

BIS

TRADE CATALOGUE

FALL 2026



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BIS is based in Amsterdam and built on creativity. We develop inspiring books, gifts, and games for curious minds of all ages. We believe in the power of playful design and original ideas, products that spark creativity and conversation. Our collection reaches a broad, international audience, with titles available in bookstores, museum shops, and concept stores worldwide. All of our products are published in English, as we create for a global audience. However, we love to make selected titles available in Dutch as well. This also applies to the well-known **Laurence King (LKP)** product range, as we are the proud distributor for the Benelux. If you would like to place an order or have any questions, feel free to contact us at any time!

BIS is gevestigd in Amsterdam en draait volledig om creativiteit. We ontwikkelen inspirerende boeken, gifts en spellen voor creatieve geesten van alle leeftijden. We geloven in de kracht van speels design en originele ideeën, producten die creativiteit aanwakken en gesprekken op gang brengen. Onze collectie bereikt een breed, internationaal publiek en is te vinden in boekhandels, museumwinkels en concept stores over de hele wereld. Al onze producten verschijnen in het Engels, omdat we voor een wereldwijd publiek creëren. Maar we brengen graag een selectie van onze titels in de Nederlandse taal uit. Dit geldt ook voor het bekende **Laurence King (LKP)** product assortiment, waarvan wij trots distributeur zijn voor de Benelux. Wil je een bestelling plaatsen of heb je vragen, neem dan gerust contact met ons op!

CATEGORIES

JIGSAW PUZZLES

GAMES

BOXED GIFTS

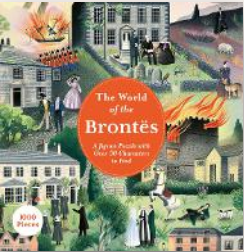
GIFT BOOKS

VISUAL ARTS

DESIGN

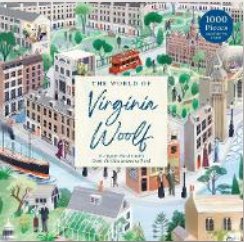
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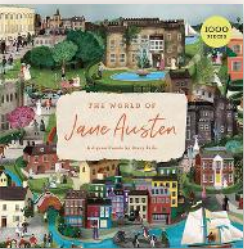
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THE WORLD OF LITTLE WOMEN

A 1000-PIECE JIGSAW PUZZLE

JIGSAW PUZZLES

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Jigsaw Puzzle

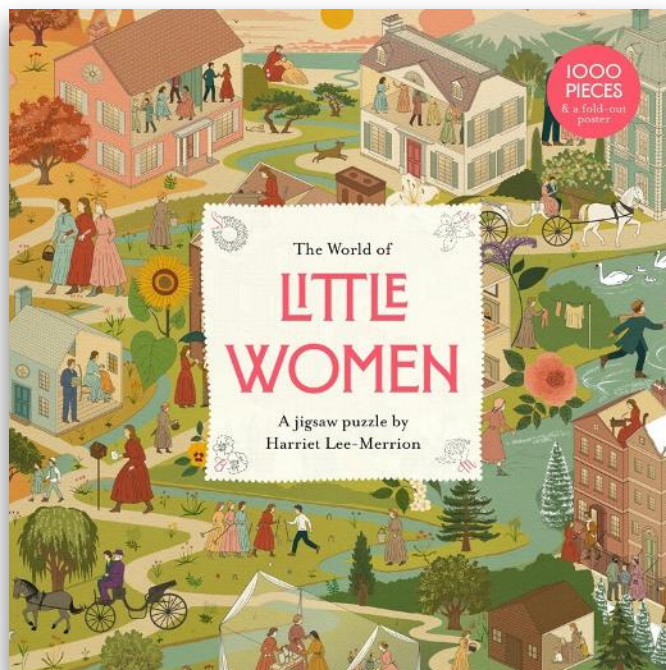
268 x 268 mm

1000 Pieces

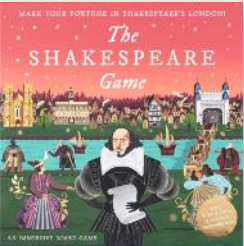


ANNE PHILLIPS & GREGORY EISELEIN

Step into the cozy world of the March sisters with this stunning 1000-piece puzzle. Whether you love Jo, Meg, Beth, or Amy, this beautiful illustration brings their most cherished moments to life. From family dramas to artistic dreams, every single piece reveals a new part of this classic story. It is the perfect gift for fans of Louisa May Alcott who want to celebrate a timeless tale. You will also receive an expert poster filled with fascinating details about the novel. This high-quality set offers hours of relaxing fun for everyone. Experience the warmth of a beloved literary masterpiece in a new, interactive way.

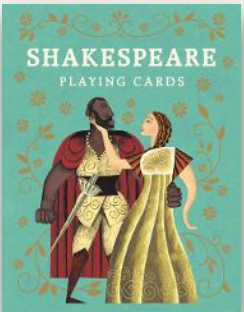


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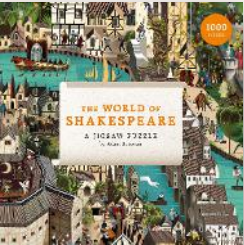
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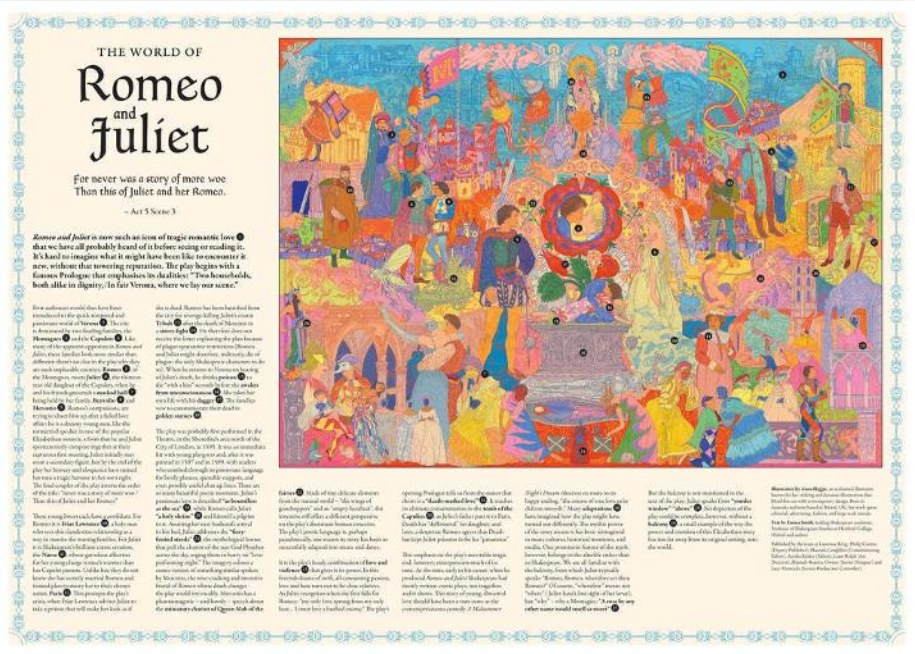
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Jigsaw Puzzle
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THE WORLD OF ROMEO AND JULIET

A 1000-PIECE SHAKESPEAREAN JIGSAW PUZZLE BY ANNA HIGGIE: A 1000-PIECE JIGSAW PUZZLE

JIGSAW PUZZLES

LKP ENGLISH EDITION

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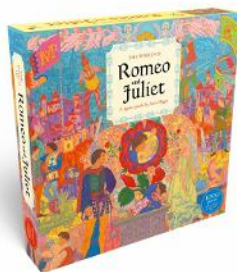
September 2026

€ 23.99

Jigsaw Puzzle

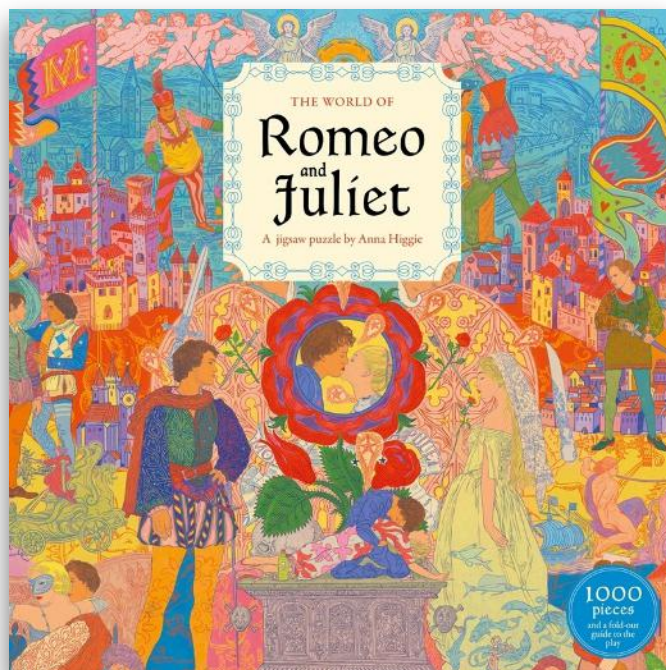
268 x 268 mm

1000 Pieces



EMMA SMITH

Discover the magic of Shakespeare like never before with ***The World of Romeo and Juliet***. This stunning 1000-piece jigsaw puzzle invites you to wander the vibrant streets of Verona and uncover the tragic beauty of the world's most famous romance. Featuring a gorgeous, detailed illustration by Anna Higbie, every single piece brings to life secret meetings, dramatic duels, and the iconic balcony. You will find hidden symbols and clever nods to the play as you assemble this masterpiece. It is the perfect gift for literature lovers and puzzle fans alike. Complete with a beautiful poster, this immersive experience turns a classic tale into art.



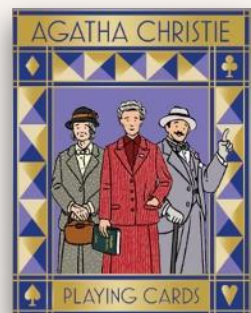
AGATHA CHRISTIE BINGO

AGATHA CHRISTIE BINGO AND LOTS OF MORE

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Game
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First published in 1937, *Death on the Nile* is Agatha Christie's iconic tale of love, betrayal, subterfuge and death. The novel stars her recurring detective, Monsieur Hercule Poirot, who has travelled to Egypt for a holiday aboard the Karnak paddle steamer. But as the boat winds its way down the deep waters of the Nile, past ancient temples and desert sands, Poirot finds himself immersed in the secrets of his intriguing fellow passengers. As it turns out, not all of them will be returning home...

Rich and beautiful **Cesar Doyle** (1) is in Egypt on his honeymoon. His handsome new husband **Simon Doyle** (2) was, until recently, engaged yet downgrading wing of her wealthy relative, old **Miss Van Schuyler** (3). The latter's nurse, efficient **Miss Bowers** (4), accompanies them.

Spurring a pair of dirty Bavard mules, the socialist-leaning *Mr. Ferguson* (3) dismisses the idea that the might be on his side; he is there, he claims mysteriously, "to study conditions." He observes the weatherless passengers with disdain, questioning their value to the world.

Doctor Carl Beumer He's a reptile in Europe as a fashionable physician, and runs a prestigious medical practice in Czechoslovakia. Beumer is keen on right-seeing, and travels with his handy Bandkerf guide in hand.

Also absent are struggling writer **Alia Abelman** and his mother, Mrs. **Walter**, who has become bored of Mallorca and travelled to Egypt for some "real world" fun. This is very likely to pay for his auto expense after he receives a windfall, and Mr. Alberman is glad to get further distance between him and his cousin **James Seefried**, a close friend of Janet Doyle with expensive tastes.

And then there is **Hercule Poirot**®, tied up with

came from Jerusalem, where Mrs. Oberbaur was obliged to find that no one recognised her as a celebrity. Their decision to move on was not, according to Mrs. Oberbaur, "a matter of life and death". She couldn't have been more wrong. When Rasalle sees Daniel Doyle board the Kamei,

[illegible]

Fred-Faced and Impoverished Carnation
Reagan II has left the USA for the first time to
visit in Europe and meet under the leadership

CAN YOU SPOT ALL THE NODS TO THE NOVEL IN THE PICTURE? CAUTION – SOME SPOILERS!

- | | |
|--|---|
| • A 'vocal' note with the corner tone off # | • The sun and moon # |
| • A 'loud' note # | • A 'light' note (less in the row) # |
| • A deep horizontal with a pole pitch tone # | • Hypodermic needle # |
| • A suspended pitch/blocked note # | • The 'A' key (Cane) # |
| • Flaying curls # | • The January Evening Post newspaper # |
| • A ring of wondrous noisy beads # | • Legal papers for divorce # |
| • A 'low' written-in block # | • Seedling # |
| • A cough # | • Dr. Decker sending to someone who has been hurt # |
| • Lapping with a label for 'The Normandy' # | |
| • A romance novel by Selma Otello # | |
| • A ring of wine, a glass of water and a glass of whisky and tonic # | |
| • Mr. Johnson's computer literature # | |

Agatha Christie considered *Death on the Nile* to be one of her best foreign travel books, offering the reader an escape to warmer, more dramatic climes.

In her foreword to the novel, she wrote:

"Death on the Nile was written after coming back from a winter in Egypt. When I read it now, I find myself back again on the steamer from Aswan to Wadi Halfa. There were quite a number of passengers on board, but the ones in this book travelled in my mind and became incredibly real to me - in the setting of a Nile steamer."

Find out more at
www.rgschools.co.uk

EDITION

9781399637947

July 2026

€

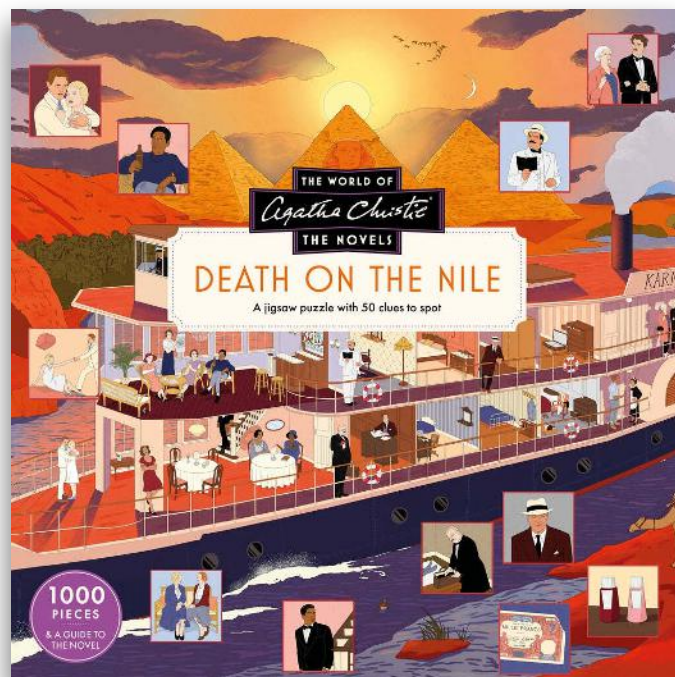
x mm

Pages



AGATHA CHRISTIE LTD

The World of Agatha Christie: Death on the Nile is designed to pull you in from the first moment, mixing beautiful visuals with a clear sense of discovery and play. Step into a classic Poirot novel in this atmospheric jigsaw puzzle full of hidden clues. Piece together a classic Poirot novel full of intrigue and atmosphere Step into the atmospheric scene of one of Christie's best known Poirot novels, *Death on the Nile*. Climb aboard the Karnak steamer as it glides down the River Nile and meet the enigmatic guests aboard, including glamorous Linnet Ridgeway and her new husband, Simon Doyle. When the river cruise takes a nasty turn, can you help Poirot work out whodunnit and why? This richly detailed jigsaw is full of hidden clues to help.



THE WORLD OF THE MUSEUM

AN ART LOVER'S 1000-PIECE JIGSAW PUZZLE WITH OVER 80 MASTERPIECES TO SPOT: A 1000-PIECE JIGSAW BY ANDREW RAE

JIGSAW PUZZLES

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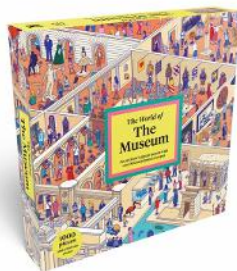
September 2026

€ 23.99

Jigsaw Puzzle

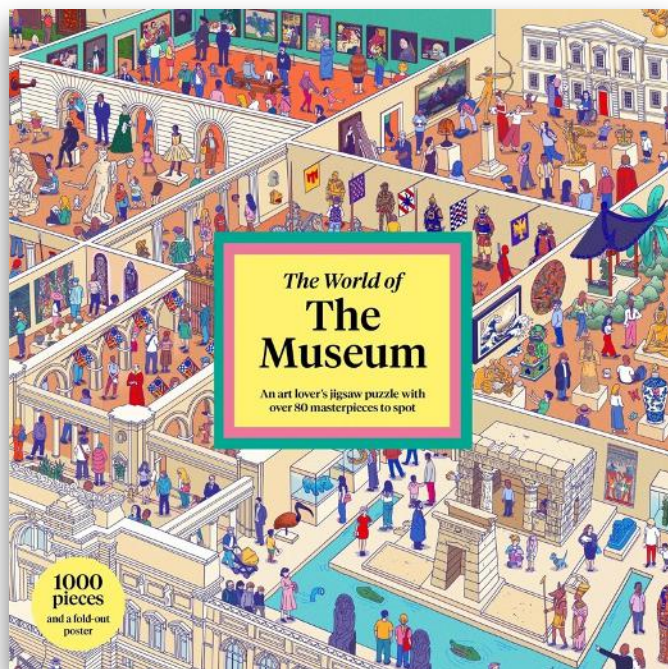
268 x 268 mm

1000 Pieces

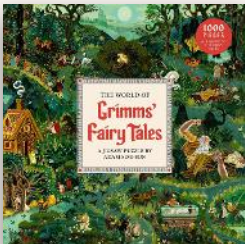


THE METROPOLITAN MUSEUM OF ART

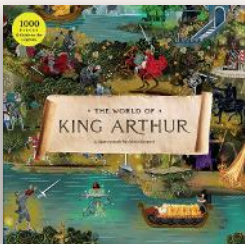
Journey into the heart of The Met with this stunning 1000-piece puzzle that brings the world of art to life. You will explore over 80 iconic masterpieces from every corner of the globe, spanning from ancient Egypt to the modern age. As you assemble this vibrant scene, look for the clever hidden details, mischievous visitors, and famous artists wandering through the halls. It is a perfect way to relax and appreciate beauty in your own home. This set comes with a helpful poster to guide you through your own personal tour of the most famous museum in the world. Whether you are a puzzle fan or an art lover, this experience offers endless joy and inspiration.



