

Bibliography

- Aconcci, Vito. "To the Viewer." In Theories and Documents of Contemporary Art: A Sourcebook of Artist' Writings, K. Stiles and Peter Selz, eds. Berkeley and Los Angeles: University of California Press, 1996.
- Adkins, Lesley, and Roy Adkins. Archaeological Illustration: Cambridge Manuals in Archaeology. Cambridge: Cambridge University Press, 1989.
- Aldridge, David. Music Therapy and Practice in Medicine: From Out of Silence. London: Jessica Kingsley Publishers, 1996.
- Alpers, Svetlana. "Is Art History?" Daedalus, Vol. 106 (Summer 1977): 1–13.
- Arnheim, Rudolf. Visual Thinking. Berkeley: University of California Press, 1969.
- . The Art of Visual Perception: A Psychology of the Creative Eye, The New Version. Berkeley and Los Angeles: University of California Press, 1974.
- . "Sketching and the Psychology of Design." In The Idea of Design: A Design Issues Reader, V. Margolin and R. Buchanan, eds. Cambridge Mass.: The MIT Press, 1996.
- Artnet.com Research Library <http://www.artnet.com/library/02/0257/T025773.ASP> (November 11, 2001).
- Athavankar, Uday. "Categorization... Natural Language and Design" Design Issues, Vol. V, No. 2 (Spring 1989): 100–111.
- Becker, Howard. Art Worlds. Berkeley and Los Angeles: University of California Press, 1982.
- Bellamy, R. K. E. "Designing Educational Technology." In Context and Consciousness: Activity Theory and Human-Computer Interaction, B. Nardi, ed. Cambridge Mass.: The MIT Press, 1996.
- Benjamin, Walter. "The Work of Art in the Age of Mechanical Reproduction." In Illuminations, London: Fontana Press, 1992.
- Berk, Emily, and Joseph Devlin. The Hypertext/Hypermedia Handbook. New York: McGraw-Hill Software Engineering Series, 1991.
- Binski, Paul. Painters, Medieval Craftsmen. London: The British Museum Press, 1991.
- Boas, Franz. Primitive Art. 1927. Reprint, New York: Dover Publications, 1971.
- Bowker, Geoffrey, and Susan Leigh Star. Sorting Things Out: Classification and its Consequences. Cambridge Mass.: The MIT Press, 1999.
- Brown, Michelle. Understanding Illuminated Manuscripts. The J. Paul Getty Museum and The British Library, Malibu, Calif., 1994.
- Buchanan, Richard. "Myth and Maturity: Toward a New Order in the Decade of Design" and "Wicked Problems in Design Thinking." In The Idea of Design: A Design Issues Reader, V. Margolin and R. Buchanan, eds. Cambridge, Mass.: The MIT Press, 1996.

- Buchli, Victor. "Interpreting material culture: the trouble with text." In Interpreting Archaeology: Finding meaning in the past, I. Hodder et al., eds. London: Routledge, 1997.
- Burgin, Victor. "Geometry and Abjection." Art and Architecture Files #15, (1989): 35–41.
- Button, Graham. "The Ethnographic Tradition and Design." Design Studies, Vol. 21, No. 4 (July 2000): 319–332.
- Capitaine, L., H. Breuil, and D. Peyrony. La caverne de Font de Gaume. Monaco: Imprimerie Vue A. Chene, 1910.
- Carey, Rikk, and Gavin Bell. The Annotated VRML 2.0 Reference Manual. Reading, Mass.: Addison-Wesley Publishing Company, Inc., 1997.
- Carroll, John M., ed. Scenario-Based Design: Envisioning Work and Technology in System Development, New York: John Wiley & Sons, Inc., 1995.
- Christiansen, Ellen. "Tamed by a Rose." In Context and Consciousness: Activity Theory and Human-Computer Interaction, B. Nardi, ed. Cambridge, Mass.: The MIT Press, 1996.
- Cole, Michael. "Cultural psychology: Some general principles and a concrete example." In Perspectives of Activity Theory, Y. Engström, R. Miettinen, and R. L. Punamäki, eds. Cambridge: Cambridge University Press, 1999.
- . "Putting Culture in the Middle." In Cultural Psychology: A Once and Future Discipline. Cambridge, Mass.: Belknap Press, 1996.
- Costall, Alan. "Things and things like them." In The Cultural Life of Images: Visual Representation in Archaeology, B. L. Molyneaux, ed. London: Routledge, 1997.
