Nigel Holmes On Information Design Working Biographies

Lonely Planet: The world's leading travel guide publisher* Want to know how to wear a kilt, kiss a stranger, prevent a hangover, get out of a sinking car, eat a lobster, greet an alien, predict the weather, play croquet and much, much more? The Book of Everthing has it all. Open the book! Dive in! We guarantee you'll learn something new. And, equipped for a world of smart, safe and exciting travel, you can use your witty know-how to make friends wherever you go. Authors: Written and researched by Lonely Planet, Nigel Holmes. About Lonely Planet: Started in 1973, Lonely Planet has become the world's leading travel guide publisher with guidebooks to every destination on the planet, as well as an award-winning website, a suite of mobile and digital travel products, and a dedicated traveller community. Lonely Planet's mission is to enable curious travellers to experience the world and to truly get to the heart of the places where they travel. TripAdvisor Travellers' Choice Awards 2012 and 2013 winner in Favorite Travel Guide category 'Lonely Planet guides are, quite simply, like no other.' - New York Times 'Lonely Planet. It's on everyone's bookshelves; it's in every traveller's hands. It's on mobile phones. It's on the Internet. It's everywhere, and it's telling entire generations of people how to travel the world.' - Fairfax Media (Australia) *#1 in the world market share - source: Nielsen Bookscan. Australia, UK and USA. March 2012-January 2013 Important Notice: The digital edition of this book may not contain all of the images found in the physical edition.

As the world grows more complex, some of the best stories are told through visuals - infographics. From election results to catastrophes to wars to scientific discoveries: the stream of data we are exposed to daily becomes ever more complicated. Infographics help make sense of it, transforming difficult to grasp facts and figures into accessible visualizations. Print media are increasingly making successful use of them. Visual Journalism reveals the masters of this discipline and their finest works. The portraits of studios and individuals within this compendium illustrate how the world of infographics continues to evolve as it informs data and graphic trends. A visual revolution showcases the myriad possibilities of non-verbal communication.

Year two of this fresh, timely, beautiful addition to the Best American series, introduced by Nate Silver The rise of infographics across virtually all print and electronic media reveals patterns in our lives and worlds in fresh and surprising ways. As we find ourselves in the era of big data, where information moves faster than ever, infographics provide us with quick, often influential bursts of art and knowledge — to digest, tweet, share, go viral. Best American Infographics 2014 captures the finest examples, from the past year, of this mesmerizing new way of seeing and understanding our world. Guest introducer Nate Silver brings his unparalleled expertise and lively analysis to this visually compelling new volume. Information Design Workbook, Revised and Updated provides an up-to-date guide on creating visually compelling and useful graphics.

Publisher's description: In this ambitious publication, some one hundred of the world's leading graphic designers and illustrators open up their private sketchbooks to offer a privileged glimpse into their creative process.

The definitive, behind-the-scenes guide to mastering informationdesign Finally, in one usable format, here's your single-volume resourcefor designing clear projects that really work for your audience.The Practical Guide to Information Design provides all the tools,resources, and best practices that designers need to create highlysuccessful print and digital information design projects. A brilliant combination of practice and theory, this highly visualbook covers the principles of design, perception, and usability,complete with step-by-step examples that feature the work oftoday's leading professionals. Comprehensively illustrated withhundreds of valuable graphs, maps, tables, line drawings, andphotos, The Practical Guide to Information Design features: * Complete descriptions and comparisons of various formats * A range of helpful exercises to reinforce covered material * Handy summary boxes, bulleted lists, captions, and examples * A wealth of useful resources for professionals and students

Looks at the origins and history of pictorial symbols, describes how fifty-four news-related symbols were created for Time magazine, and discusses design considerations

An exploration of the parallel development of product and graphic design from the 18th century to the 21st. The effects of mass production and consumption, man-made industrial materials and extended lines of communication are also discussed.

The authors invited more than 100 journalists worldwide to use photographs, charts and essays to explore the world of big data and its growing influence on our lives and society.