€ 23.99



€ 23,99



€ 23.99



By the fricking of my thumb,
Something wicked this way comes.
— William Shakespeare, *Macbeth*

[illegible][illegible][illegible]

THE WORLD OF WITCHES

A CULTURAL HISTORY OF WITCHCRAFT

JIGSAW PUZZLES

LKP ENGLISH EDITION

9781399637954

July 2026

€ 23.99

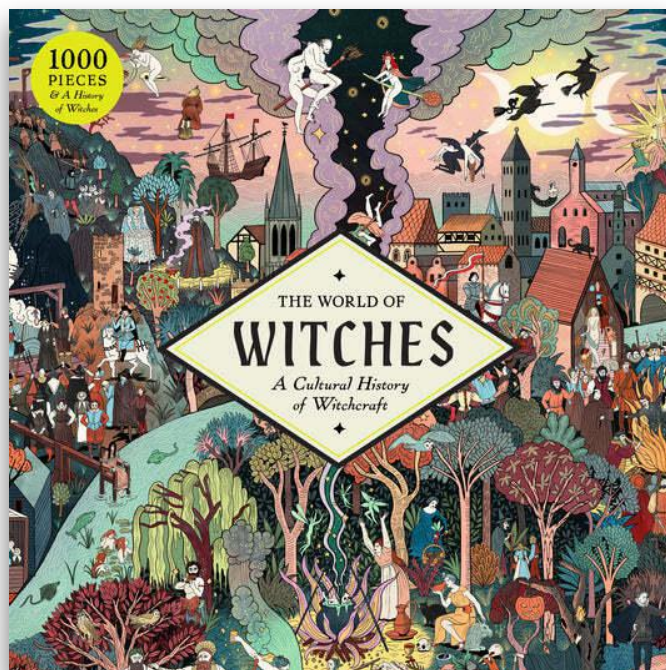
Jigsaw Puzzle

266 x 268 mm

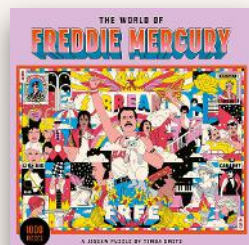
1000 Pieces

LAURA KOUNINE

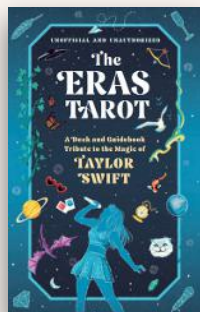
The World of Witches is designed to pull you in from the first moment, mixing beautiful visuals with a clear sense of discovery and play. Piece together the magical and macabre history of witchcraft in this spellbinding 1000 piece jigsaw puzzle. Spot iconic witches from literature, mythology, folklore, art and film, from the ancient world to the modern day. Read about key events, moments and figures in witchcraft history, and discover how portrayals of the witch transform over time in the accompanying poster. Featuring renowned witches from *Hamlet*, *The Crucible*, *Doctor Faustus*, *The Wizard of Oz* and scenes inspired by real life events.



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Jigsaw Puzzle
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Jigsaw Puzzle
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Card Deck
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THE WORLD OF

THE WORLD OF
LARRY

and round like a **Satellite**, the sensation of *slurping*



These Factors of resistance, human connection and

THE WORLD OF HARRY

AN UNOFFICIAL 1000-PIECE JIGSAW PUZZLE INSPIRED BY THE WORKS OF HARRY STYLES

JIGSAW PUZZLES

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€ 23.99

Jigsaw Puzzle

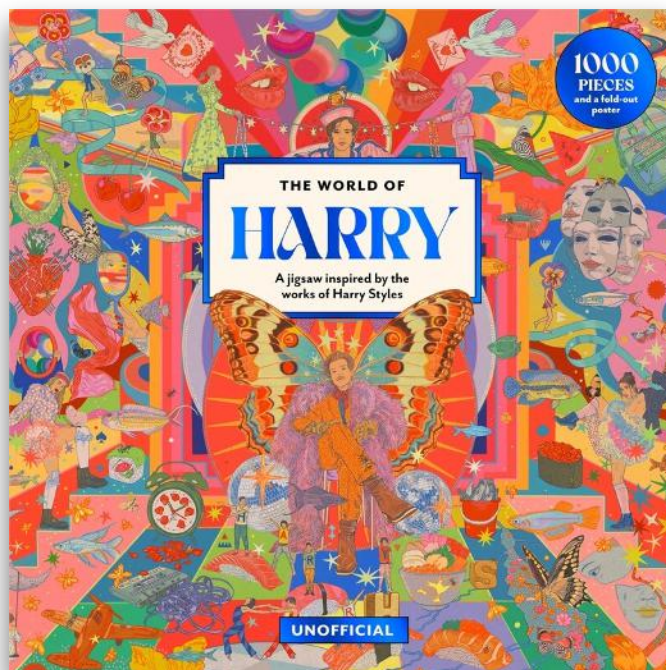
264 x 267 mm

1000 Pieces



ANNA HIGGIE

The World of Harry invites fans to dive into a colourful jigsaw puzzle inspired by the music, style and creative spirit of Harry Styles. With 1000 beautifully illustrated pieces, the puzzle is filled with playful details and visual references that celebrate the songs and imagery surrounding this global pop icon. As each section comes together, fans will recognise hints of lyrics, performances and artistic influences woven into the design. The puzzle offers both a satisfying challenge and a chance to revisit favourite moments from Harry's musical world. *The World of Harry* transforms puzzle building into an immersive celebration of creativity, music and the vibrant energy that has captivated fans everywhere.

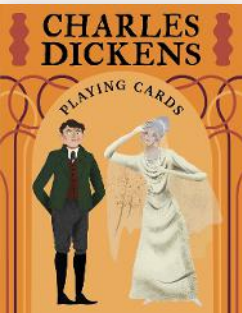


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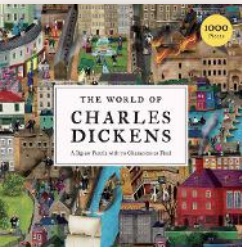
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THE WORLD OF A CHRISTMAS CAROL

A 1000-PIECE JIGSAW PUZZLE OF THE CLASSIC DICKENS TALE ILLUSTRATED BY MICHAEL KIRKHAM: 1000-PIECE JIGSAW PUZZLE

JIGSAW PUZZLES

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Jigsaw Puzzle

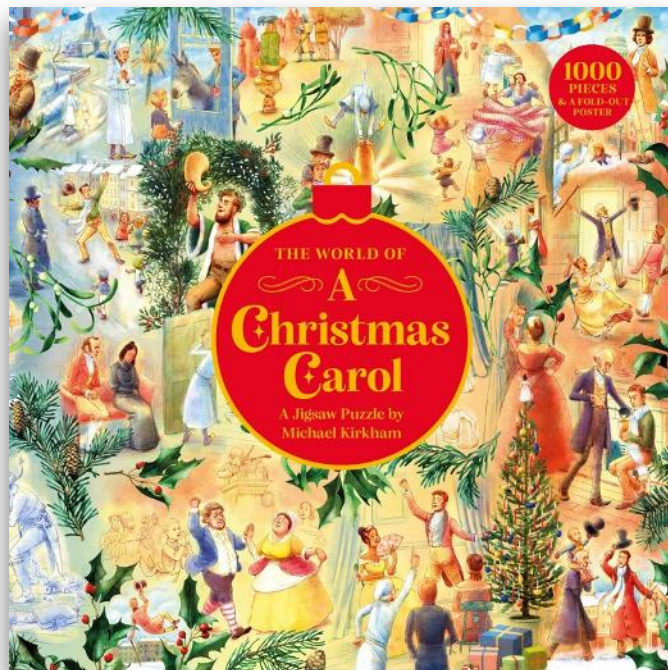
268 x 268 mm

1000 Pieces



MICHAEL KIRKHAM

Experience the magic of a classic tale like never before with ***The World of A Christmas Carol***. This stunning one thousand piece jigsaw puzzle brings Ebenezer Scrooge's legendary transformation to life through vibrant, detailed illustrations. As you fit each piece, you will journey from the haunting visit of Jacob Marley to the heartwarming joy of Tiny Tim. Perfect for literature lovers and puzzle fans alike, this set includes a large reference poster and fascinating historical insights into Dickens's masterpiece. Whether you are looking for a relaxing solo activity or a wonderful gift, this high quality puzzle captures the spirit of the holidays in every detail.



A STORYTELLER'S CHRISTMAS

A 200-PIECE JIGSAW PUZZLE: A 200-PIECE JIGSAW PUZZLE

JIGSAW PUZZLES

LKP ENGLISH EDITION

9781399634519

October 2026

€ 19.99

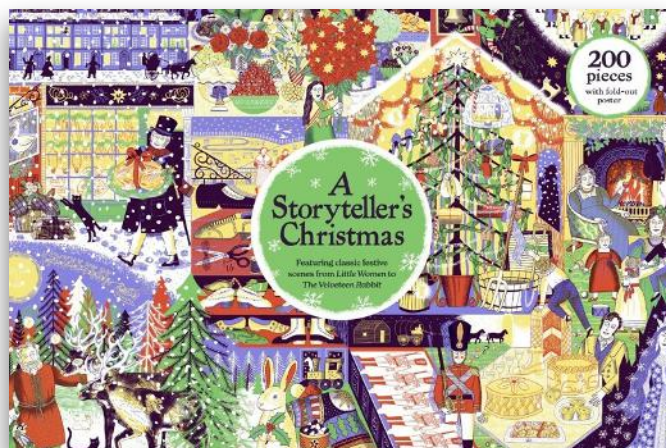
Jigsaw Puzzle

180 x 272 mm

200 Pieces

ALICE PATTULLO

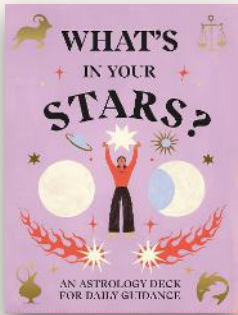
Experience the magic of the holidays with **A Storyteller's Christmas**. This beautiful collection celebrates the joy of festive literature, featuring beloved classics like A Christmas Carol, Little Women, and The Elves and the Shoemaker. Perfect for families, this set includes a stunning 200-piece puzzle filled with iconic characters from your favorite stories. You will also find a special pull-out poster packed with fascinating background details and timeless quotes to brighten your season. Whether you are searching for the perfect gift or a cozy activity to share, this enchanting kit sparks creativity and wonder for all ages and will create new memories that will last for a lifetime.



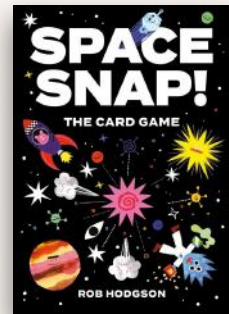
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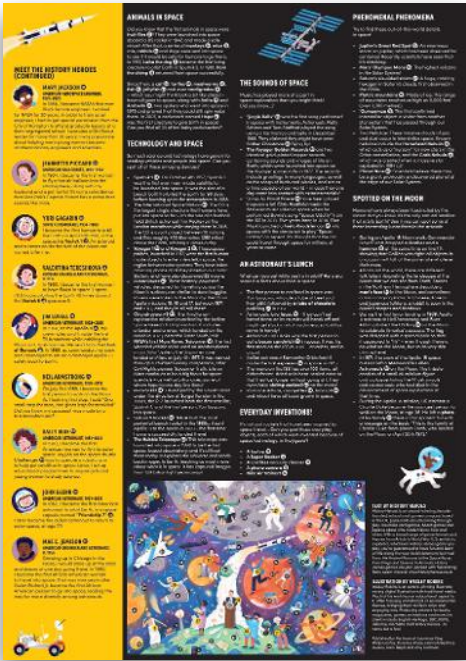
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EDITION

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August 2026

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200 Pages



HISTORY HEROES

Reach for the Stars! is designed to pull you in from the first moment, mixing beautiful visuals with a clear sense of discovery and play. A fact packed space jigsaw puzzle from the experts at History Heroes! Meet the History Heroes who led us into space! Puzzle your way through the planets in this fact packed jigsaw puzzle! Get to know 17 inspiring people who shaped our knowledge of the solar system, from scientists and mathematicians to astronauts and authors. Spot Galileo with his trusty telescope, Neil Armstrong taking his famous first steps on the Moon, Katherine Johnson calculating the flight path of the first US space mission and many more! Plus, see if you can find all the amazing inventions and out of this world details hidden in.

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EDITION

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August 2026

€

x mm

200 Pages



HELEN SCALES

Into the Deep Sharing Puzzle is designed to pull you in from the first moment, mixing beautiful visuals with a clear sense of discovery and play. An ocean themed jigsaw puzzle with big pieces for little hands and little pieces for bigger hands. This jigsaw puzzle has 180 pieces in two different sizes: big pieces for little hands and little pieces for bigger hands. They all fit to make one complete puzzle, so the whole family can enjoy working together kids and grown ups, beginners and experts! Spot all your favourite sea creatures while piecing together the oceanic scene, from the Whale Shark and the Emperor Penguin to the Pearl Octopus and the Strawberry Squid. Fun for the whole family!

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JAMIE SMART'S HERO SLAM JIGSAW PUZZLE: INSIDE THE TEMPLE OF THE CAT DEMON

JIGSAW PUZZLES

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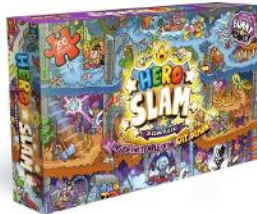
October 2026

€ 21.99

Jigsaw Puzzle

180 x 272 mm

200 Pieces



JAMIE SMART

Get ready for an epic adventure with Jamie Smart's **Hero Slam Jigsaw Puzzle!** Step inside the mysterious Temple of the Cat Demon and prepare for a challenge like no other. This exciting 200-piece puzzle brings the world of Hero Slam to life with vivid, fun, and wild illustrations that will capture your imagination. You will meet 25 brand-new heroes, all featured on a special fold-out poster included in the box. Can you navigate the maze, find the hidden treasures, and defeat the mighty feline foe? Perfect for puzzle lovers aged 8 and up, this set is a must-have for every fan. Join the fun today and experience the incredible creativity of Jamie Smart. It is time to save the day! Grab your puzzle now and start the quest!

CATEGORIES

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DO YOU DRESS LIKE YOUR DOG?

MATCH DAPPER DOGS WITH THEIR HUMANS

GAMES

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October 2026

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Memory Game

100 x 144 mm

50 Cards

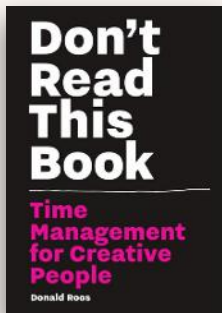


LAURA KOUNINE

Have you ever wondered if you share a style with your favorite pet? Dive into the delightful world of ***Do You Dress Like Your Dog***, a charming memory game that brings fashion and fur together in one box. This set features fifty beautiful cards showcasing twenty-five hilarious pairs of stylish humans and their matching canine doubles. Captured by famous animal photographer Gerrard Gethings, these portraits will make you smile every time. It is easy to learn and perfect for family game nights or solo fun. Whether you are a dog lover or just enjoy unique games, this is a wonderful gift for any age. Enjoy a screen-free activity that celebrates the bond between dogs and people.



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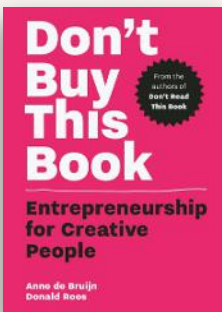


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Game

€ 19.99



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DON'T/DO THIS — GAME, REVISED EDITION

THOUGHT EXPERIMENTS FOR CREATIVE PEOPLE

GAMES

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October 2026

€ 19.99

Card Game

178 x 92 mm

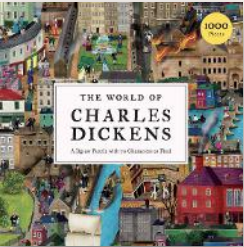
156 Cards



DONALD ROOS & ANNE DE BRUIJN

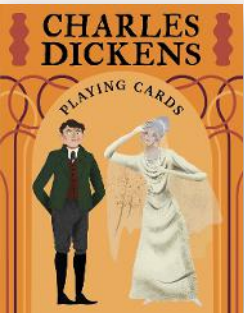
Don't/Do This Game is a creative thought experiment game that helps anyone unlock fresh ideas. By combining 3 Do cards (guidelines for a project) and 3 Don't cards (creative constraints), players are pushed out of their comfort zones and challenged to think differently. Rather than holding you back, these limitations encourage surprising and original solutions. The game's quick setup and endless combinations make it perfect for solo inspiration, team brainstorming, classrooms, or workshops. Whether you're a professional or just looking for fun, ***Don't/Do This Game*** is a powerful, playful tool to spark creativity in any setting.

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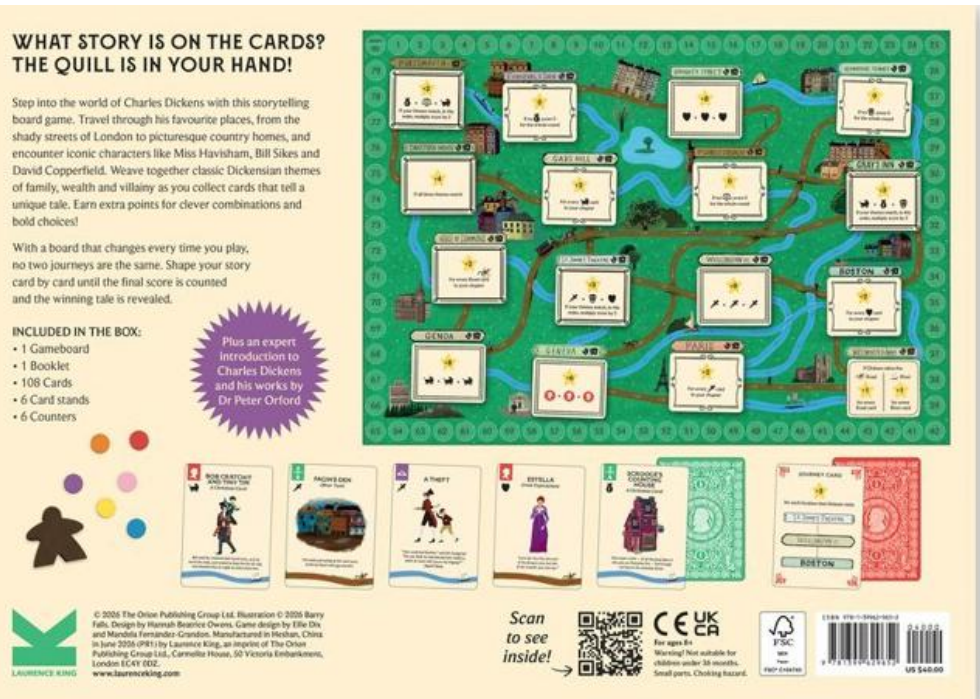
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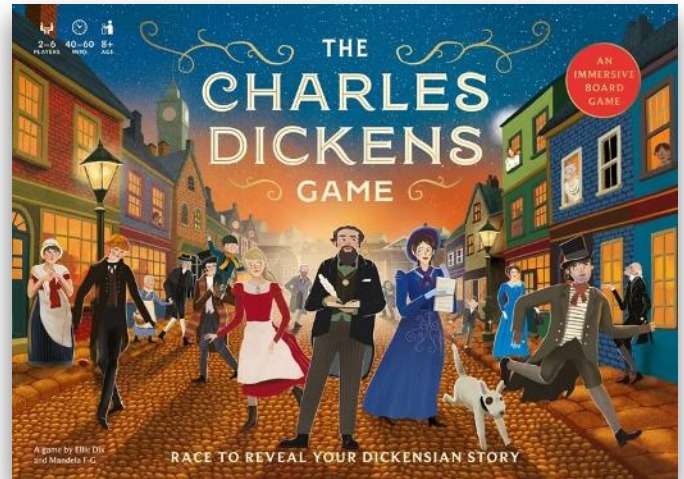
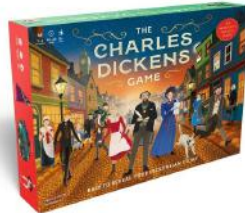
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Board Game

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Various Components



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Step into the world of Victorian literature with ***The Charles Dickens Game***. This exciting card-collecting adventure invites you to follow in the footsteps of a literary legend. Travel to iconic locations, meet unforgettable characters, and craft your very own masterpiece by combining themes, events, and settings. Whether you are a fan of classic novels or love fun board games, this experience offers something special for everyone. The quill is in your hands, so prepare to write the perfect tale. This game celebrates creativity in every turn. It is the ultimate gift for story lovers who want to play in style.

