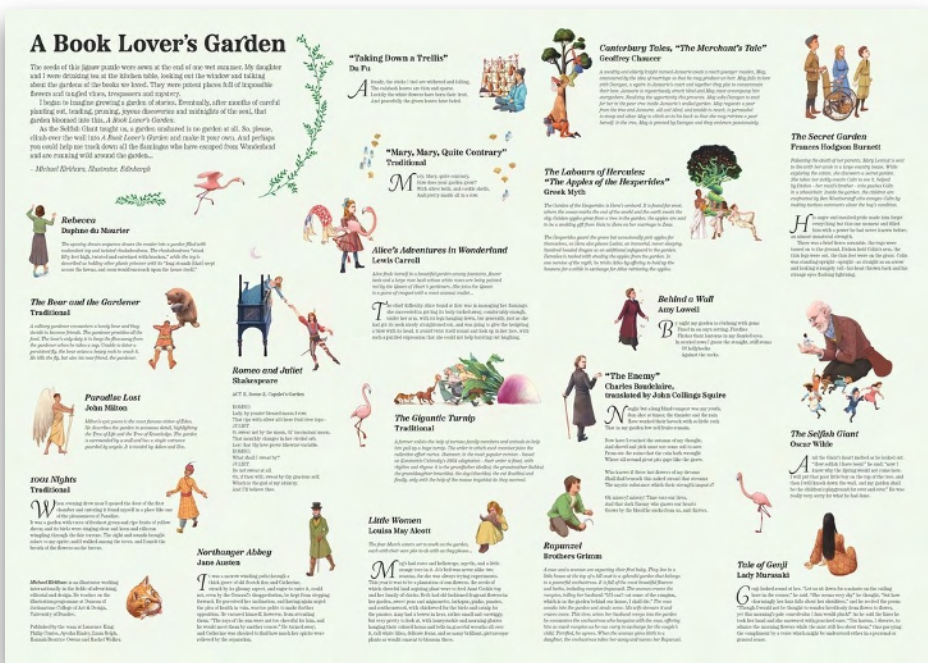


B/SPUBLISHERS

SPRING 2026

The book cover for 'Writers' Genius: Playing Games' features a green border. At the top, the title 'WRITERS' GENIUS' is written in large, bold, green capital letters, with 'WRITERS' in a smaller font above 'GENIUS'. Below the title, the subtitle 'PLAYING GAMES' is enclosed in a small white rectangular box with a green border. The central image consists of two stylized, painterly portraits. On the left is Haruki Murakami, with dark hair and a serious expression, wearing a dark jacket over a white and blue striped shirt. On the right is Chimamanda Ngozi Adichie, wearing a vibrant red headwrap and a teal jacket, looking slightly to the side. The background of the portraits is a light, textured grey.

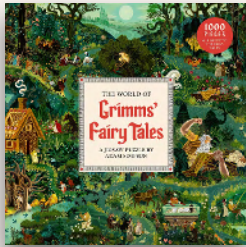
BIS 2



A JIGSAW PUZZLE BY MICHAEL KIRKHAM

BIS 3

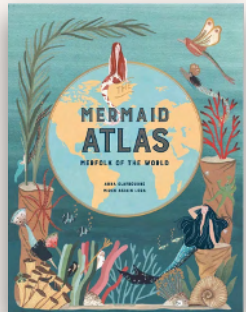
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THE WORLD OF HANS CHRISTIAN ANDERSEN'S FAIRY TALES

A JIGSAW PUZZLE BY ADAM SIMPSON

JIGSAW PUZZLES LKP ENGLISH EDITION

9781399631983
March 2026
€ 23.99

Jigsaw Puzzle
267 x 267 mm
1000 Pieces

ADAM SIMPSON

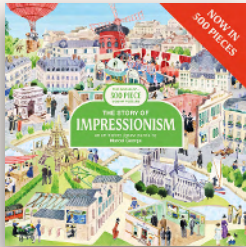
Dive into the magical universe of “The World of Hans Christian Andersen's Fairy Tales.”

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.

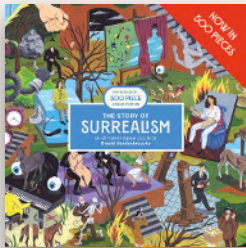
With a pull-out poster introducing Andersen's fascinating life and tales, it's the perfect escape for dreamers, readers, and puzzle lovers who believe in happy endings and a touch of magic.



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Trump Game
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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

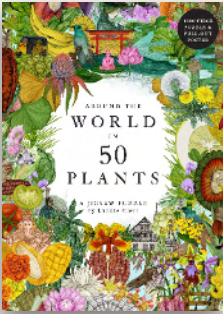
Bring the wild, colorful world of art to life with
“The Story of Iconic Artists.”

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.

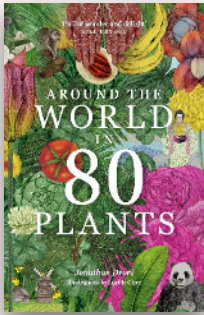
Ideal for families, art lovers, and anyone who likes a splash of genius in their day. Build it, admire it, and fall head-over-heels for the mad wonder of art history!



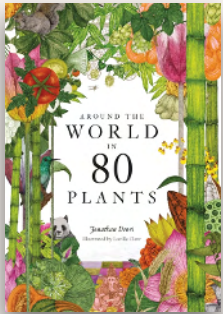
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AROUND THE WORLD IN 50 ORCHIDS

A JIGSAW PUZZLE BY WHOOLI CHEN

LKP ENGLISH EDITION

9781399635813
May 2026
€ 23.99

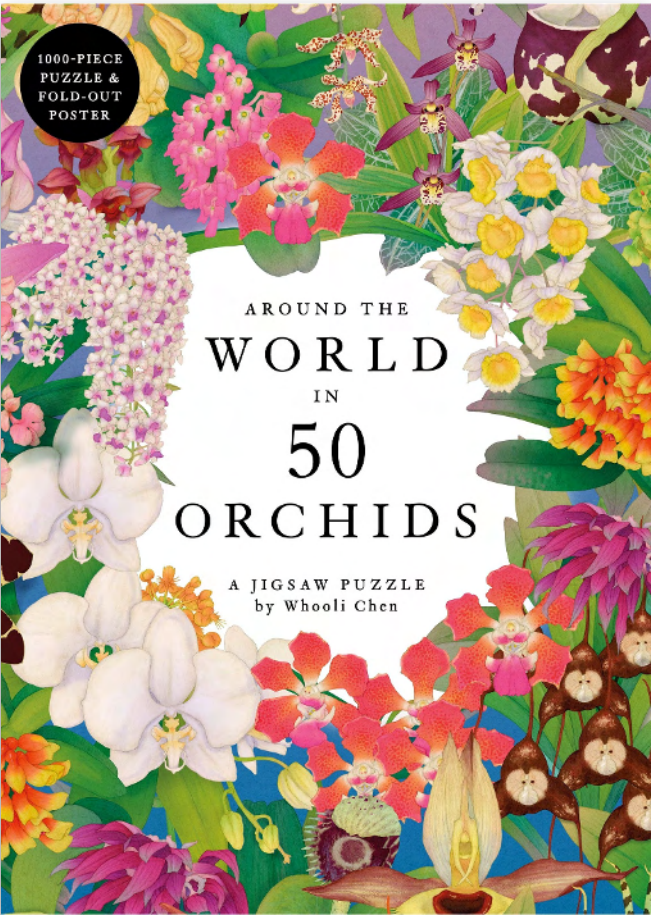
Jigsaw Puzzle
278 x 196 mm
1000 Pieces

WHOOLI CHEN

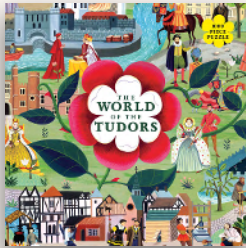
Piece together a blooming masterpiece with “Around the World in 50 Orchids.”

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.



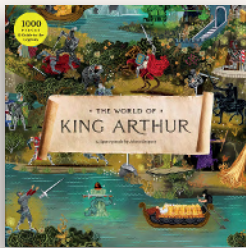
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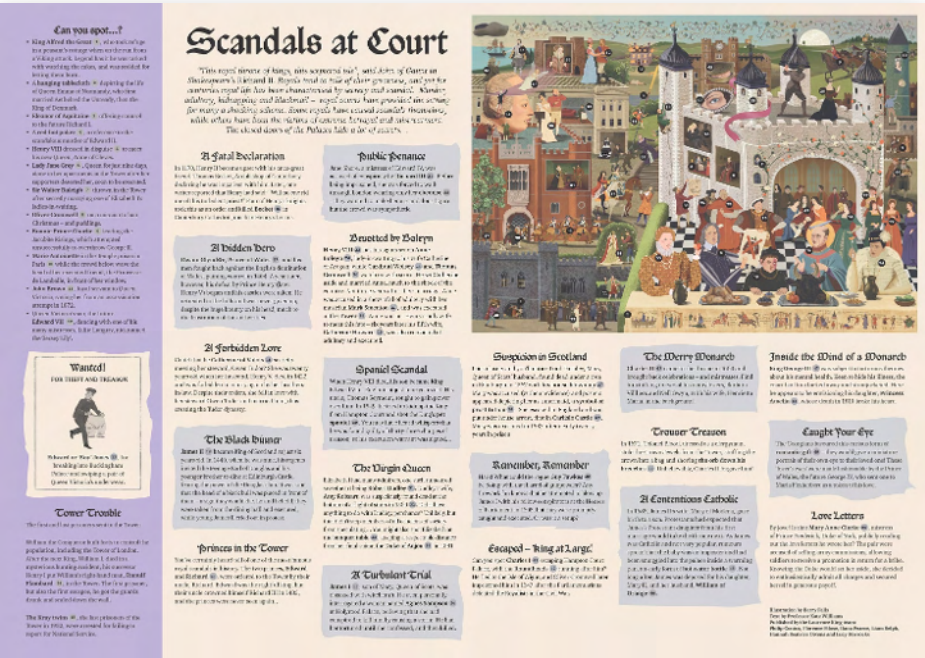
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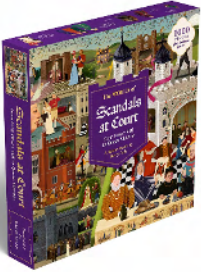


THE WORLD OF SCANDALS AT COURT FROM HENRY VIII TO QUEEN VICTORIA

LKP ENGLISH EDITION

9781399632829
June 2026
€ 23.99

Jigsaw Puzzle
267 x 267 mm
1000 Pieces

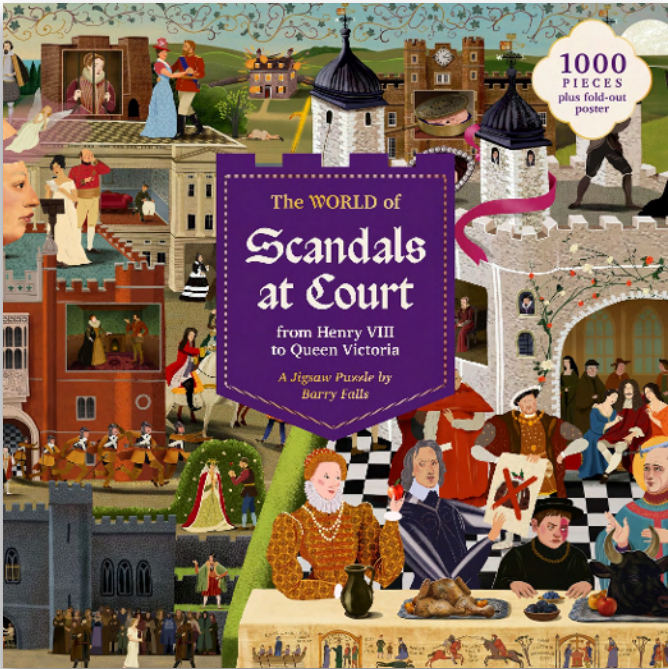


BARRY FALLS

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 intrigue. 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!



