**Great Reads:**

* + The Design Of Everyday Things  
    https://www.amazon.com/Design-Everyday-Things-Donald-Norman/dp/1452654123
  + Designing for Behavior Change, by Stephen Wendel (O’Reilly, 2013)
  + Evil by Design, by Chris Nodder (Wiley, 2013)
  + How to Get People to Do Stuff, by Susan Weinshenk (New Riders, 2013)
  + Seductive Interaction Design, by Stephen Anderson (New Riders, 2011)

**Icons**

* + http://fontello.com/
  + https://www.iconfinder.com/
  + https://thenounproject.com/
  + https://icons8.com/