The first book to look architectural narrative in the eye Since the early eighties, many architects have used the term "narrative" to describe their work. To architects the enduring attraction of narrative is that it offers a way of engaging with the way a city feels and works. Rather than reducing architecture to mere style or an overt emphasis on technology, it foregrounds the experiential dimension of architecture. Narrative Architecture explores the potential for narrative as a way of interpreting buildings from ancient history through to the present, deals with architectural background, analysis and practice as well as its future development. Authored by Nigel Coates, a foremost figure in the field of narrative architecture, the book is one of the first to address this subject directly Features architects as diverse as William Kent, Antoni Gaudí, Eero Saarinen, Ettore Sottsass, Superstudio, Rem Koolhaas, and FAT to provide an overview of the work of NATO and Coates, as well as chapters on other contemporary designers Includes over 120 colour photographs Signposting narrative's significance as a design approach that can aid architecture to remain relevant in this complex, multi-disciplinary and multi-everything age, Narrative Architecture is a must-read for anyone with an interest in architectural history and theory.

This book explores influential designers' sketchbooks as a truer reflection of a designer's thought processes, preoccupations, and problem-solving strategies than can be had by simply viewing finished projects. Highly personal and idiosyncratic, sketchbooks offer an arena for unstructured exploration, a space free from all budgetary and client constraints. Visually arresting objects in their own right, this book aims to elevate sketches from mere ephemera to important documents where the reader can glean valuable insight into the creative process, and apply it to their own practices. Featured designers include Ralph Caplan, Nigel Holmes, Chris Bigg, Eva Jiricna, Jason Munn, Gary Baseman, Marian Bantjes, and many others.

We are living in a golden age of data visualization, in which designers are responding to the information overload of our digital era with

astonishing feats of visual thinking. Using a wide variety of techniques, they transform complex ideas into clear, engaging, and memorable infographics. In recent years, books and websites have been collecting the field's best. While stimulating, these finished projects offer little insight into how visual solutions were reached, making them of limited use to designers wanting to produce work of their own. In Infographic Designers' Sketchbooks, more than fifty of the world's leading graphic designers and illustrators open up their private sketchbooks to offer a rare glimpse of their creative processes. Emphasizing idea-generating methods—from doodles and drawings to three-dimensional and digital mock-ups—this revelatory collection is the first to go inside designers' studios to reveal the art and craft behind infographic design.

This timely collection brings together critical, analytic, historical, and practical studies to address what ethics means in the practice of design. Designers face the same challenges as everyone else in the complex conditions of contemporary cultural life-choices about consumption, waste, exploitation, ecological damage, and political problems built into the supply chains on which the global systems of inequity currently balance precariously. But designers face the additional dilemma that their paid work is often entangled with promoting the same systems such critical approaches seek to redress: how to reconcile this contradiction, among others, in seeking to chart an ethical course of action while still functioning effectively in the world. Ethics in Design and Communication acknowledges the complexity of this subject matter, while also demonstrating that in the ongoing struggle towards an equitable and sustainable world, the talents of design and critical thought are essential. Featured case studies include graphic design internships today, the dark web, and media coverage of the 2016 US presidential election. The fact that within this book such a wide array of practitioners, scholars, critics, and professionals commit to addressing current injustices is already a positive sign. Nonetheless, it is essential that we guard against confusing the coercive force of moral imperatives with ethical deliberation when conceiving a foundation for action.

