

First Author (Last Name, Initials)	Other Authors	Paper Title	Location (Journal, conference title, volume, page no.)	Year	Keywords	Owner (KP/SW)
Adams, J		Conceptual Blockbusting	Penguin, London 1987	1987		SW
Akamatsu, M.	Mackenzie, I.S., Hasbroucq, T.	A Comparison of Tacitile, Auditory, and Visual Feedback in a Pointing Task using a Mouse-type Device	Ergonomics, Vol. 38, No.4, pp. 816-827	1995	Sensory feedback modalities, mouse interaction	SW
Amabile, TM		The Social Psychology of Creativity	Springer Verlag, New York	1983		SW
Amabile, TM		The Social Psychology of Creativity:a consensual assessment technique	Journal of personality and social psychology. Vol 43 pp997-1013	1982		KP
Amabile, TM		Children's artistic creativity: detrimental effect of competition in a field setting	Personality and social psychology bulletin. Vol 8 pp573-578	1982		KP
Anderson R ,	Helstrup, T	" Visual discovery in mind and on paper"	Memory and cognition vol 21		cognitive psychology, mental imagery	SS
Anderson R E	Helstrup,	Multiple perspectives on discovery and creativity in mind and on paper	Imagery, creativity and discovery: a Cognitive perspective., B Roskos-Ewoldso, M J Intons-Peterson and R E Anderson (eds) Elsevier Science Publishers (1993) pp 223 253).	1993	cognitive psychology, mental imagery, externalization	SS
Arnheim, R.		Sketching and the Psychology of Designing	Design Issues, Vol 9, No.2, pp15-19	1993		SW
Arsenault, R.	Ware, C.	Eye-Hand Co-ordination with Force Feedback	CHI Letters, Vol.2, issue 1pp. 408-414	2000	Force feedback, co-location, head tracking	SW
Avila, R.S.	Sobierajski, L.M.	A Haptic Interaction for Volume Visualization	Visualization `96 Proceedings, pp. 197-204, IEEE CS Press).	1996	Haptic rendering, Voxels	SW
Bahar Sener	Joris S.,Vergeest M. Evren Akar	New Generation computer-aided design tools: two related research projects investigating the future expectations of designers	International Design Conference – Design 2002	2002	design process, physical modelling, survey on design	SS
Baird, B.		Using Haptics and Sound in a Virtual Gallery	Proceedings of the fifth Phantom Users Group Workshop. Aspen, Colorado Oct28-30	2000	Haptics	KP
Baker, Robin		Designing the Future: The Computer Transformation of Reality	Thames & Hudson 1993	1993	CAD	KP
Balakrishnan, R.	Fitzmaurice, G., Kurtenbach, G., Singh, K.	Exploring Interactive Curve and Surface Manipulation Using a Bend and Twist Sensitive Input Strip	Proc. 1999 ACM Symp. Interactive 3D Graphics, pp. 111 - 118	1999	Input devices, bimanual input, gestures, 3D Modelling	KP
Barrett, F.D.		Creativity Techniques	Yesterday, Today, Tomorrow			KP
Barron, F		Creative Person & Creative Process	Holt Rinehart & Wilson, New York	1969		SW/KP+G6 8
Bergson, H.		Creative Evolution	Holt Rinehart & Wilson, New York	1944		SW
Boden, M.A.		The Creative Mind - Myths and Mechanisms	Weidenfeld & Nicolson, London	1990		SW

Bouguila, L.	Ishii, M., Sato, M.	Effect of Coupling Haptics and Stereopsis on Depth Perception in Virtual Environment	Proceedings of the 1st Workshop on Haptic Human Computer Interaction, 31st August - 1st September, 2000, Glasgow, Scotland	2000 Stereopsis, Haptics, Depth Perception	SW
Bouguila, L.	Ishii, M., Sato, M.	A Large Workspace Haptic Device for Human-Scale Virtual Environments	Proceedings of the 1st Workshop on Haptic Human Computer Interaction, 31st August - 1st September, 2000, Glasgow, Scotland	2000 Devices	KP
