

## **COURSE LITERATURE**

# **Creative Concept Development 7.5 credits M7016T**

**Kreativ konceptframtagning**

**Course literature admitted: Autumn 2021 Sp 1 - Present**

**DECISION DATE  
2021-02-17**

Gray, D., Brown, S. & Macanuso, J. (2010). Gamestorming: a playbook for innovators, rulebreakers, and changemakers. Sebastopol, CA: O'Reilly.  
Complementary material will be handed out in class.

## **Examiner**

Peter Törlind