RELATED



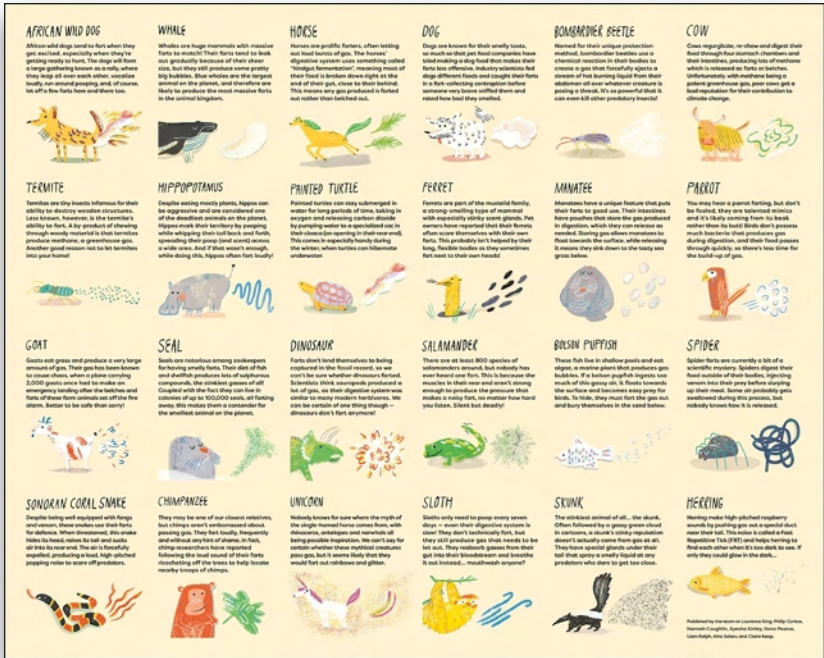
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9781786279293
Jigsaw Puzzle
€ 18.99



DID YOU FART?

100-PIECE JIGSAW PUZZLE

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:

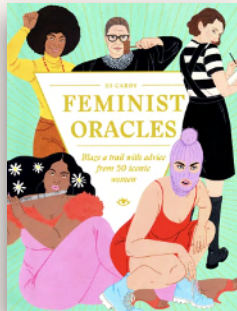
- You learn to express yourself in a visual way
- Reflect on yourself in a playful and accessible manner
- Start deep and meaningful conversations



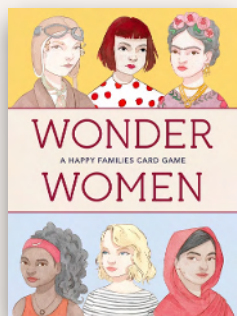
LISA TEN TEULING

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.

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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

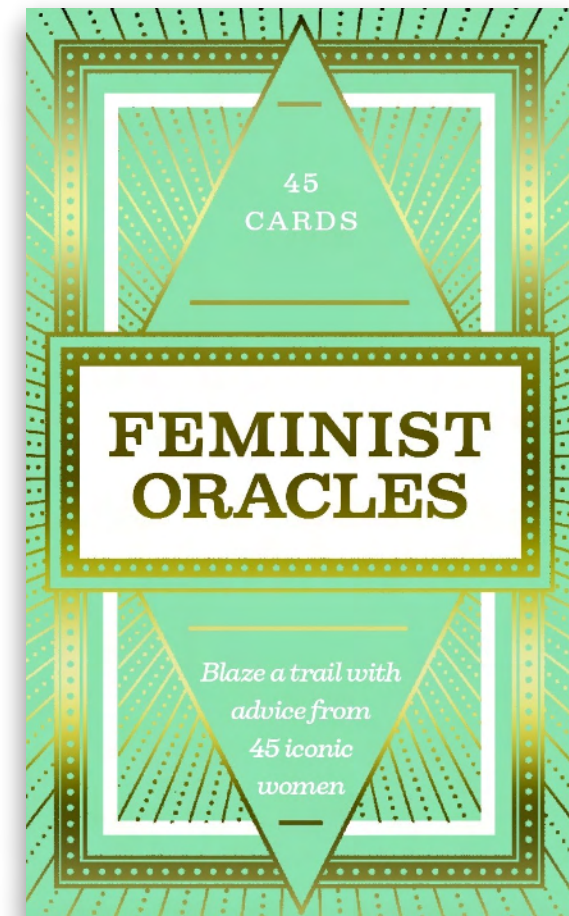
LAURA CALLAGHAN

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!





BUSTED: A MEMORY GAME

MATCH THE FRONT AND BACK OF WORLD-FAMOUS PORTRAIT BUSTS

BIS ENGLISH EDITION

9789063699284

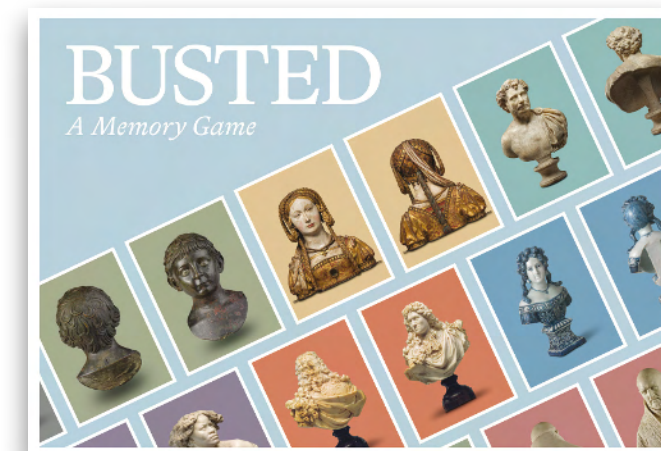
May 2026

€ 17.99

Memory Game

100 x 145 mm

52 Cards



BUSTED gives the classic memory game a sculptural twist. Instead of matching identical cards, you match the front and back of 26 portrait busts, creating 52 unique cards. The selection spans centuries, from ancient Roman sculpture to a young King Charles III (back when he was still the Prince of Wales).

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



Leftovers Portrait

Sadly searching for the elusive illusion of a momentary Romance

SHANE WHEATCROFT



His and Hers

PAW GRABOWSKI



Bless This Absence

Silence Breeds Silence

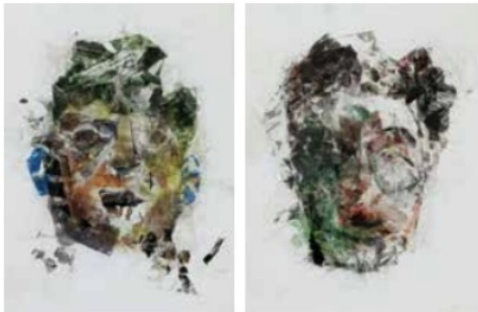
FERNANDA CORSINI



Identidade 1

Identidade 3

IMANOL BUISAN



Series of The Kind You Ever Really Love Me

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.

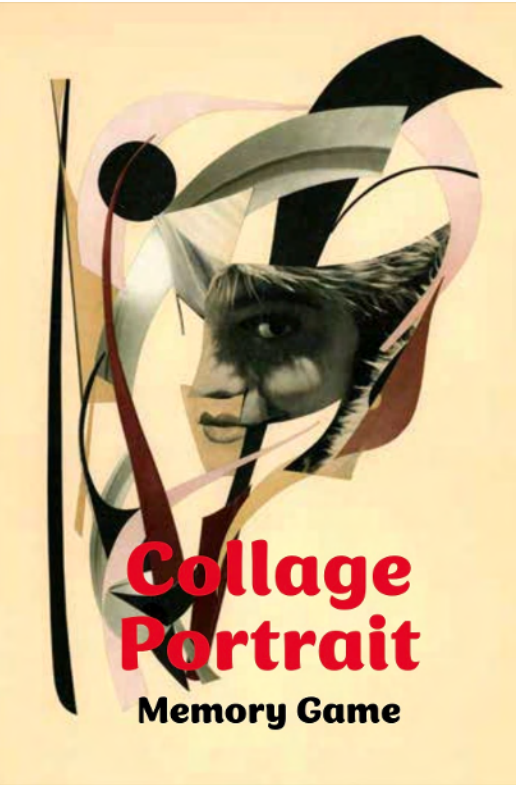
Collage brings all kinds of materials and elements together to transform them into expressive and surprising portraits.

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

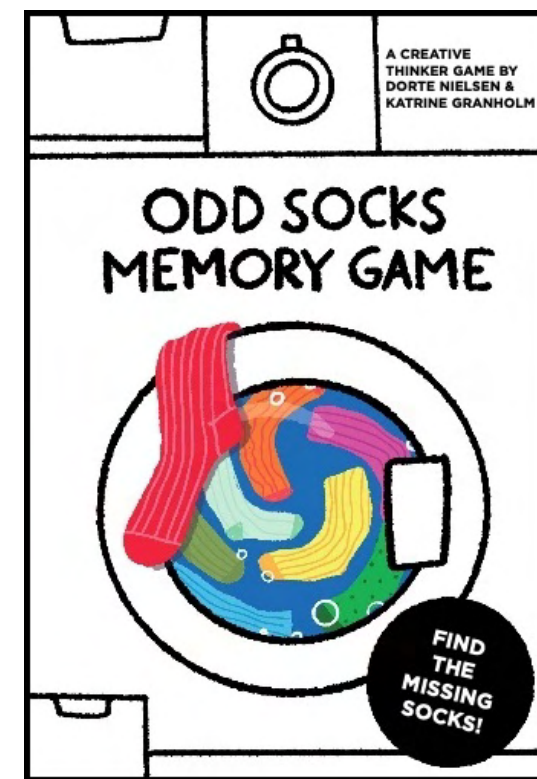
51 Cards

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.



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<p>CHEETAH</p> <p>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.</p> <p>Speed: Up to 105km/h (65mi)</p> <p>Diet: Antelopes, hares and other mammals</p> <p>Did you know? Cheetahs cannot roar; they growl, purr and cheep like a bird.</p>	 <p>COMMON BASILISK</p> <p>Long-tailed South American lizard, found near rivers and streams, that can run across water to escape from predators. Large toes trap air bubbles to help keep it on the surface.</p> <p>Speed: Up to 24km/h (15mi)</p> <p>Diet: Insects, flowers and small animals</p> <p>Did you know? Young basilisks can run 20m over water; heavier adults sink faster.</p>	 <p>GHOST CRAB</p> <p>At top speed, running 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.</p> <p>Speed: Up to 4m per second</p> <p>Diet: Carrion, beach waste, turtle eggs</p> <p>Did you know? Ghost crabs can change colour to match the sand.</p>
 <p>GIANT AFRICAN LAND SNAIL</p> <p>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.</p> <p>Speed: Very slow; world record 0.04km/h (0.03mi)</p> <p>Diet: Plants and dead animal matter</p> <p>Did you know? Every snail has both male and female reproductive parts.</p>		

WHOSE HOOVES?

AN ANIMAL MIX AND MATCH GAME

GAMES

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.



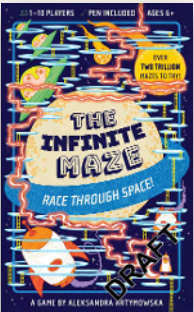
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Game
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SPACE SNAP!

