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FRESH ARRIVALS

DESIGN INNOVATION CENTRE (DIC)

S.No	Title	Author	Qty
1	The Teaching of Design and Innovation	Gabriel J. Costello	01
2	Consumer Product Innovation and Sustainable Design	Robin Roy	01
3	Mindful by Design	Caitlin Krause	01
4	The Innovator's DNA	Jeff Dyer, Hal Gregersen, Clayton M. Christensen	01
5	Mindset: Changing the Way You think To Fulfil Your Potential	Carol Dweck	01
6	Abundance: The Future Is Better Than You Think	Peter H Diamandis, M.D., Steven Kotler	01
7	Mechanics (Berkeley Physics Course, Vol. 1) 2nd Edition	Charles Kittel , Walter D. Knight , Malvin A. Ruderman ,	01
8	Electricity and Magnetism (Berkeley Physics Course, Vol. 2) 2nd Edition	Edward M. Purcell	01
9	Waves (Berkeley Physics Course, Vol. 3)	Frank S. Crawford Jr.	01
10	Quantum physics (Berkeley physics course Volume 4)	Eyvind H Wichmann	01
11	Disability, Society and Assistive Technology	Bodil Ravneberg, Sylvia Söderström	01
12	Product Design	Otto	01
13	Bold: How to Go Big, Create Wealth and Impact the World	Peter H. Diamandis, Steven Kotler	01
14	The Hard Thing About Hard Things: Building a Business When There Are No Easy Answers	Ben Horowitz	01
15	How Not to Be Wrong: The Power of Mathematical Thinking	Jordan Ellenberg	01
16	The Art of Innovation: Lessons in Creativity from IDEO, America's Leading Design Firm	Tom Kelley	01
17	Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation	Tim Brown	01
18	The Ten Faces of Innovation: Strategies for Heightening Creativity	Tom Kelley	01
19	Design Thinking: A Guide to Creative Problem Solving for Everyone	Andrew Pressman	01
20	Six Thinking Hats	Edward De Bono	01
21	Cradle to Cradle	Michael Braungart, William McDonough	01

22	Creative Confidence: Unleashing the Creative Potential Within Us All	Tom Kelley, David Kelley	01
23	The Robotics Primer	Maja J. Matarić	01
24	Making Ideas Happen: Overcoming the Obstacles Between Vision and Reality	Scott Belsky	01
25	The Accidental Creative: How to Be Brilliant at a Moment's Notice	Todd Henry	01
26	Sketching User Experiences: Getting the Design Right and the Right Design	Bill Buxton	01
27	The Art of the Start 2.0: The Time-Tested, Battle-Hardened Guide for Anyone Starting Anything	Guy Kawasaki	01
28	Hooked: How to Build Habit-Forming Products	Ryan Hoover	01
29	Product Design and Development	Steven Eppinger, Karl Ulrich	01
30	Curved-Folding Origami Design	MITANI	01
31	Muscle Energy Techniques 4th ed	Leon Chaitow	01
32	Engineering Writing by Design	ROTHWELL	01