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ZZ0R34 - DILLON MARLEE

The guidelines were originally designed to help NCI staff improve the presentation of cancer-related information to cancer researchers and the public, though they are applicable to anyone who designs and manages information web sites.

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: • Ownership and borrowing, lifetimes, and traits • Using Rust's memory safety guarantees to build fast, safe programs • Testing, error handling, and effective refactoring • Generics, smart pointers, multithreading, trait objects, and advanced pattern matching • Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies • How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

While literally hundreds of books exist on the subject of "cartographic" maps, The Art of Illustrated Maps is the first book EVER to fully explore the world of conceptual, "imaginative" mapping. Author John Roman refers to illustrated maps as "the creative nonfiction of cartography," and his book reveals how and why the human mind instinctively recognizes and accepts the artistic license evoked by this unique art form. Drawing from numerous references, The Art of Illustrated Maps traces the 2000-year history of a specialized branch of illustration that historians claim to be "the oldest variety of primitive art." This book features the dynamic works of many professional map artists from around the world and documents the creative process as well as the inspirations behind contemporary, 21st-century illustrated maps.

An instant classic when first published in 1991, How to Lie with Maps revealed how the choices mapmakers make—consciously or unconsciously—mean that every map inevitably presents only one of many possible stories about the places it depicts. The principles Mark Monmonier outlined back then remain true today, despite significant technological changes in the making and use of maps. The introduction and spread of digital maps and mapping software, however, have added new wrinkles to the ever-evolving landscape of modern mapmaking. Fully updated for the digital age, this new edition of How to Lie with Maps examines the myriad ways that technology offers new opportunities for cartographic mischief, deception, and propaganda. While retaining the same brevity, range, and humor as its predecessors, this third edition includes significant updates throughout as well as new chapters on image maps, prohibitive cartography, and online maps. It also includes an expanded section of color images and an updated list of sources for further reading.

Information processing entails comprehensivity. Communication involves simplification

Mapping by Design: A Guide to ArcGIS Maps for Adobe Creative Cloud serves as a practical guide for all mapmakers who want to create compelling maps using Adobe(R) Illustrator(R).

This enhanced eBook version is equipped with videos and pop-up explanations to extend the reader's experience on essential cartographic design topics and to make the reading experience more enjoyable and more effective. The 16 videos placed throughout the text will demonstrate some highly complex map design issues to help understand and visualize the task at hand and show how to achieve the best results following the author's instructions. Pop-up explanations of selected concepts are also placed throughout the text to help readers refresh their knowledge and better understand the map design process. All chapters are richly illustrated with color and include practical exercises and questions.

A highly visual exploration of diagrams and data that helps you understand how "maps" are part of everyday thinking, how they tell stories, and how they can reframe your point of view, from Stanford University's world-renowned d.school. “This book is the ultimate legend to mapping all kinds of data.”—Jessica Hagy, Webby Award-winning blogger of Indexed and author of How to Be Interesting (In Ten Simple Steps) Maps aren’t just geographic, they are also infographic and include all types of frameworks and diagrams. Any figure that sorts data visually and presents it spatially is a map. Maps are ways of organizing information and figuring out what’s important. Even stories can be mapped! The Secret Language of Maps provides a simple framework to deconstruct existing maps and then shows you how to create your own. An embedded mystery story about a woman who investigates the disappearance of an old high school friend illustrates how to use different maps to make sense of all types of information. Colorful illustrations bring the story to life and demonstrate how the fictional character’s collection of data, properly organized and “mapped,” leads her to solve the mystery of her friend’s disappearance. You’ll learn how to gather data, organize it, and present it to an audience. You’ll also learn how to view the many maps that swirl around our daily lives with a critical eye, aware of the forces that are in play for every creator.