Brandimonte, MA	Gerbino, W	When Imagery Fails: effects of verbal recording on accessibility of verbal images	In Cornoldi, C, Logie RH		KP
Brandimonte, MA	Kaufmann, G., Reisberg, D (eds)	Stretching the Imagination: representation and transformation in mental imagery	Oxford University Press, Oxford pp31-71	1996	KP
Brawne, M		From idea to building	Butterworth-Heinemann Ltd pp77	1992	KP
Brederson, J.D.	Ikits, M., Johnson, C.R., Hansen, C.D.	The Visual Haptic Workbench	Proceedings of the fifth Phantom Users Group Workshop. Aspen, Colorado Oct28-30	2000 Haptics	KP
Brereton, Margot	McGarry, Ben	An Observational Study of How Objects Support Engineering Design Thinking and Communication: Implications for the design of tangible media	CHI 2000 proceedings http://tangible.media.mit.edu/courses/ti01/Brereton-Objects-CHI00.pdf	2000 tangible media, concept design, spatial interaction, gestural interfaces, design process	SS
Broek J. J.	al.	Using physical models in design	Department of Design Engineering, Delft University of Technology, The Netherlands		
Butterworth, J.	Davidson, A.	3DM: A Three Dimensional Modeler Using a Head-Mounted Display	Computer Graphics: Proceedings of 1992 Symposium on Interactive 3D Graphics, April 1992	1992 3D Modelling/VE?	
Candy, L	Edmonds, E	Creativity Enhancement with Emerging Technologies	Communications of the ACM 2000	2000	SW
Chambers, D	Reisberg, D	Can Mental images be ambiguous?	Journal of experimental Psychology: Human perception and performance vol.11 (1985) pp317-328	1985 cognitive psychology, sketches	SS
Chapman, G.	Fisher, T., Ashworth, P., Reavey, P.	Creativity and the Computer Nerd	Conference paper, European Academy of Design Conference, Stockholm April 1997	1997 Creativity, CAD, Digital Imaging, Psychology, Personality Types, Self Concept, Kelly's Grids, IT Education	KP
Cheshire, D.G.	Evans, M.A, Dean, C.J.	Haptic Modelling: An Alternative to Industrial Design Methodology?	Proc. Eurohaptics 2001, pp.124-128	2001 Freeform	KP
Cheshire D	. G. Evans M. A., Dean C.J.	Haptic Modelling - An Alternative Industrial Design Methodology?	Eurohaptics 2001 pp.124	2001 haptics for design, using freeform	SS

Clark, HH	Chase, WG	On the process of comparing sentences against pictures	Cognitive psychology vol3 (1972) pp 472-517	1972	cognitive psychology, mental imagery, verbal representations	SS
Cohen, J.M.	Markosian, L., Zeleznik, R.C., Hughes, J.F.	An Interface for Sketching 3D Curves	Proceedings of 1999 Symposium on Interactive 3D Graphics, ACM SIGGRAPH.	1999	Curve manipulation, 3D modelling, Interactive Shadows	KP
Collins, M.A.		Motivation and Creativity, Handbook of Creativity	Sternberg Robert J., (ed), Cambridge University Press	1999		KP
Conway, M.	et al. (about 20 other authors!)	Alice: Lessons Learned from Building a 3D System for Novices	Proc of CHI 2000	2000	Animation authoring tools, user studies	KP
Cross, N	Nathenson, M.	Design Methods and Learning Methods. Design, Science, Method	Jaques, Robin and Powell (eds) Proceedings of 1980 Design Research Society Conference, Westbury House	1980		KP
Cross, N	Clayburn A	Winning by design: the methods of Gordon Murray, racing car designer	Design Studies, Vol 17 (1996) pp91-107	1996		KP
