Books on business model, innovation, design and visual thinking

Anthony, S. D. (2012). *The little black book of innovation: how it works, how to do it.* Harvard Business Review Press, Boston, Mass.

Berkun, S. (2007). The myths of innovation. O'Reilly, Beijing.

Blank, S. G., and Dorf, B. (2012). The Startup Owner's Manual: The Step-By-Step Guide for Building a Great Company. K & S Ranch.

Boynton, A. C., Fischer, B., and Bole, W. (2011). *The idea hunter: how to find the best ideas and make them happen.* Jossey-Bass, San Francisco, CA.

Duarte, N. (2010). Resonate: present visual stories that transform audiences. Wiley, Hoboken, N.J.

Govindarajan, V. and Trimble, C. (2010). *The other side of innovation: solving the execution challenge*. Harvard Business School Pub., Boston, Mass.

Gray, D., Brown, S., and Macanufo, J. (2010). *Gamestorming: A Playbook for Innovators, Rulebreakers, and Changemakers.* O'Reilly Media.

Hohmann, L. (2007). *Innovation games: creating breakthrough products through collaborative play.* Addison-Wesley, Upper Saddle River, NJ.

Johnson, M. W. (2010). Seizing the white space: business model innovation for growth and renewal. Harvard Business Press, Boston, Mass.

Kaplan, S. (2012). The business model innovation factory: how to stay relevant when the world is changing. Wiley, Hoboken, New Jersey.

Kim, W. C. and Mauborgne, R. (2005). *Blue ocean strategy: how to create uncontested market space and make the competition irrelevant.* Harvard Business School Press, Boston, Mass.

Liedtka, J. and Ogilvie, T. (2011). *Designing for growth: a design thinking tool kit for managers.*Columbia Business School Pub., Columbia University Press, New York.

Markides, C. (2008). Game-changing strategies: how to create new market space in estab-lished industries by breaking the rules. Jossey-Bass, San Francisco, CA.

Medina, J. (2008). Brain rules: 12 principles for surviving and thriving at work, home, and school. Pear Press, Seattle, WA.

Osterwalder, A., and Pigneur, Y. (2010). *Business model generation: a handbook for visionaries, game changers, and challengers.* Wiley, Hoboken, NJ.

Reynolds, G. (2012). *Presentation zen: simple ideas on presentation design and delivery. Voices that matter.* New Riders, Berkeley, CA.

Ries, E. (2011). The lean startup: how today's entrepreneurs use continuous innovation to create radically successful businesses. Crown Business, New York.

Roam, D. (2011). Blah blah blah: what to do when words don't work. Portfolio/Penguin, New York.

Sibbet, D. (2010). Visual meetings: how graphics, sticky notes, idea mapping can transform group productivity. Wiley, Hoboken, N.J.