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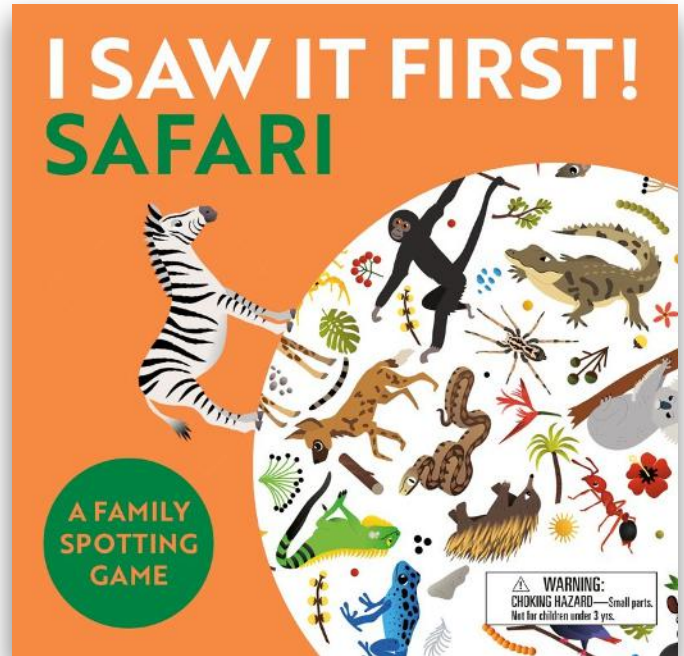
124 x 124 mm

Various Components

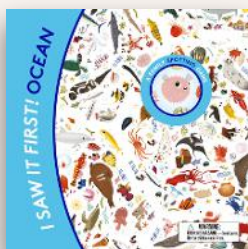


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Take the excitement of the wild everywhere you go with ***I Saw It First! Safari***. This travel-sized edition is the perfect companion for road trips, flights, or quick fun at home. Featuring a clever seven-piece hexagonal board that connects in endless ways, every single game is a unique adventure. Can you spot the hidden creatures before anyone else? With one hundred beautiful illustrations by Caroline Selmes, this fast-paced game is easy to learn but impossible to put down. It is designed to delight both children and adults, making it the ultimate choice for family game night on the move. Get ready, get set, and find the animals on the board!

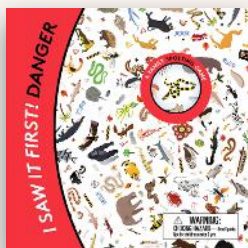


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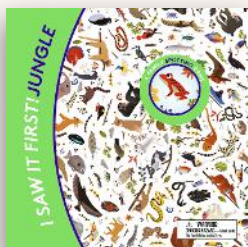
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Various Components

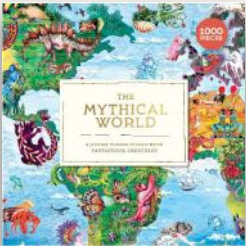


CAROLINE SELMES

Take the fun of the bestselling *I Saw It First! Flying* game anywhere you go with this perfect travel edition. Designed to fit easily into your bag, this compact version features a flexible seven-piece board that changes every time you play. With charming art by Caroline Selmes, the game is simple to learn but impossible to put down. Can you spot the flying creature before your friends do? With one hundred unique animals to find, this fast-paced challenge is ideal for family trips, rainy days, or quick play sessions. It is the perfect blend of strategy and speed that delights both kids and adults, start the search, and see if you have the sharpest eyes in the room. Let the soaring adventure begin right now!

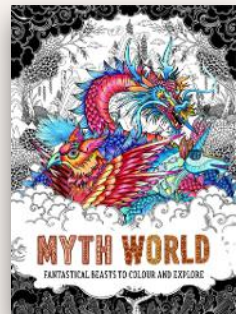


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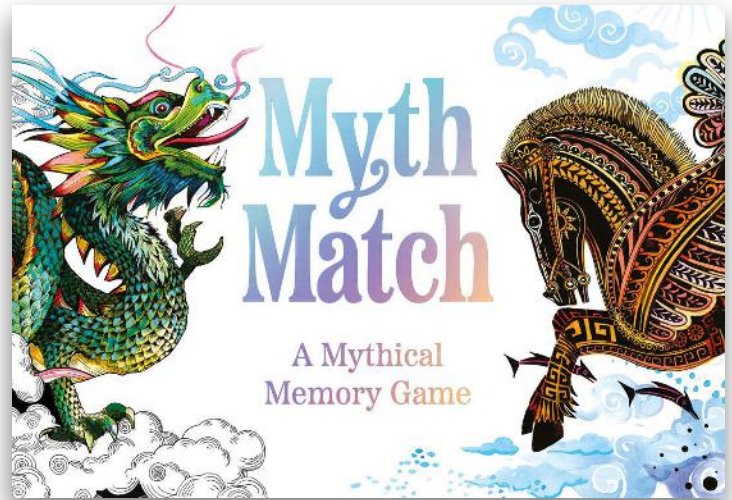
Memory Game

146 x 102 mm

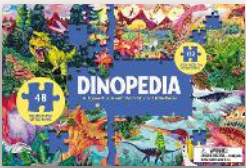
50 Cards

WARRIORS & GOOD WIVES

Myth Match Memory Game invites players into a vibrant world of legendary creatures and ancient stories. The challenge is simple yet exciting. Match the heads and tails of twenty five mythical beings drawn from folklore and legend. Dragons, sea monsters and magical creatures appear in bright, playful illustrations that spark imagination while testing memory skills. As players search for the correct pairs, they also discover fascinating characters from mythologies around the world. Alternatively you can also combine the cards to make your own fascinating creatures. The game combines learning with lively fun, making it perfect for families and curious young players. **Myth Match Memory Game** transforms classic memory play into an adventure through the captivating world of myths and legends.

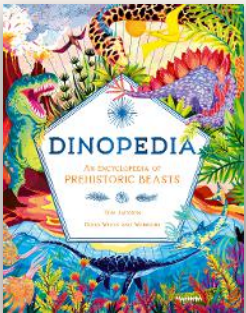


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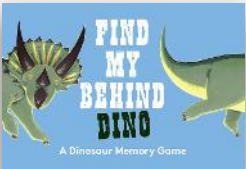
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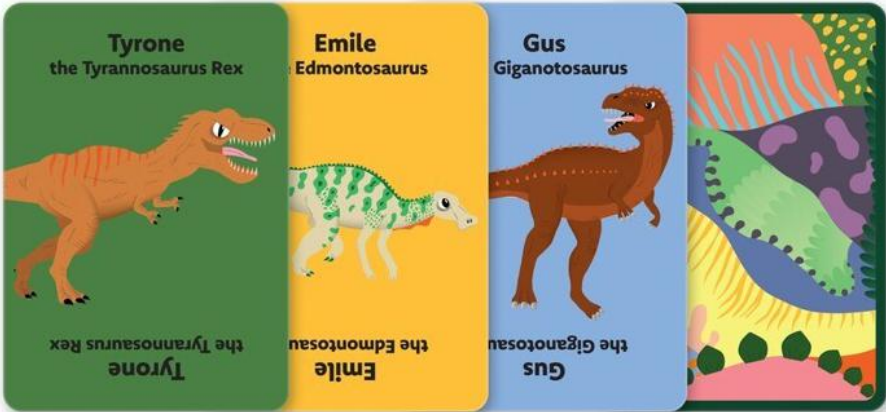
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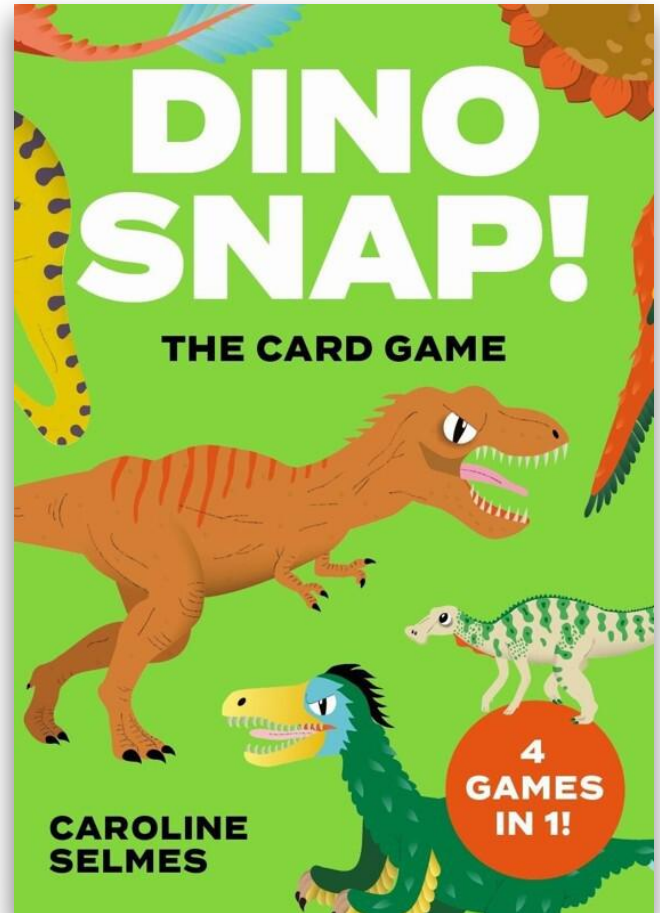
Card Game

118 x 84 mm

52 Cards

CAROLINE SELMES

Bring the prehistoric world to life with ***Dino Snap***, the ultimate card game set for young explorers! This exciting collection features thirteen adorable dinosaurs, including the mighty T-Rex and the gentle Stegosaurus. With four games like Snap and Go Fish in one box, your children will stay entertained for hours. We designed these jumbo cards for little hands to hold, and the compact size makes them ideal for travel. Whether at home or on the go, these fast-paced games are easy to learn and impossible to put down. Treat your family to a world of colorful illustrations and educational fun. Join thousands of happy players today and discover why ***Dino Snap*** is the favorite choice for curious kids everywhere.



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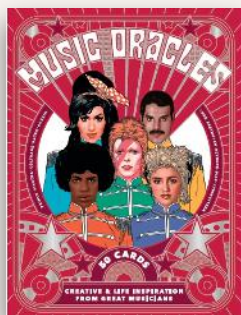
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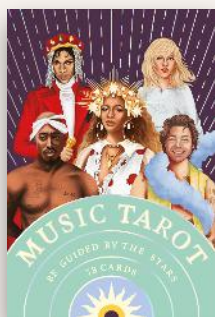


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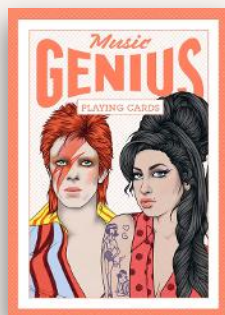


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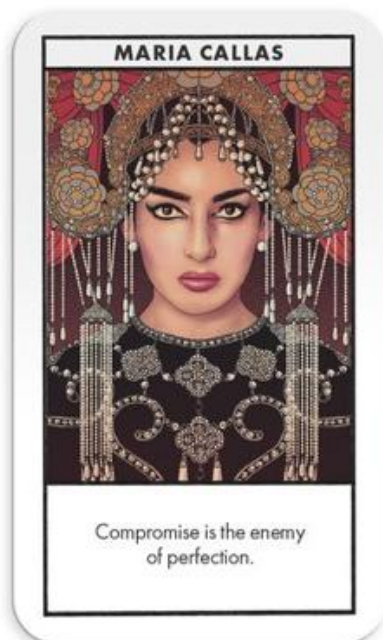


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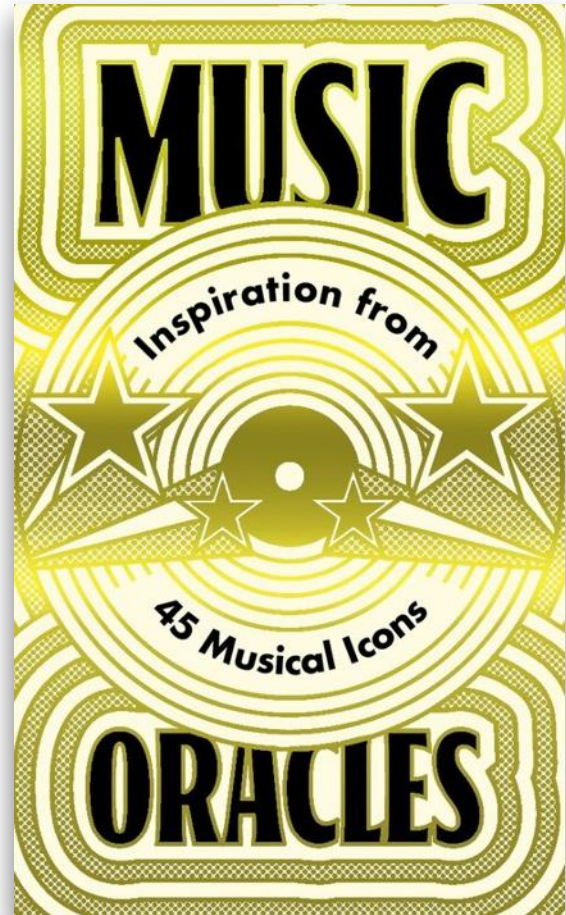
94 x 60 mm

45 Cards



STEPHEN ELLCOCK

Are you feeling stuck or facing a tough decision? Let the world's greatest musical legends guide you to success. With the **Music Oracles Mini Deck**, you can instantly unlock the wisdom of icons like David Bowie, Grace Jones, and Maria Callas. Simply draw a card to receive powerful advice on attitude, lifestyle, and inspiration. This beautiful pocket-sized deck is the perfect inspiring companion to help you overcome any creative block. It is easy to carry anywhere and includes a wonderful fold-out poster featuring guides to these musical stars. Whether you need a spark of inspiration or a unique gift for a friend, this fun deck will help you find your rhythm and live your best life.



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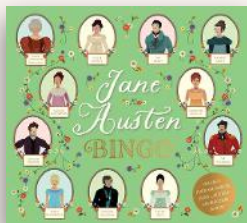
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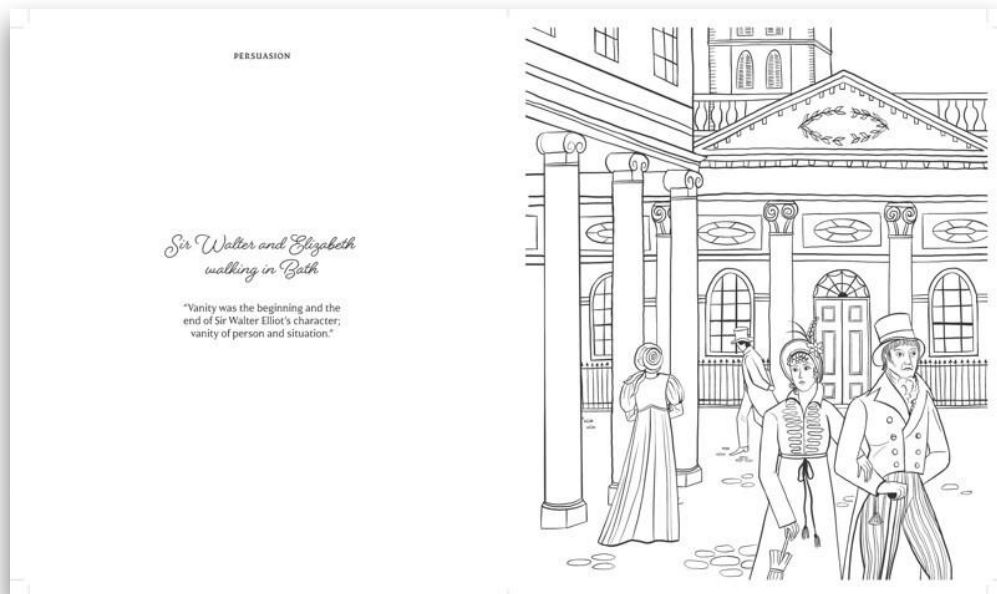
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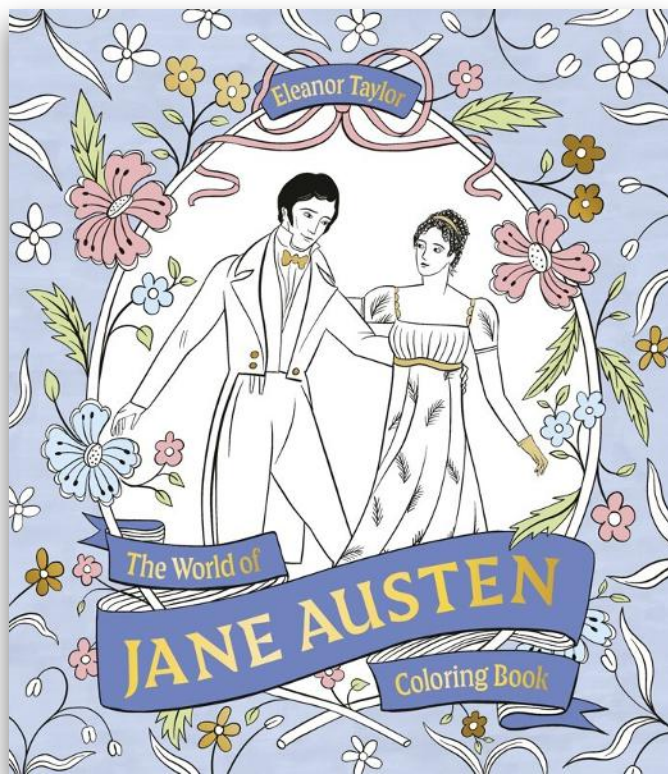
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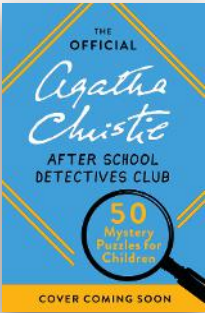
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ELEANOR TAYLOR

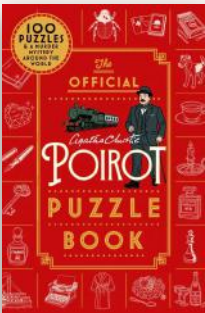
Discover the charm of the Regency era with ***The World of Jane Austen Colouring Book***. This delightful collection invites you to explore iconic scenes from your favorite novels. Featuring forty detailed illustrations by artist Eleanor Taylor, you can bring Elizabeth Bennet, Emma Woodhouse, and other beloved characters to life with your own unique colors. Perfect for book lovers seeking a relaxing creative escape, this book is filled with witty details and clever hidden surprises. Whether you are a fan or new to these classic stories, this is your chance to celebrate timeless literature in a fun, artistic way.



