

# INDEX

- Abduction, 48
- Academic design, 129
- Aloneness, 119
- Amsterdam Historic Museum, 20
- Archaeology, 74
- Argyris, Chris, 185
- 
- Bang and Olufsen, 5–7, 121–122
- Bashō, Matsuo, 191
- Behavior, 39
- Bourdieu, Pierre, 8, 76
- Boutellier, Hans, 1, 18, 171
- Brainstorming, 145
- Briefing, 60, 107, 122
- Business plan, 79
- Business school, 147
- 
- Case studies
  - Bang and Olufsen, 5–7, 121
  - Circular Quay, Sydney, 34–35, 104
  - design school, 129–130
  - Eindhoven Marathon, 77, 151–158, 159, 161
  - employment services company, 23–24
  - high-speed train, Netherlands, 3–5, 138, 173–174
  - integrated living of mentally handicapped people, 25–28, 52, 100, 102, 104, 136
  - Kings Cross, Sydney, 31–34, 45, 48, 54, 65, 106, 129, 134, 135, 162, 164, 165, 168
  - loneliness of mentally handicapped people, 117–120
  - shoplifting prevention, 36–37, 88–92
  - Smart Work Hubs, 110–114
  - social housing estate problems, 7–9
  - social housing, Sydney, 114–117
  - storytelling project, Amsterdam, 19–20
  - Stratums Eind, Eindhoven, 92–97
  - street fashion studio, Amsterdam, 29–30
  - Sydney nightlife, 128–129
  - Sydney Opera House podium, 80–87, 97, 103, 106
- Catalyst, 128, 166
- Christiaans, Henri, 74, 177, 181
- Coevolution, 59
- Conductor, 166
- Context, 9, 54, 62, 76
- Control, 28, 127
- Crime prevention through environmental design, 39
- Cross, Nigel, 43, 59, 74, 130, 181
- Culture, 189
- 
- Deduction, 45
- Design
  - abduction, 49
  - as creating beauty, 41
  - fixation, 61
  - good design, 44
  - and ideas, 42