- Coyne, Richard, and Adrian Snodgrass. "Problem Setting Within Prevalent Metaphors of Design." Design Issues, Vol. 11, No. 2 (Summer 1995): 31–61.
- Damisch, Hubert. The Origin of Perspective. Cambridge, Mass.: The MIT Press, 1995.
- Danto, Arthur C. The Transfiguration of the Common Place: A Philosophy of Art. Cambridge, Mass.: Harvard University Press, 1981.
- . "The Artworld." The Journal of Philosophy, Vol. LXI, No. 19 (15 October 1964): 571–584.
- DeBoer, Warren R. "Interaction, imitation, and communication in style: the Ucayali experience." In The Uses of Style in Archaeology, M. Conkey and C. Hastorf, eds. Cambridge: Cambridge University Press, 1990.
- de Kerkchove, Derrick. The Skin of Culture: Investigating the New Electronic Reality. London: Kogan Page Books, 1997.
- Debray, Régis. Media Manifestos. London: Verso, 1996.
- Delany, Paul, and George P. Landow, eds. Hypermedia and Literary Studies. Cambridge, Mass.: The MIT Press, 1991.
- Dewey, John. "Art as an Experience: The Live Creature." In Philosophies of Art and Beauty: Selected Readings in Aesthetics from Plato to Heidegger, A. Hofstadter and R. Kuhns, eds. Chicago: University of Chicago Press, 1964.

- . Art as Experience. New York: Perigee Books, 1980.
- Ehn, Pelle. “On the Collective Designer.” Keynote lecture given at the Cultural Usability Seminar, University of Art and Design Helsinki/UIAH, April 24, 2001. See the web site for an abstract of the lecture:
http://www.mlab.uiah.fi/culturalusability/papers/Ehn_paper.html (Feb 8, 2002).
- El-Baz, Farouk. “Space Age Archaeology.” Scientific American (August 1997): 40–45.
- Engeström, Yrjö. “Developmental Studies of Work as a Test Bench of Activity Theory: The Case of Primary Care Medical Practice.” In Understanding Practice, Perspectives on Activity and Context, S. Chaiklin and J. Lave, eds. Cambridge: Cambridge University Press, 1993.
- . “When is a Tool? Multiple Meanings of Artifacts in Human Activity.” In Learning, Working, and Imagining: Twelve Studies in Activity Theory. Helsinki: Orienta-Konsultit Oy, 1990.
- . Learning by Expanding. Helsinki: Orienta-Konsultit Oy, 1987.
- Fawcett, Clare, and Habu Junko. “Education and Archaeology in Japan.” In The Excluded Past: Archaeology in Education. P. G. Stone and R. MacKenzie, eds. London: Routledge, 1994.
- Ferguson, Edward. “The Mind’s Eye: Nonverbal Thought in Technology.” Science, Vol. 197, No. 4306 (August 1977): 827–835.
- Findeli, Alain. “Design History and Design Studies: Methodological, Epistemological and Pedagogical Inquiry.” Design Issues, Vol. 11, No. 1 (Spring 1995): 29–43.
- . “Ethics, Aesthetics, and Design.” Design Issues, Vol. 10, No. 2 (Summer, 1994): 49–68.
- . “Moholy-Nagy’s Design Pedagogy in Chicago (1937–46).” In The Idea of Design: A Design Issues Reader, V. Margolin and R. Buchanan, eds. Cambridge, Mass.: The MIT Press, 1996.
- . “Will Design Ever Become a Science? Epistemological and Methodological Issues in Design Research, Followed by a Proposition.” In No Guru, No Method: Conference Proceedings, P. Strandman, ed. Helsinki: University of Art and Design Helsinki/UIAH, 1998.
- Forty, Adrian. Objects of Desire: Design and Society since 1750. London: Thames and Hudson, 1986.
- Foucault, Michel. Aesthetics, Method and Epistemology: Essential Works by Foucault 1954–1984, J. D. Faubion, ed., Paul Rabinow, series ed. New York: The New Press, 1994.
- . The Archaeology of Knowledge and the Discourse on Language. New York: Pantheon Books, 1972.
- . The Order of Things: An Archaeology of the Human Sciences, New York: Vintage Books, 1994.
- Fox, Michael J., and Peter Wilkerson. Introduction to Archival Organization and Description, S. Warren, ed. Los Angeles: Getty Information Institute, 1998.