The NACTO Urban Street Design Guide shows how streets of every size can be reimagined and reoriented to prioritize safe driving and transit, biking, walking, and public activity. Unlike older, more conservative engineering manuals, this design guide emphasizes the core principle that urban streets are public places and have a larger role to play in communities than solely being conduits for traffic. The well-illustrated guide offers blueprints of street design from multiple perspectives, from the bird’s eye view to granular details. Case studies from around the country clearly show how to implement best practices, as well as provide guidance for customizing design applications to a city’s unique needs. Urban Street Design Guide outlines five goals and tenets of world-class street design: • Streets are public spaces. Streets play a much larger role in the public life of cities and communities than just thoroughfares for traffic. • Great streets are great for business. Well-designed streets generate higher revenues for businesses and higher values for homeowners. • Design for safety. Traffic engineers can and should design streets where people walking, parking, shopping, bicycling, working, and driving can cross paths safely. • Streets can be changed. Transportation engineers can work flexibly within the building envelope of a street. Many city streets were created in a different era and need to be reconfigured to meet new needs. • Act now! Implement projects quickly using temporary materials to help inform public decision making. Elaborating on these fundamental principles, the guide offers substantive direction for cities seeking to improve street design to create more inclusive, multi-modal urban environments. It is an exceptional resource for redesigning streets to serve the needs of 21st century cities, whose residents and visitors demand a variety of transportation options, safer streets, and vibrant community life.

Previous editon cataloged under Muehrcke, Phillip.

"Using a wealth of illustrations--with 74 in full color--to elucidate each concisely presented point, the revised and updated third edition continues to emphasize how design choices relate to the reasons for making a map and its intended purpose. All components of map making are covered: titles, labels, legends, visual hierarchy, font selection, how to turn phenomena into visual data, data organization, symbolization, and more."--Back cover.

Cartographer's Toolkit is like a big cheat-sheet for cartography. Its three chapters: Colors, Typography, and Composition Patterns build from individual map components to cohesive cartographic constructions. Each chapter begins with a brief introduction explaining relevant theory, key definitions, and usage suggestions. The pages that follow each introduction provide an abundance of visual demonstrations that are the basis for the tools in the toolkit. The book contains: Colors: 30 color palettes of 10 colors each, in 3 categories: coordinated palettes, color ramps, and differentiated; Typography: 50 typefaces showcased in 3 categories: standard, free, and for-fee; and Composition Patterns: 28 patterns, illustrated with 36 maps by many of today's leading cartographers. Here you will find design tools for the advanced cartographer-and those who wish to become advanced cartographers-for producing the high-level static and interactive maps required in our current innovative environment. The information presented in this book, along with the more fundamental cartography theory in the author's first book, GIS Cartography: A Guide to Effective Map Design, equips cartographers with the tools they need to perform at the top of the map making field, producing maps that are informative, inspired, and original. "Cartographer's Toolkit is an excellent new book. It focuses on real-world solutions rather than cartographic theory, and is full of ideas that will inspire new approaches and creative solutions for cartographers. I love the book's clean, accessible, no-nonsense approach." -Allen Carroll, Former Chief Cartographer at National Geographic, Esri "For any geo technology professional, would-be cartographer, and mapping aficionado, Cartographer's Toolkit is a must-have. You'll get hooked on the amazing examples, sample maps, and images that are used throughout." -Glenn Letham, Editor, GISuser.com "A book full of little cartographic nuggets." -Clint Brown, Director of Software Products, Esri Gretchen N. Peterson is the owner of the geospatial analysis firm PetersonGIS, which creates custom solutions for clients in the natural resources field and produces cartography products. Peterson is also the author of "GIS Cartography: A Guide to Effective Map Design," CRC Press, April 2009. Peterson writes a cartography blog at www.gretchenpeterson.com/blog, is on the application review committee for the GIS Certification Institute, is a co-founder of Ignite Spatial Northern Colorado, and publishes technical articles in leading geo media outlets and on www.petersongis.com. Peterson lives in Fort Collins, Colorado.

Designing Better Maps: A Guide for GIS Users, second edition, breaks down the myriad decisions involved in creating maps that communicate effectively. The second edition includes updated material and a new chapter on map publishing.