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THE SCENE OF THE CRIME

The scene of the crime was the bedroom of Mrs Emily Ingleshorn. Important words and clues related to the crime scene are hidden in the word search grid below. Words may appear across, down, backwards, forwards and diagonally. Can you search them out?

There is one word listed that does not appear in the grid. What is it?



- | | |
|------------------|--------------|
| ASHES | KEY |
| BED | LOCK |
| BOLT | MANTELPiece |
| BOOKS | MATCHES |
| BOTTLE | ORNAMENTS |
| CARPET | READING LAMP |
| CHEST OF DRAWERS | SAUCEPAN |
| COCOA | SAUCER |
| CUP | SPIRIT LAMP |
| DESPATCH CASE | TRAY |
| DOOR | WARDROBE |
| DRESSING TABLE | WASHSTAND |
| FIREPLACE | WINDOW |
| FLOOR | WRITING DESK |



TIME TWISTERS

There's extra confusion in the case Poirot investigates in *Evil Under the Sun*, with the possibility that someone's watch may have been tampered with, adding a time twist.

Can you work out the correct time from these less than straightforward statements and add the correct hands to the watches below?

Watch A

It's four hours after the time that was as many hours after midnight as it was before noon.



Watch B

Fifty minutes ago it was four times as many minutes past 6 a.m. as the minutes before 9 a.m. now.



EXCLUSIVE COLLECTION

Rosamund Darnley was the founder and creator of the exclusive fashion house Rose Mond. Three ladies staying on the island are each wearing three items bought from Rose Mond: a hat, a swimsuit and a pair of sandals. Each lady has chosen a green item, a pink item and a white item. The hats, swimsuits and sandals are all different colours.

Lady A was wearing a green swimsuit.

Lady B was wearing white sandals.

Lady C was hoping to buy the green swimsuit but, as Rose Mond is very exclusive, she couldn't buy it as Lady A had already purchased it.

Who was wearing which item from the Rose Mond collection?



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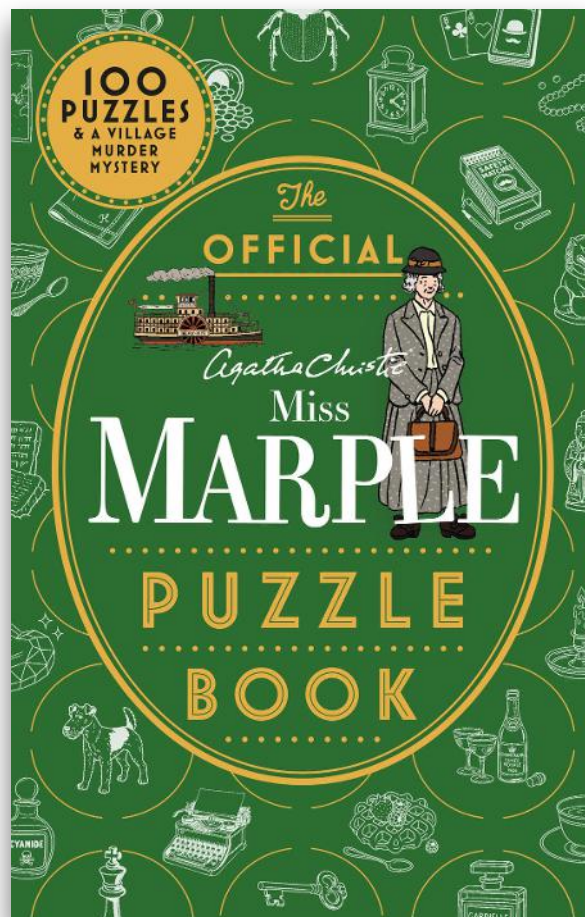
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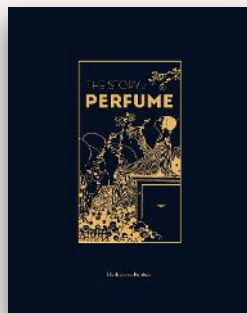
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AGATHA CHRISTIE LTD

Step into the world of Agatha Christie with ***The Official Miss Marple Puzzle Book***. Join a local mystery club where a real crime has just occurred. As you follow Sally, a clever new member, you will uncover hidden clues and solve secrets buried deep within the village. This engaging book features over 100 original puzzles, including logic grids, crosswords, and word teasers. Each challenge is inspired by the legendary cases solved by Miss Marple herself. Whether you are a dedicated fan or a new reader, this book offers the perfect way to test your detective skills and sharpen your mind. Do you have what it takes to find the killer before time runs out?



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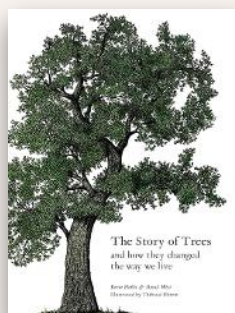


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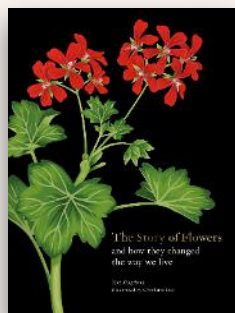


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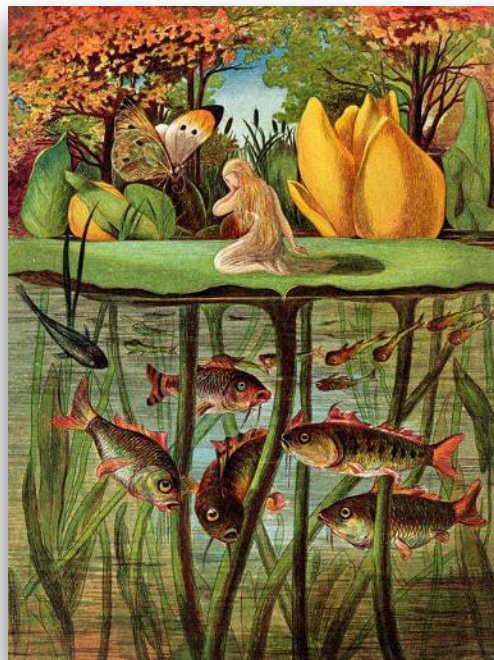


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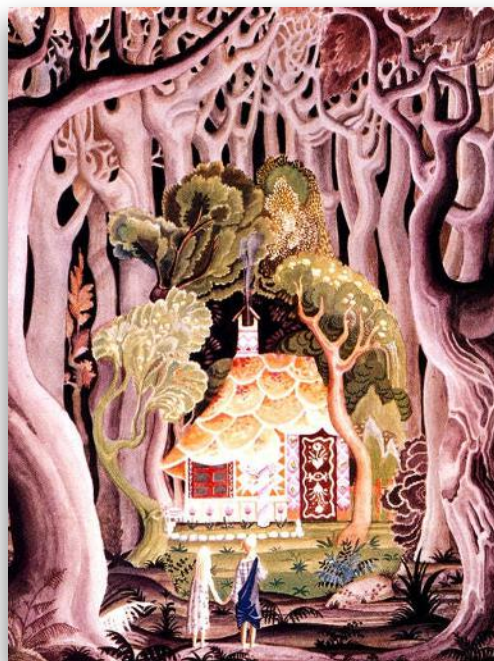
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THE NATURAL WORLD



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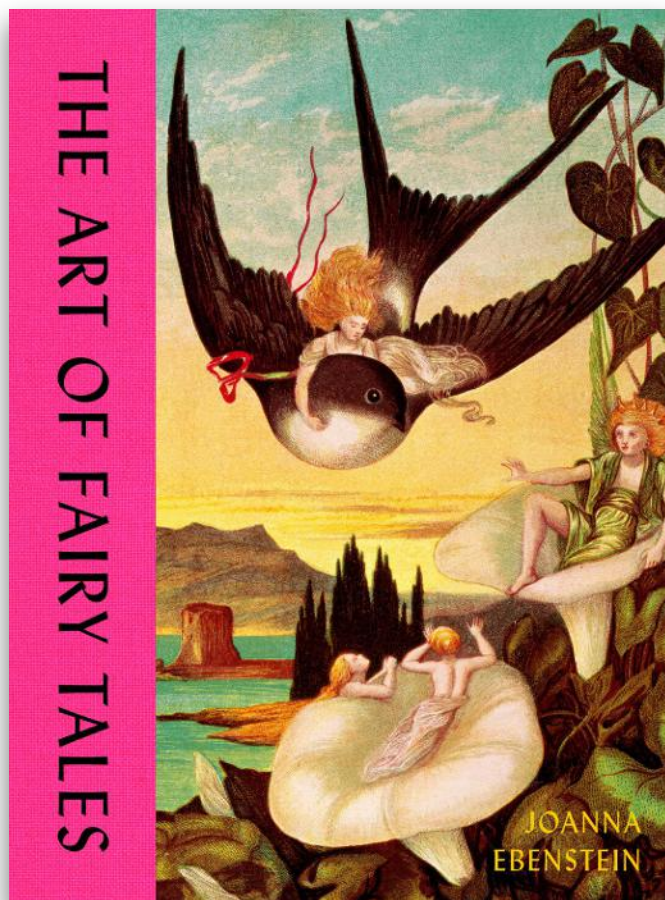
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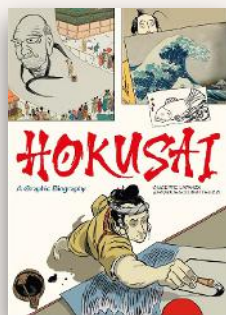
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JOANNA EBENSTEIN

The Art of Fairy Tales offers a captivating journey through the artistic history of some of the world's most enchanting stories. From classic European tales to legends from across the globe, artists have long been inspired by the magic, mystery and imagination of fairy tales. This beautifully illustrated book explores how these stories have been interpreted through art across different cultures and time periods. Stunning images reveal the many ways artists have brought princesses, heroes, creatures and magical landscapes to life. Alongside the artworks, readers discover fascinating insights into storytelling traditions and visual creativity. *The Art of Fairy Tales* is a rich celebration of imagination, folklore and the enduring power of these timeless tales.



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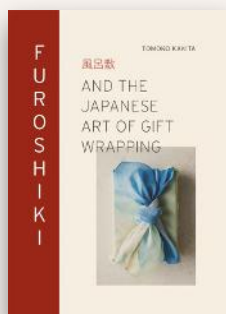


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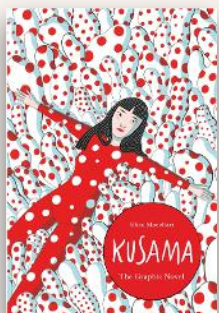


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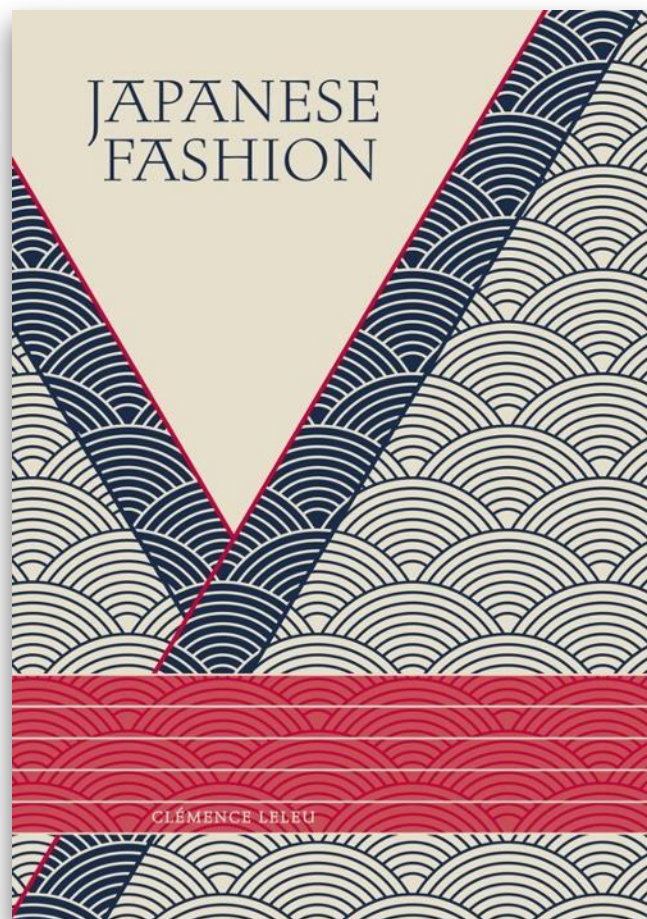
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Discover the incredible story of Japanese style in this beautiful book. From famous designers like Kenzo and Yohji Yamamoto to the secret world of indigo dyeing and street fashion, you will explore how Japan changed the way the world dresses. This book takes you on a journey through history, showing how traditional kimonos inspired modern trends and why Japanese garments are loved everywhere. You will learn about the art behind every stitch, from school uniforms to elegant suits. It is more than just clothes; it is about the culture and the people who wear them. Dive into this amazing visual guide to see why Japan is a leader in global fashion.



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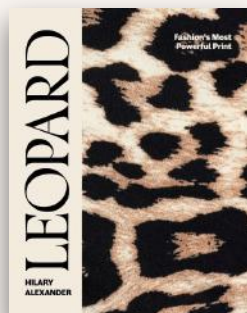
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WINTER

Winters need saturated, fresh colours with higher chroma to look their best.

Pastel or very light coloured shades are not as flattering on Winters – medium-toned cool colours are most appropriate to contrast and complement the undertone.

Don't be afraid to experiment with slightly darker shades than those in your palette. However, it might be a good idea to avoid warm-toned – especially yellowed – shades against your face. The most flattering shades in the Winter colour palette are the deepest shades for the season.



72

LIFE'S TOO SHORT TO WEAR BLACK



HOW TO ADD COLOUR WITHOUT BUYING A WHOLE NEW WARDROBE

I bet you already have some pieces of clothing in your wardrobe that you like the fit and style of but think it might be fun to add colour to, right? A fun way to add a bit of colour to your wardrobe is to do some little DIYs to the basics you already own. It's also a good baby step to wearing more colour in general. Plus, when you get a compliment, you get to say, "Yeah, I did that myself!" The following chapter includes a few tried-and-true and beginner-friendly ways to spice up your clothing and accessories.



132

LIFE'S TOO SHORT TO WEAR BLACK

EMBROIDERY

Embroidery is a great way to add little pops of colour to your clothing. Here are a few techniques you can use to add some colour to your wardrobe, from sewing colourful borders to adding interest to pockets. Embroidery thread is inexpensive and fun to shop for at your local craft or sewing shop. The wall of colours is like picking crayons from a crayon box.

Before adding embroidery to an article of clothing, you will want to make sure it can handle some stitches. I would avoid stretchy fabrics because these will create problems such as puckering and moving as you're stitching. Thin fabrics (even non-stretch) are also ones to avoid.

You will need a stabilizer – you can find tear-away, wash-away or standard iron-on interfacing to stabilize the back of the fabric. You could also use another piece of quilting cotton behind it (somewhere the back won't be seen). By using a stabilizer, you can reinforce the area you want to sew. This creates a more stable platform, which is more enjoyable and manageable to stitch. Plus, it helps prevent the shape

of your design from stretching and distorting while you sew.

Stabilize the back of the fabric first, then you can lightly sketch your design onto the front of the material with a water-soluble marker or light pencil.

Blanket stitch



The blanket stitch is a simple hand-sewing stitch that's both decorative and functional – perfect for edging blankets, felt crafts or applique work. It's fun to add this to the edges of clothing that already have a hem.

ADDING COLOUR TO YOUR FAVOURITE PIECES

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LIFE'S TOO SHORT TO WEAR BLACK

HOW TO FIND YOUR COLOUR SEASON

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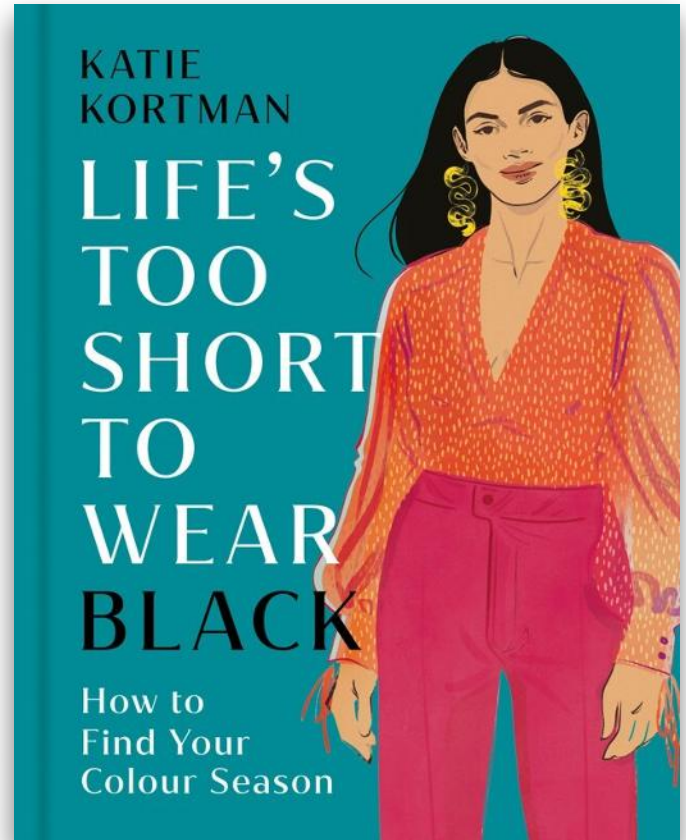
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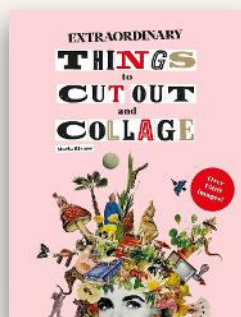
160 Pages

KATIE KORTMAN

Are you tired of wearing the same dull clothes every single day? It is time to add some excitement to your life with ***Life Is Too Short to Wear Black***. This essential guide helps you discover the perfect colors that make you look and feel your absolute best. Katie Kortman shows you how to find your unique palette, mix bold patterns, and refresh your old wardrobe without spending a fortune. Whether you want to boost your daily mood or find more confidence, this book makes it simple and fun. With clear charts and beautiful photos, you will learn to embrace your style with total joy.