Darke, J.		The Primary Generator and the Design Process	Design Studies Journal, Vol 1, Issue 1, July 1979	1979		SW
Deering, M.F.		Holosketch: A Virtual Reality Sketching / Animation Tool	ACM Transactions on Computer-Human Interaction, Vol.2, No. 3, pp. 220-238	1995	CAD, sketching systems	SW
Deisinger Joachim,	Blanch Roland, Wesche Gerold, Breining Ralf, Simon Andreas.	Towards Immersive Modeling - Challenges and Recommendations: A workshop analyzing the needs of designers.	6th Eurographics Workshop on Virtual Environments	2000	survey of computer usage	SS
Djadaningrat, J.P.	Overbeeke, C.J., Wensveen S.A.G.	Augmenting Fun and Beauty: A Pamphlet	Proceedings of DARE 2000: Designing Augmented Reality Environments. Helsingor, Denmark pp131-134	2000	Augmented Reality/Usability/Perceptual-motor/Emotion/Aesthetics	KP
Edmonds, E		Artist Augmented by Agents	Proceedings of International Conference on Intelligent User Interfaces 2000, ACM Press, pp 68-73	2000	Intelligent user interface, agent, creativity, art	KP
Edmonds, E	Candy, L	Into Virtual Space and Back to Reality: Computation, Interaction and Imagination	Proceedings 4th International Roundtable Conference on Computational Models of Creative Design, J.Gero & M.L. Maher (eds) pp19-31	1999		SW
Ekvall, G		Creative climate for the management of ideas	Chapt 7, Managing Innovation. Henry, J. & Walker, D	1991		KP
Emmeriks van, M		Interactive Design of parameterized 3D by direct manipulation	Dissertation TU Delft, (Co)promotors: prof.dr.ir. F.W. Jansen, prof.dr.D.J. McConalogue, Delft University Press, Delft, Netherlands	1990		

Faconti G.,	Massink M., Bordegoni M., De Angelis F., Booth S.	Haptic cues for image disambiguation	Eurographics 2000 / M. Gross and F.R.A. Hopgood (Guest Editors) volue 19, Number 3.	2000	haptic interaction, multisensory interface, contextual attention	SS
Feist, G.F.		The Influence of Personality on Artistic and Scientific Creativity, Handbook of Creativity	Sternberg Robert J., (ed), Cambridge University Press	1999		KP
Finke R. A		Creative Imagery: Discoveries and inventions in visualization	Erlbaum Hilldsale, NJ (1990)	1990	cognitive psychology, mental imagery, externalization	SS
Finke, R.	Slayton, K	Explorations of creative visual synthesis in mental imagery	Memory and Cognition Vol 16 No 3 (1998) pp 252-257	1998	cognitive psychology, mental imagery, externalization	SS
Finke, R.A.		Creative Imagery: discoveries and inventions in visualisation.	Erlbaum, Hillsdale NJ. Pp204-244	1990		SW
Finke, R.A.		Principles of mental imagery	MIT Press, Cambridge MA	1989		SW
Finke, R.A.	Slayton, K.	Explorations of creative visual synthesis in mental imagery	Memory and Cognition. Vol 16	1988		KP
Fitzmaurice, G.W.	Balakrishnan, R., Kurtenbach, G., Buxton, Bill (Alias/wavefront)	An Exploration into Supporting Artwork Orientation in the User Interface	Published in Proceedings of 1999 ACM Conference on Human Factors in Computing Systems (CHI'99), pp167-174	1999	Rotating User Interfaces/RUI/Pen-based computers/GUI Toolkits/Tablets/I CDe/T Sketching/3D	KP
Garner, S.		Is Sketching Still Relevant in Virtual Design Studios?	Proceedings of NET'00, Design Computing on the Net '00 15-19 Jan, University of Sydney	2000		KP
Garner, S.		The Undervalued Role of Drawing in Design. Drawing Research and Development	Thistlewood, David (ed., consult. Eds. Paine, Sheila & Court, Elsbeth) Longman 1992	1992		SW