Thoroughly rewritten for today's web environment, this bestselling book offers a fresh look at a fundamental topic of web site development: navigation design. Amid all the changes to the Web in the past decade, and all the hype about Web 2.0 and various "rich" interactive technologies, the basic problems of creating a good web navigation system remain. Designing Web Navigation demonstrates that good navigation is not about technology-it's about the ways people find information, and how you guide them. Ideal for beginning to intermediate web designers, managers, other non-designers, and web development pros looking for another perspective, Designing Web Navigation offers basic design principles, development techniques and practical advice, with real-world examples and essential concepts seamlessly folded in. How does your web site serve your business objectives? How does it meet a user's needs? You'll learn that navigation design touches most other aspects of web site development. This book: Provides

the foundations of web navigation and offers a framework for navigation design Paints a broad picture of web navigation and basic human information behavior Demonstrates how navigation reflects brand and affects site credibility Helps you understand the problem you're trying to solve before you set out to design Thoroughly reviews the mechanisms and different types of navigation Explores "information scent" and "information shape" Explains "persuasive" architecture and other design concepts Covers special contexts, such as navigation design for web applications Includes an entire chapter on tagging While Designing Web Navigation focuses on creating navigation systems for large, information-rich sites serving a business purpose, the principles and techniques in the book also apply to small sites. Well researched and cited, this book serves as an excellent reference on the topic, as well as a superb teaching guide. Each chapter ends with suggested reading and a set of questions that offer exercises for experiencing the concepts in action.

Winner of the 2019 International Cartographic Conference - Educational Products award: A comprehensive, one-stop-shop cartography guide, Cartography. serves as a reference and an inspiration for anyone who is required to make a map, but it does so using a modern visual style.

Customers who have inconsistent, broken experiences with products and services are understandably frustrated. But it’s worse when people inside these companies can’t pinpoint the problem because they’re too focused on business processes. This practical book shows your company how to use alignment diagrams to turn valuable customer observations into actionable insight. With this unique tool, you can visually map your existing customer experience and envision future solutions. Product and brand managers, marketing specialists, and business owners will learn how experience diagramming can help determine where business goals and customer perspectives intersect. Once you’re armed with this data, you can provide users with real value. Mapping Experiences is divided into three parts: Understand the underlying principles of diagramming, and discover how these diagrams can inform strategy Learn how to create diagrams with the four iterative modes in the mapping process: setting up a mapping initiative, investigating the evidence, visualizing the process, and using diagrams in workshops and experiments See key diagrams in action, including service blueprints, customer journey maps, experience maps, mental models, and spatial maps and ecosystem models

NEW YORK TIMES BESTSELLER WALL STREET JOURNAL BESTSELLER "Sprint offers a transformative formula for testing ideas that works whether you're at a startup or a large organization. Within five days, you'll move from idea to prototype to decision, saving you and your team countless hours and countless dollars. A must read for entrepreneurs of all stripes." --Eric Ries, author of The Lean Startup From three partners at Google Ventures, a unique five-day process for solving tough problems, proven at more than a hundred companies. Entrepreneurs and leaders face big questions every day: What's the most important place to focus your effort, and how do you start? What will your idea look like in real life? How many meetings and discussions does it take before you can be sure you have the right solution? Now there's a surefire way to answer these important questions: the sprint. Designer Jake Knapp created the five-day process at Google, where sprints were used on everything from Google Search to Google X. He joined Braden Kowitz and John Zeratsky at Google Ventures, and together they have completed more than a hundred sprints with companies in mobile, e-commerce, healthcare, finance, and more. A practical guide to answering critical business questions, Sprint is a book for teams of any size, from small startups to Fortune 100s, from teachers to nonprofits. It's for anyone with a big opportunity, problem, or idea who needs to get answers today.

This book focuses on how inexpensive maps, produced for the masses, accrued cultural value for everyday consumers in Renaissance Italy, who wanted to own and display maps in their homes as works of artnot for practical use, but for their cultural capital as commodities. Genevieve Carlton considers how and why maps took on this new identity, as coveted and revered material objects and symbols of status and power, which in turn elevated or reinforced the public personae of their owners. She reconstructs the market for maps by examining household inventories as well as the ways in which maps were displayed in the interiors of Renaissance homes. Her survey shows that consumers from every level of society owned and displayed maps and used them for personal gain, to reinforce a particular identity."