- Franklin Furnace Online Archive, <http://www.franklinfurnace.org/flow/gpmat/gpmattf.html> (November 24, 2001).
- Franklin Furnace web site: <http://www.franklinfurnace.org/flow/gpmat/bush.html> (September 21, 2000).
- Friedman, Ken. "Theory and Imagination in Design." In Useful and Critical: The Position of Research in Design, Proceedings from the International Conference, University of Art and Design Helsinki/UIAH, September 1999.
- Galle, Per. "Design as Intentional Action: A Conceptual Analysis." Design Studies, Vol. 20, No. 1 (January 1999): 57–82.
- Garzotto, Franca, Paolo Paolini, Daniel Schwabe, and Mark Bernstein. "Tools for Designing Hyperdocuments." In Hypertext/Hypermedia Handbook, E. Berk and J. Devlin, eds. New York: McGraw-Hill Software Engineering Series, 1991.
- Gasseé, Jean-Louis. "The Evolution of Thinking Tools." In The Art of Human-Computer Interface Design, B. Laurel, ed. Reading, Mass.: Addison-Wesley Publishing Company, Inc., 1990.
- Greenhalgh, Paul. "The History of Craft." In The Culture of Craft, P. Dormer, ed. Manchester: Manchester University Press, 1997.
- Group Material.** "Caution! Alternative Space!" In Theories and Documents of Contemporary Art: A Sourcebook of Artist' Writings, K. Stiles and P. Selz, eds. Berkeley and Los Angeles: University of California Press, 1996.
- Hall, Stuart. "The Work of Representation." In Representation, Cultural Representations and Signifying Practices, S. Hall, ed. London: Sage, 1997.
- Haraway, Donna. "The Promise of Monsters: A Regenerative Politics for Inappropriate/d Others." In Cultural Studies, L. Grossberger, C. Nelson, and P. Treichler, eds. London: Routledge, 1992.
- Harris, Edward C. Principles of Archaeological Stratigraphy. London: Academic Press, 1979.
- Heidegger, Martin. "The Question Concerning Technology." In Basic Writings. Rev. ed., D. F. Krell, ed. London: Routledge, 1993.
- Henderson, Katherine. On line and On Paper: Visual Representations, Visual Culture, and Computer Graphics in Design Engineering. Cambridge, Mass.: The MIT Press, 1999.
- Heslop, T. A. "How Strange the Change from Major to Minor: Hierarchies in Medieval Art." In The Culture of Craft, P. Dormer, ed. Manchester: Manchester University Press, 1997.
- Hester, Thomas R., and Robert Heizer. "Making Stone Vases: Contemporary Manufacture of Material Culture Items in Upper Egypt." In Method and Theory in Modern Material Culture Studies, R. Gould and M. B. Schiffer, eds. London: Academic Press, Inc., 1981.
- Horn, Robert E. Mapping Hypertext, Analysis, Linkage, and Display of Knowledge for the Next Generation of On-Line Text and Graphics, The Lexington Institute, Lexington, Mass., 1989.
- Hulton, Paul. America 1585: The Complete Drawings of John White. Chapel Hill, N.C.: The University of North Carolina Press and British Museum Publications, 1984.

- Iggers, Georg G. Historiography in the Twentieth Century: From Scientific Objectivity to the Postmodern Challenge. Hanover, N.H.: Wesleyan University Press, University Press of New England, 1997.
- Kahn, Paul, and Krzysztof Lenk. Mapping Websites. East Sussex, Engl.: RotoVision, 2001.
- Kahn, Paul, Krzysztof Lenk, and Magdalena Kasman. "Real Space and Cyberspace: A Comparison of Museum Maps and Electronic Publication Maps." In ICHEM '97, Proceedings of the Fourth International Conference on Hypermedia and Interactivity in the Museum, Paris, France: Archive and Museum Informatics, 1997.
- Kaptelinin, Victor. "Activity Theory: Implications." In Context and Consciousness: Activity Theory and Human-Computer Interaction, B. Nardi, ed. Cambridge, Mass.: The MIT Press, 1996.
- Kessler-Cromwell, Willy. "Crosswalks: metadata mapping, and interoperability: What does it all mean?" In Introduction to Metadata: Pathways to Digital Information, M. Baca, ed. Los Angeles: Getty Information Institute, 1998.
- Kim, Scott. "Interdisciplinary Collaboration." In The Art of Human-Computer Interface Design, B. Laurel, ed. Reading, Mass.: Addison-Wesley Publishing Company, Inc., 1990.