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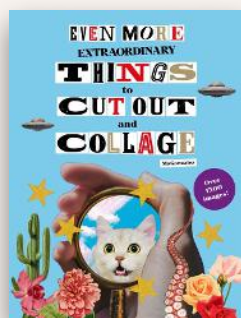


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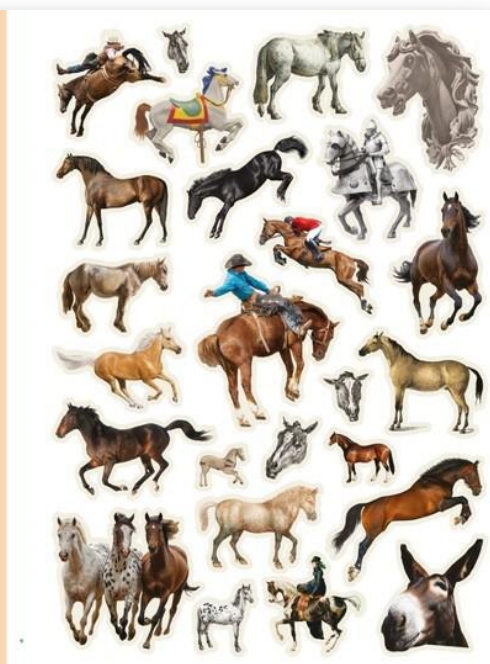
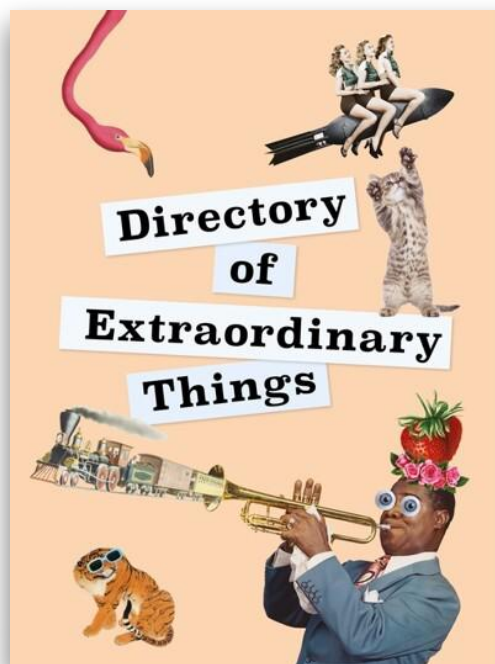


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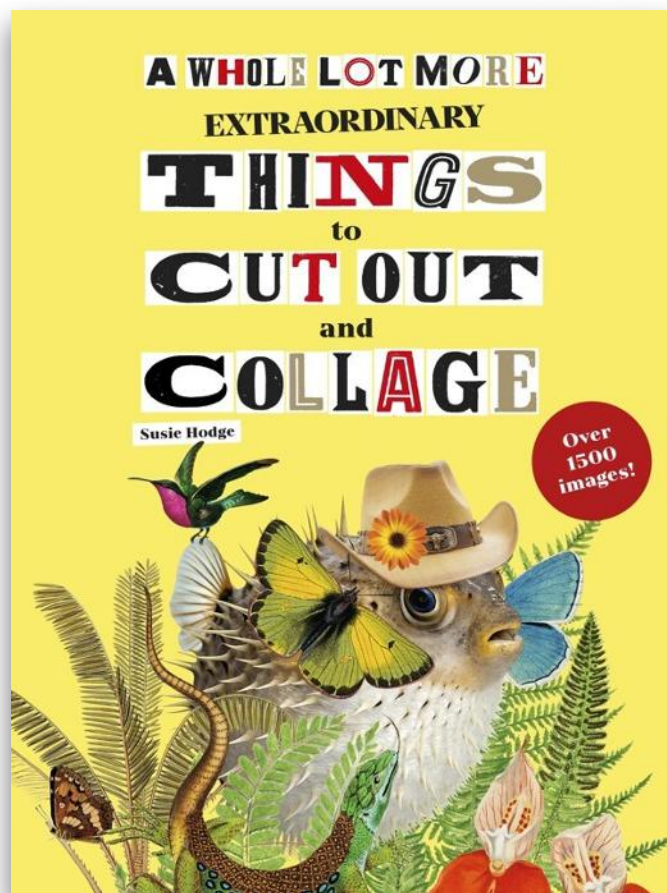
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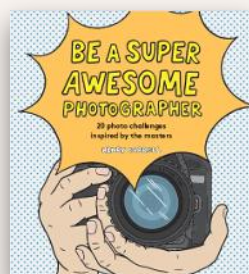


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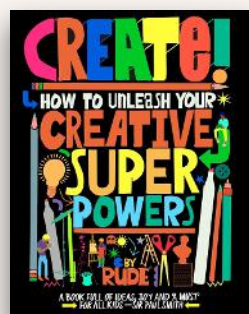


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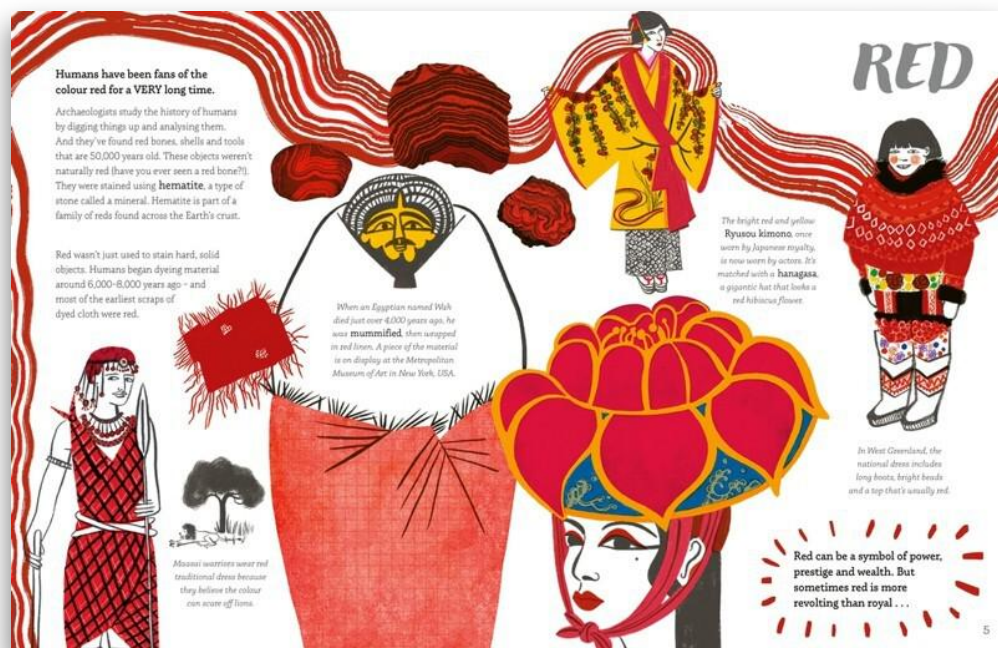


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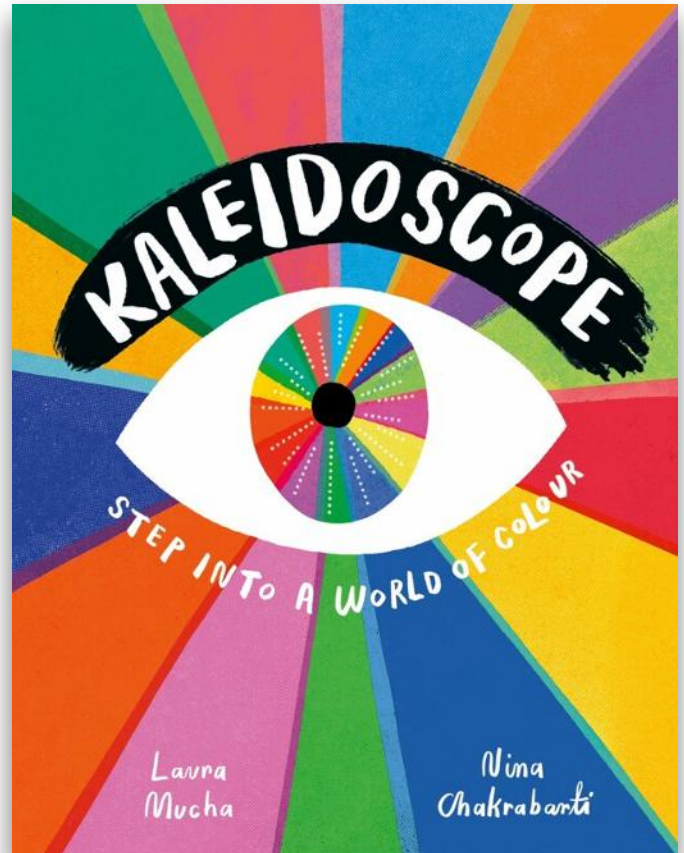
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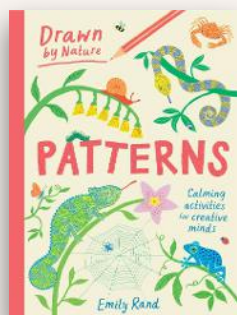
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Discover the hidden magic of the rainbow with ***Kaleidoscope***. Have you ever wondered why purple signifies royalty or if red sweets really contain beetles? This stunning book takes you on a brilliant journey through the science, history, and secrets of every shade. Packed with surprising facts and beautiful illustrations, it reveals the fascinating stories behind the colors we see every day. Perfect for curious minds aged seven and up, this visual masterpiece will change how you look at the world forever. Every color has a secret tale to tell, and now you can uncover them all. ***Kaleidoscope*** is the ultimate gift for any young explorer ready to learn about our amazing world.



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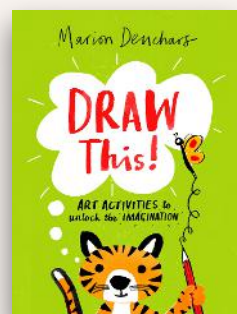


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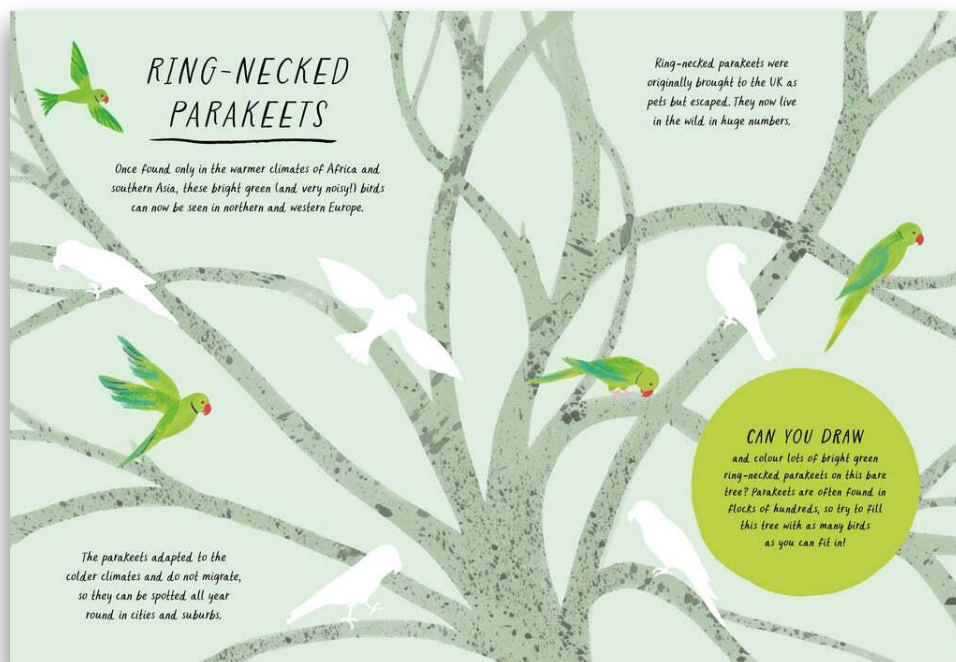


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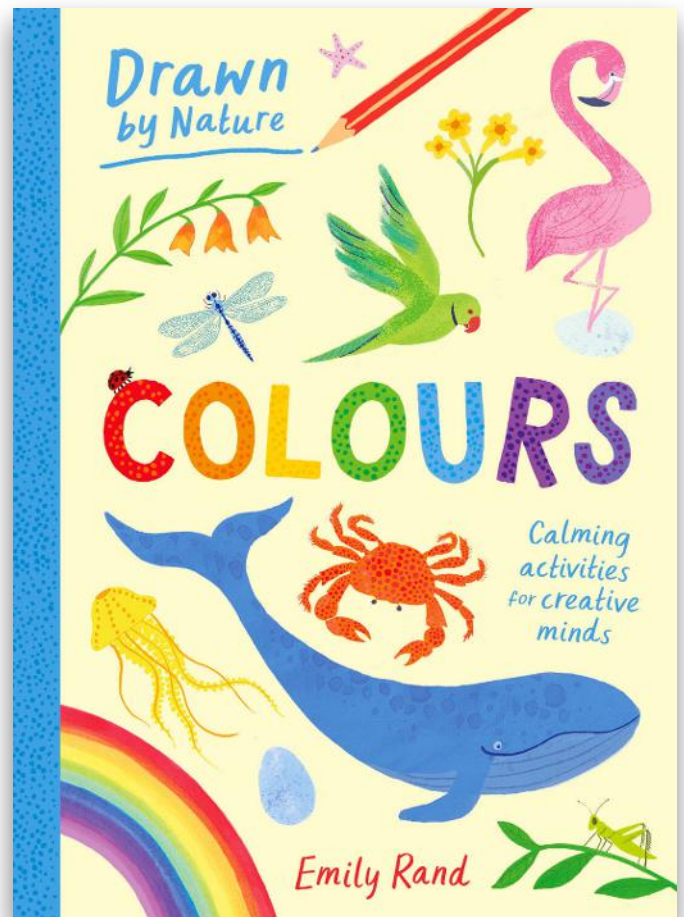
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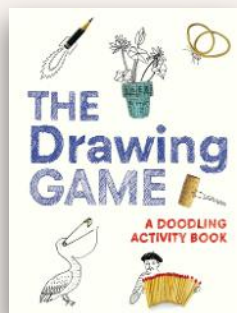
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EMILY RAND

Drawn By Nature: Colours invites artists and nature lovers alike to slow down and explore the extraordinary range of colours found in the natural world. Inspired by landscapes, plants and wildlife, this creative activity book offers a series of relaxing drawing prompts and artistic exercises designed to spark imagination. From subtle shades in petals to the bold brilliance of changing skies, each page celebrates the beauty of colour all around us. The gentle activities encourage observation, creativity and calm concentration, making it easy to lose yourself in the joy of drawing. ***Drawn By Nature: Colours*** is a soothing and inspiring companion for anyone looking to reconnect with creativity through the beauty of nature.



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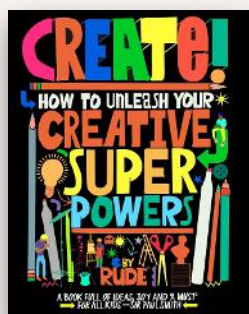


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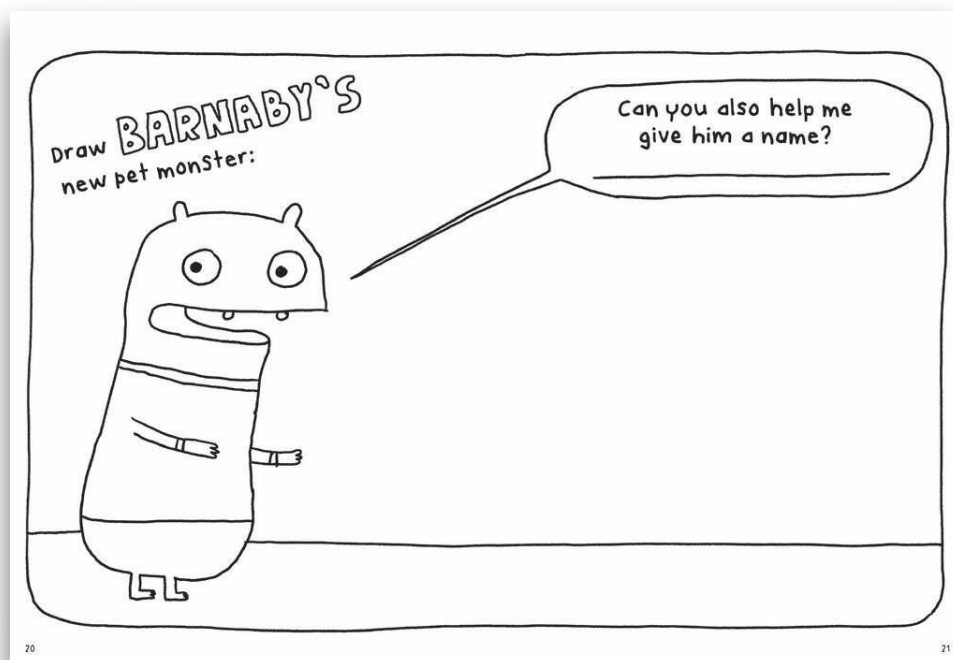
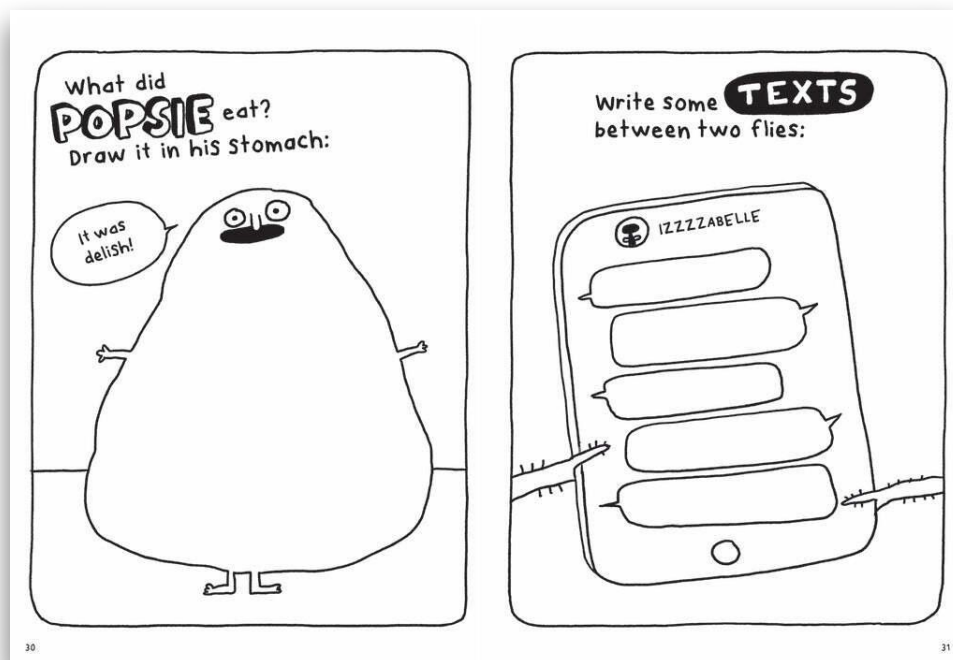


