

5. References

- [1] Donald A. Norman (2003) *Emotion Design: When We Love (or Hate) Everyday Things*, USA.
- [2] Patrick W. J. (2005) *Designing Pleasurable Products- an Introduction to the New Human Factors*, Taylor & Francis.
- [3] Patrick W. J. (2002) *How to Make Great Stuff that People Love: Design that Makes a Difference*:
<http://openlearn.open.ac.uk/mod/resource/view.php?id=159825>
- [4] Pavey , (198 0) *An Investigation of color in sport*:
<http://fulltext.ausport.gov.au/fulltext/1999/cjsm/v3n2/allegos32.htm>
- [5] Jap an Si gn Design Association (2 004) *Fo undation fo r Promoting Perso nal Mo bility and Eco logical Transportation, Symbol signs for public information*, pp. 76.
- [6] Ooi Y. and Kawasaki H. (2002) *Color: Introduction to Color Coordinator*, pp.35, Japan.