Goldschmidt, G.		The Dialectics of Sketching:	Creativity Research Journal (4) 1991 pp123-143	1991		KP
Gombrich, E.H.		Art and Illusion	Phaidon Press, London	1962		SW
Graham, E.D.	Mackenzie, C.L.	Physical Versus Virtual Pointing	Proceedings of the Conference on Human Factors in Computing Systems CHI'96. ACM Press, 292-299.	1996	Fitts' Law, co-location	SW
Guiard, Y.		Asymmetric Division of Labor in Human Skilled Bimanual Action: The Kinematic Chain as Model	The Journal of Motor Behavior, 19 (4), 1987,pp. 486-517.	1987	bi-manual interaction, psychology, skilled action	SS
Guilford, J.P.		The Nature of Human Intelligence	McGraw-Hill, London	1967		SW
Hanna, R.	Barber, T.	An Inquiry into computers in design: attitudes before - attitudes after	Design Studies 22(2001) pp255-281	2001	Design Cognition/Design Research/Creativity/CAD/Statistics	SW

Hekkert, P	Keyson, D, Overbeeke, K, Stappers, P.J.	The Delft Studio ID Lab: Research Through and for Design	Design Research in the Netherlands, Eindhoven	2000		SW
Hennessey, J.M.		Exploring Computer Enhancements for Conceptualising	Automation Based Creative Design: Current issues in Computers & Architecture. Edited T.White & A.Tzonis, Elsevier Science, B.V. Amsterdam 1994 pp349-362	1994	Conceptual Design	KP
Henry, J.		The Nature and Development of Creativity	Co-Design Journal 10:11:12	1994		SW
Henry, J.		Making Sense of Creativity	Creative Management, Chapt 1	1999		KP
Herman, N		The Creative Brain				SW
Hillier, B	Musgrove, J., Sullivan, P.	Knowledge and Design,	in Mitchell, W.J. (ed) Environmental Design: Research and Practice, University of California			SW
Hillier, W	Musgrove, J., Sullivan, P.	Knowledge and Design. Environmental Design: Research and Practice	Mitchell, W.J. (ed) University of California	1972		KP
Hinckley Ken	Randy Paush, John Goble, and Neal F. Kassell.	A survey of Design Issues in Spatial Input	K. Hinckley, R. Pausch, R., J.C. Goble, and N.F. Kassell, Proc. ACM Symp. on User Interface Software & Technology (UIST'94), ACM, New York, NY, 1994, pp. 213-222.	1994	spatial input, two handed interaction, HCI	SS
Hoeben, A	Stappers, P.J.	Ideas: A vision of designer's sketching tool	Jacko, J & Sears, A (Eds) Proceedings CHI2001: Conference on Human Factors in Computing Systems, Seattle, USA pp199-200	2001	Sketching, design tools, conceptualisation, pen tablet	SW
Hoeben, A	Stappers, P.J.	Flicking through Page-based Documents with Thumbnail Sliders and Electronic Dog-ears	CHI2000 Conference, The Hague, Netherlands	2000	Browsing, document navigation, thumbnails	KP
Hoeben, A	Stappers, P.	Tools for the Conceptual Phase of Design at the ID-Studiolab	Position paper. CHI2001, Seattle, Washington, USA. Workshop on Tools, Conceptual Frameworks & Empirical Studies of Early Stages of Design pp72-73	2001	Conceptual Design	SW
Hollins, G		Total Design: managing the design process in the service sector				KP
Horvath I.	Rusak Z.	Collaborative Shape Conceptualization in Virtual Design Environments	Communications of the ACM, December 2001, vol.44, no.12	2001	two-handed interaction, spatial input, HCI, particle clouds, gestural interfaces	SS
Hummels, C.C.M.	Overbeeke, C.J.	Designing and Testing Human Computer Interaction: A Case Study in Virtual Clay Modelling	D. Roller (Ed) Conference proceedings of the 31st International Symposium on Automotive Technology and Automation (ISATA) pp27-34, 1998, Automotive Automotion Limited, Croydon	1998		KP