"The book itself is a diagram of clarification, containing hundredsof examples of work by those who favor the communication ofinformation over style and academic postulation—and those whodon't. Many blurbs such as this are written without a thoroughreading of the book. Not so in this case. I read it and love it. Isuggest you do the same." —Richard Saul Wurman "This handsome, clearly organized book is itself a prime exampleof the effective presentation of complex visual information." —eg magazine "It is a dream book, we were waiting for…on the field ofinformation. On top of the incredible amount of presented knowledgethis is also a beautifully designed piece, very easy tofollow…" —Krzysztof Lenk, author of Mapping Websites:Digital Media Design "Making complicated information understandable is becoming thecrucial task facing designers in the 21st century. WithDesigning Information, Joel Katz has created what willsurely be an indispensable textbook on the subject." —Michael Bierut "Having had the pleasure of a sneak preview, I can only say thatthis is a magnificent achievement: a combination of intelligenttext, fascinating insights and - oh yes - graphics. Congratulationsto Joel." —Judith Harris, author of Pompeii Awakened: A Storyof Rediscovery Designing Information shows designers in all fields -from user-interface design to architecture and engineering - how todesign complex data and information for meaning, relevance, andclarity. Written by a worldwide authority on the visualization ofcomplex information, this full-color, heavily illustrated guideprovides real-life problems and examples as well as hypotheticaland historical examples, demonstrating the conceptual and pragmaticaspects of human factors-driven information design. Both successfuland failed design examples are included to help readers understandthe principles under discussion.

No matter what your actual job title, you are—or soon will be—a data worker. Every day, at work, home, and school, we are bombarded with vast amounts of free data collected and shared by everyone and everything from our co-workers to our calorie counters. In this highly anticipated follow-up to The Functional Art—Alberto Cairo's foundational guide to understanding information graphics and visualization—the respected data visualization professor explains in clear terms how to work with data, discover the stories hidden within, and share those stories with the world in the form of charts, maps, and infographics. In The Truthful Art, Cairo transforms elementary principles of data and scientific reasoning into tools that you can use in daily life to interpret data sets and extract stories from them. The Truthful Art explains: • The role infographics and data visualization play in our world • Basic principles of data and scientific reasoning that anyone can master • How to become a better critical thinker • Step-by-step processes that will help you evaluate any data visualization (including your own) • How to create and use effective charts, graphs, and data maps to explain data to any audience The Truthful Art is also packed with inspirational and educational real-world examples of data visualizations from such leading publications as The New York Times, The Wall Street Journal, Estado de São Paulo (Brazil), Berliner Morgenpost (Germany), and many more.

For more than fifty years, Walter Bernard and Milton Glaser have revolutionized the look of magazine journalism. In Mag Men, Bernard and Glaser recount their storied careers, offering insiders' perspective on some of the most iconic design work of the twentieth century. The authors look back on and analyze some of their most important and compelling projects, from the creation of New York magazine to redesigns of such publications as Time, Fortune, Paris Match, and The Nation, explaining how their designs complemented a story and shaped the visual identity of a magazine. Richly illustrated with the covers and interiors that defined their careers, Mag Men is bursting with vivid examples of Bernard and Glaser's work, designed to encapsulate their distinctive approach to visual storytelling and capture the major events and trends of the past half century. Highlighting the importance of collaboration in magazine journalism, Bernard and Glaser detail their relationships with a variety of writers, editors, and artists, including Nora Ephron, Tom Wolfe, Gail Sheehy, David Levine, Seymour Chwast, Katherine Graham, Clay Felker, and Katrina vanden Heuvel. The book features a foreword by Gloria Steinem, who reflects on her work in magazines and her collaborations with Bernard and Glaser. At a time when uncertainty continues to cloud the future of print journalism, Mag Men offers not only a personal history from two of its most innovative figures but also a reminder and celebration of the visual impact and sense of style that only magazines can offer.

An accessible primer on how to create effective graphics from data This book provides students and researchers a hands-on introduction to the principles and practice of data visualization. It explains what makes some graphs succeed while others fail, how to make high-quality figures from data using powerful and reproducible methods, and how to think about data visualization in an honest and effective way. Data Visualization builds the reader's expertise in ggplot2, a versatile visualization library for the R programming language. Through a series of worked examples, this accessible primer then demonstrates how to create plots piece by piece, beginning with summaries of single variables and moving on to more complex graphics. Topics include plotting continuous and categorical variables; layering information on graphics; producing effective "small multiple" plots; grouping, summarizing, and transforming data for plotting; creating maps; working with the output of statistical models; and refining plots to make them more comprehensible. Effective graphics are essential to communicating ideas and a great way to better understand data. This book provides the practical skills students and practitioners need to visualize quantitative data and get the most out of their research findings. Provides hands-on instruction using R and ggplot2 Shows how the "tidyverse" of data analysis tools makes working with R easier and more consistent Includes a library of data sets, code, and functions

This book is an initiative of Ed Annink, Ontwerpwerk, The Hague.