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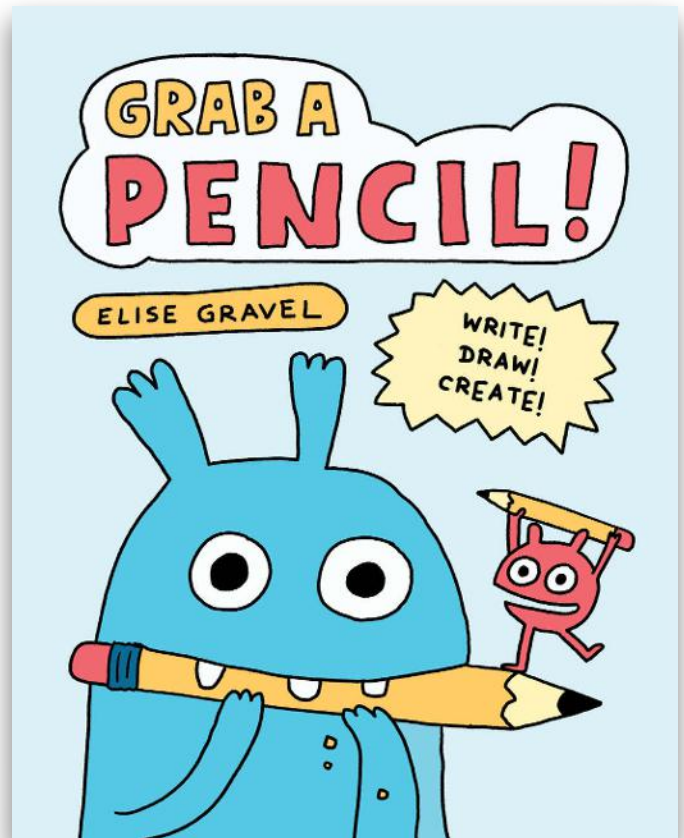
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ELISE GRAVEL

Grab a Pencil! celebrates the simple pleasure of drawing and the endless creativity that begins with a single line. This energetic activity book invites readers to experiment, doodle and develop their ideas in a fun and relaxed way. Packed with imaginative prompts and inspiring challenges, it encourages artists to try new styles, play with shapes and let their imagination run free. Whether sketching quick ideas or building detailed drawings, every page offers a chance to explore creativity without pressure. ***Grab a Pencil!*** reminds readers that art is about expression and enjoyment. It is a vibrant companion for anyone ready to turn blank pages into a playground for creativity.



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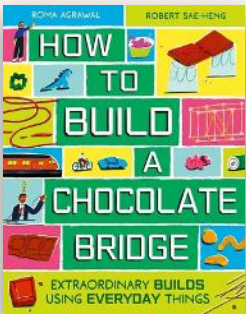


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Chapter 5:
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- Grab the (Easter) Bunny
- Ultimate White Elephant
- Double Tap
- Total Ninja Wipeout Gladiator
- Table Talk Tales

Grab the (Easter) Bunny

After Usain Bolt ran the 100 metres in a world record 9.58 seconds at the 2009 IAAF World Championships in Berlin, most people said it was a time that would never be beaten. But Cambridge University Professor John Barrow argued Bolt should have been even quicker* – but not through any improvement in fitness or running technique. You see, a 100-metre sprint is actually two races – the time to cover the distance and the time to respond to the gun. It turns out that Bolt's reaction times were in sprinting terms slow. In Berlin, when he achieved this extraordinary time, he was second slowest – 0.16 seconds to get off the blocks, against his competitors who were clocking 0.13.

Sorry, Usain, but you should have played more Grab the Bunny.

It is super easy to organise after a meal; you don't even have to clear the table. It relies on reaction times and touch, and there's a tantalising tension that builds each time the coin is tossed.

PLAYERS: 8+

PLAYING TIME: 15 minutes

REQUIREMENTS: A pebble, a soft toy, two hats and one long table.

* Not sure I'd want Professor Barrow as my Dad.

PREPARATION

Place a pebble at the top end of the table and bunny at the bottom end. The two people at the bottom end of the table, closest to the bunny, should each wear a hat. Everyone holds hands with the person sitting next to them so that there is a human chain down each side of the table. Everyone should close their eyes except the pair at the top end of the table closest to the pebble.



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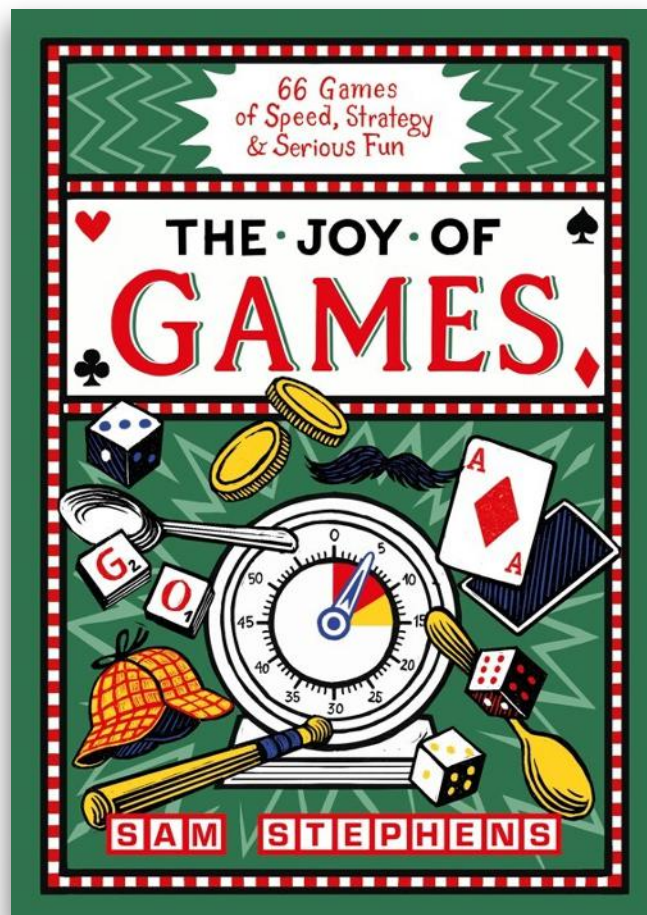
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SAM STEPHENS

Are you tired of staring at screens? It is time to reclaim your free time with ***The Joy of Games***. This incredible book is your ultimate guide to fun, featuring 66 engaging activities that bring people together. Whether you are hosting a lively birthday party, a cozy family dinner, or a simple get-together with friends, this collection offers the perfect solution. From fast-paced group challenges to clever twists on old classics, every game is easy to learn and guarantees endless laughter. Say goodbye to boredom and hello to real-life connection. Perfect for all ages, this book is your permission to play, laugh, reconnect and start making unforgettable memories with those you love.



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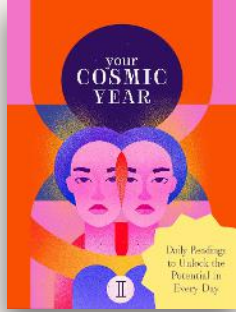
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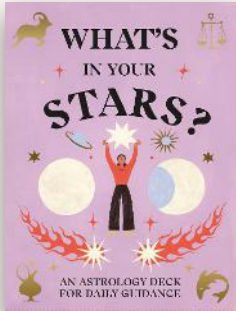
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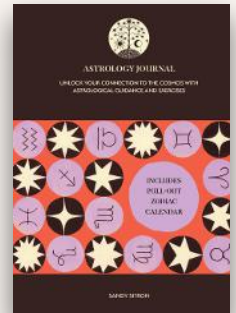
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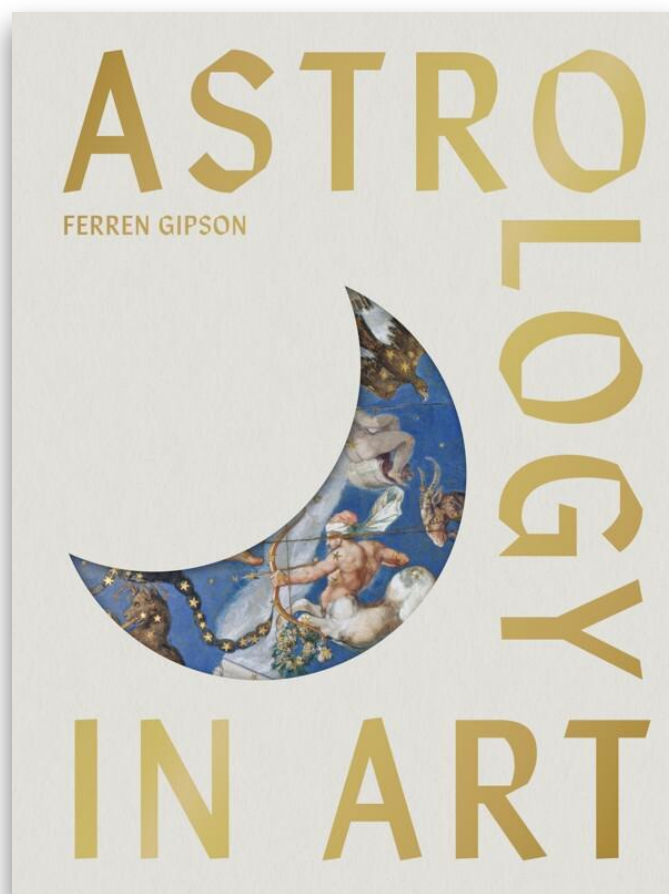
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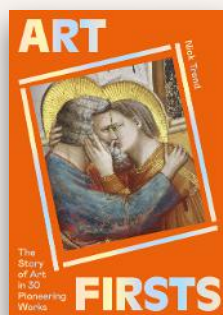
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Unlock the mysteries of the cosmos through the eyes of history's greatest artists. Astrology in Art is a breathtaking visual journey that explores how humanity has looked to the stars for inspiration. From the detailed carvings of ancient cathedrals to the bold, modern visions of Andy Warhol and Salvador Dali, this book reveals how celestial symbols shape our culture. You will discover over 70 stunning masterpieces that blend mythology, astronomy, and human belief into beautiful art. Expert author Ferren Gipson guides you through these intriguing works, decoding the hidden meanings behind every painting and sculpture. This is an essential guide for anyone who loves art, history, or the magic of the night sky. Grab your copy today.

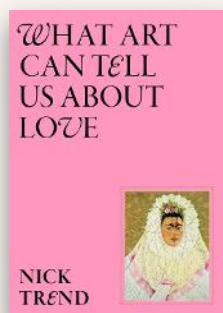


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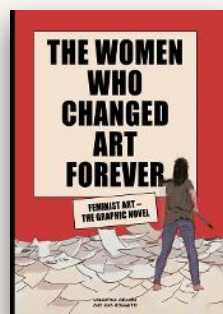
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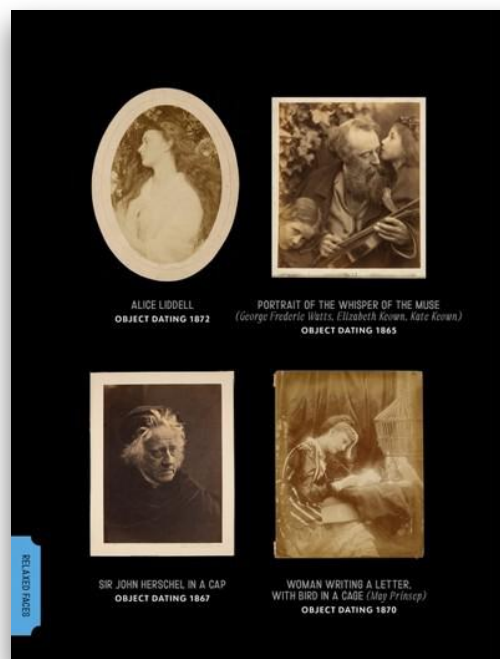
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The Photography of Julia Margaret Cameron

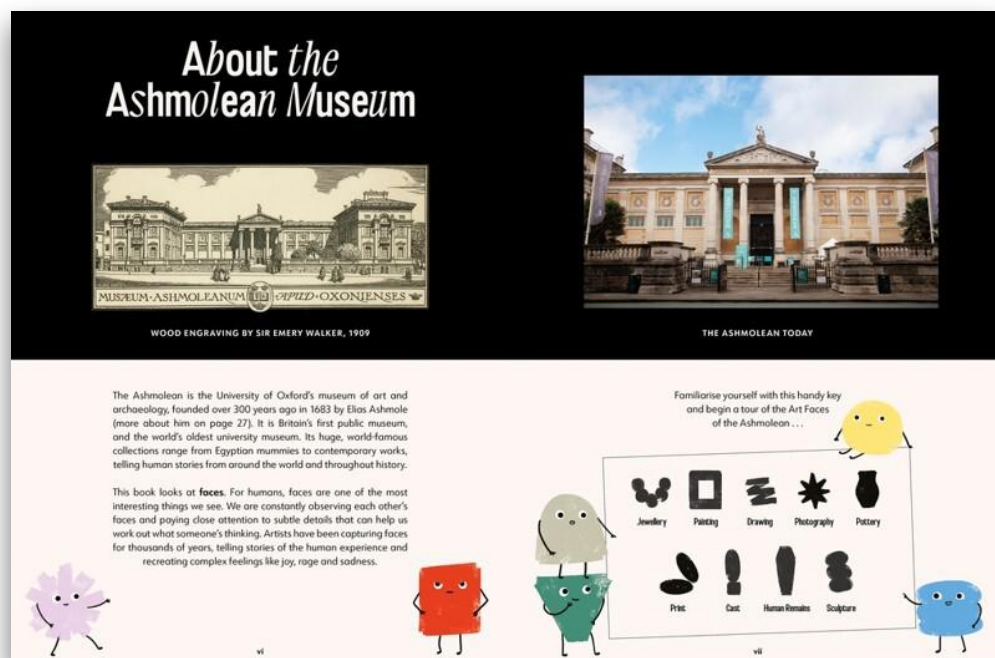
Julia Margaret Cameron (1815–1879) was an early pioneer of British portrait photography. In 1842, her family friend Sir John Herschel introduced her to photography, sending her examples of the new invention (the camera was officially announced in 1839). Some years later, she was given a camera by her family as a present and from there, she started working as a photographer.

Over the course of her career, she became known for her soft-focus portraits of celebrities, family and acquaintances, which were often in an allegorical style. She was less concerned with the sharp detail of her photos and more so with capturing the emotional state of the sitter, incorporating unconventional streaks and irregularities into the final print.

"My aspirations are to ennoble Photography and to secure it for the character and uses of High Art."
– Julia Margaret Cameron,
in a letter to Sir John Herschel,
1864



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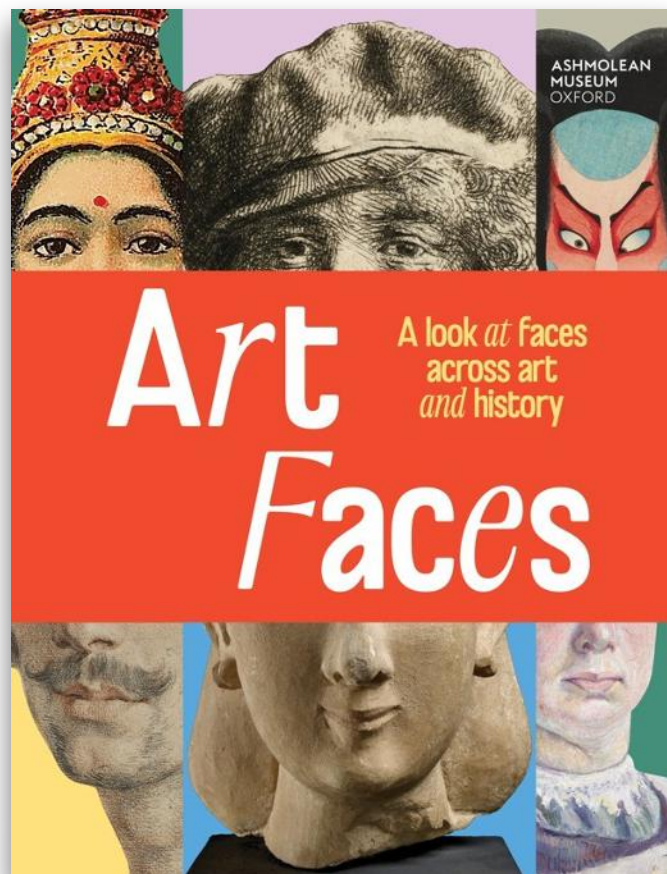
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ASHMOLEAN MUSEUM

Discover the magic of human expression in *Art Faces*, a stunning journey through the Ashmolean Museum collection. From ancient Egyptian mummies to intricate Japanese carvings and bold modern self-portraits, this book brings history to life. Young readers will explore diverse artistic styles, ranging from massive stone sculptures to delicate sketches. Each page reveals how artists capture emotions, personality, and culture through the power of the face. Perfect for curious children and aspiring young artists, this beautifully illustrated guide makes art history exciting and easy to understand. Dive into this treasure trove of creativity and see the world through the eyes of masters. Your next great artistic adventure begins right here today.