Igarashi, T.		Supportive Interfaces for Creative Visual Thinking	Collective Creativity Workshop, Nara (Japan), May 7-8, 2000	2000	Sketching, direct manipulation	KP
Igarashi, T.	Matsuoka, T., Tanaka, H	Teddy: A Sketching Interface for 3D Freeform Design	ACM SIGGRAPH'99, Los Angeles, 1999, pp.409-416	1999	3D Modelling, Sketching, Gestures, Soft toys	KP
Kagan, J.	Pearson, L., Welch, L.M.	Conceptual Impulsivity and Inductive Reasoning	Child Development, 37, pp583-594	1966		KP
Kalawsky Roy S.		The Validity of Presence as a Reliable Human Performance Metric in Immersive Environments	Presence 2000, International Workshop on Presence, Delft, Netherlands	2000	Presence VR methodology	SS
Kavakli, M		Sketching as Mental Imagery Processing	Design Studies Journal, 22 (2001) pp347-364	2001	Design Cognition/Information Processing/Perception/Conceptual design/Design Activity	KP
Kavakli, M	Gero, JS	Sketching as mental imagery processing	Design Studies, 22(4): 347-364-2001	2001	design process, sketching, mental imagery	SS
Kees	Dorst & Cross	Creativity in the Design Process: co-evolution of problem solving	Design Studies Vol 22 (5)			KP
Keller, I.	Stappers, P.J., Hoeben, A	TRI Inspiration Support for a Design Studio Environment	International Journal of Design Computing, 3. Pp17	2000		KP
Keyson, D.V.		Estimation of Virtually Perceived Length	Presence, Vol.9, No. 4, pp. 394-398	2000	Psychophysics	KP
Kirton, R.J.		Adaptors and Innovators: styles of creativity and problem solving	Royledge, London 1989	1989		KP
Klatzky R.	Lederman, S., Catherine Reed	There is more to touch that meets the eye: the salience of object Attributes for Haptics with and without vision	Journal of experimental Psychology: general vol.116, no.4, 356-369	1987	haptics, object recognition, psychology	SS
Koestler, A		The Act of Creation		1964		SW
Kramer, A.		Any Mark Goes! A design based approach for interacting with computers	Position paper. CHI2001, Seattle, Washington, USA. Workshop on Tools, Conceptual Frameworks & Empirical Studies of Early Stages of Design	2001		KP
Landay, J.A.	Myers, B.A.	Interactive Sketching for the Early Stages of User Interface Design	Proceedings of CHI'95	1995	User Interfaces/Design/Sketching/Gesture Recognition/Interaction Techniques/ Programming by Demonstration/ Pen-based computing	KP

Lawson, B		Design in Mind	Architectural Press, Oxford	1997	SW
Lawson, B		Problem Solving in Architectural Design	Doctoral Thesis, University of Aston, Birmingham	1972	SW
Lederman, S.		Hand Movements: a window into Haptic recognition	Cognitive psychology vol 19 (1987) pp 342-368	1987	cognitive psychology, haptics SS
Lee, SeungHee	Stappers, P.J., Harada, Akira		Paper A-13. Proceedings of the 4th Asian Design Conference. Oct 30-31, Nagaoka, Japan pp686-693	1999	Kansei Design Approach/Appreciation/3D Object SS
Leganchuk A.	Shumin Zhai, William Buxton	Extending of Design Approach based on Ka Manual and Cognitive Benefits of Two-Handed Input: An Experimental Study.	ACM transactions on Computer Human Interaction, Vol. 5, n. 4 December 1998 326-359	1998	HCI, interaction techniques, bi-manual interaction SS