THE CARD GAME

GAMES

LKP ENGLISH EDITION

9781399635875

April 2026

€ 13.99

Game

120 x 85 mm

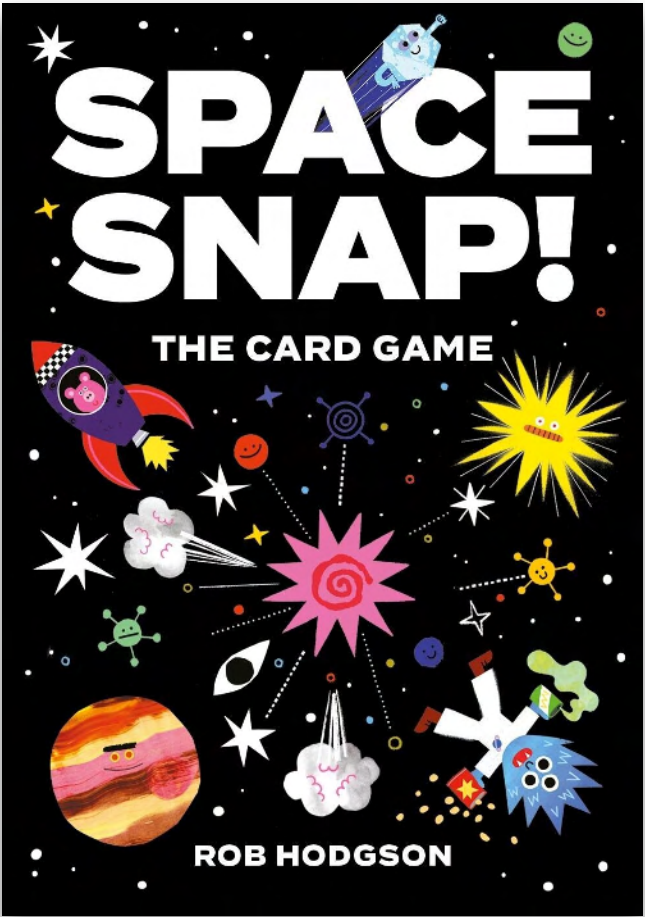
Cards

ROB HODGSON

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

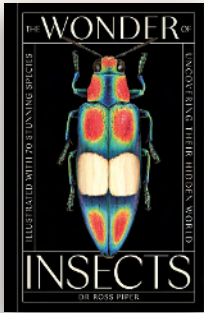
Race to match planets, astronauts, aliens, and stars, then shout “Snap!” before your opponent does. With jumbo cards designed for little hands and hilarious illustrations by Rob Hodgson, it’s easy to learn and endlessly replayable.

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





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Memory Game
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Hardback
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Paperback
€ 21.99



BUTTERFLIES

COLOUR IN FLIGHT

LKP ENGLISH EDITION

9781510230941

March 2026

€ 21.99

Hardback

304 x 236 mm

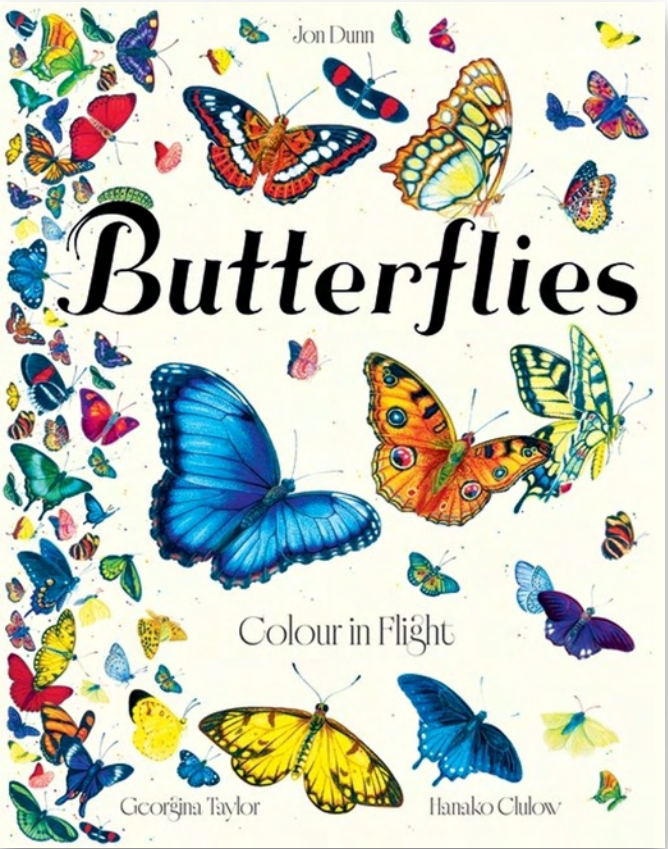
48 Pages

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.

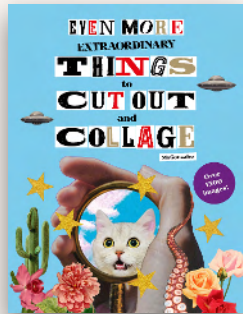
Whether you’re a nature lover, artist, or daydreamer, “Butterflies” invites you to slow down, look closer, and fall in love with the beauty of the natural world.



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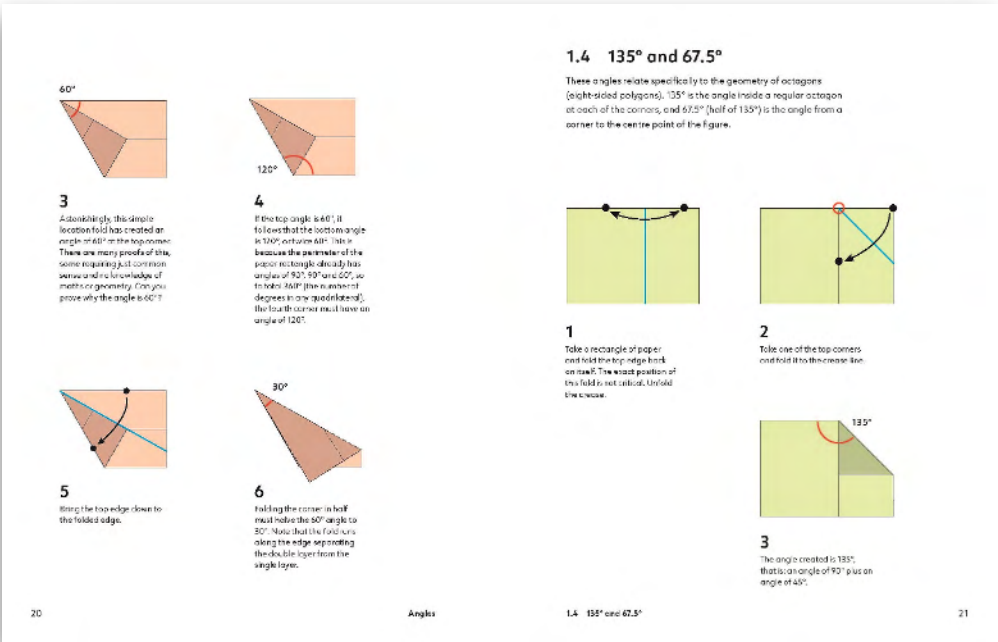
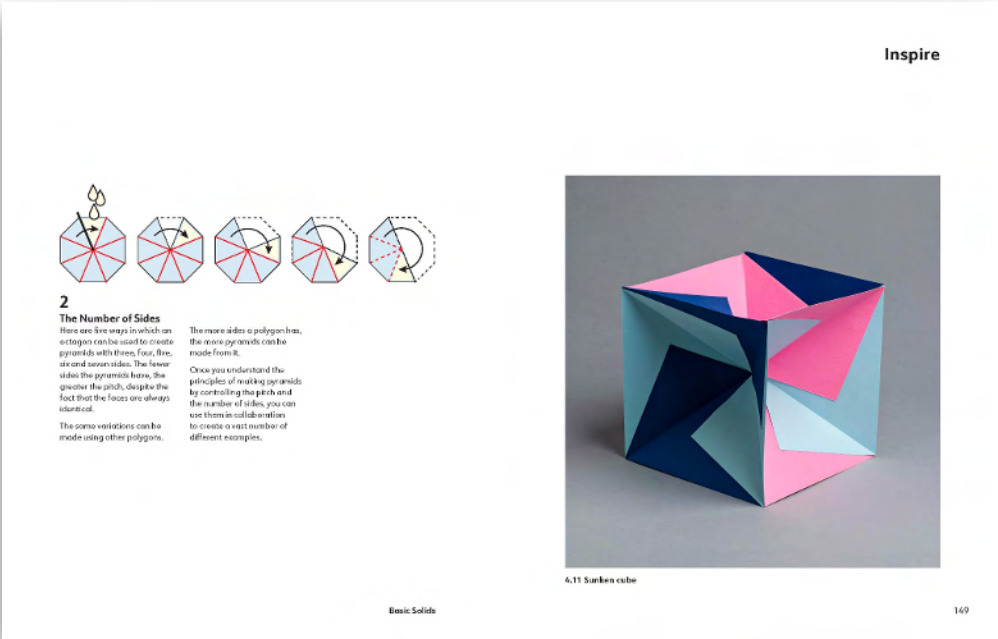


LKP English Edition
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Paperback
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BIS English Edition
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Paperback
€

BIS 30



FOLDED PAPER GEOMETRY

ESSENTIAL CONSTRUCTIONS FOR DESIGNERS

LKP ENGLISH EDITION

9781529440485
January 2026
€ 39.99

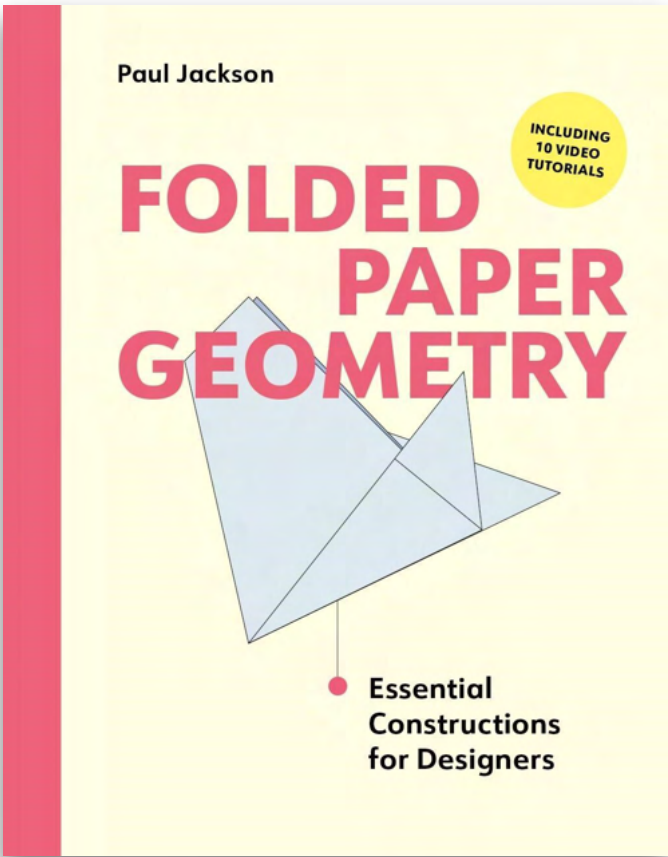
Paperback
220 x 172 mm
160 Pages

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.

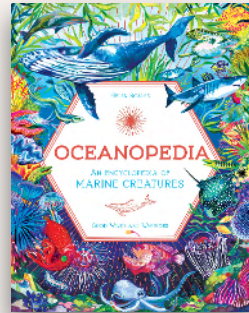
Explore the magic of folding as you create shapes that twist, bend, and bloom into astonishing designs. With over 400 gorgeous illustrations and clear instructions, you’ll rediscover creativity through the satisfying rhythm of fold and form.

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!