Presents practical approaches for developing an effective presentation, covering such topics as creating diagrams, displaying data, arranging elements, creating movement, and interacting with slides.

The contributors to this book are both cautionary and hopeful as they offer visions of how information design can be practiced diligently and ethically, for the benefit of information consumers as well as producers. Information design is the newest of the design disciplines. As a sign of our times, when the crafting of messages and meaning is so central to our lives, information design is not only important—it is essential. Contemporary information designers seek to edify more than to persuade, to exchange more than to foist upon. With ever more powerful technologies of communication, we have learned that the issuer of designed information is as likely as the intended recipient to be changed

by it, for better or worse. The contributors to this book are both cautionary and hopeful as they offer visions of how information design can be practiced diligently and ethically, for the benefit of information consumers as well as producers. They present various methods that seem to work, such as sense-making and way-finding. They make recommendations and serve as guides to a still young but extraordinarily pervasive—and persuasive—field. Contributors Elizabeth Andersen, Judy Anderson, Simon Birrell, Mike Cooley, Brenda Dervin, Jim Gasperini, Yvonne M. Hansen, Steve Holtzman, Robert E. Horn, Robert Jacobson, John Krygier, Sheryl Macy, Romedi Passini, Jef Raskin, Chandler Screven, Nathan Shedroff, Hal Thwaites, Roger Whitehouse

Using her signature style of diamond sharp social satire, page-turning action and plot, humor and pathos, Gloria Nagy has written a true tour de force of a novel, set on the perfect metaphorical site; the most lavish cruise ship in the world; a symbol of a world gone mad with excess. The ship, gliding serenely, reveals nothing of the turmoil within and its human cargo, mirroring the deception. Nothing and no one on the Palace of the Dolphins is what it seems, and none of them will return (those who do) unchanged. Gloria Nagy is the author of nine previous books including the N.Y. Times best-seller, A House in the Hamptons. She lives with her husband Richard Saul Wurman in Newport, R.I. They have four children, six grandchildren and three yellow labs, Abraham, Isaac and Jacob, who do not cruise.C Previous praise for Gloria Nagy "Hip, Hilarious, Heartbreaking" Cosmopolitan "Fabulous entertainment...an essential summer read" Kirkus Reviews" A stunning accomplishment... funny and sad, erotic and ultimately very moving" Gael Greene, New York Magazine "Nagy's style is fresh, her pace brisk and her humor delightful." Los Angeles Times "Sensitive, humorous and compassionate" Elie Weisel, Nobel Laureate

Discusses the uses of charts and provides step-by-step guidance on how to make a variety of types of diagrams and charts

Currently there is nothing as comprehensive about this topic available. This new volume takes a methodical yet comprehensive approach to conveying the fundamentals of avant-garde, innovative, information design by examining history, theory, criticism, technology and media, process, method, and practice. Opening with a very brief history followed by an instructive breakdown of the discipline, readers will get an intimate understanding of the complexities of crafting information design to effectively improve communication both functionally and aesthetically. The back half of the book contains a wide range of case studies from design firms around the world so designers can see the techniques previously outlined in the first half of the book. The author critiques and explains why the design is successful in terms of formal quality (Aesthetics) and function (How does it improve communication?).

Need to overcome information overload and get your message across? Infographics are your secret weapon. Using them, you can deliver knowledge and ideas visually, so your audiences can understand them quickly - and take action. In The Power of Infographics, Mark Smiciklas helps you understand how to leverage the use of powerful infographics: visual representations capable of transforming complex data or concepts into intuitive, instant knowledge. Writing from a business perspective, Smiciklas reveals how to use infographics both inside and outside the organization: to build brands, make sales, serve clients, align teams behind new strategies, and more. This straightforward, visual, common-sense based book explains: * What infographics are, and why they work so well * How to visualize statistical data, business processes, time, geography, lists, relationships, and concepts * How to communicate the "personal" through infographics * Best practices for observation, processing ideas, creating highly effective infographics, and publishing them * How to plan for and measure the ROI of infographics * And much more...