Lennings A. F.,	Broek J.J., Horvath I., Sleijffers W., de Smit A.	Editable Physical models for conceptual design	TMCE2000 Physical modeling of products, pp. 665-674	2000	concept modelling, physical models SS
Maarten Gribnau		Two-handed interaction in computer supported 3D conceptual modeling'	http://www.io.tudelft.nl/id-studiolab/gribnau/thesis/PDF/chapter1.pdf		two-handed interaction, physical modelling, spatial input, HCI SS
MacKenzie, I.S.		Fitts' Law as a Research and Design Tool in Human-Computer Interaction	Human-Computer Interaction, Vol.7, pp. 91-139	1992	Fitts' Law SW
Mandryk, R.L.	Mackenzie, C.L.	Superimposing Display Space on Workspace in the Context of Endoscopic Surgery	CHI Companion, CHI '99, ACM Press (pp. 284-285).	1999	Co-location SW
Marcy, G.	Temkin, B.	Tactile Max: A Haptic Interface for 3D Studio Max	Proceedings of the third Phantom Users Group Workshop, Oct 3-6, MIT, Cambridge, MA	1998	Haptics/CAD KP
Mawson, B.		Breaking the Shackles: Beyond the Design Process	Auckland College of Education	2001	KP
Mayall, W.H.		Principles in Design	Design Council, pp94-156	1979	KP / SW
McClundie, M		A Guide to Haptics Applications in the Digital Realm	Research Issues in Art, Design and Media, edited Darren Newbury & Nick Stanley, Publ The Research Training Initiative, Birmingham Institute of Art & Design, University of Central England	2002	Haptics AMS
McCullough, Malcolm		Abstracting Craft: The Practiced Digital Hand	The MIT Press	1996	CAD/Craft AMS
McGee, M.R.		A Haptically Enhanced Scrollbar: Force-Feedback as a means of reducing the problems associated with scrolling	proceedings of First PHANToM Users Research Symposium, Deutsches Krebsforschungszentrum, Heidelberg, Germany.	1999	Haptic widgets AMS
McKim, R		Experiences in Visual Thinking	Brooks/Cole Publishing Co, Monterey, California	1972	AMS
Mealing, S.		Computers and Art	Cromwell Press	1997	AMS
Miller, T.	Zelezniak, R.	An Insidious Haptic Invasion: Adding Force Feedback to the X Desktop	In <i>User Interface Software and Technology</i> , p. 59-64. ACM,	1998	Haptic widgets AMS

Miller, T.	Zelezniak, R.	The Design of 3D Haptic Widgets	In <i>1999 Symposium on Interactive 3D Graphics</i> , p. 97-102. ACM SIGGRAPH, 1999	1999 Haptic widgets	AMS
Miller, T.		Implementation Issues in Adding Force Feedback to the X Desktop	In <i>The Proceedings of the Third PHANToM Users Group Workshop</i> . 1998. AI Lab Technical Report No. 1643 and RLE Technical Report No. 624, MIT December, 1998	1998 Haptic widgets	AMS
Oakley, I.	McGee, M.R, Brewster, S., Gray, P.	Putting the Feel in "Look and Feel"	Proc. CHI 2000	2000 Haptic widgets	AMS
Oakley, I.		Comparing Haptic Effects in a GUI	proceedings of First PHANToM Users Research Symposium, Deutsches Krebsforschungszentrum, Heidelberg, Germany.	1999 Haptic widgets	AMS
Oech, Roger von		A Walk, A Kick and a Poke (cassette)			AMS
Osborne, Alex		Applied Imagination		1953	AMS
Overbeeke, C.J	Djajadiningrat, J.P., Wensveen, S.A.G., Frens J.W.	Set Me Free, Give Me Degrees of Freedom	Proceedings of SSGRR2001, L'Aquila, August 6-12	2001 Computer Interaction/Degrees of Freedom/Industrial Design Engineering/Interaction Design	AMS
Pask, G.	Scott, B	Learning and Teaching Strategies in a Transformation Skill	British Journal of Mathematical and Statistical Psychology, 1971, 24, pp217-253	1971	AMS
