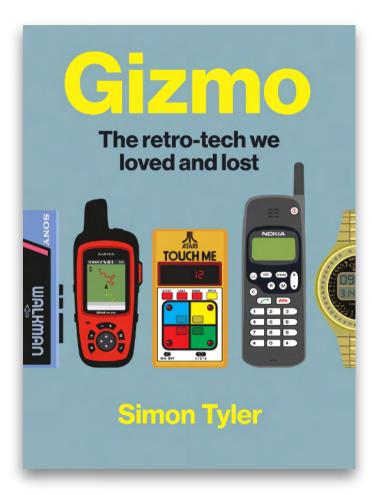
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SIMON TYLER

Rediscover the charm of vintage tech in "Gizmo."

From cassette players to early gaming consoles, this book celebrates the quirky, clever, and creative devices that shaped how we live. You'll explore the evolution of gadgets, their surprising connections, and why nostalgia for buttons and knobs is stronger than ever. With fun facts and vibrant images, it's a playful love letter to the inventions that sparked imagination and changed culture.

Perfect for design lovers and tech fans who appreciate a good throwback.





BIS English Edition 9789063693299 Hardback € 34.99



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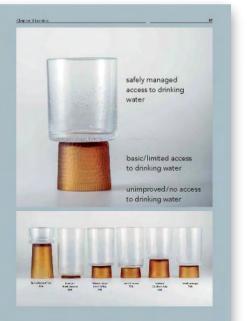
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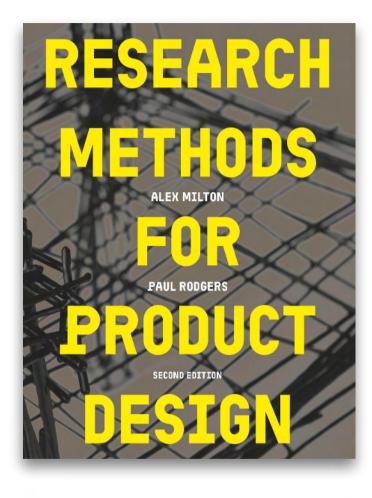
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PAUL RODGERS

Turn your curiosity into creativity with "Research Methods for Product Design."

This essential guide shows you how to observe, question, test, and transform ideas into designs that make a difference. Updated with topics like equality, sustainability, and AI, it keeps you ahead of the curve while staying fun and practical. Real-world case studies and step-by-step tutorials help you build skills that spark innovation.

Whether you're a student, designer, or maker, you'll find tools to bring brilliant ideas to life and have a great time doing it.



BIS 56 **BIS** 57



Unreal Engine began in the mid-1990s as a software

technology project by Tim Sweeney, founder of Epic Games.

game Unreal (released in 1996), the engine's wider purpose was well defined from the start: a flexible, extensible creation

tool that could evolve across generations of symes and other

Today it represents one of the most advanced universal real

tools, a powerful visual scripting system and full source-code access, bringing interactive experiences to life across video games, film production, architectural visualisation, and

time creative platforms available. It combines industryleading graphics rendering, comprehensive world-building

Originally developed to power the first-person 3D shooter

Unreal Engine

Category: Video Games, Animation

Release: 1998
Designer: Tim Sweeney

Manufacturer Eric Genes

Dimensions N/A

Amenaione: N/A millions of lines of computer code)

3 | The Design of Creative Tools





Typical Creative Flow

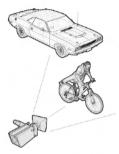
- Select from a choice of templates with reedymade controllers and the basic seructures in place to jumpstart experimentation.
- Use the Level Editor to construct gameplay spaces. Import existing or create new assets (30 models, textures, animations, and sounds) and use procedural tools to help quickly generate, populate and style large scenes.
- Define interactions and gamepkey using Blueprinte to control actors, trigger events, and define player and Al responses as gameplay progresses.
- Try playing directly in the Editor and test changes interactively in real time. Iterate and improve the design.
- Package the project. This will automatically optimise and publish your game to desktop, mobile, console, and immersive platforms.

Design & Features

Unreal Engine is built for visual, iterative, and collaborative creation, an approach that aligns with how modern creative teams think and work.

At the heart is the Unreal Editor, a unified workspace where antists, designers, and programmers can develop sesses, construct virtual worlds, define behaviours, preview gampoley, and refine islass. Secouse teams work simultaneously within the same real-time and modular annivorment, the distance between early concept exploration and fully playable results is dementically reliabled.