This workbook is a methodical yet comprehensive approach to conveying the fundamentals of avant-garde, innovative, information design by examining history, theory, criticism, technology and media, process, method, and practice. Opening with a very brief history followed by an instructive breakdown of the discipline, readers get an intimate understanding of the complexities of crafting information design to effectively improve communication both functionally and aesthetically. The back half of the book contains a wide range of case studies from design firms around the world so designers can see the techniques previously outlined in the first half of the book. The author also critiques and explains why the design is successful in terms of formal quality (Aesthetics) and function (How does it improve communication?).

Discusses the history of pictorial maps and their use in newspapers, magazines, and television reporting and explains the mapmaking process

Scholarly engagement with the magazine form has, in the last two decades, produced a substantial amount of valuable research. Authored by leading academic authorities in the study of magazines, the chapters in The Routledge Handbook of Magazine Research not only create an architecture to organize and archive the developing field of magazine research, but also suggest new avenues of future investigation. Each of 33 chapters surveys the last 20 years of scholarship in its subject area, identifying the major research themes, theoretical developments and interpretive breakthroughs. Exploration of the digital challenges and opportunities which currently face the magazine world are woven throughout, offering readers a deeper understanding of the magazine form, as well as of the sociocultural realities it both mirrors and influences. The book includes six sections: -Methodologies and structures presents theories and models for magazine research in an evolving, global context. -Magazine publishing: the people and the work introduces the roles and practices of those involved in the editorial and business sides of magazine publishing. -Magazines as textual communication surveys the field of contemporary magazines across a range of theoretical perspectives, subjects, genre and format questions. -Magazines as visual communication explores cover design, photography, illustrations and interactivity. -Pedagogical and curricular perspectives offers insights on undergraduate and graduate teaching topics in magazine research. -The future of the magazine form speculates on the changing nature of magazine research via its environmental effects, audience, and transforming platforms.

Transform your marketing efforts through the power of visualcontent In today's fast-paced environment, you must communicate yourmessage in a concise and engaging way that sets it apart from thenoise. Visual content—such as infographics and datavisualization—can accomplish this. With DIY functionality,Infographics: The Power of Visual Storytelling will teachyou how to find stories in your data, and how to visuallycommunicate and share them with your audience for maximumimpact. Infographics will show you the vast potential to usingthe communication medium as a marketing tool by creatinginformative and shareable infographic content. Learn how to explain an object, idea, or process using strongillustration that captures interest and provides instantclarity Discover how to unlock interesting stories (in previouslyburied or boring data) and turn them into visual communicationsthat will help build brands and increase sales Use the power of visual content to communicate with and engageyour audience, capture attention, and expand your market.

In the mid-1970s Holmes introduced an array of inventive new pictograms and ways to use them as key graphic elements in what he dubbed "explanation graphics" which triggered what became "information design" in magazines, newspapers, and other media.

A leading data visualization expert explores the negative—and positive—influences that charts have on our perception of truth. We've all heard that a picture is worth a thousand words, but what if we don't understand what we're looking at? Social media has made charts, infographics, and diagrams ubiquitous—and easier to share than ever. We associate charts with science and reason; the flashy visuals are both appealing and persuasive. Pie charts, maps, bar and line graphs, and scatter plots (to name a

few) can better inform us, revealing patterns and trends hidden behind the numbers we encounter in our lives. In short, good charts make us smarter—if we know how to read them. However, they can also lead us astray. Charts lie in a variety of ways—displaying incomplete or inaccurate data, suggesting misleading patterns, and concealing uncertainty—or are frequently misunderstood, such as the confusing cone of uncertainty maps shown on TV every hurricane season. To make matters worse, many of us are ill-equipped to interpret the visuals that politicians, journalists, advertisers, and even our employers present each day, enabling bad actors to easily manipulate them to promote their own agendas. In How Charts Lie, data visualization expert Alberto Cairo teaches us to not only spot the lies in deceptive visuals, but also to take advantage of good ones to understand complex stories. Public conversations are increasingly propelled by numbers, and to make sense of them we must be able to decode and use visual information. By examining contemporary examples ranging from election-result infographics to global GDP maps and box-office record charts, How Charts Lie demystifies an essential new literacy, one that will make us better equipped to navigate our data-driven world.

