**References**

Appadurai, A. *Modernity at large: Cultural dimensions of globalization, Volume 1*. University of Minnesota Press, 1996.

Baar, A. “Subaru Taps Nostalgia for the First Car.” *MediaPost*, 26 Feb. 2012, <https://www.mediapost.com/publications/article/168531/subaru-taps-nostalgia-for-the-first-car.html> Accessed on 15 March 2015.

Boradkar, Prasad. “Design as problem solving.” *The Oxford handbook of interdisciplinarity*, edited by R. Frodeman, J. Klein, & C. Mitcham, 2011, pp. 273-287.

Buchanan, R. “Wicked problems in design thinking.” *Design Issues*, 1992, vol. 8, no. 2, pp. 5-21,

<http://www.jstor.org/stable/1511637>

Crowther, Gillian. *Eating culture: An anthropological guide to food* [Kindle DX version]. 2013, [Amazon.com](https://www.amazon.com/).

Du Gay, Paul et al. *Doing cultural studies: The story of the Sony Walkman.* 1st ed., Sage Publications, 1997.

Friedman, Ken. “Conclusion: Toward an integrative design discipline.” *Creating breakthrough ideas*, Susan Squires and Bryan Byrne, Bergin & Garvey, 2003, pp. 199-214.

Hennington, Bruce. “Methods in making: A perspective on the state of human research in design”. *Design Issues,* 2013*,* vol.19, no. 4, pp. 9–18.

Holtzman, J. D. “Food and memory.” *The Annual Review of Anthropology,* 2006, vol. 35, pp. 361–378, [www.annualreviews.org](http://www.annualreviews.org).

Holroyd, Amy T. “From Stitch to Society: A Multi-Level and Participatory Approach to Design Research”. *Design Issues*, 2017, vol. 33, no. 3, pp. 11-24.

Huppatz D. J. “Designer Nostalgia in HongKong.” *Design Issues*, 2009 vol. 25, no. 2, pp. 14–28.

Inda, J. X. and Rosaldo, R., editors. *Anthropology of globalization: A reader*. 2002, Blackwell Publishing Ltd.

Kumar, Vijay. *101 design methods: A structured approach for driving innovation in your organization*. John Wiley & Sons, Inc. 2013.

Mankekar, Poornima. “India Shopping: Indian Grocery Stores and Transnational Configurations of Belonging.” *The Cultural Politics of Food and Eating,* edited by J. Watson and M. Caldwell, Blackwell Publishing, 2005, pp. 197-214.

McCann, W. “Nostalgia: A Descriptive and Comparative Study.” *The Pedagogical Seminary and Journal of Genetic Pscychology*, 1943, vol. 62, no. 1, DOI: [10.1080/08856559.1943.10533859](https://doi.org/10.1080/08856559.1943.10533859)

Owen Jones, M. and Long, L. M. *Comfort Food: Meanings and Memories*, University Press of Mississippi, 2017.

“Phoenix found to be among least-walkable cities, but is improving.” 4 November 2017, <http://ktar.com/story/1818578/phoenix-walkable-study-pedestrians-urban-development/?show=comments>

Ray, Krishnendu. *The Migrant’s Table: Meals and Memories in Bengali-American*,Temple University Press, 2004.

Rittel, H. “Some principles for the design of an educational system for design.” *Journal of Architectural Education*, 1971, vol. 25, no. 1/2, pp. 16-27.

Sanders, Elizabeth and Stappers, Pieters. *Convivial toolbox: Generative research for the*

*front-end design*, BIS Publishers, 2012.

Seremetakis, Nadia. *The senses still: Perception and memory as material culture in modernity*, The University of Chicago Press, 1994.

Schiller, G. N. et al. “Towards a Definition of Transnationalism: Introductory Remarks and Research Questions”. *Annals New York Academy of Sciences*, 6 July 1992, pp. 9-16 DOI: [10.1111/j.1749-6632.1992.tb33482.x](https://doi.org/10.1111/j.1749-6632.1992.tb33482.x)

Steen, M. et al. “Benefits of Co-design in Service Design Projects”. *International Journal of Design,* 2011, vol.5, no. 2, pp. 53-60.

Weiler, Monika et al. “Co-design: A Powerful Force for Creativity and Collaboration”. *Medium*, 15 October 2016. [https://medium.com/@thestratosgroup/co-design-a-powerful-force-for-creativity-and-collaboration-bed1e0f13d46](https://medium.com/%40thestratosgroup/co-design-a-powerful-force-for-creativity-and-collaboration-bed1e0f13d46)

Wilson, L. J. *Nostalgia: Sanctuary of meaning*. Rosemount Publishing and Printing Corp, 2005.

Wilson, Stephanie and Zamberlan, Lisa. “Design for an Unknown Future: Amplified Roles for Collaboration, New Design Knowledge, and Creativity.” *Design Issues*, 2015, vol. 31, no. 2, pp. 3-15.

Xue, Haian and Woolley, Martin. “Design and Nostalgia: Idealized Memory and Strategic Design Innovation in China”. *Journal of Design Strategies*, <http://sds.parsons.edu/designdialogues/?post_type=article&p=171>