



NUA Library MA RiPU

Useful sources of information

You will find everything you need by searching the catalogue via the [NUA Library webpages](#).

For more information on how to search the catalogue [watch this short video](#)

This reading list forms a starting point for your research. As a postgraduate student you are expected to conduct your own research using a range of sources including [journals](#) and [online databases](#). We encourage you to explore a dynamic range of sources, such as the [VC talks](#). We have also compiled a list of [alternative sources of information](#) to inform and inspire your research.

Required:

Benjamin, W. (2006) [Walter Benjamin selected writings V4 1938-1940](#). Cambridge, MA: Belknap Press (Harvard University Press).

Dean, R. and Smith, H. (2009) [Practice-led research, research-led practice in the creative arts](#). Edinburgh: Edinburgh University Press.

Harrison, C., Wood, P. and Gaiger, J. (eds.) (2002) [Art in theory 1900-2000: an anthology of changing ideas](#). Oxford: Blackwell.

Manghani, S. Piper, A. and Simons, J. (eds.) (2006) [Images: a reader](#). London: Sage Publications.

Nelson, R. (2013) [Practice as research in the arts: principles, protocols, pedagogies, resistances](#). London: Palgrave Macmillan.

Recommended:

Adamson, G. (2007) [Thinking through craft](#). Oxford: Berg.

Black, S. (ed.) (2013) [The handbook of fashion studies](#). London: Bloomsbury Academic.

Colman, F. (2011) [Deleuze and cinema: the film concepts](#). Oxford: Berg.



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Dombois F. and Mareis, C. (eds.) (2012) [*Intellectual birdhouse: artistic practice as research*](#). London: Koenig Books.

Game studies : the international journal of computer games research. Available at: <http://gamestudies.org/1301/archive> (Accessed: 01 September 2021).

Gordon, B. (2011) [*Textiles the whole story*](#). London: Thames & Hudson.

Holroyd, A. T. (2017) [*Folk fashion : understanding homemade clothes*](#). London: I.B. Tauris.

Jacobs, S. (2011) [*Framing pictures: film and the visual arts*](#). Edinburgh: Edinburgh University Press.

Muratovski, G. (2015) [*Research for designers: a guide to methods and practice*](#). Los Angeles: Sage.

Please look at the following chapters:

- Design Evolution p. 13
- Research Revolution p. 15
- Research Essentials pp. 28-46

Noble, I. and Bestley, R. (2016) [*Visual research: an introduction to research methods in graphic design*](#). 3rd edn. London: Bloomsbury.

Rose, G. (2012) [*Visual methodologies : an introduction to researching with visual materials*](#). Sage: London.

Rushton, R. and Bettinson, G. (2010) [*What is film theory? Maidenhead*](#): Open University Press.

Vis, D. (2021) [*Research for people who think they'd rather create*](#). Eindhoven: Onomatopoe Projects