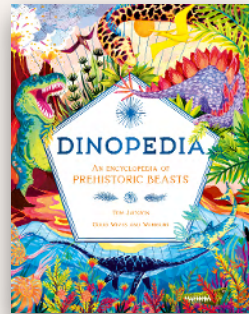


BIS 31

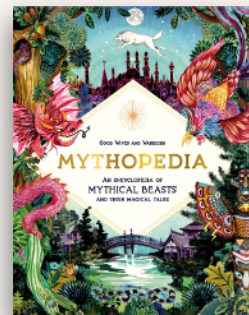
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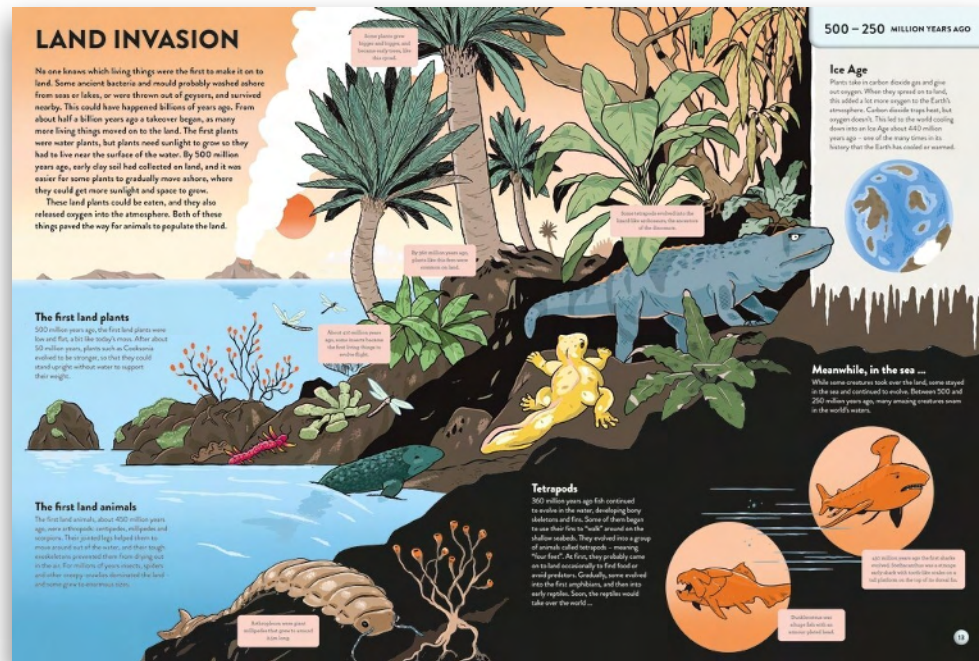
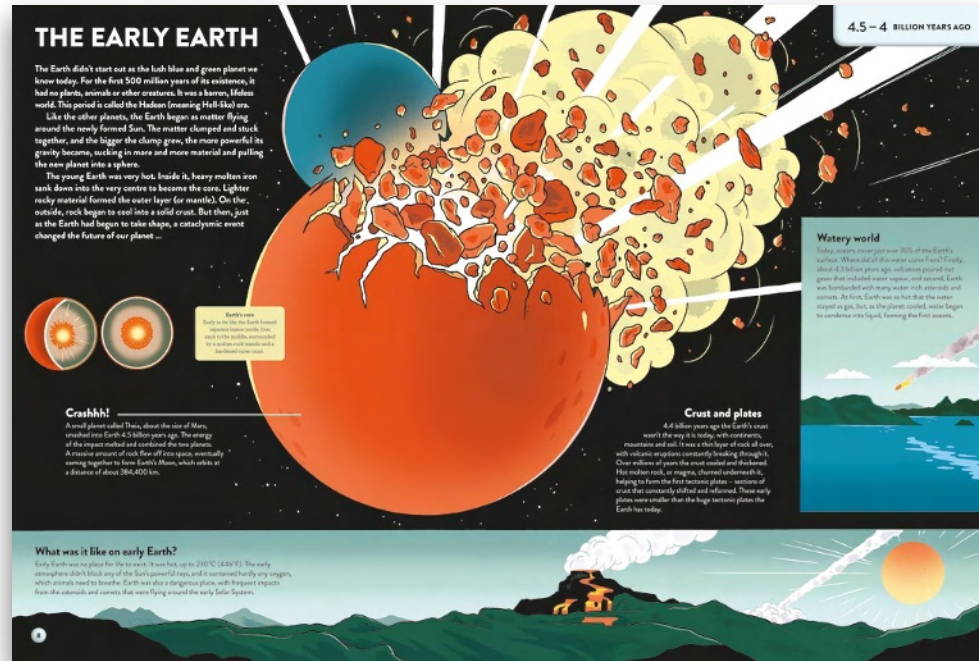


LKP English Edition
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LKP English Edition
9781786276902
Hardback
€ 27.99

BIS 32



THE HISTORY OF EVERYTHING IN 32 PAGES

LKP ENGLISH EDITION

9781510232006

May 2026

€ 13.99

Paperback

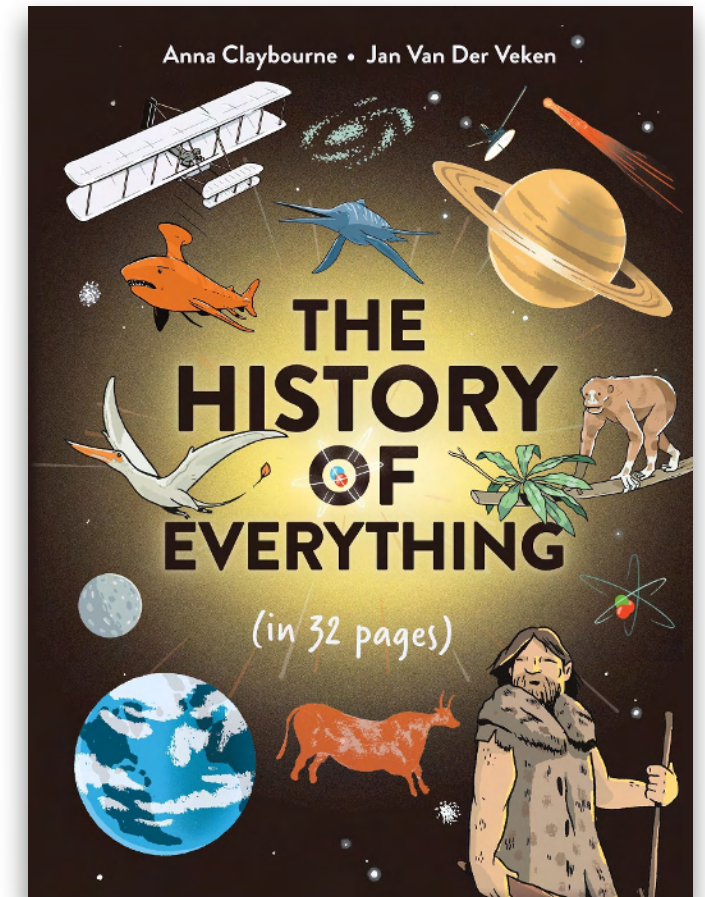
300 x 223 mm

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!



BIS 33

Drawn
by Nature

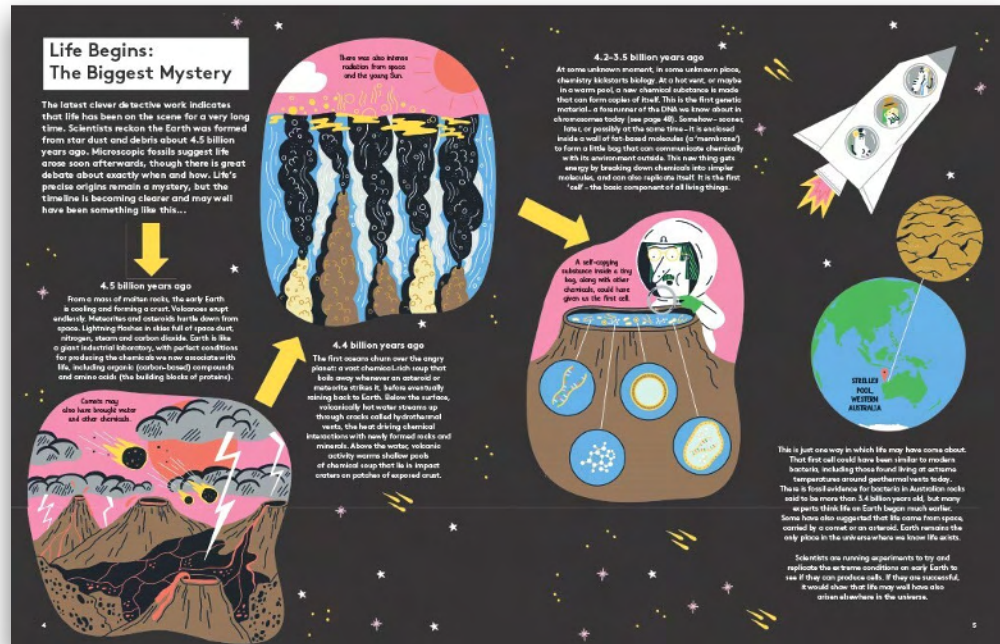
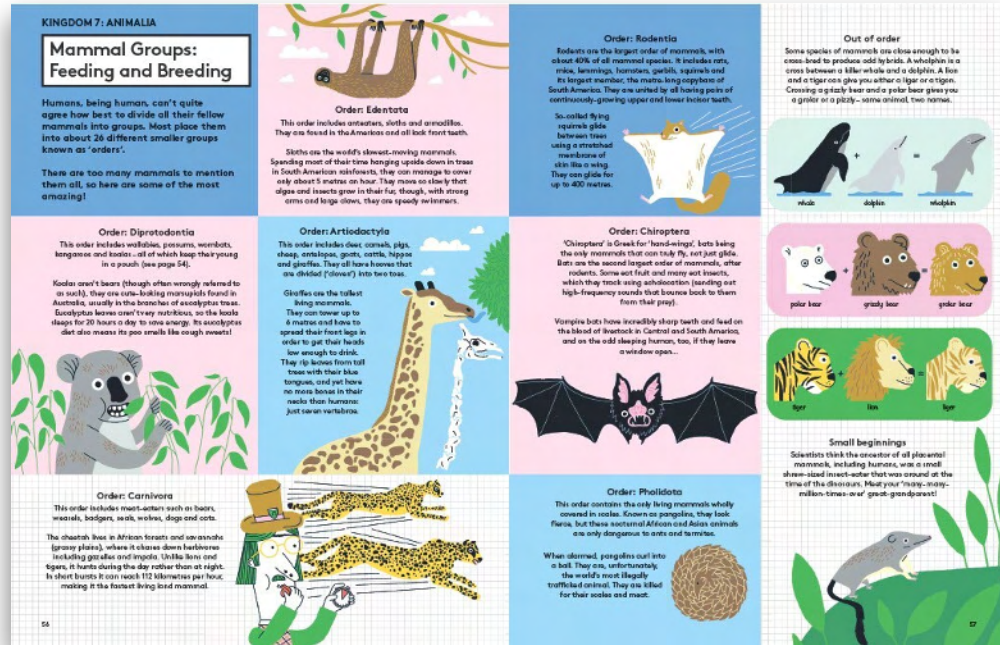
PATTERNS

*Calmative activities
for creative
minds.*

Emily Rand

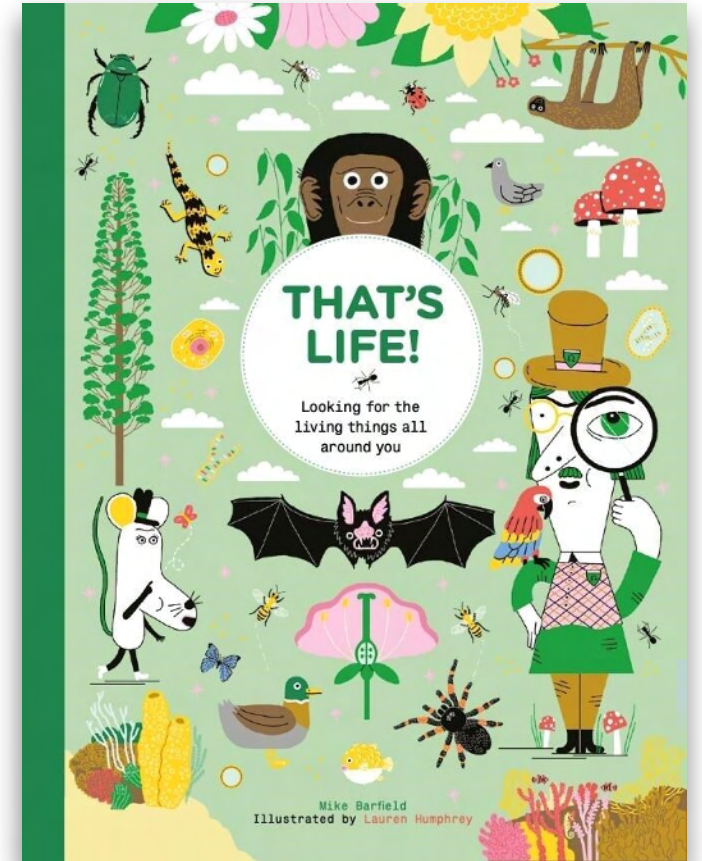
The book cover for 'Creative Block: Kids!' features a vibrant, hand-drawn style. The title 'CREATIVE BLOCK:' is in bold red capital letters, with 'kids!' in large, red, bubbly lowercase letters below it. The background is white with various colorful doodles in green, pink, and blue, including stars, swirls, and abstract shapes. At the bottom, the author's name 'JENNIFER L. LARSEN' is written in a red oval.