- Kosuth, Joseph. "Untitled Statement" and "Art after Philosophy." In Theories and Documents of Contemporary Art: A Sourcebook of Artist' Writings, K. Stiles and P. Selz, eds. Berkeley and Los Angeles: University of California Press, 1996.
- Krasniewicz, Lee. "Immersive Imaging Technologies for Archaeological Research." In Virtual Reality in Archaeology, J. Barceló, M. Forte, and D. Sanders, eds. Oxford: Bar International Series 843, Archaeopress, 2000.
- Krippendorff, Klaus. "A Second-order Cybernetic of Otherness." Systems Research, Vol. 13, No. 3 (1996): 311–328.
- , ed. "New Design Principles." Design in the Age of Information: A Report to the National Science Foundation (NSF), Design Research Laboratory, North Carolina State University, 1997.
- . "On the Essential Contexts of Artifacts or on the Proposition that 'Design is Making Sense' (of Things)." In The Idea of Design: A Design Issues Reader, V. Margolin and R. Buchanan, eds. Cambridge, Mass.: The MIT Press, 1996.
- . "Product Semantics: A Triangulation and Four Design Theories." Proceedings of the Product Semantics Conference in 1989, S. Väkevä, ed. Helsinki: University of Art and Design Helsinki/UIAH, 1990.
- . "Redesigning Design: An Invitation to a Responsible Future." In Design—Pleasure or Responsibility? P. Tahkokallio and S. Vihman, eds. Helsinki: University of Art and Design Helsinki/UIAH, 1995.
- Kubler, George. The Shape of Time: Remarks on the History of Things, New Haven, Conn.: Yale University Press, 1962.
- Kuhn, Thomas S. The Structure of Scientific Revolutions, 2nd edition. Chicago: University of Chicago Press, 1970.

- Kuuti, Kari, and Tuula Arvonen. "Identifying potential CSCW applications by means of activity theory concepts: a case example." In Proceedings of the Conference on Computer-Supported Cooperative Work (CSCW). New York: ACM Press, 1992, 233–240.
- . "Activity Theory as a Potential Framework for Human-Computer Interaction Research." In Context and Consciousness: Activity Theory and Human-Computer Interaction, B. Nardi, ed. Cambridge, Mass.: The MIT Press, 1996.
- . "Work-Processes: Scenarios as a Preliminary Vocabulary." In Scenario-Based Design: Envisioning Work and Technology in System Development, J. M. Carroll, ed. New York: John Wiley & Sons, Inc., 1995.
- Lakoff, George. Women, Fire and Dangerous Things: What Categories Reveal about the Mind. Chicago: University of Chicago Press, 1987.
- Lanzi, Elisa, and Howard Besser. Vocabularies: Enhancing Access to Cultural Heritage Information. Los Angeles: Getty Information Institute, 1998.
- Latour, Bruno. Science in Action: How to Follow Scientists and Engineers Through Society. Cambridge, Mass.: Harvard University Press, 1987.
- Laurel, Brenda. Computers as Theater. Reading, Mass.: Addison-Wesley Publishing Company, Inc., 1993.
- , ed. The Art of Human-Computer Interface Design. Reading, Mass.: Addison-Wesley Publishing Company, Inc., 1990.
- Leone, Mark P., et al. "Can an African-American historical archaeology be an alternative voice?" In Interpreting Archaeology: Finding meaning in the past, I. Hodder et al., eds. London: Routledge, 1997.
- Leontjev, Alexei N. Activity, Consciousness and Personality. Englewood Cliffs, N.J.: Prentice Hall Inc., 1978.
- Louridas, Paniaridis. "Design as Bricolage: Anthropology Meets Design Thinking." Design Studies, Vol. 20, No. 6 (November 1999): 517–536.
- Manzini, Enzo. The Material of Invention: Materials and Design. Cambridge, Mass.: The MIT Press, 1986.
- Marcus, Aaron. Graphic Design for Electronic Documents and User Interfaces. New York: The ACM Press, 1992.
- McCullough, Malcolm. Abstracting Craft: The Practiced Digital Hand, Cambridge, Mass.: The MIT Press, 1996.
- McDaid, John. "Breaking Frames: Hyper-Mass Media." In The Hypertext/Hypermedia Handbook. E. Berk and J. Devlin, eds. New York: McGraw-Hill Software Engineering Series, 1991.