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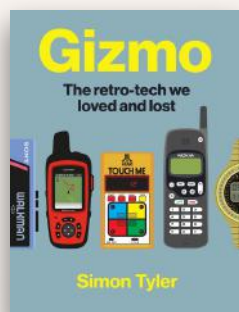


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Ice Portal (Alaska)

Prompt: I'd like to create an imaginary arctic landscape that integrates a surreal gigantic very bulky square frame of ice as a core defining element in the environment depicted. The ice frame should look like it was roughly carved by a titan, but it should also look like it emerged naturally from the landscape and was not placed there. The sides of the ice frame should be square in cross-section. While the ice frame should be standing upright, turn the frame slightly away from the viewer so it is seen from somewhat of an angle, not straight on. The distant landscape should be visible through the opening inside the giant square ice frame and the thick translucent sides of the ice frame should vaguely refract the landscape and sky beyond. Please imbue this high alpine arctic landscape with dramatic skies, low sun placement, long shadows, and arctic color tones, and an interesting arrangement of snow-covered mountains, trees, forests, boulders, rivers, and frozen waterfalls composed for maximum immersion, depth, and grandeur. Also, be sure to make the landscape photorealistic, not painterly. I want it to look like it was captured using computational photography HDR techniques, not created with paints and brushes. What I'm going for is an impossible scene that looks like it could exist in the real world.

Prompt: I'd like to create an imaginary landscape that utilizes an optical illusion, such as a Penrose Triangle, as the core defining configuration of the environment depicted; not as a building within a landscape, but as the landscape itself. Can you create a photorealistic image of a highly luminous, high chroma pastoral landscape that is somehow configured in part or whole as a Penrose Triangle? Please take inspiration from the Frederic Edwin Church painting "Heart of the Andes" but without being too derivative. I'm looking for that mix of alpine, plains, and tropical elements that captivated Church, but there is no need to be topographically accurate like Church might have been. Feel free to arrange the elements of the landscape for maximum immersion, depth, and grandeur. And push the lighting and chroma more towards that of the Pre-Raphaelite landscape painters like John Brett, without being too garish. Also, while taking visual cues from painters like Church and Brett, be sure to make the landscape photorealistic, not painterly. I want it to look like it was captured using computational photography HDR techniques, not created with paints and brushes. What I'm going for is an impossible scene that looks like it could exist in the real world.

Penrose Triangle (Ecuador)



PROMPT

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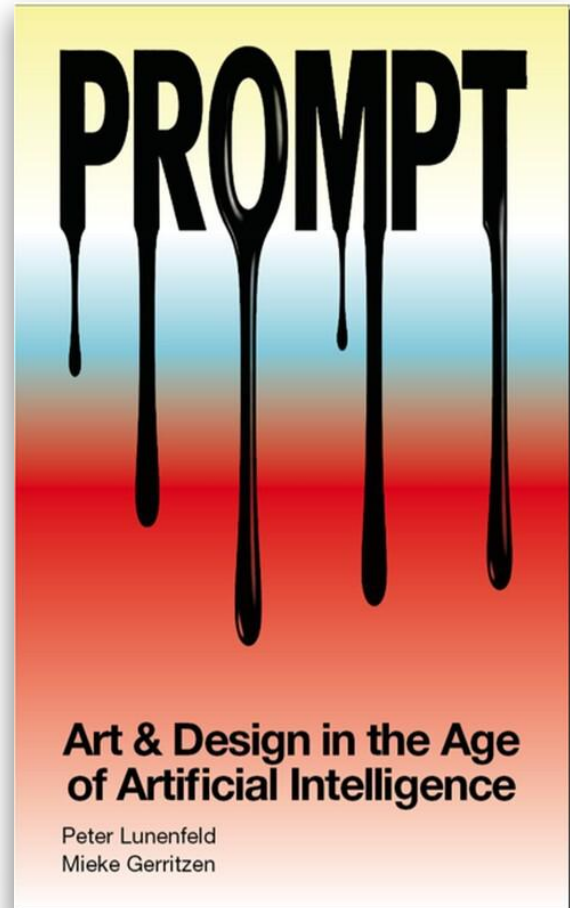
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PETER LUNENFELD & MIEKE GERRITZEN

Artificial intelligence is reshaping creative work at breathtaking speed, yet public debate often swings between hype and fear. Prompt offers a grounded alternative: a clear guide to understanding AI as a new medium for human creativity. Written for creative professionals, students, and cultural leaders, the book explores how AI is transforming art, design, architecture, media, and visual culture. rather than focusing on technical systems or economic disruption, it asks how these tools can be used creatively, critically, and responsibly. Through essays, interviews, case studies, and visual examples, Prompt provides inspiration and practical orientation: not a manifesto or manual, but a thoughtful toolkit for creative resilience in a rapidly changing world.



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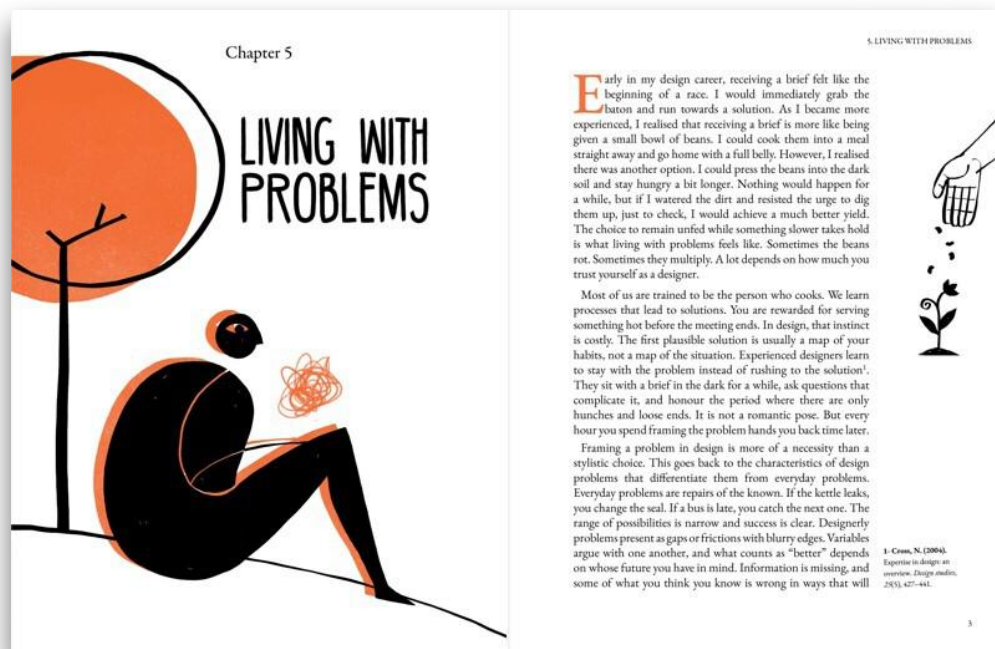


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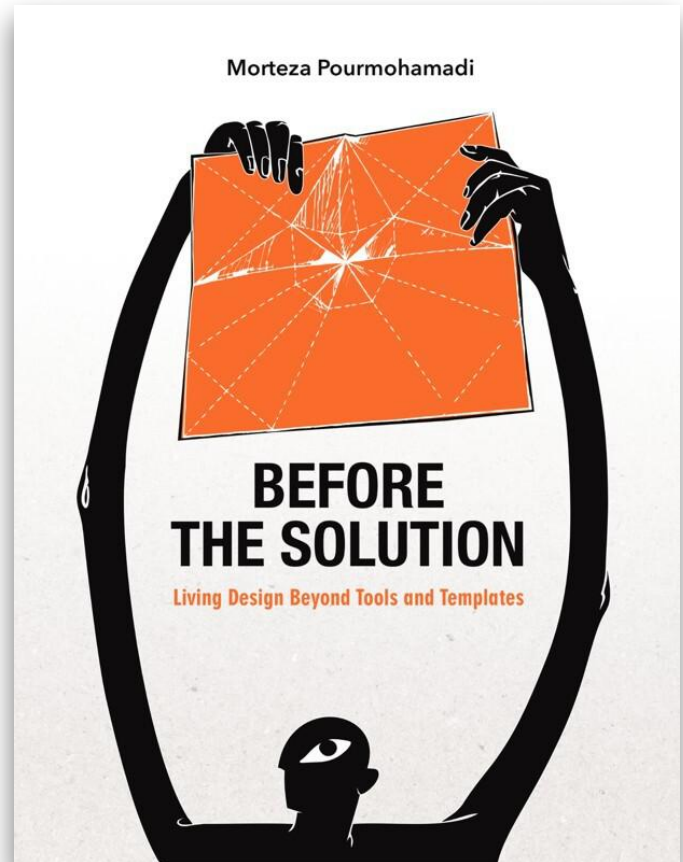
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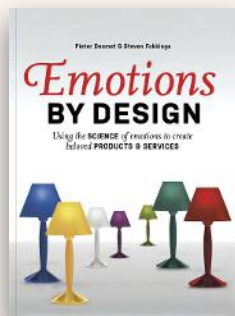
196 Pages

MORTEZA POURMOHAMADI

Design is a deeply human capability, and it is increasingly practised through tools, templates, and AI that can generate polished solutions at speed and scale. The risk is a profession whose outputs look right yet lack depth, character, and humanity. If you have ever felt your process is correct but your outcomes are interchangeable, the gap is rarely in the tools. It is in what comes before them. ***Before the Solution*** helps you build the practice between projects. It focuses on the part of practice you can train without a brief in front of you: how you sit with a problem before reaching for a template, how you let a prototype change the question rather than just refine the answer, how you decide what to ignore, and how you stay in charge of the work when AI is in the room.



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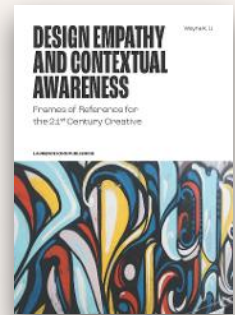
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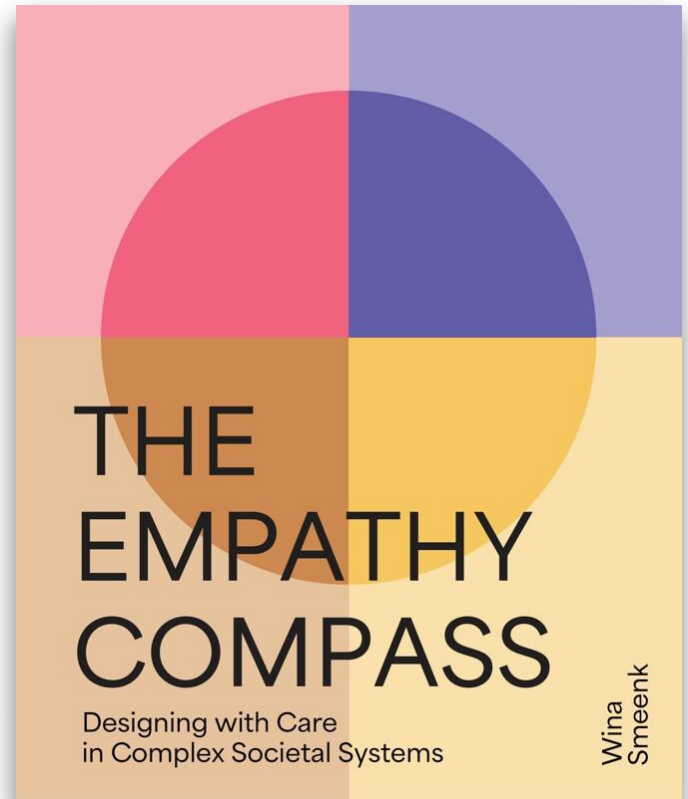
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WINA SMEENK

Empathy is widely celebrated in design, policymaking, and organisational change, yet it is often reduced to a tool that reinforces existing assumptions. ***The Empathy Compass*** challenges this by reframing empathy as a systemic, relational, and ethical orientation. In complex issues such as healthcare, climate transition, ageing, and digital governance, empathy shapes whose voices are heard, what counts as evidence, and which futures become possible. At the heart of the book is the Empathy Compass: a four-quadrant framework helping designers, researchers, policymakers, and leaders navigate tension, difference, and complexity more consciously. Through case studies and practical reflection, the book offers language and structure to balance care with analysis, involvement with reflection, and conviction with openness.



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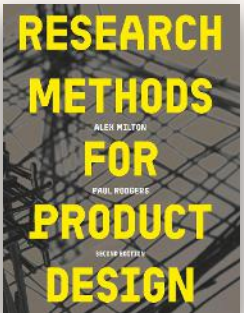
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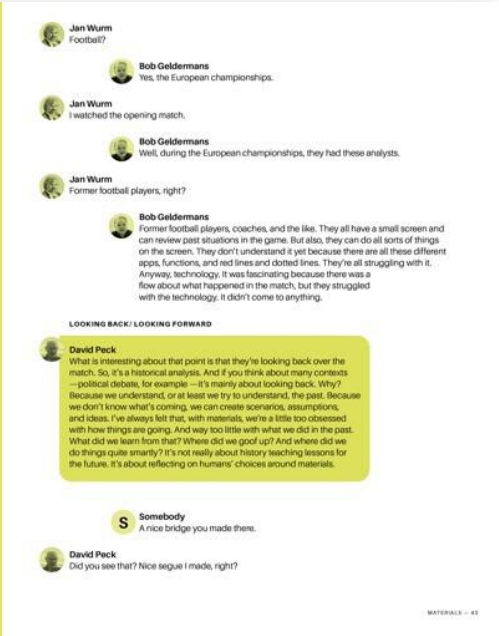
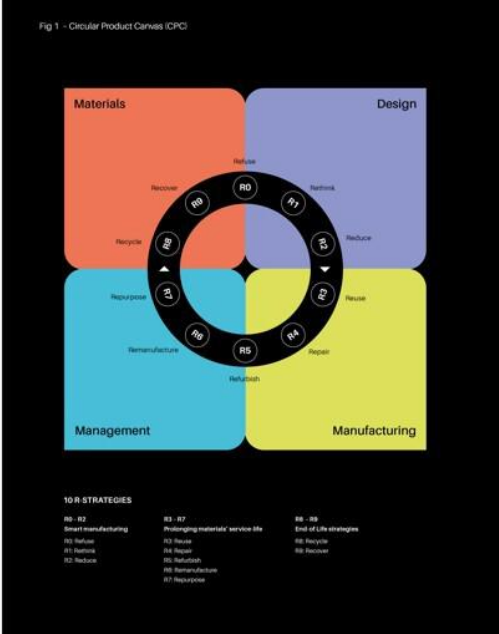
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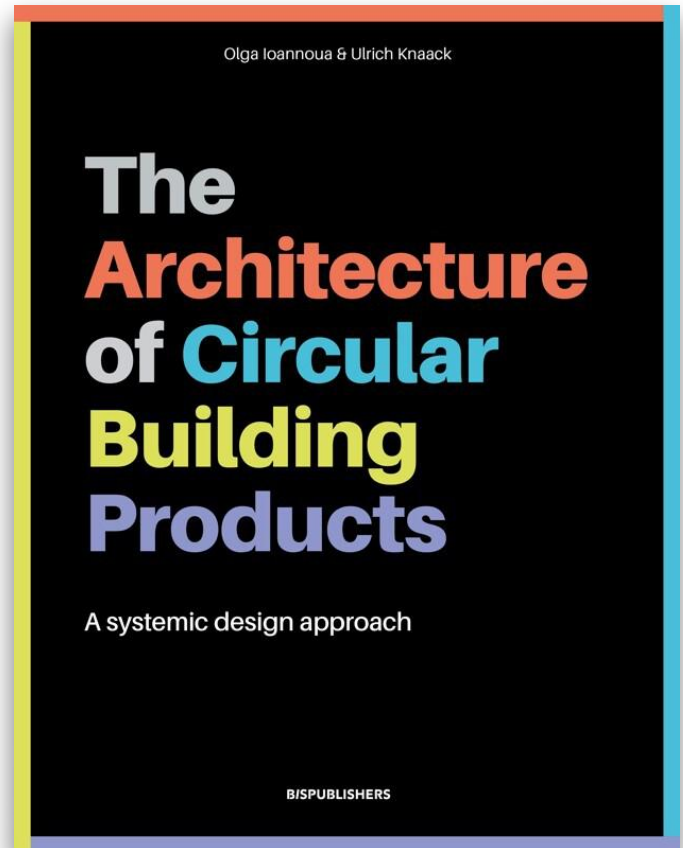
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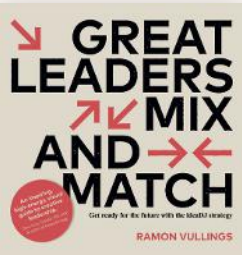
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ULRICH KNAACK & OLGA LOANNOU

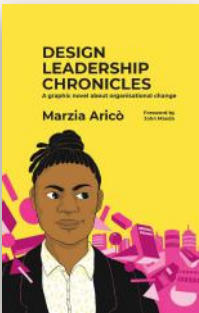
The transition to a circular built environment shifts focus from buildings as single objects to the components from which they are made. This requires architects, engineers, manufacturers, policymakers and other stakeholders to rethink how materials are sourced, products are designed and buildings are managed throughout their life cycle. This book offers a practical methodology for advancing circularity in the built environment through the domains of materials, design, manufacturing and management. Edited by Olga Ioannou and Ulrich Knaack, close collaborators of the late Professor Tillmann Klein, it combines research, industry expertise and real world applications to provide valuable insights into circular building products and processes.





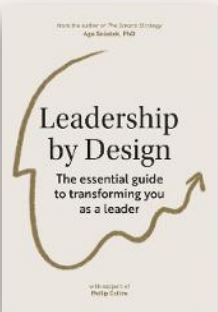
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	Agon Competition	Alea Chance	Mimicry Roleplay	Pose (Verplay) Thrillseeking	Construction
Paidia Eruption of energy unleashed, unprepared	'Racing' Football in the streets for yourself	Counting games	Make-believe fun	Spinning around Dancing Head banging	Sorting
	Matches	Head - Coin Gamble	Dress up	Ruler coaster	Building sketching miniature worlds
Rules, primary concerns Ludus	Sports	Lotteries, Betting matches, lot and win	Theatre	Skeleton Football Ranges Base jumping	Fabricate designs Constructions

Fig.11 Roger Callois typology of play added with the category 'construction'.

4.9 Ways of playing, ways of working, ways of creating, ways of doing

Looking at ways of playing in this light, we believe that ways of working, creating, leading, and generally doing things also have similarities with these categories. Consider this: are you highly competitive in daily life (Agon)? Or do you like to pretend (Mimicry)? Do you prefer chance (Alea), or are you much more physically present in the things you do and often seek adventure and excitement (Ilinx)? Or is it a combination of different categories? A little chance, a lot of challenge, but above all, no competition! Can you now, using Roger Callois' knowledge of playing styles, create a fingerprint of your own playing style/way of doing? Or maybe add another category you miss in playing? Look at your hedgehogrule and try to place it in one or more categories.