BIS 34



LOOKING FOR THE LIVING THINGS ALL AROUND YOU

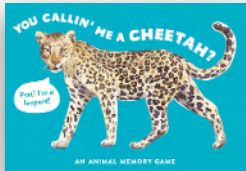
MIKE BARFIELD



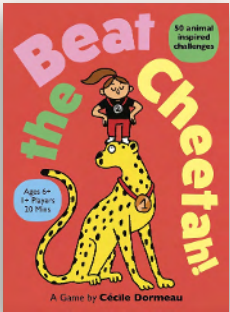
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ANIMALS AT WORK

EXTRAORDINARY JOBS DONE BY ANIMALS

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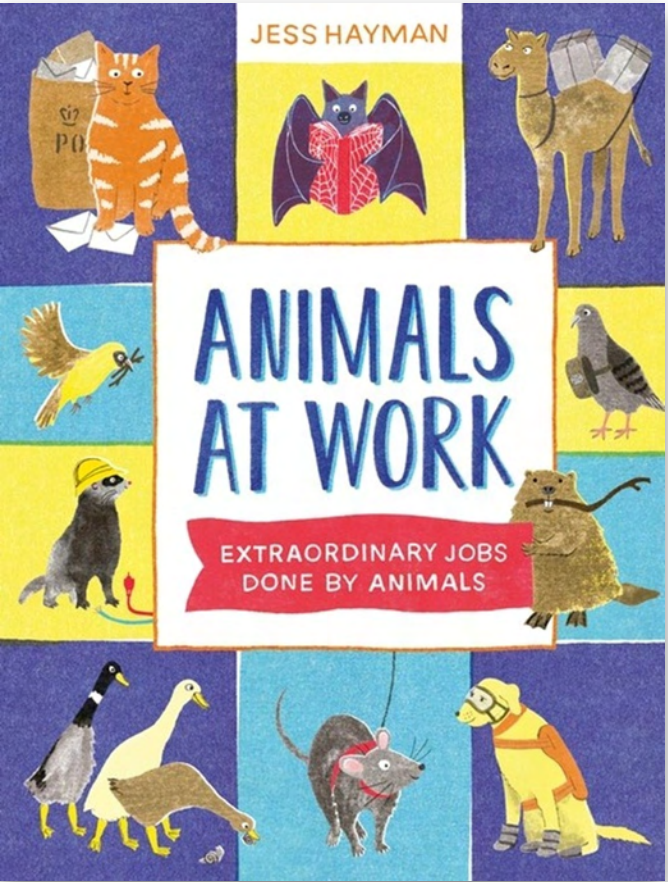
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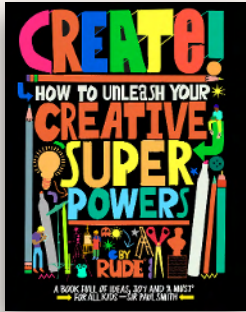
JESS HAYMAN

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

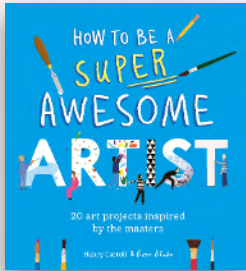
From cable-laying ferrets to library-protecting bats and post office cats, this delightful book reveals how creatures help humans in the most surprising ways. With witty storytelling and charming illustrations, it's a joyful reminder that animals aren't just cute, they're clever, creative, and full of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

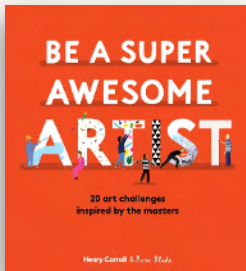




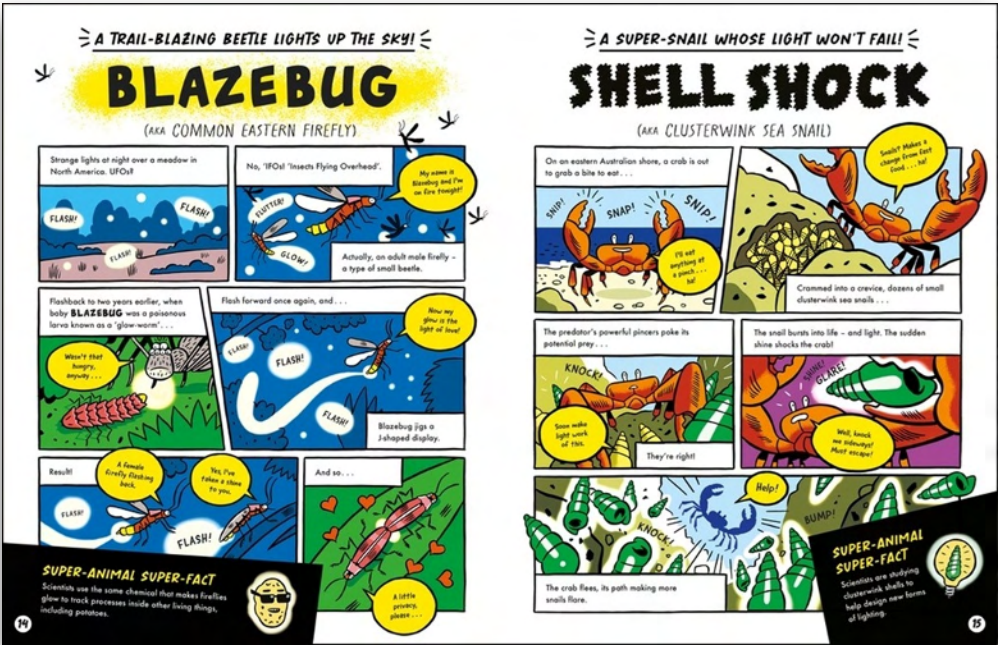
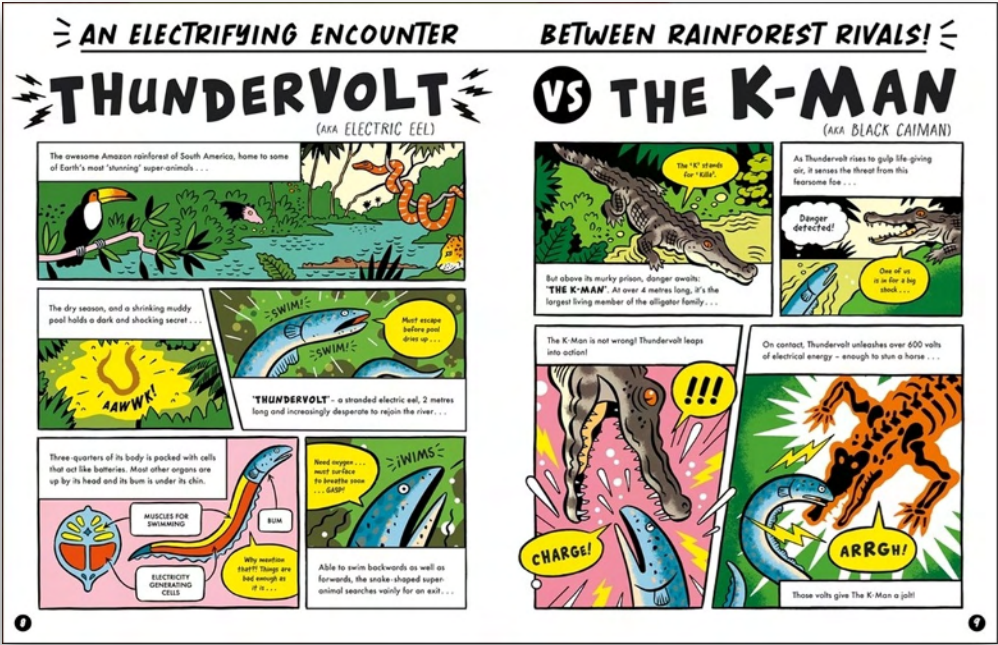
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SUPER ANIMALS!

MEET THE SUPER-POWERED HEROES OF THE ANIMAL KINGDOM?

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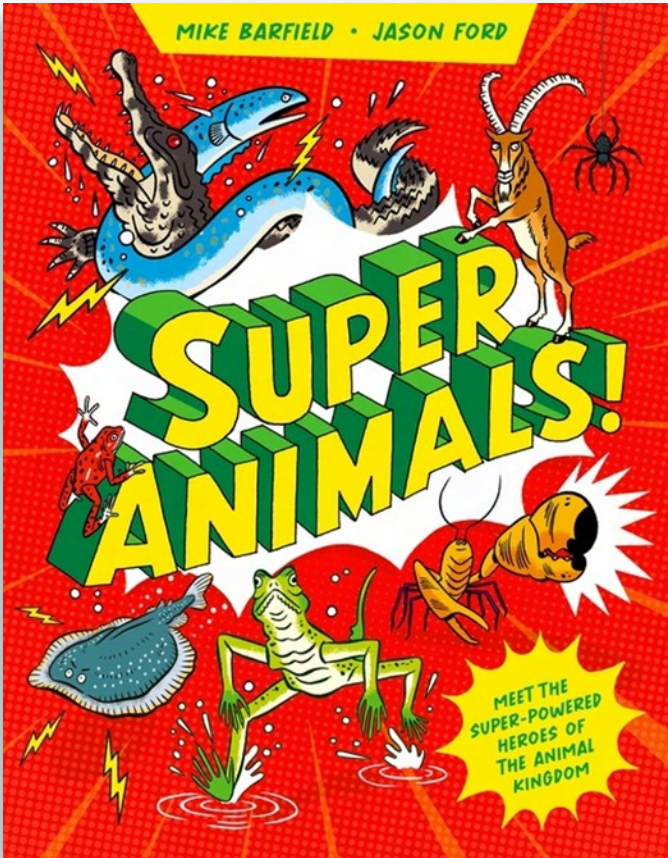
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64 Pages

MIKE BARFIELD

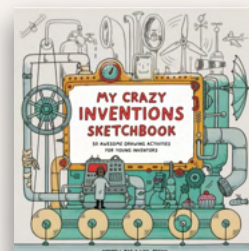
Meet nature's real superheroes in "Super Animals!"

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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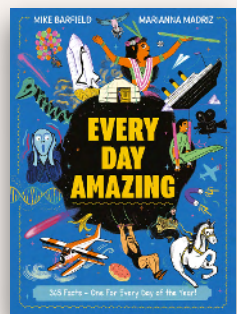
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BIS 40



HOW TO BUILD A CHOCOLATE BRIDGE

EXTRAORDINARY BUILDS USING EVERYDAY THINGS

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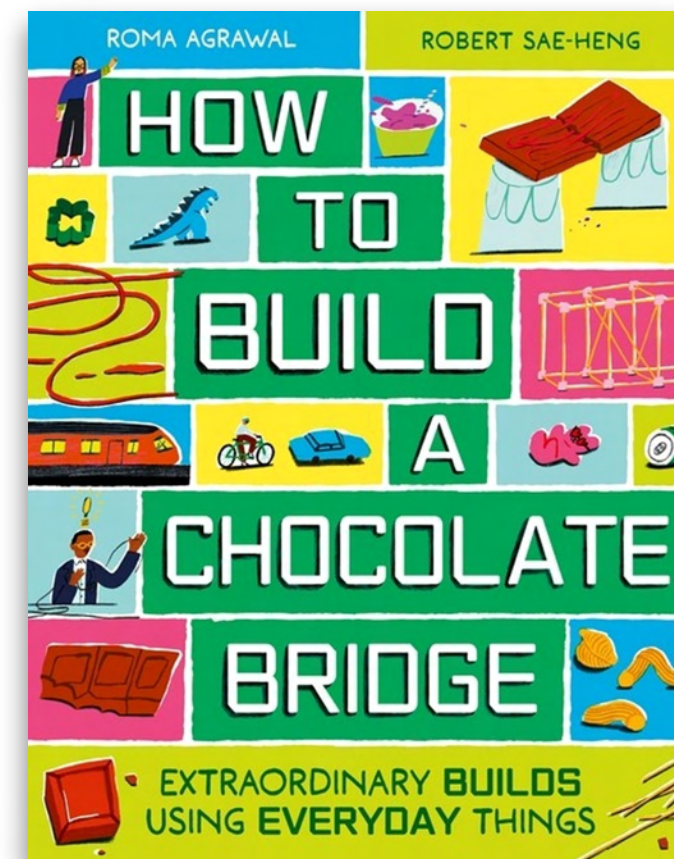
48 Pages

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.