The Blueprint system extends this by offering high-lovel programming through visual nodebased logic removing the traditional clocke between design goals and optimized code. And for teams needing deoper control play-ins and full source code access allow for extensive customisation community contributions, and ongeing evolution at the singine teat.



The Design of Creative Tools | 4

Leica 1

Category: Photography

Release: 1924

Designer: Osker Bernack

Manufacturur: Ernst Leitz Optische
Werke, Germany (the Leitz factory)

1 | The Design of Creative Tools

Dimensions: approximately

The Loica I officially entered production at the end of 1924. It was the first 35mm camera to be successfully mass-produced with a 35mm cinema film format.

Compact, fast and mobile, it changed the role of the cameral democratising and modernising photography. It became a tool not just for studies, but for artists, journalists, and everyday people to document the world.

Oskar Barnack wanted a camera that "didn't get in the way letting photographers focus on the moment, not the machine.





Typical Creative Flow

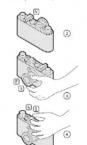
- 1. Load 36mm film into the Leica I's reusable
- Frame a subject by eye using the optical viewinder (V), moving the camera or the subject.
- Focus the lons (F) by estimating and setting the distance (range) between the camera and the subject.
- Choose on aperture (A) and a shutter speed (1) to adjust depth of field, sharpness of movement and exposure (using a separate light meter or learned rules of thumb).
- Press the shutter (S) to expose the film and take the photograph.
- Manually advance the film, resetting the shutter, and be ready to capture the next picture.

Design & Features

The Leica I is highly portable, designed to be carried to the subject rather than bringing the subject into a studio. Its compact, metal-dad body is light enough to fit in a pocket, yet engineered to withstand everyday use in fastmoving environments.

Controls are simple and direct; an aperture slider on the land, a speed dilation the body, and an optical vise/finder for framing. Together, they allow the photographer to play with light, exposure and composition without distraction. The look of an integrated rangetinder in the Leica I meant focus was assimated, demanding immediacy over precision.

Its small size and low weight make it quick to handlo, while 35 mm film cassettes lot photographers carry multiple rolls with ease. This combination of portability, notastness and straightforward controls turned photography into a more fluid and apportaneous graphics.



The Design of Creative Tools | 2

DESIGNING CREATIVE TOOLS

REVEALING THE DESIGN PRINCIPLES BEHIND THE TOOLS THAT SHAPE ART, CULTURE AND IMAGINATION

BIS ENGLISH EDITION

9789063697761

May 2026

€ 24.99

Paperback

250 x 210 mm

170 Pages

Designing Creative Tools explores how both physical and digital tools shape the creative acts they enable. The book speaks directly to designers building the next generation of creative hardware, software and interfaces, while offering valuable insights for the broader design community looking to rethink intention, control and authorship.

Creatives who use these tools will discover the stories behind iconic instruments.

With a clear framework and principles specific to creative practice, the book explains how tools work, how they guide their users and how they can be reimagined. The striking imagery celebrates the remarkable tools that spark creativity, making the book a visual pleasure as well as a source of inspiration.

Revealing Principles Behind Tools That Shape Art, Culture and Imagination Guillaume Couche, Sanya Rai, Richard Shackleton

GUILLAUME COUCHE, RICHARD SHACKLETON, SANYA RAI

Guillaume Couche and Richard Shackleton, co-founders of Oh Hi Tomorrow and authors of Interface Design, join forces with Google DeepMind designer Sanya Rai. Together, they bring decades of expertise in creative tools, interaction design and innovation to this collaborative work.

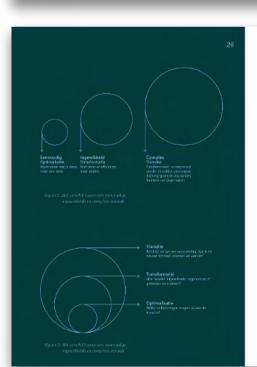
2. CONCEPTUAL FRAMEWORK FOR THE TRANSITION TO A DIFFERENT SYSTEM

Using models such as fine mater-used Perspective (H2P), I show that pressure on the electron system and I propose that, in transition the availability of alternatives can set the current system in motion, set the current system in motion.

In this chapter, I formulate a methodological framework that provides guidance for the transition towards a different system. To do so, I craw from the fields of design, public administration, organizational science and, of course, transition studies.

