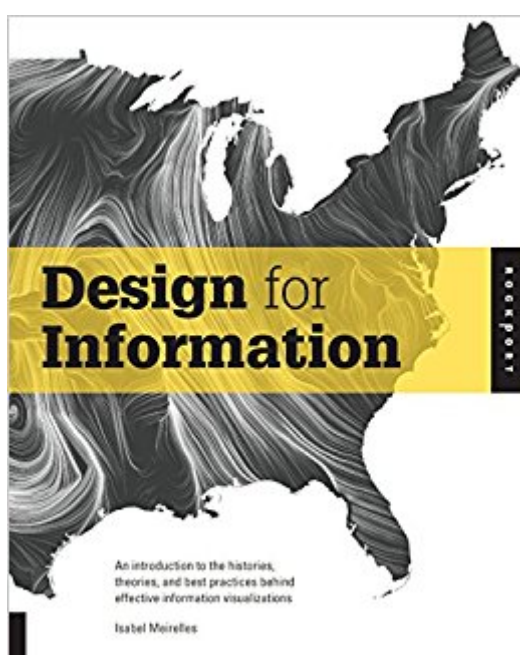


The book was found

Design For Information: An Introduction To The Histories, Theories, And Best Practices Behind Effective Information Visualizations



Synopsis

The visualization process doesn't happen in a vacuum; it is grounded in principles and methodologies of design, cognition, perception, and human-computer-interaction that are combined to one's personal knowledge and creative experiences. Design for Information critically examines other design solutions • current and historic • helping you gain a larger understanding of how to solve specific problems. This book is designed to help you foster the development of a repertoire of existing methods and concepts to help you overcome design problems. Learn the ins and outs of data visualization with this informative book that provides you with a series of current visualization case studies. The visualizations discussed are analyzed for their design principles and methods, giving you valuable critical and analytical tools to further develop your design process. The case study format of this book is perfect for discussing the histories, theories and best practices in the field through real-world, effective visualizations. The selection represents a fraction of effective visualizations that we encounter in this burgeoning field, allowing you the opportunity to extend your study to other solutions in your specific field(s) of practice. This book is also helpful to students in other disciplines who are involved with visualizing information, such as those in the digital humanities and most of the sciences.

Book Information

Paperback: 224 pages

Publisher: Rockport Publishers (October 1, 2013)

Language: English

ISBN-10: 1592538061

ISBN-13: 978-1592538065

Product Dimensions: 8 x 0.6 x 10 inches

Shipping Weight: 1.7 pounds (View shipping rates and policies)

Average Customer Review: 4.1 out of 5 stars 17 customer reviews

Best Sellers Rank: #95,176 in Books (See Top 100 in Books) #33 in Books > Arts &

Photography > Decorative Arts & Design > Design History & Criticism #327 in Books > Arts &

Photography > Graphic Design > Commercial #347 in Books > Arts & Photography > Graphic

Design > Techniques

Customer Reviews

"Meirelles (Northeastern Univ.) has made an important contribution to the field of information design.

In the 1980s and 1990s Edward Tufte wrote Visual Display of Quantitative Information (CH, Nov'83),

Envisioning Information (CH, Nov'90, 28-1398), and Visual Explanations (CH, Jul'97, 34-6236). Not since Tufte's work has a book on information design promised such an advance. The key here is the careful classification of information into six kinds of "structures." These are reflected by the six chapter titles: "Hierarchical Structures: Trees

Isabel Meirelles is Associate Professor in Graphic Design at Northeastern University in Boston, MA, where she teaches Information Design. For the past 15 years, she has worked in communication design as art director in publication design, as well as in motion and interactive design. Her research revolves around the theoretical and experimental examination of the fundamentals underlying how information is structured, represented, and communicated in different media.

While many of the core design hints can be found elsewhere the case studies set this apart from most other information visualization guidebooks. Well written and organized this will be useful to both graphic design and programmer staff looking to find new and useful ways to present information.

I bought this for inspiration for making visualizations. It is useful in this regard, but I thought editorial review was a bit over the top, which essentially makes a comparison to Tufte. While I don't think this book is on Tufte's level, it does have some of that feel and it's also Meirelles' first book to my knowledge. It's also very reasonably priced. I'll definitely look to Meirelles' future books for additional purchases. Recap: perhaps a little oversold in the editorial review, but I think this is a great book to pick up to get inspiration.

This book is well organized and easy to navigate, much like the infographics that are shown as examples in the book. The combination of well-written advice on organizing information visually and the wide variety of gorgeous infographics that are shown is very helpful when deciding how to visualize data.

hard to write a book like this. the list of examples, trolled from a host of antique, old, recent, and contemporary works is quite impressive. Along the way there are some very intelligent references to semiotics, theory, and concepts of what the heck is data visualization-- though it doesn't get in too deep. It if has a flavor, it is an emphasis on the graphical... there are frequent sidebar comments as to the nature of line drawing and such for visualizing information. Not groundbreaking, but well put

together and conceived.

Wonderful visual examples of information design and visualization that explain very accessible, well-researched and well-written text. A great book for educators and students.

Presented in useful and relevant manners.

beautifully written and designed for a book on design

I love the way information is organized in this book. Simple and useful!

[Download to continue reading...](#)

Design for Information: An Introduction to the Histories, Theories, and Best Practices Behind Effective Information Visualizations Data Visualizations and Infographics (Library Technology Essentials) Good Charts: The HBR Guide to Making Smarter, More Persuasive Data Visualizations The Gabriel Method: Mental Secrets (Morning & Evening Guided Visualizations) Innovation in Pricing: Contemporary Theories and Best Practices Nursing Theories and Nursing Practice (Parker, Nursing Theories and Nursing Practice) Philosophies And Theories For Advanced Nursing Practice (Butts, Philosophies and Theories for Advanced Nursing Practice) Best Practices for Graphic Designers, Color Works: Right Ways of Applying Color in Branding, Wayfinding, Information Design, Digital Environments and Pretty Much Everywhere Else Graphic Design Success: Over 100 Tips for Beginners in Graphic Design: Graphic Design Basics for Beginners, Save Time and Jump Start Your Success (graphic ... graphic design beginner, design skills) Five Nights at Freddy's - The Theories Collection: Learn all of the secrets of Freddy Fazbear's Pizza, with dozens of theories and notes from FNAF experts! Gauge Theories in Particle Physics, Vol. 2: Non-Abelian Gauge Theories: QCD and the Electroweak Theory (Volume 1) Theories of Personality (PSY 235 Theories of Personality) Personality Theories Workbook (PSY 235 Theories of Personality) Middle Range Theories: Application to Nursing Research (Peterson, Middle Range Theories) Design, When Everybody Designs: An Introduction to Design for Social Innovation (Design Thinking, Design Theory) Silent Selling: Best Practices and Effective Strategies in Visual Merchandising A Self-Guided Workbook for Highly Effective Teens: A Companion to the Best Selling 7 Habits of Highly Effective Teens Photographies East: The Camera and Its Histories in East and Southeast Asia (Objects/Histories) Children and Childhood in Colonial Nigerian Histories (African Histories and Modernities) Marx and Keynes on Economic Recessions: The Theories of Unemployment, and

Effective Demand

Contact Us

DMCA

Privacy

FAQ & Help