5 PLAYING HUMAN BEING

5.1 Character design through Character dices

We've all done it at some point: creating a personal profile describing who you are in four to seven lines, what you're good at, and what you're looking for. LinkedIn is full of these kinds of profiles. But, do you really fit this description, this profile?

To discover who you truly are and create a solid profile, it's interesting to look at character design. The following game 'Character Dices', is a game in which you can build a superhero character and a sidekick using a number of dice rolls. It shows that you can include much more in a profile than just your name, strengths, weaknesses, skills, and work experience. Through which you can demonstrate not only your polyphony, but also your diversity. Because "we are multitudes".

First you make a hero. By rolling the die three times each category, you'll get a set of data on which you can create and draw a hero. Don't forget to name your hero and pitch it. Then trade your hero with another hero, and draw a sidekick for this hero, created based on all the strengths the hero lacks. Yin Yang style. So the hero's shortcomings become the sidekick's strengths, and all the hero's strengths become the sidekick's shortcomings.

Play this game with a minimum of 2 players. The more players, the more fun!

9

Fingerprint



6

Name...



About the passport owner

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.....
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.....
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Review by...

Player profile Passport



Fig.13 Player Passport.

4

Name...



3

Name...



Drawing Hero

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Hedgehogrule(s)

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Drawing Sidekick

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Skills



THE PAIDIA PRINCIPLE

THE WELL-PLAYED PATH TO BOLD LEADERSHIP, BALANCE, AND AGENCY

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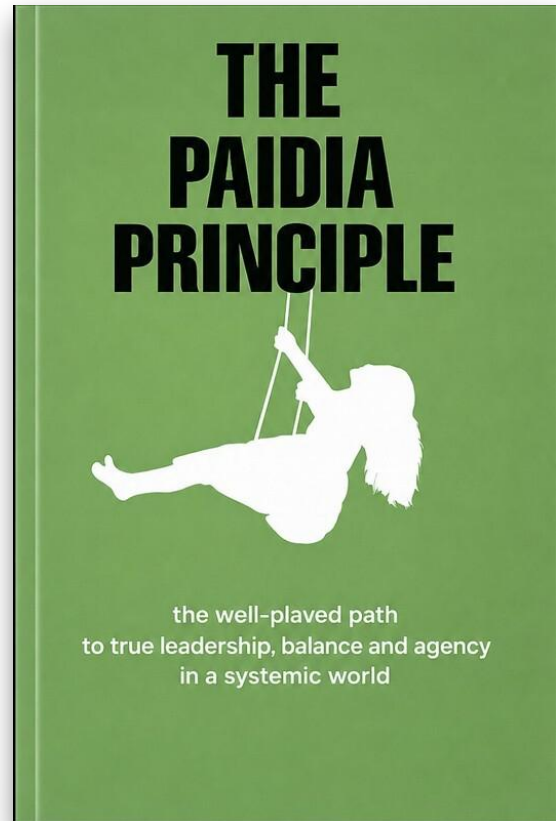
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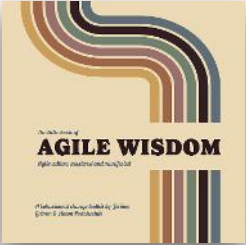
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EVA DEN HEIJER & IMARA FELKERS

The Paidia Principle presents play as a powerful way of working, thinking, and leading. In a world focused on control and certainty, this book offers an alternative: a well-played path toward agency, balance, and confident decision making. Through play, readers learn how to work with what drives them, challenges them, and sets them apart, and turn this into a source of direction and strength. Rather than avoiding uncertainty, the book shows how to engage with it, opening up space for new choices and ways of acting. Written for anyone facing pressure at work or in life from leaders, entrepreneurs, designers, creative professionals to athletes, parents, and beyond, this book provides a grounded and practical approach to navigating complexity and taking ownership in an ever changing world.



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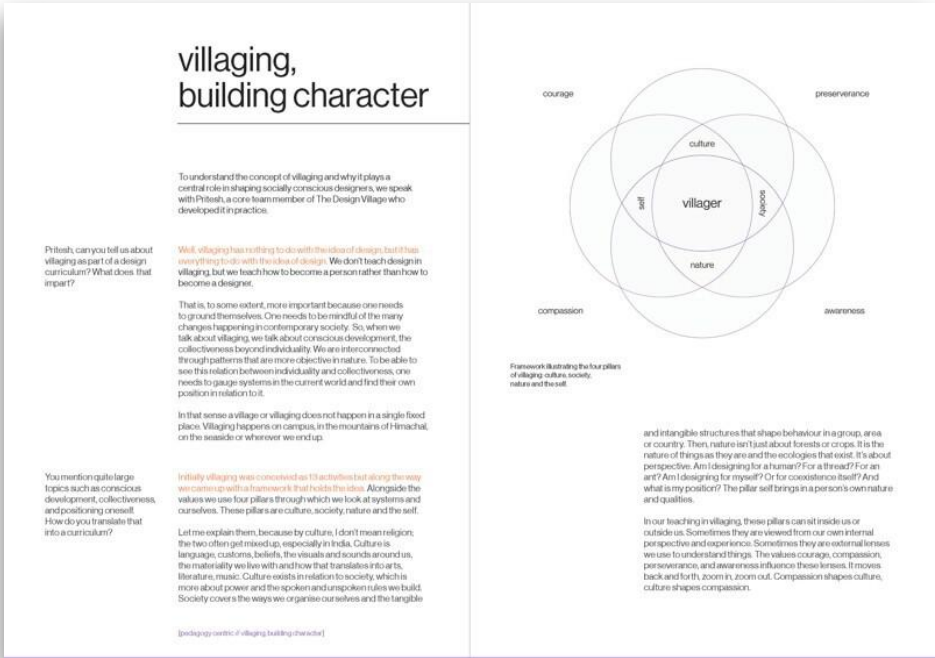
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As the world keeps changing, designers must learn to anticipate, intervene and guide systems towards a more just and sustainable future. This requires rethinking not only the skills designers need but the foundations of design education itself. In *The Design Village*, co-founders Mridu Sahai and Paul Hekkert share insights from a decade of building a pioneering design school in India. Rather than simply adding courses about impact, they propose a new educational framework centered on values that matter today. Through interviews, essays and practical examples, the book shows how to instill values in students like compassion and courage, cultivate critical thinking and self-direction and collaborate with diverse stakeholders. It offers fresh perspectives for educators, students and anyone interested in the future of design education.

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‘When the culture is right, everything else follows.’

Tony Hsieh

Founder, Zappos

Chapter 1

Trust as a Business Model

Why We Put Nmbrs' Success in the Hands of Our People

Christmas Eve

Thursday, 1 December 2022, Utrecht. I'm sitting in a meeting room, waiting and trying to gather my thoughts while my story is still fresh in my mind. In a few hours, I'll be sitting with a couple of our popular Nmbrs Christmas stockings, reflecting on last year's conversation about how much my job costs the company.

Since then, I've stepped down as Chief People Officer (CPO) at Nmbrs after spending a few years away from my American adventure with my family. Appointed by Michiel Chevalier to return to the company after the COVID lockdowns to lead the change in the flow of this now well-established company. People no longer needed more flexibility working from home; they were simply less interested in working at Nmbrs if they couldn't shape how, where and when they worked.

We brainstormed about how we could work less, so we could focus more on what really matters and bring more value to our customers

15

Trust as a Business Model

Chapter 1

The Seven Growth Stages of Nmbrs

From HR Software Provider to Tech Company with a Radical Organizational Model.

1. The Pioneering Phase (2003-2008)

Michiel Chevalier started Nmbrs in 2003 with *Personnel & Zo*, a traditional payroll services provider and HR administrator, but with a refreshingly new approach.

Growing pain: the traditional way of working is not scalable. As internet and the needs of our customers changed, our administration grew increasingly complex with the rise of digital transformation. Michiel wanted to innovate.

Course correction: Michiel decided to prepare for digitalization early on and, in 2008, together with Portuguese entrepreneur Luis Abreu, founded a new HR- and payroll system in the cloud. In 2008, the first students were hired to build the complex data conversion. This intranet transition eventually replaced Nmbrs' own HR and payroll package in the cloud.

2. The Management Crisis and the Start of 'No Managers' (2008-2013)

From 2008, Nmbrs transitioned from service provider to software company. The software system Nmbrs built gained the trust of other payroll service providers, accountants, and started gaining momentum. Nmbrs grew to around 35 employees.

Growing pain: the organisation struggled with a traditional management approach. Middle managers felt responsible for making all decisions, which led to frustration, conflicts, and employees feeling unbalanced and not being in control of their work.

Course correction: the 'No Managers' and Luis-inspired approach was introduced, in which all management positions were eliminated. Inspired by Ricardo Semler and the Spotify model (see next chapter), a new organisational setup was built: organisation managers were replaced by circles. Decision-making authority (Product Ownership) and direction (Scrum Master) were distributed among teams.

3. Internationalisation and Building Culture (2013-2016)

In 2013, Nmbrs opened an office in Lisbon, the hometown of Luis, one of the founders of Nmbrs. In 2014, Mariëke Peppers joined in Amsterdam as CHRO.

Growing pain: in Portugal, we encountered a hierarchical culture, very different from the Dutch way of working. Portuguese developers had to get used to taking and asking for responsibility or questioning decisions.

Course correction: the introduction of 360-degree feedback and a strong social structure to support autonomy. Nmbrs became a SaaS company (Software as a Service) and built an administration software platform. In 2016, a second office opened in Landskrona, Sweden. This step was part of our ambition to internationalise our services.

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AUTONOMY AS STRATEGY

WORKING IN AN ORGANISATION THAT LETS YOU THRIVE

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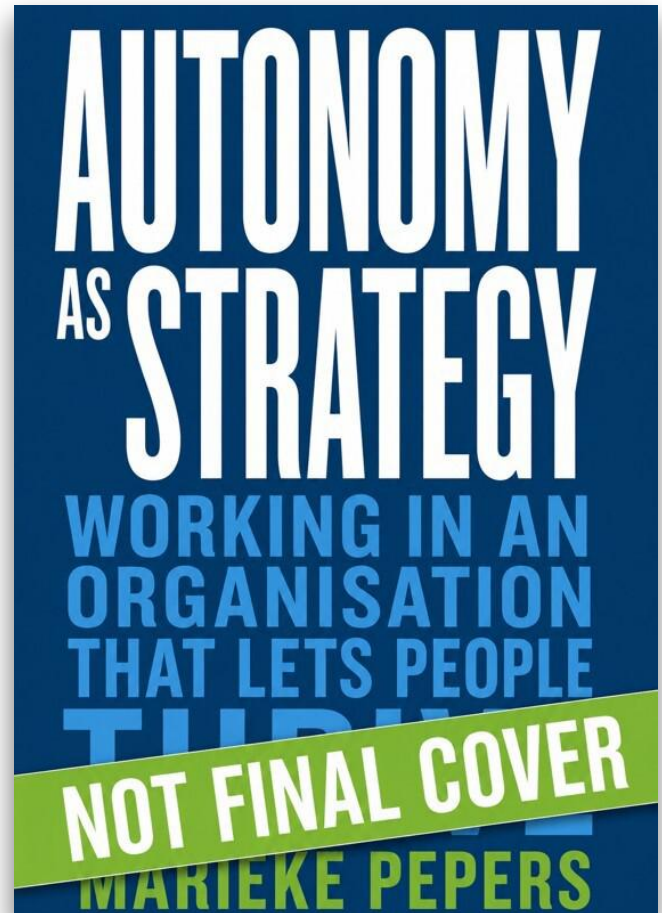
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MARIEKE PEPERS

The world of work is at a turning point. As labor shortages grow and the need for purpose increases, organizations face major challenges. Yet companies that dare to rethink work are proving more attractive to talent without sacrificing growth or success. In this book, Marieke Pepers shares the story of Nmbrs, where trust is the foundation of success. Through autonomous teams, a four-day workweek with five days' pay, and a strong feedback culture, Nmbrs demonstrates a new way of working that fosters autonomy, collaboration, and connection. Filled with practical insights, lessons learned, and employee experiences, this inspiring book offers entrepreneurs, leaders, and HR professionals a proven alternative to the traditional model of work.



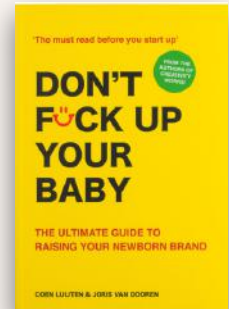
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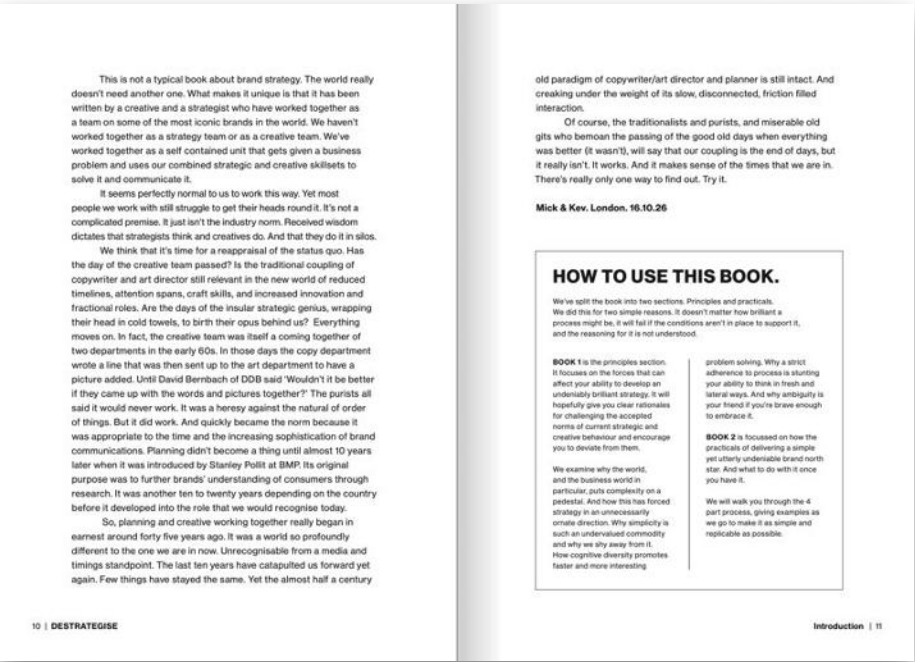
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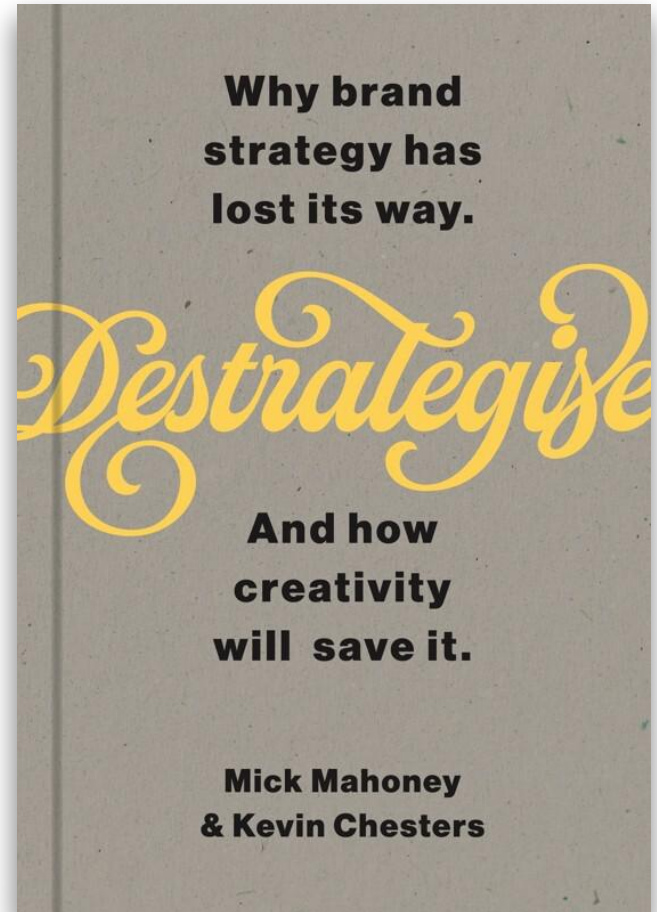
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KEVIN CHESTERS & MICK MAHONEY

Brand strategy has become unnecessarily complicated: too many frameworks, too much jargon, and too often, uncertain outcomes. This book simplifies it all. Drawing on 50+ years of combined experience, Mick Mahoney and Kevin Chesters present a proven approach built around three simple questions. Refined over the past decade, their method cuts through the noise to create brand positioning that is clear, practical, and undeniable. Challenging outdated silos between strategy and creativity, the book shows how stronger ideas come from connection, collaboration, and cognitive diversity. Simpler works better. If you want to build a brand strategy that is impactful, actionable, and impossible to ignore, start here.



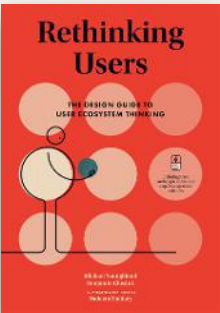
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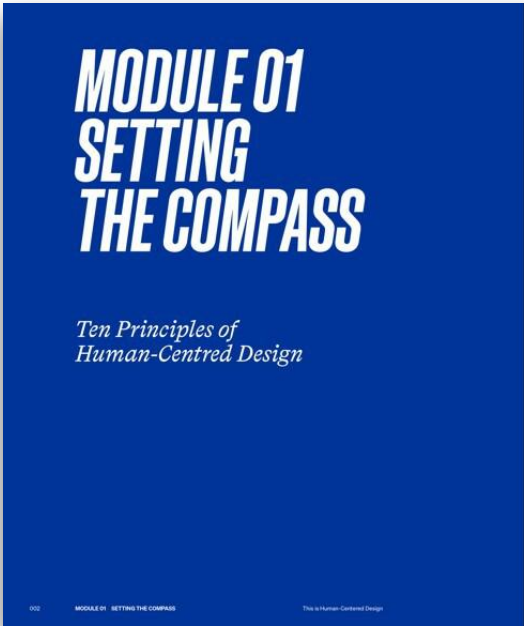
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This is Human Centered Design cuts through jargon and hype to offer a clear, honest guide to what human centered design really is, how to practise it with integrity, and why it matters today. Structured around ten core principles, including Curiosity, Inclusion & Equity, Systems Thinking, Participation, and Trust & Transparency, the book combines reflective stories, practical exercises, and real world case studies. Drawing on conversations with hundreds of practitioners, from emerging designers to leaders shaping complex systems, it helps readers navigate ambiguity, align values with action, and build the confidence to design with purpose, humility, and lasting impact.



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