Using models such as the MMLF-Level Perspective MED. I show that the context needed for learning often still has to be created.

In this process, the existing and emerging system will clash, and government will struggle with its arribvalent role as both guardian and innovator of the system. To effectively take on this moration to effectively take on this moration to influence structures, practices and experts. role, government itself must also transform. A transformative government does not only respond the "Studio Model" as an underlying



And digitalization (a complex undertaking) can be a solution to, for example, a shortage of personnel, but it can also be the beginning of an antirely new problem. Secause who trains those AI models? Who of an asturing town probonic, sections who chank closes at money at most remin-latile that you exchange one problem (staff shortages) for another (an algorithm that serves only part of society because it was not designed and tested inclusively, or is used to maximize profits). The likelihood of this happening is greatest when you copy the principles of the old system into the new one. The focus then lies on cost reduction and functionality — and not, or far less, on empowerment, lifestyle, and justice: principles that should underpin a system aimed at preventing

parties principles that amount underpin a system aimed at preventing incept from becoming it.

people from becoming it.

meanwhite incentive the properties of the following paragraphy: I take a closer lock at the meaning of templexity.

Complex means: open dunamic and networked

Complex means: open, dynamic, and networked
To better understand-wise complex problems are to difficult to address,
8.10 it is helpful: to look more deeply into the nature of those problems. A
complex issue, involves many actures who are connected to each other in
all sorts of offers unclear ways. No one can averse or direct the whole.
Complex issues are allowed above, over, dynamic, and networked. Let
mis illustrate this again by looking at agriculture. By open, I mean that
10 is impossible to clearly demarcated the joint field. Many put the lines secess to the sgricultural domain, whether the farmer wants them there or not. The future of agriculture is also influenced by changing societal ethics around animal welfare, driven by various activist groups. And citizens are increasingly upposing the use of pesticides. Can you still draw a boundary around the issue? The issues bytamin, in the sense that it changes—often abruptly—while you are working on it. The COVID-19 pandemic has permanently

changed how cities relate to rural areas, in more and more urbanization. changed how either relate to rural news in more and more arbanisation strategies, the countravaise is more described as an "overflow area; which is a completely different function from the dominant "production landscape" and one that is difficult to eventurie with. Or consider the Russian invasion of Utchine this has shifted thicking about dependent on on questionable regimes and anoelected the new for the mergy transition. The growing demand for land for remevable energy driven up had prices—this development, for a roots detties againstrain dominant. has direct consequences for making agriculture more sustainable The issue is therefore also networked. This means it affects the policies of many ministries and all levels of government. Policy is often 'siloed,' meaning that policy areas or organizations work alongside one another and focus more on their own tasks than on the broader societal challenge. The necessary coherence between policy domains and levels to scoress an Issue in a networked way will not be achieved overnight. Ontwerpers hales hier wellicht bun schouders over op. Er is immers

een alternatief. De ontwerpende nappak is by default onderzoekend. lerend en itererend. Procies wat je nodig hebt om onzekerheid to redu-ceren. Ontwerpers bedenken iets, proberen het uit en verbeteren het (of

DESIGNING FOR SYSTEMIC CHANGE

TRANSFORMING PUBLIC SECTOR INNOVATION

BIS ENGLISH EDITION

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Radical, systemic change is needed to create a sustainable and just society. Yet attempts at transformation often meet resistance, move slowly, or fall back into familiar patterns. This book is written for designers and public-sector innovators who confront these realities every day.

The good news: systemic change is possible. Through numerous case studies, the author shows how design approaches can help drive transitions in public governance. Drawing on deep practical experience, he explains what it takes to navigate public institutions as an innovator and to move beyond abstract visions toward grounded, achievable change.

Blending personal stories, societal insights and models from transition science, public administration and design, the book offers practical guidance for working in complexity and helping organizations build the capacity to learn, adapt and sustain meaningful change.

DESIGNING FOR SYSTEMIC CHANGE Transforming Public Sector Innovation André Schaminée

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André Schaminée is Partner and Head of Social Design at Dutch consultancy firm TwynstraGudde. Trained as an urban planner, he earned his stripes as an entrepreneur in the cultural sector and as a project manager for large spatial planning projects.

paying tax directly through accounting software, or automatically registering a car with the DVLA as part of the manufacturing process. By contrast, API only means users have to interact with that service use a bright party provider or they have to credit their way.

service via a third-party provider, or they have to code their own ways of interacting with it. No user interface, at all.