- McGrath, Thomas. "Color and the Exchange of Ideas between Patron and Artist in Renaissance Italy." The Art Bulletin, Vol. LXXXII, No. 2 (June 2000): 298–308.
- Melican, Jay. "Describing User-Centered Designing: How Design Teams Apply User Research Data in Creative Problem Solving." Ph.D. diss., Illinois Institute of Technology, 2001.

- Mithens, Stephen. The Prehistory of the Mind: The Cognitive Origins of Art and Science. London: Thames and Hudson, 1996.
- Molyneux, Brian L. "Representation and Reality in Private Tombs of the Late Eighteenth Dynasty, Egypt." In The Cultural Life of Images: Visual Representation in Archaeology, B. L. Molyneux, ed. London: Routledge, 1997.
- Mountford, Joy. "Tools and Techniques for Creative Design." In The Art of Human-Computer Interface Design, B. Laurel, ed. Reading, Mass.: Addison-Wesley Publishing Company, Inc., 1990.
- Näränen, Jari, and Titta Heikkinen. Vuosituohansien Taa: Raison esihistorian pääpiirteet, Raison kaupungin kulttuuritoimen julkaisuja 1. Raisio, Finland: Paino-Raisio Oy, 2000.
- Nersessian, Nancy. "How Do Scientists Think? Capturing the Dynamics of Conceptual Change in Science." In Diagrammatic Reasoning: Cognitive and Computational Perspectives, J. Glasgow, H. N. Narayanan and B. Chandrasekaran, eds. Menlo Park, Calif.: The AAAI Press, 1995.
- Nuti, Lucia. "The Perspective Plan in the Sixteenth Century: The Invention of a Representational Language." The Art Bulletin, Vol. LXXXVI, No. 1 (March 1994): 105–128.
- Panowsky, Erwin. Galileo as a Critic of the Arts. The Hague: Martinus Nijhoff, 1954.
- . Perspective as Symbolic Form. Christopher Woods, trans. New York: Zone Books, 1997.
- Passuth, Krisztina. Moholy-Nagy. London: Thames and Hudson, 1987.
- Patrick, Linda. "Is There an Archaeological Record?" In Advances in Archaeological Method and Theory, Vol. 8, M. B. Schiffer, ed. London: Academic Press, Inc., 1985.
- Polanyi, Michael. The Tacit Dimension. Gloucester, Mass.: Peter Smith, 1983.
- Raninen, Sami, and Lily Diaz. "Designing Classification: An Overview from the Illuminating History Project." In Virtual Archaeology: Proceedings of the VAST Euroconference (Arezzo, Italy, 24–25 November 2000), F. Niccolucci, ed. Oxford: Bar International Series, Archaeopress, (in press).
- Renfrew, Colin, and Ezra B. W. Zubrow, eds. The Ancient Mind: Elements of Cognitive Archaeology. Cambridge: Cambridge University Press, 1994.
- Renfrew, Colin. "Hypocrite voyant, mom semblable" [Viewpoint: Is there a Place for Aesthetics in Archaeology?]. Cambridge Archaeological Journal, Vol. 4, No. 2 (1994): 264–268.
- . "Introduction." In Virtual Archaeology: Great Discoveries Brought to Life Through Virtual Reality, London: Thames & Hudson, 1997.
- Richards, Colin. "Knowing about the past." In Interpreting Archaeology: Finding meaning in the past, I. Hodder, et al., eds. London: Routledge, 1997.
- Rosa, Antonio. "Production of Meaning and Historical Understanding." In Proceedings of the 16th Scandinavian Conference of Linguistics, Special Session on Activity Theory, K. Junefelt, ed., Gothenburg Papers of Theoretical Linguistics, Gothenburg University, 1995.

- Schiffer, Michael B. The Material Life of Human Beings. London: Routledge, 1999.
- Segal, Erwin M. "Archaeology and Cognitive Science." In The Ancient Mind: Elements of Cognitive Archaeology, C. Renfrew and E. B. W. Zubrow, eds. Cambridge: Cambridge University Press, 1994.
- Shailor, Barbara A. The Medieval Book. Beinecke Rare Books Library, Yale University, New Haven, Conn., 1988. Reprint, New Haven, Conn.: Medieval Academy of America, 1991.
- Shanks, Michael. "The Life of an Artifact in an Interpretive Archaeology." Fennoscandia Archaeologica, Vol. XV (1998): 15–33.
- . "Photography and Archaeology." In The Cultural Life of Images: Visual Representation in Archaeology, B. L. Molyneaux, ed. London: Routledge, 1997.