Consists of statistical graphs that explain the state of America at the Millenium.

Visualizing with Text uncovers the rich palette of text elements usable in visualizations from simple labels through to documents. Using a multidisciplinary research effort spanning across fields including visualization, typography, and cartography, it builds a solid foundation for the design space of text in visualization. The book illustrates many new kinds of visualizations, including microtext lines, skim formatting, and typographic sets that solve some of the shortcomings of well-known visualization techniques. Key features: More than 240 illustrations to aid inspiration of new visualizations Eight new approaches to data visualization leveraging text Quick reference guide for visualization with text Builds a solid foundation extending current visualization theory Bridges between visualization, typography, text analytics, and natural language processing The author website, including teaching exercises and interactive demos and code, can be found here. Designers, developers, and academics can use this book as a reference and inspiration for new approaches to visualization in any application that uses text.

Ever heard of the Air Sex Championships in Austin, Texas? How about bog snorkeling in Llanwrtyd, Wales? No? Then brace yourself for Nigel Holmes's bewilderingly funny ride through the wildest, oddest, and most wonderful cultural events. From snail racing and baby crying to throwing just about anything, hilarious infographics reveal the lengths we'll go to uphold our eccentric customs. Whether it's flinging frozen rats or parading in holly evergreens, racing snails or carrying wives, human beings have long displayed their creativity in wild, odd, and sometimes just wonderful rituals and competitions. To show what lengths we'll go to uphold our eccentric customs, British American graphic designer Nigel Holmes channels his belief in the power of hilarity to bring together a bewilderingly funny tour around the globe in search of incredible events, all dryly explained with brilliant infographics. You'll encounter the startling facts behind peat-bog snorkelling in Wales (wet suits recommended), hotdog-swallowing in the USA (tip: avoid breakfast), or who can make a baby cry quickest in Japan. Through this gallimaufry of gamesmanship and passion, an endearingly warm and affectionate portrait of human endeavor and good humor emerges as Holmes proves, page after page, that when it comes to feats of bravery, endurance, or sheer nonsense, the world is united as one in the fine, and often hilarious, way of celebrating culture.

Reimagining Communication: Mediation explores information and media technologies across a variety of contemporary platforms, uses, content variations, audiences, and professional roles. A diverse body of contributions in this unique interdisciplinary resource offers perspectives on digital games, social media, photography, and more. The volume is organized to reflect a pedagogical approach of carefully laddered and sequenced topics, which supports experiential, project-based learning in addition to a course's traditional writing requirements. As the field of Communication Studies has been continuously growing and reaching new horizons, this volume synthesizes the complex relationship of communication to media technologies and its forms in a uniquely accessible and engaging way. This is an essential introductory text for advanced undergraduate and graduate students and scholars of communication, broadcast media, and interactive technologies, with an interdisciplinary focus and an emphasis on the integration of new technologies.

Within every picture is a hidden language that conveys a message, whether it is intended or not. This language is based on the ways people perceive and process visual information. By understanding visual language as the interface between a graphic and a viewer, designers and illustrators can learn to inform with accuracy and power. In a time of unprecedented competition for audience attention and with an increasing demand for complex graphics, Visual Language for Designers explains how to achieve quick and effective communications. New in paperback, this book presents ways to design for the strengths of our innate mental capacities and to compensate for our cognitive limitations. Visual Language for Designers includes: —How to organize graphics for quick perception —How to direct the eyes to essential information —How to use visual shorthand for efficient communication —How to make abstract ideas concrete —How to best express visual complexity —How to charge a graphic with energy and emotion

