How Maps Work: Representation, Visualization and Design

This is a comprehensive book for the development of new technologies, tools, and techniques for the creation and use of visualizations and maps. It brings together a wide range of perspectives from the fields of cartography, visualization, human-computer interaction, and spatial information science to provide an insightful commentary on new methods, techniques and tools. Richly illustrated in full color throughout, including numerous relevant case studies and examples, this book is an essential resource for students, researchers, and practitioners in the fields of cartography, visualization, and human-computer interaction.

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Design of Visualizations for Human-Information Interaction

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Atlas of Knowledge

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Cognitive Mapping

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Design for Information: Isabel Meirelles 2013-10-01 The visualization process doesn’t happen in a vacuum; it’s grounded in principles and methodologies of design, cognitive psychology, and human-computer interaction that are combined to form personal knowledge and creative experiences. Design for Information carefully examines other design solutions—visual and literary—helping you gain a greater understanding of how to solve specific problems. This book is designed to help you better the development of a spectrum of existing methods and concepts to help you create design solutions. Learn the six main rules of data visualization: think like a designer, use your head, imagine the intended audience, use your hands, consider the interface, and give your audience what they need. This invaluable book is packed with advice, making a visual design process easier and giving you consistent critical and insightful tools to further develop your design process. The case study format of this book is perfect for discovering the interaction, theory, and best practices in the field, through real-world, effective visualizations. The selection represents the full range of visualizations that are necessary in this fast-paced field, allowing you the opportunity to extend your study to other solutions in your specific fields of practice. This book is also helpful to students in other disciplines who are involved with visualizing information, such as in the digital humanities and most of the sciences.

Handbook of Behavioral and Cognitive Geography - Daniel B. Marcus 2018 This comprehensive monograph examines existing work and presents new concepts and empirical results from leading scholars in the multidisciplinary field of behavioral and cognitive geography. The study of the human mind and activity in and around mapping is emerging as critical dialogue between practice and theory and this book has chapters focused on intersections with art, music and dance. Other chapters discuss cartographic representations, sustainable mapping and visual geographies. It also considers new alternative models of map creation and use such as open-source mappers and map-making as being currently explored by programmers, artists and activists. There is also an examination of the work of various cartographers, in digital social and cultural theory. This book is a must-read for cartographers, geographers and computer graphics. Rethinking Maps is a necessary and significant text for all those studying or having an interest in cartography.