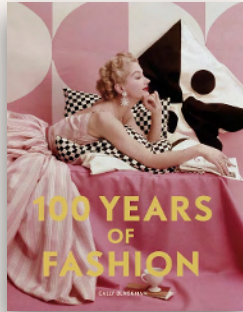
Author Roma Agrawal turns everyday materials into epic experiments, from pasta skyscrapers to chocolate bridges. Meet real scientists who test the limits of imagination and learn how creativity fuels invention.

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

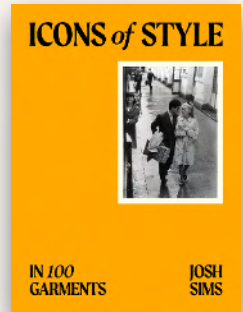


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HATS!

STYLE AND STATEMENT IN GLOBAL HEADWEAR

LKP ENGLISH EDITION

9781529443196
March 2026
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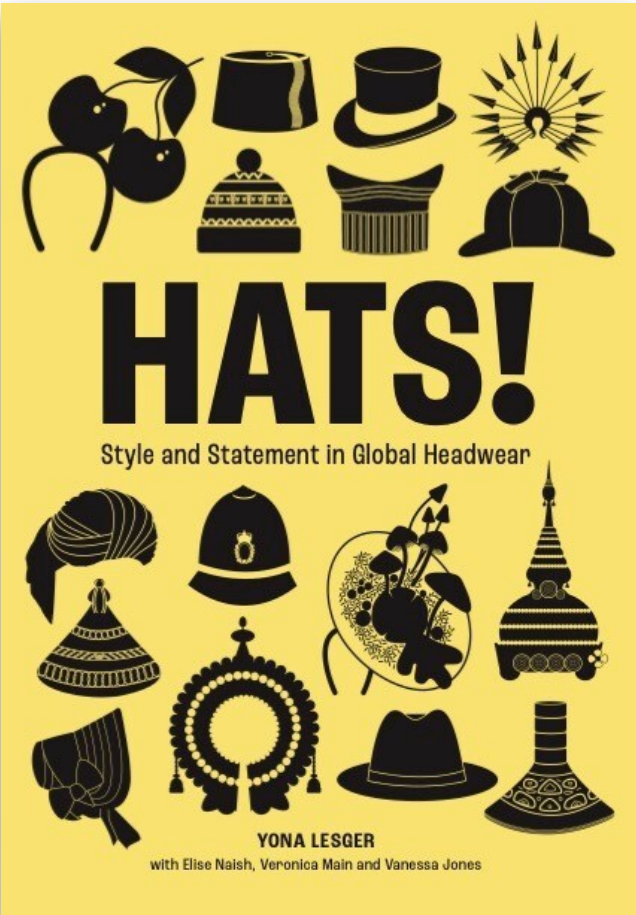
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222 x 156 mm
224 Pages

YONA LESGER

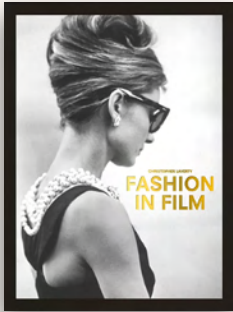
Top off your curiosity with “Hats!” a fascinating journey through headwear from every corner of the world.

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.



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LEOPARD

FASHION'S MOST POWERFUL PRINT

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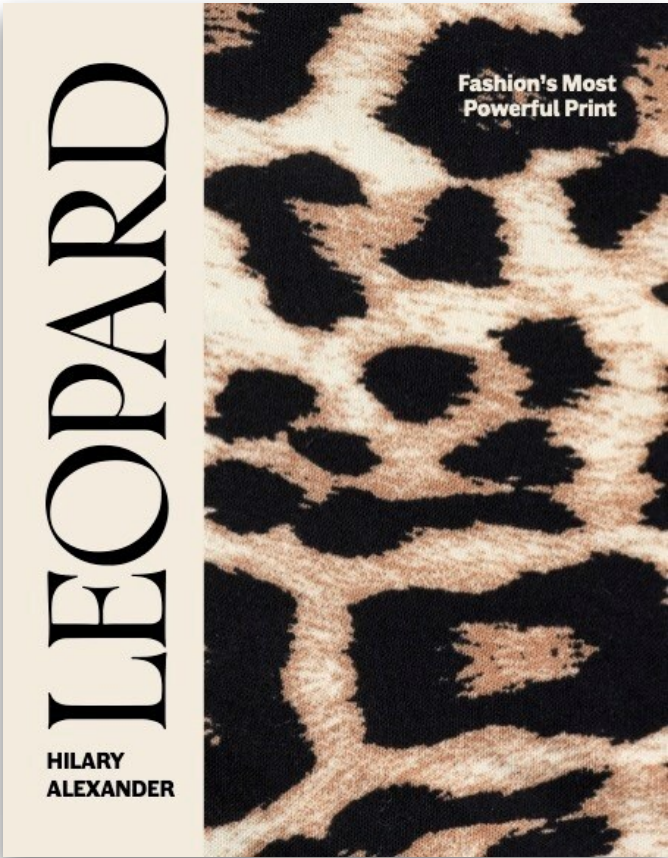
Hardback
199 x 154 mm
192 Pages

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
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200 x 252 mm
132 Pages

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

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September 2025
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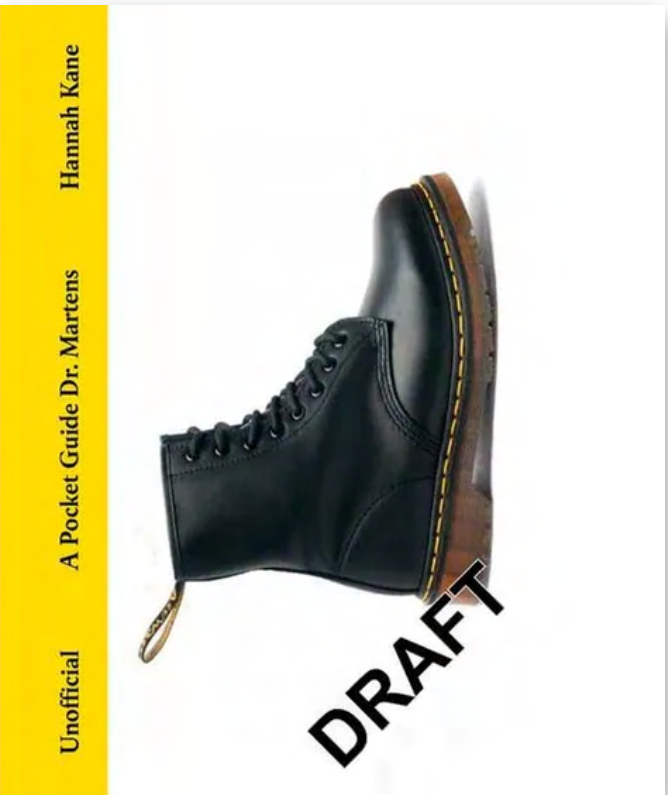
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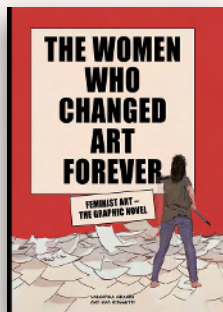
HANNAH KANE

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!

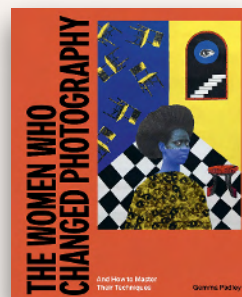




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The Birth of Venus, c. 1486

**SANDRO
BOTTICELLI**

005

(Italian, c. 1445-1510)



The Mother, 2022, Munch Museum, Oslo, Norway

TRACEY EMIN

033

(British, b. 1963)

THE FEMALE BODY IN ART

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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.

THE FEMALE BODY IN ART

AMY DEMPSEY

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THE WORLD OF BLACK FILM

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

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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.



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RED WITH BLACK **DO IT YOURSELF**

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TRIANGULATION **RAYS**
DECORATIVE, LOGOTYPES **A**
PHOTOMONTAGE **PHOTOGRAPHY**

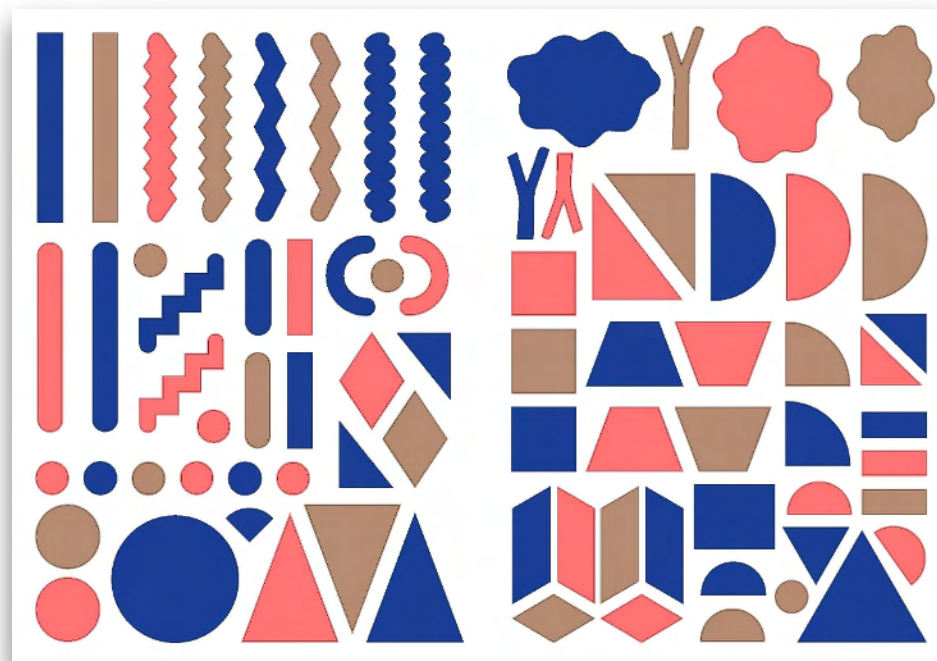
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AN EXPLORATION OF VISUAL THINKING

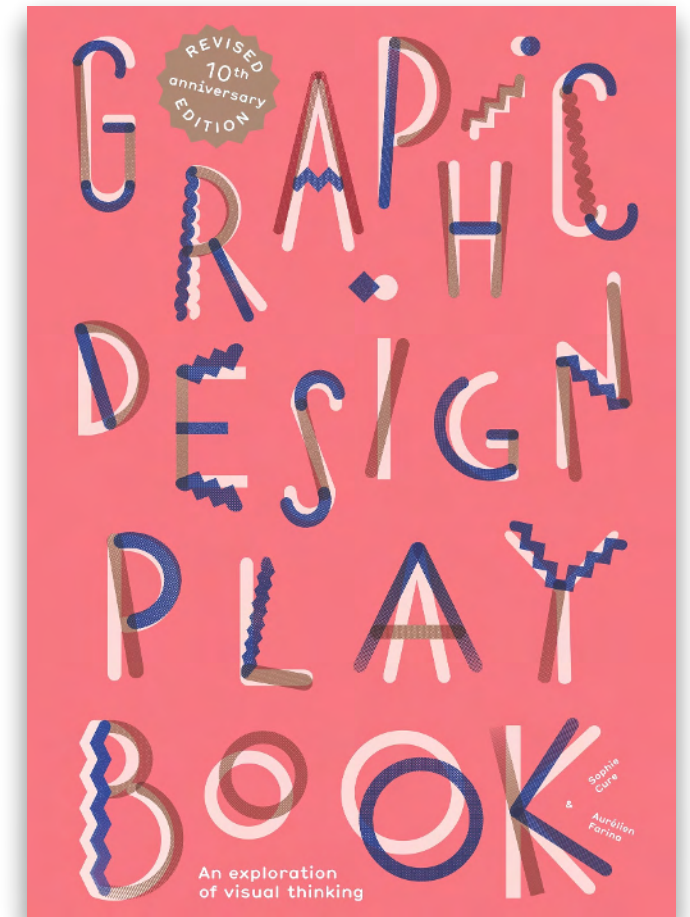
64 Pages

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!