- . Classical Archaeology of Ancient Greece: Experiences of the Discipline. London: Routledge, 1996.
- . Experiencing the Past: On the Character of Archaeology. London: Routledge, 1992.
- Simon, Herbert A. The Sciences of the Artificial, 3rd edition. Cambridge, Mass.: The MIT Press, 1996.
- Singhal, Sandeep, and Michael Zyda. Networked Virtual Environments: Design and Implementation. Reading, Mass.: Addison-Wesley Publishing Company, Inc., 1999.
- Southwell, Mirjam. "Participatory Research: A Developmental Model Applied to Design." Unpublished paper presented at The Challenge of Complexity, 3rd International Conference on Design Management, University of Art and Design Helsinki/UIAH, 1995.
- Stiles, Katherine, and Peter Selz, eds. "Introduction." Theories and Documents of Contemporary Art: A Sourcebook of Artist' Writings. Berkeley and Los Angeles: University of California Press, 1996.
- Svenonius, Elizabeth. The Intellectual Foundation of Knowledge Organization. Cambridge, Mass.: The MIT Press, 2000.
- Taavitsainen, Jussi-Pekka. "Cemeteries or refuse heaps." Helsinki: Eripainos Suomen Museo, 1991, 1–5.
- Taylor, Timothy. "Excavating Art: The Archaeologist as Analyst and Audience" [Viewpoint: Is there a Place for Aesthetics in Archaeology?]. Cambridge Archaeological Journal, Vol. 4, No. 2 (1994): 250–255.
- Thomas, Julian. "Reconciling symbolic significance with being-in-the-world." In Interpreting Archaeology: Finding meaning in the past, I. Hodder, et al., eds. London: Routledge, 1997.
- Topelius, Zacharias. Maamme kirja. 1875. Reprint, Porvoo, Finland: WSOY, 1981.
- Trigger, Bruce G. A History of Archaeological Thought. Cambridge: Cambridge University Press, 1989.
- Vargas Arenas, Iraida, and Mario S. Obediente. "Education and the Political Manipulation of History in Venezuela" and "Education and Archaeology in Japan." In The Excluded

- Past: Archaeology in Education, P. G. Stone and R. McKensie, eds. London: Routledge, 1990.
- Vasari, Giorgio, Vasari on Technique, Being the Introduction to the Three Arts of Design, Architecture, Sculpture and Painting, Prefixed to the Lives of the Most Excellent Painters, Sculptors and Architects. 1550. Reprint, Baldwin Brown, ed., New York: Dover Publications, Inc., 1975.
- Vertelney, Laurie, Michael Arent, and Henry Lieberman. "Two Disciplines in Search of an Interface: Reflections on a Design Problem." In The Art of Human-Computer Interface Design, B. Laurel, ed. Reading, Mass.: Addison-Wesley Publishing Company, Inc., 1990.
- Vygotski, Lev S. Mind in Society: The Development of Higher Psychological Processes, M. Cole, V. John-Steiner, S. Scribner, and E. Souberman, eds. Cambridge, Mass.: Harvard University Press, 1978.
- Ware, Colin. Information Visualization: Perception for Design. San Francisco: Morgan Kaufmann Publishers, 2000.
- Wartofsky, Marx. "Perception, Representation, and the Forms of Action: Towards an Historical Epistemology." In Models: Representation in Scientific Understanding. Dordrecht, Holland: D. Reidel Publishing Co., 1979.
- White, John. The Birth and Rebirth of Pictorial Space. Cambridge, Mass.: Harvard University Press, 1987.
- Willett, John. The Weimar Years: A Culture Cut Short. New York: Abbeville Press, 1984.
- Wittoker, Rudolph. The Artist and the Liberal Arts. Inaugural lecture delivered at University College London. Edinburgh: Constable Ltd., 1952.
- Wolfgang, Jonas. "On the Foundations of a Science of the Artificial." In Useful and Critical: The Position of Research in Design, Proceedings from the International Conference, University of Art and Design Helsinki/UIAH, September 1999.
- Yates, Frances. The Art of Memory. Chicago: University of Chicago Press, 1966.
- Zinchenko, Vladimir P. "Developing Activity Theory: The Zone of Proximal Development and Beyond." In Context and Consciousness: Activity Theory and Human-Computer Interaction, B. Nardi, ed. Cambridge, Mass.: The MIT Press, 1996.