Putting aside how few users also have the technical ability to build their own way to access an API, there are huge implications for depending on third parties to provide the user interface to our services. For instance, that third-party service provider can choose to charge for what is otherwise a free government service, making it inaccessible to certain groups. Or they can decide that edge cases aren't worth designing for, or a host of other things we would respect from a public service. They can also choose to make it inaccessible, or only targeted at a certain user group.

Alarm bells started to jingle in my head. Wasn't this...privatisation? I tentatively asked who had approved the idea. No elected minister or official had looked at it. No vote had been held, no public consultation opened. I voiced my concerns and was met with frustrated confusion. What we were discussing was a purely 'technical' issue. Why was I making such a fuse?

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Whether or not privatising this service was the right thing to do, it wasn't my decision to make.

But it wasn't the decision of anyone else in the room, either

Privatising government services — whether you agree with it or not a big decision. But there we were. Somehow, the digital barn of a large government department was proposing a service be privatised. Not only without consultation or media fanfare, but with no knowledge of the fact that they were doing it in the first place.

This (attempted) privatisation didn't involve physical things. There were no trains, telephone poles or reservoirs to divide up, no power stations and cables to think about. It would have been a very different discussion if so. But as it was a digital service, much like Airbnb, the team's suggestion that hey shift from being 'API first' to API only' could be dismissed as a minor technical detail.

In 1971, Victor Papanek wrote, "There are professions more harmful than industrial design, but only a few." If we don't think through the consequences of our actions, service design could be one of those few, hyper-harmful professions. As a profession, it also has the potential to save a lot of money.

Bad Services

There are few professions more harmful than industrial design

Service design is one of them

Committees invent?. What Conway spotted was that the shape of an organisation has a deep and lasting effect on the shape of the services it provides. If you have 10 separate teams, all working on 10 different parts of a whole service, you are much more likely to see that whole service as 10 separate services. Or, to put it in Conway's own words: "Organizations which design systems are constrained to produce designs which are copies of the communication structures of these organizations.' This principle is so fundamental to how services are made that it has become known as Conway's law.

In a sense, Conway's law is the physics of service design. An organisation's internal shape will be reflected in its services. Left to their own devices, with no interventions, organisations find it hard to collaborate and create consistency. In this way, Conway's law is like a gravitational pull or muscle memory. It drags our services apart, making the gaps between service teams visible to users.

Collective effort and collaboration take money, time and effort to sustain. What we often find – be it in open source code, active collaboration on shared projects, design systems or shared guidance or governance – is that they meet unsupportive, inflexible organisational structures which don't support the collaboration we need to deliver good services. Eventuelly, these attempts to collaborate then wither away. So what's the solution? Is Conway's laws death sentence for any organisational structure?

I don't think it has to be. In 2011, Manu Cornet drew cartoon organisational charfs for some of the world's most successful technology giants. I love taking the labels off and asking people to identify each of them. It's exceptionally easy. For example:

- Facebook (pre-Meta) looks like a social network because it operates one.
- Apple, purveyors of marvellously consistent experiences across multiple platforms, is a hugely centralised organisation (you don't get that sort of consistency without a generous dose of centralised standards)
- If you've ever had the uncanny feeling that your Microsoft products feel like they don't work together, we can see on Cornet's picture that the Microsoft ecosystem has been incentivised to work completely separately

APPRE ORACIE

Diagram recreated from Manu Cornet's original depiction of various US tech firms' organisational structures

Bad Services

BAD SERVICES

HOW TO FIX SERVICES THAT DON'T WORK

BIS ENGLISH EDITION

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Bad services waste time, cost money and can even ruin lives. Why, despite advances in technology, are most services getting worse rather than better?

From the author of the bestselling book Good Services, Bad Services untangles why, despite our best efforts, organisations struggle to deliver services that work. This book will help you see the universal challenges we all face when delivering good services. You'll learn how to identify the root cause of these issues and build simple, straightforward ways to solve them, with or without buy-in.

Whether you're a designer or a change-maker, this book offers clear and straightforward steps to overcome the barriers to good service delivery.

Bad Services

How to fix services that don't work

Lou Downe

LOU DOWNE

Lou Downe is author of Good Services, the bestselling book on how to design services that work and the founding director of the School of Good Services, an organisation that has helped thousands of people and organisations around the world to build the skills they need to design and scale great services.