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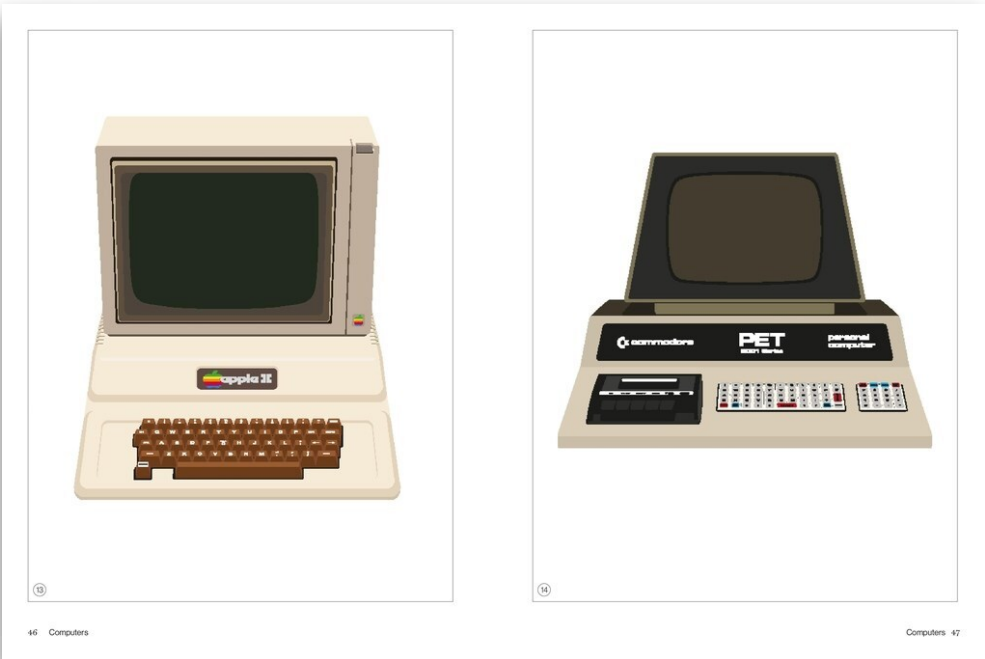
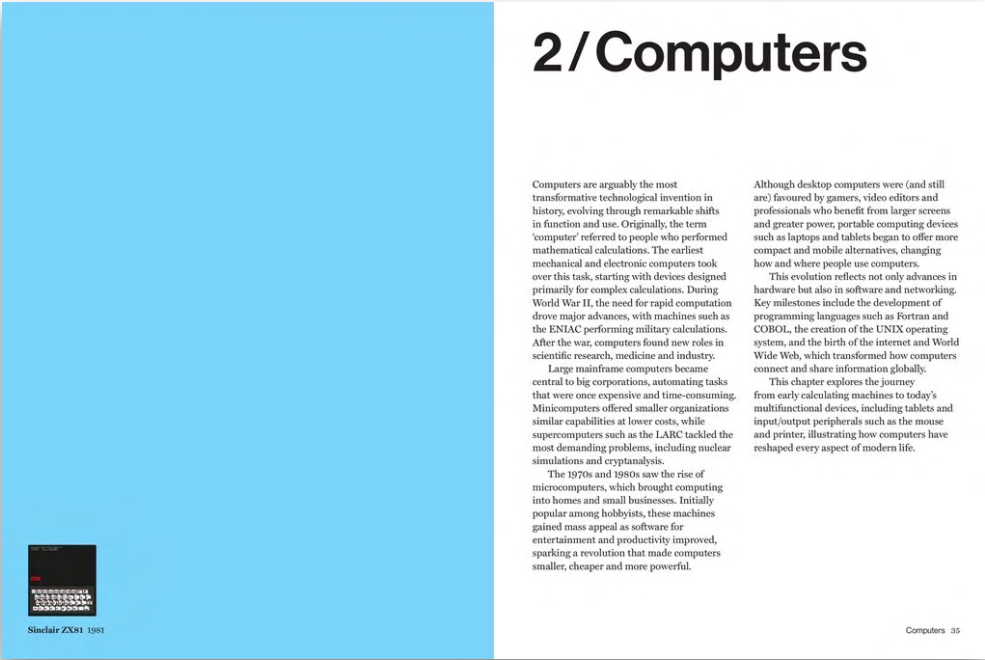
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GIZMO

THE RETRO-TECH WE LOVED AND LOST

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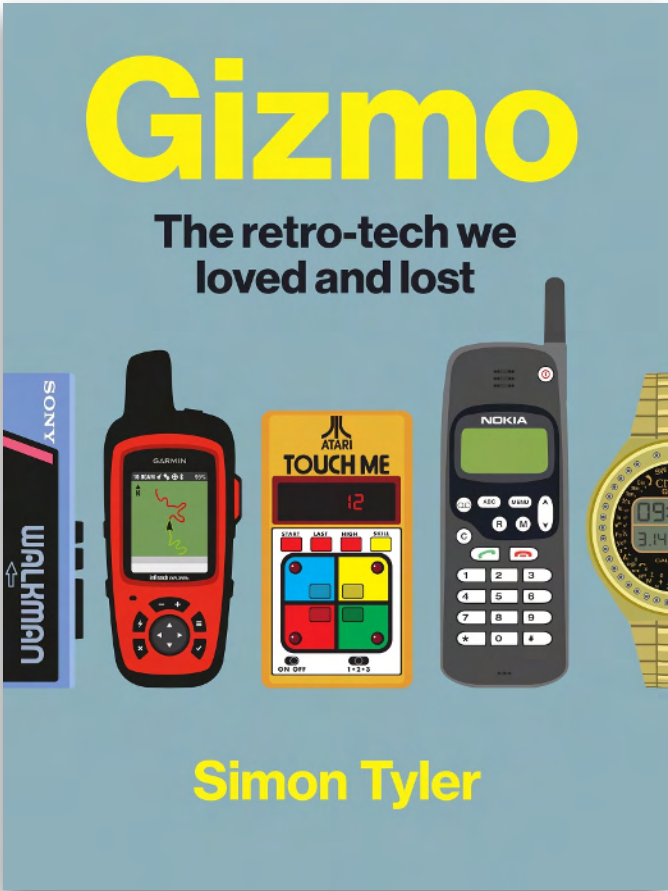
224 Pages

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.



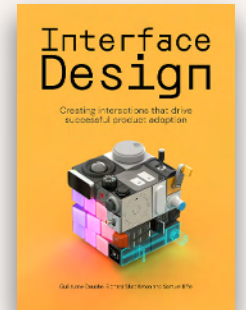
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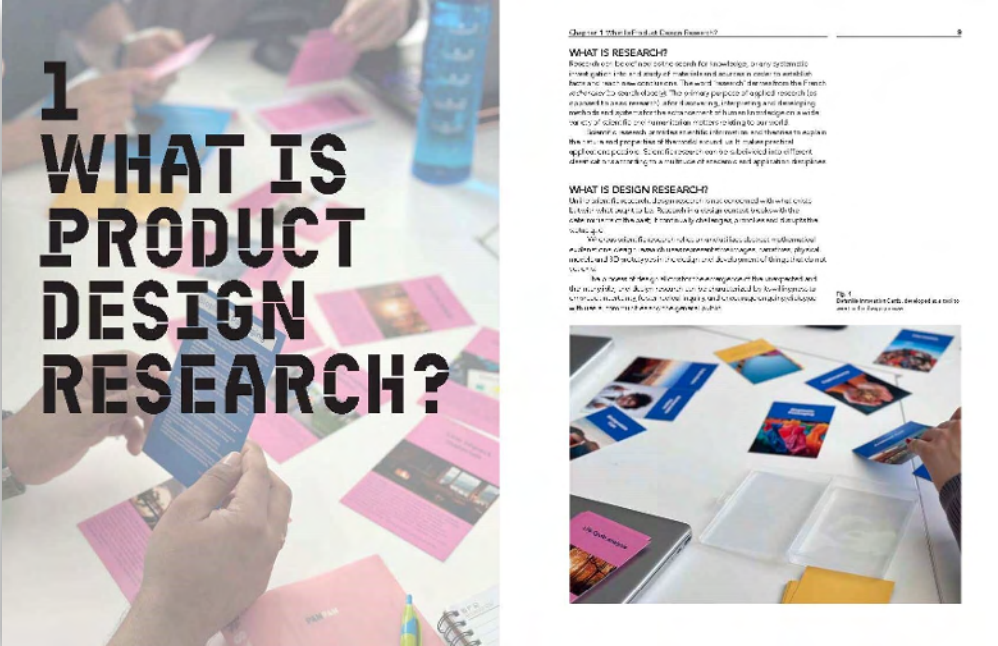
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RESEARCH METHODS FOR PRODUCT DESIGN, SECOND EDITION

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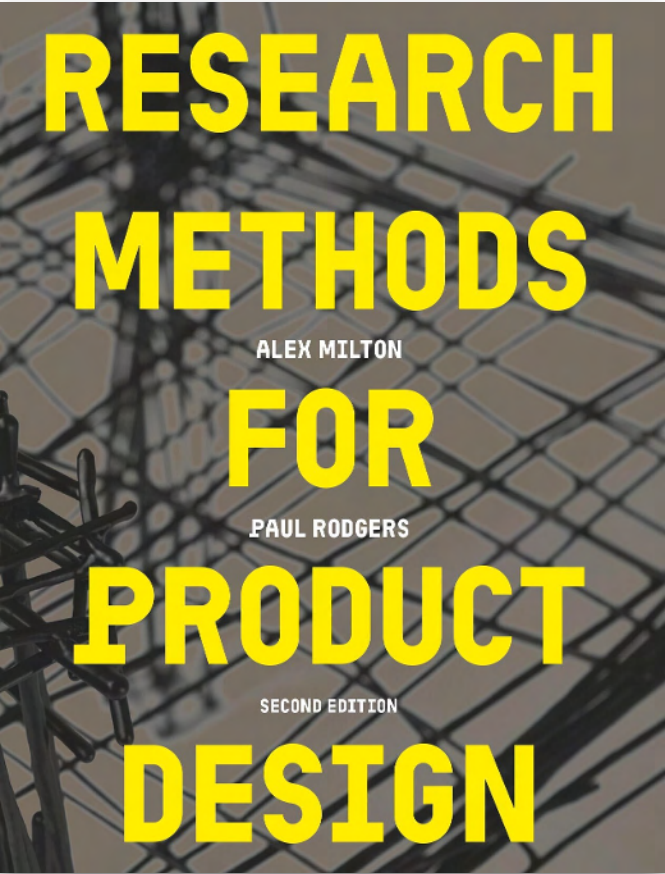
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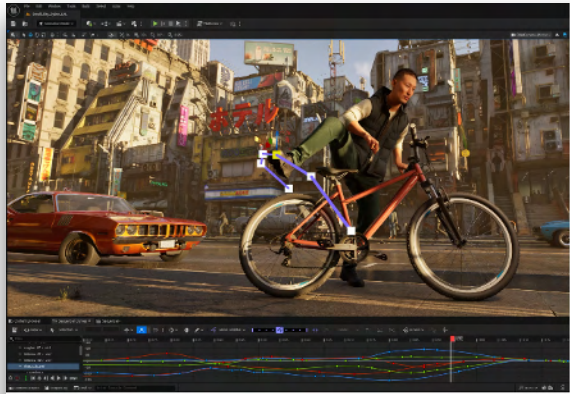
PAUL RODGERS

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.