Seventy-nine Short Essays on Design brings together the best of designer Michael Bierut's critical writing—serious or humorous, flattering or biting, but always on the mark. Bierut is widely considered the finest observer on design writing today. Covering topics as diverse as Twyla Tharp and ITC Garamond, Bierut's intelligent and accessible texts pull design culture into crisp focus. He touches on classics, like Massimo Vignelli and the cover of The Catcher in the Rye, as well as newcomers, like McSweeney's Quarterly Concern and color-coded terrorism alert levels. Along the way Nabakov's Pale Fire; Eero Saarinen; the paper clip; Celebration, Florida; the planet Saturn; the ClearRx pill bottle; and paper architecture all fall under his pen. His experience as a design practitioner informs his writing and gives it truth. In Seventy-nine Short Essays on Design, designers and nondesigners alike can share and revel in his insights.

Information design empowers people to attain their goals. It is centred on users, based on evidence, and oriented to results. It contributes to a vast range of activities that people engage with every day, from simple things such as understanding phone bills or operating a washing machine, to more complex ones such as managing emergency response web based systems, controlling a power plant, or flying an airliner. Good quality information design facilitates these tasks. Experts with several decades of practice alongside younger designers report on research and design methods and present case studies in practice and education, discussing processes, audiences, objectives, and results. The twenty eight authors come from diverse fields of design practice, but also from the study of cognition and language, forming a volume that deals with theory, history, practice, and education. This book is for document designers and writers, for communication managers and computer programmers, for design educators and social scientists, for people that in their everyday professional activity are connected with the planning or crafting of communications aimed at informing or instructing. In business, government, or education we live constantly challenged by the volume of information flow. This book demonstrates how leaders in the field make information attractive, accessible, understandable, and usable.

Unlike any time before in our lives, we have access to vast amounts of free information. With the right tools, we can start to make sense of all this data to see patterns and trends that would otherwise be invisible to us. By transforming numbers into graphical shapes, we allow readers to understand the stories those numbers hide. In this practical introduction to understanding and using information graphics, you'll learn how to use data visualizations as tools to see beyond lists of numbers and variables and achieve new insights into the complex world around us. Regardless of the kind of data you're working with–business, science, politics, sports, or even your own personal finances–this book will

show you how to use statistical charts, maps, and explanation diagrams to spot the stories in the data and learn new things from it. You'll also get to peek into the creative process of some of the world's most talented designers and visual journalists, including Condé Nast Traveler's John Grimwade, National Geographic Magazine's Fernando Baptista, The New York Times' Steve Duenes, The Washington Post's Hannah Fairfield, Hans Rosling of the Gapminder Foundation, Stanford's Geoff McGhee, and European superstars Moritz Stefaner, Jan Willem Tulp, Stefanie Posavec, and Gregor Aisch. The book also includes a DVD-ROM containing over 90 minutes of video lessons that expand on core concepts explained within the book and includes even more inspirational information graphics from the world's leading designers. The first book to offer a broad, hands-on introduction to information graphics and visualization, The Functional Art reveals: • Why data visualization should be thought of as "functional art" rather than fine art • How to use color, type, and other graphic tools to make your information graphics more effective, not just better looking • The science of how our brains perceive and remember information ¿ • Best practices for creating interactive information graphics • A comprehensive look at the creative process behind successful information graphics ¿ • An extensive gallery of inspirational work from the world's top designers and visual artists On the DVD-ROM: In this introductory video course on information graphics, Alberto Cairo goes into greater detail with even more visual examples of how to create effective information graphics that function as practical tools for aiding perception. You'll learn how to: incorporate basic design principles in your visualizations, create simple interfaces for interactive graphics, and choose the appropriate type of graphic forms for your data. Cairo also deconstructs successful information graphics from The New York Times and National Geographic magazine with sketches and images not shown in the book. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

The new and expanded Bigger Book of Everything is the quintessential guide to travel, to the world and all sorts of things you didn't know you needed to know. Learn something new, enjoy a world of smart, safe and exciting travel and use your witty know-how to make friends wherever you go. You never know: this book might just save your life.