The following bibliography is presented by date of publication to provide a way for students and scholars to track the emergence of ideas relevant to design thinking over the last 50 +years. The bibliography is limited to work that influenced "A Theory of Design Thinking". It does not attempt to compile all work relevant to the subject. By scanning the list it is possible to observe emphasis on certain issues at different times as well as the emergence of significant information, ideas, methods, and knowledge. The author's published work is given context within this chronology. The lengthy exploration, research, gestation and practical experience designing structural systems, products, buildings, information systems, computational systems, solar systems, institutional systems, simulation systems, and educational programs evidences the broad experience that has informed the theory. Although the listed references and many designers, scholars, and researchers have afforded information and insights useful to the theory, perhaps the greatest influence came from the experiences of learning, teaching, and doing design. Those who have described the practice of design are not primary sources largely because A Theory of Design Thinking is focused on cognitive structure and process rather than application and technique. Major ideas in the theory can be traced to the following: Kevin Lynch and Philip Thiel on categories of environmental perception, George Miller on seven distinctions, S.R. Ranganathan on facet classification, Howard Gardner on multiple intelligences, Bruce Archer and Christopher Alexander on patterning information, D. W. MacKinnon on the personality correlates of creativity, Gerald Edelman on the neuroscience of consciousness, Roger Schank on dynamic memory, George Lakoff and Mark Johnson on psycholinguistics and embodied thought, John Dewey and Donald Schon on reflective thinking, Gilles Fauconnier and Mark Turner on conceptual blending, Daniel Dennett on intentional stances, Antonio Damasio and Joseph Ledoux on emotion and feeling, and Stephen Pinker and Stanislaus Dehaene on language and thought. The references from cognitive science, psycholinguistics and philosophy may be new to many steeped in the practical art of designing. They are usually very readable summary accounts written for a general audience by significant contributors to their field. Both titles and subtitles are given to better indicate content.

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