Unreal Engine

Category: Video Games, Animation

Released: 1998

Designer: Tim Sweeney

Manufacturer: Epic Games, North America

Dimensions: N/A
(Billions of lines of computer code)

Unreal Engine began in the mid-1990s as a software technology project by Tim Sweeney, founder of Epic Games. Originally developed to power the first-person 3D shooter game Unreal (released in 1998), the engine's wider purpose was well defined from the start: a flexible, extensible creative tool that could evolve across generations of games and other projects.

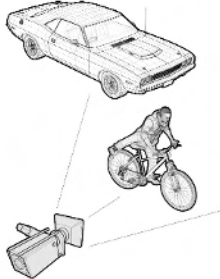
Today, it represents one of the most advanced universal real-time creative platforms available. It combines industry-leading graphics rendering, comprehensive world-building tools, a powerful visual scripting system and full source-code access, bringing interactive experiences to life across video games, film production, architectural visualisation, and automotive design.

3 | The Design of Creative Tools



Typical Creative Flow

1. Select from a choice of templates with ready-made controllers and the basic structures in place to jumpstart experimentation.
2. Use the Level Editor to construct gameplay spaces, import existing or create new assets (3D models, textures, animations, and sounds) and use procedural tools to help quickly generate, populate and style large scenes.
3. Define interactions and gameplay using Blueprints to control actors, trigger events, and define player and AI behaviours as gameplay progresses.
4. Try playing directly in the Editor and test changes interactively in real time, iterate and improve the design.
5. Package the project. This will automatically optimise and publish your game to desktop, mobile, console and immersive platforms.



The Design of Creative Tools | 4

Design & Features

The Leica 1 is highly portable, designed to be carried to the subject rather than bringing the subject into a studio. Its compact, metal-clad body is light enough to fit in a pocket, yet engineered to withstand everyday use in fast-moving environments.

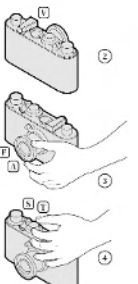
Controls are simple and direct: an aperture slider on the lens, a speed dial on the body, and an optical viewfinder for framing. Together, they allow the photographer to play with light, exposure and composition without distraction. The lack of an integrated rangefinder in the Leica 1 meant focus was estimated, demanding immediacy over precision.

Its small size and low weight make it quick to handle, while 35 mm film cassettes let photographers carry multiple rolls with ease. This combination of portability, robustness and straightforward controls turned photography into a more fluid and spontaneous practice.



Typical Creative Flow

1. Load 35mm film into the Leica 1's reusable cassette.
2. Frame a subject by eye using the optical viewfinder (V), moving the camera on the subject.
3. Focus the lens (F) by estimating and setting the distance (range) between the camera and the subject.
4. Choose an aperture (A) and a shutter speed (S) to adjust depth of field, sharpness of movement and exposure (using a separate light meter or learned rules of thumb).
5. Press the shutter (S) to expose the film and take the photograph.
6. Manually advance the film, resetting the shutter, and be ready to capture the next picture.



The Design of Creative Tools | 2



Leica 1

Category: Photography

Released: 1924

Designer: Oskar Barnack

Manufacturer: Ernst Leitz Optische Werke, Germany (The Leitz factory)

Dimensions: approximately
160 mm x 85 mm x 60 mm

The Leica 1 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 camera, democratising and modernising photography. It became a tool not just for studios, 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.

1 | The Design of Creative Tools

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.

GUILLAUME COUCHE, RICHARD SHACKLETON, SANYA RAI

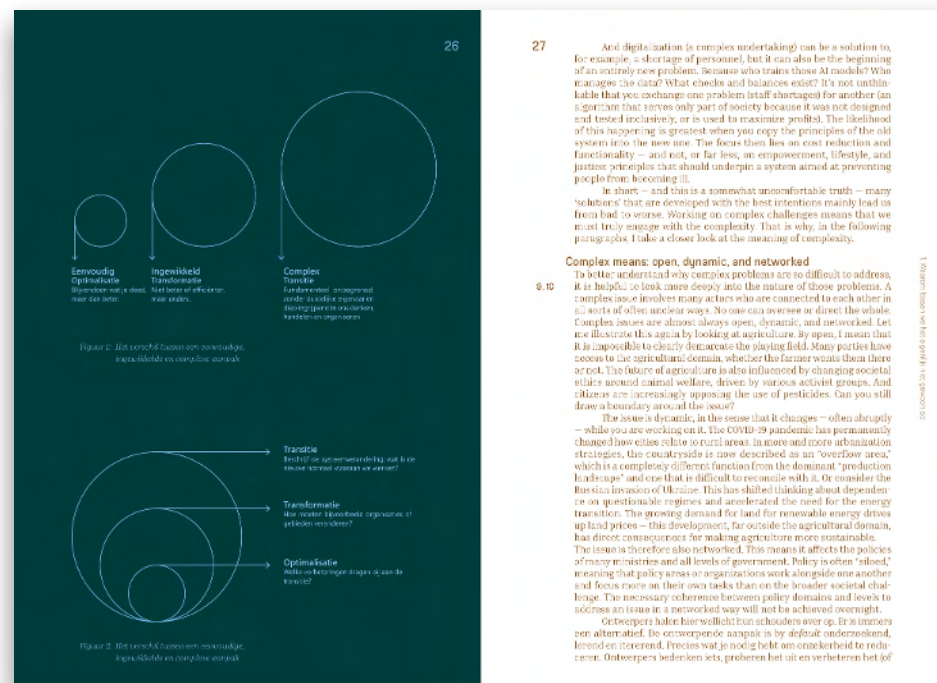
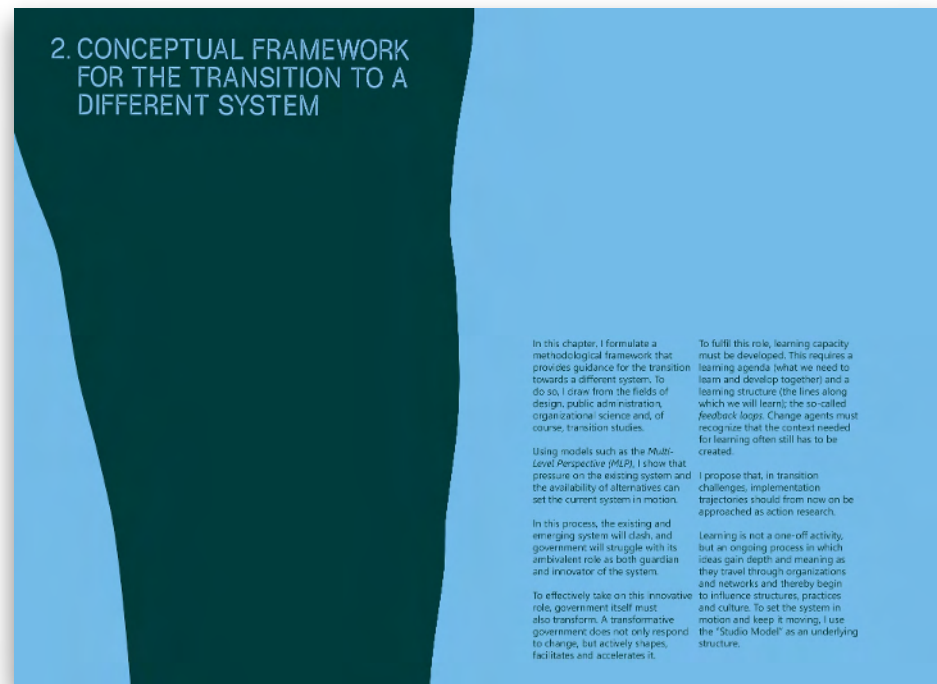
Guillaume Couche and Richard Shackleton, co-founders of Oh Hi Tomorrow and authors of Interface Design, join forces with Google DeepMind designer Sanya Rai. Together, they bring decades of expertise in creative tools, interaction design and innovation to this collaborative work.

DESIGNING CREATIVE TOOLS

Revealing Principles Behind Tools That Shape Art, Culture and Imagination



Guillaume Couche, Sanya Rai, Richard Shackleton



DESIGNING FOR SYSTEMIC CHANGE

TRANSFORMING PUBLIC SECTOR INNOVATION

BIS ENGLISH EDITION

9789063699963

May 2026

€ 29.99

Paperback

240 x 165 mm

176 Pages

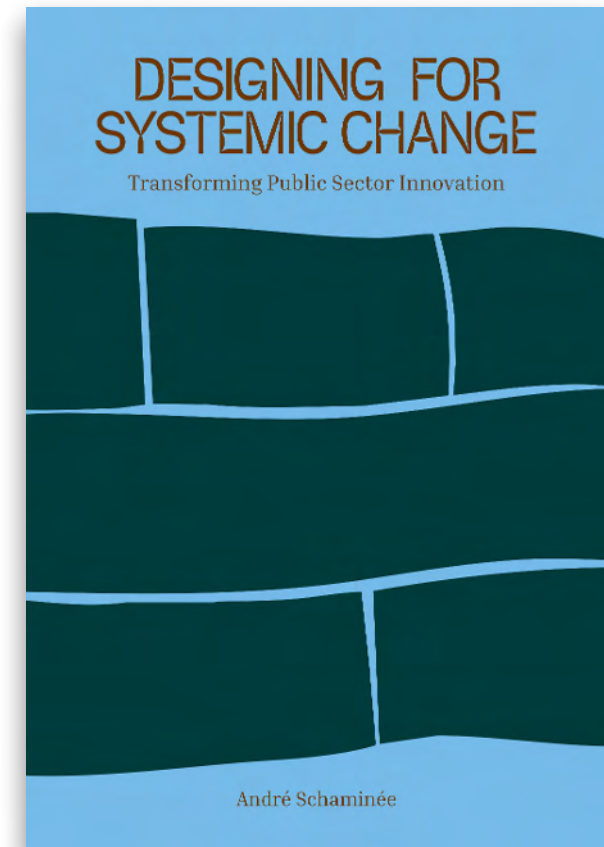
Radical, systemic change is needed to create a sustainable and just society. Yet attempts at transformation often meet resistance, move slowly, or fall back into familiar patterns. This book is written for designers and public-sector innovators who confront these realities every day.

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.

ANDRÉ SCHAMINÉE

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 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 wouldn't expect 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 fuss?

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 – is a big decision. But there we were. Somehow, the digital team 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 they 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.

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. Eventually, these attempts to collaborate then wither away. So what's the solution? Is Conway's law a death sentence for any organisational structure?

I don't think it has to be. In 2011, Manu Cornet drew cartoon organisational charts 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

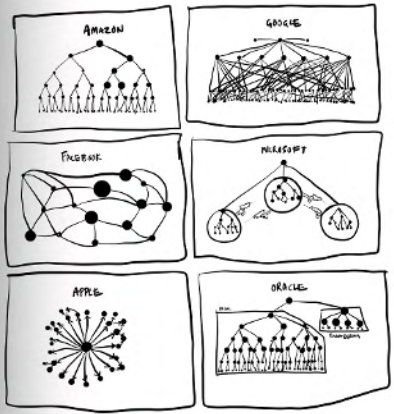


Diagram recreated from Manu Cornet's original depiction of various US tech firms' organisational structures

BAD SERVICES

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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.

Bad Services

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