Passig D.	Sigal Eden	Cognitive intervention through Virtual Environments among Deaf and Hard-of-hearing Children	CyberPsychology & Behaviour 2000.	2000 cognitive psychology, rehabilitation	SS
Pereira, J.P.	Jorge, J.A., Branco, V., Ferreira, F.N.	Towards Calligraphic Interfaces: Sketching 3D scenes with Gestures and Context Icons		2000 Interaction Techniques, 3D Modelling, Gesture Interfaces, Sketching	AMS
Pereira, L. Q.,		Divergent Thinking and the Design Process	(www.id.iit.edu/~pereira/pr01.html) pg. 4	Design methodology	AMS
Pereira, L.Q.		Divergent Thinking and the Design Process	www.id.iit.edu/~pereira/pr01.html		AMS
Perkins, D.N.		The Mind's Best Work	Harvard University Press, Cambridge, Mass	1981	AMS
Peterson,M	Kihistrom, J P Rose, Glisky, M	Mental images can be ambiguous: Parts, wholes, and strategies.	Memory and cognition vol 20 (1992)pp107-223	1992 cognitive psychology, sketches	SS
Pipes, Alan		Drawing for 3 Dimensional Design	Thames & Hudson 1990	1990 Design	AMS

Plesniak, W.	Pappu, R.	Spatial Interaction with Haptic Holograms	Proc. IEEE Int. Conf. On Multimedia Computing & Systems	1999	Multimodal interaction, holography, haptics	AMS
Pratini, E.		New Approaches to 3D Gestural Modeling - the 3D SketchMaker Project	Ecaade2001	2001	Gestural interface, 3D Modelling, Sketching	AMS
Press, M.	Cusworth, A.	A new vision in the making: exploring the value of craft education in the information age	Conference paper, The European Academy of Design Conference, Stockholm, April 1997	1997	Craft, IT	AMS
Prytherch, D.	Jerrard, R.	The Visualisation and Making of Sculpture and its Potential Implications for Computer Interfaces and Three-Dimensional Modelling	Proc. Eurohaptics 2001, pp.135-137	2001	Sculpture, haptics, sensory feedback, expertise	AMS
Purcell, A. T	Gero, J. S	Drawing and the design Process. A review of protocol studies in design and other disciplines and related research in cognitive psychology	Design Studies vol. 19 no. 4 pp. 389-430.	1998	protocol studies on design, cognitive psychology and design	AMS
Purcell, A.T.	Gero, J.S.	Drawing and the Design Process	Design Studies, Vol 19, No 4, Elsevier Science Ltd, Oxford	1998		AMS
Pylyshyn, Z.		What the mind's eye tells the mind's brain: A critique of mental imagery	Psychological Review Vol 88, No1 pp1-24	1973		AMS
Pylyshyn, Z.		The Imagery Debate: analogue media versus tacit knowledge imagery	Psychological Review Vol 88, No1 pp16-45	1981		AMS
Quantrill, M		Drawing as a function of movement	Proceedings Third Creativity and Cognition conference, Oct 10-13, Loughborough University, ACM Press pp195-196	1999	Drawing, transformation, movement, creative space	AMS
Raymaekers, C.	Vansichen, G., Van Reeth, F.	Using Haptic Feedback to Improve 2D Curve Creation with a 2.5D Pen-Like Metaphor	Proceedings of the 2nd PHANToM Users Research Symposium, July 6th-7th, 2000, Zurich, Switzerland, pp. 27-34.	2000	haptics, sketching, curve modelling	AMS
Reed, SK	Johnsen, JA	Detection of Parts in patterns and images	Memory and Cognition vol. 3			
Romer, A	Weisshahn, G, Hacker, W	Effort-saving product representations in design - results of a questionnaire survey	Design Studies 22(2001) pp473-491	2001	Design Problem Solving/Effort-saving modelling/Product representations in design	AMS
Romer, A	al.	Effort Saving product representations in design – results of a questionnaire survey.	Design Studies 22, 2001 473-491	2001	physical modelling, design process, CAD, sketching, survey	SS
Sachs, Emanuel	Roberts, A, Stoops, D	3-Draw: A Tool for Designing 3D Shapes	IEEE Computer Graphics & Applications, Nov/Dec 1991 (Vol. 11, No. 6)	1991	3D Sketching	AMS

Schneiderman, B		User Interfaces for Creativity Support Tools	Creativity and Cognition conference. Loughborough, ACM Press 1999	1999		AMS
Schon, D.A.	Wiggins, G.	Kinds of seeing and their function in designing	Design Studies, Vol 13 No2, pp135-156	1992		AMS
Schön, D.A.	G. Wiggins	Kind of seeing and their functions in designing	Design Studies, 13 (2), p. 135-156.	1992	Design methodology, design rationale, externalization, design process	SS
Scriviner, S.	Clark, S	Sketching in collaborative environments	Interacting with virtual environments. Chichester, John Wiley & Sons Ltd pp95-117	1994		AMS
Shepard R.	Metzler, J.	Mental Rotation of Three Dimensional Objects	Science, vol 171 , pp.701-703	1971	psicology, mental images	SS
Shon, D		The Reflective Practitioner	Jossey-Bass, San Fransico	1983	Design methodology, design rationale, externalization, design process	SS
Smyth, S.	Wallace, D.	Towards the Synthesis of Aesthetic Product Form	Proceedings of DETC'00 ASME 2000 Design Engineering Technical Conferences and Computers and Information in Engineering Conference. Baltimore, Maryland, September 10-13, 2000	2000	Conceptual Design, Industrial design, product design, form synthesis, geometric modelling, styling, aesthetics	AMS
Snibbe, S.	Anderson, S., Verplank, B.	Springs and Constraints for 3D Drawing	Salisbury, J.K. & Srinivasan, M.A. (Eds), Proceedings of the Third Phantom Users Group Workshop, AI Lab Technical Report No.1643 & RLE Technical Report No. 624, MIT, December 1998	1998	3D Drawing	AMS
Stappers, P.J.	Hennessey, J.M.	Beyond the Electronic Beermat: Digital Devices for Discussing Design Drawings	Co-Designing Journal	2000	Conceptual Design	AMS
Stappers, P.J.	Hennessey, J.M.	Toward Electronic Napkins and Beermats: Computer Supoport for Visual Ideation Skills	VRI'98 Visual Representations & Interpretations, Liverpool 1998, pp22-24	1998	Conceptual Design	AMS
Stappers, P.J.	Hennessey, J.M.	Computer-Supported Tools for the Conceptualisation Phase	Goldschmidt, G & Porter, W. Fourth International Conference on Design Thinking. MIT, Boston, MA. Pp177-187	1999	Design Techniques/Interaction Design/Conceptualisation Tools	AMS
Stappers, P.J.	Hoeben, A	Every Pixel User-made: Aesthetic Consistency in the Development of Computer-supported Conceptual Design Tools	Manuscript Preparation for ADC 2001	2001	Design Tools, Conceptual Design Phase, Interaction Design	AMS

Sternberg, R.J.	O'Hara, L.A.	Creativity and Intelligence.	Handbook of Creativity, Sternberg, R. (ed) Cambridge University Press	1999	AMS
Stuyver, R	Hennessey, J.M.	A Support Tool for the Conceptual Phase of Design	People and Computers X, Edited by Kirby, MAR, Dix AJ & Finlay JE. Cambridge University Press, Cambridge 1995 pp225-245	1995	Conceptual Design/Design Support Tool/Pen-based Input/Interaction Design/Sketching AMS
Tang, H	Gero, JS ,	Cognition-based CAAD	in B de Vries, J van Leeuwen and H Achten (eds), CAADFutures 2001, Kluwer, Dordrecht, pp.523-531	2001	CAAD, concept design SS
Temple, S		Sketching - Thoughts Made Visible	Co-Design Journal 10:11:12	1994	AMS
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