Geocomputation with R is for people who want to analyze, visualize and model geographic data with open source software. It is based on R, a statistical programming language that has powerful data processing, visualization, and geospatial capabilities. The book equips you with the knowledge and skills to tackle a wide range of issues manifested in geographic data, including those with scientific, societal, and environmental implications. This book will interest people from many backgrounds, especially Geographic Information Systems (GIS) users interested in applying their domain-specific knowledge in a powerful open source language for data science, and R users interested in extending their skills to handle spatial data. The book is divided into three parts: (I) Foundations, aimed at getting you up-to-speed with geographic data in R, (II) extensions, which covers advanced techniques, and (III) applications to real-world problems. The chapters cover progressively more advanced topics, with early chapters providing strong foundations on which the later chapters build. Part I describes the nature of spatial datasets in R and methods for manipulating them. It also covers geographic data import/export and transforming coordinate reference systems. Part II represents methods that build on these foundations. It covers advanced map making (including web mapping), "bridges" to GIS, sharing reproducible code, and how to do cross-validation in the presence of spatial autocorrelation. Part III applies the knowledge gained to tackle real-world problems, including representing and modeling transport systems, finding optimal locations for stores or services, and ecological modeling. Exercises at the end of each chapter give you the skills needed to tackle a range of geospatial problems. Solutions for each chapter and supplementary materials providing extended examples are available at https://geocompr.github.io/geocompkg/articles/. Dr. Robin Lovelace is a University Academic Fellow at the University of Leeds, where he has taught R for geographic research over many years, with a focus on transport systems. Dr. Jakub Nowosad is an Assistant Professor in the Department of Geoinformation at the Adam Mickiewicz University in Poznan, where his focus is on the analysis of large datasets to understand environmental processes. Dr. Jannes Muenchow is a Postdoctoral Researcher in the GIScience Department at the University of Jena, where he develops and teaches a range of geographic methods, with a focus on ecological modeling, statistical geocomputing, and predictive mapping. All three are active developers and work on a number of R packages, including stplanr, sabre, and RQGIS.

In the five years since the publication of the first edition of A Guide to Effective Map Design, cartography and software have become further intertwined. However, the initial motivation for publishing the first edition is still valid: many GISers enter the field without so much as one hour of design instruction in their formal education. Yet they are then tasked with creating one the most effective, easily recognized communication tools: a map. See What’s New in the Second Edition Projection theory Hexagonal binning Big Data point density maps Scale dependent map design 3D building modeling Digital cartography and its best practices Updated graphics and references Study questions and lab exercises at the end of each chapter In this second edition of a bestseller, author Gretchen Peterson takes a "don’t let the technology get in the way" approach to the presentation, focusing on the elements of good design, what makes a good map, and how to get there, rather than specific software tools. She provides a reference that you can thumb through time and again as you create your maps. Copiously illustrated, the second edition explores novel concepts that kick-start your pursuit of map-making excellence. The book doesn’t just teach you how to design and create maps, it teaches you how to design and create better maps.

This book offers a much-needed critical approach to the intelligent use of the wide variety of map projections that are rapidly and inexpensively available today. It also discusses the distortions that are immanent in any map projection. A well-chosen map projection is one in which extreme distortions are smaller than those in any other projection used to map the same area and in which the map properties match its purpose. Written by leading experts in the field, including W. Tobler, F.C. Kessler, S.E. Battersby, M.P. Finn, K.C. Clarke, V.S. Tikunov, H. Hargitai, B. Jenny and N. Frančula. This book is designed for use by laymen. The book editors are M. Lapaine and E.L. Usery, Chair and Vice-Chair, respectively, of the ICA Commission on Map Projections for the period 2011-2015.

The idea of "The Green Book" is to give the Motorist and Tourist a Guide not only of the Hotels and Tourist Homes in all of the large cities, but other classifications that will be found useful wherever he may be. Also facts and information that the Negro Motorist can use and depend upon. There are thousands of places that the public doesn't know about and aren't listed. Perhaps you know of some? If so send in their names and addresses and the kind of business, so that we might pass it along to the rest of your fellow Motorists. You will find it handy on your travels, whether at home or in some other state, and is up to date. Each year we are compiling new lists as some of these places move, or go out of business and new business places are started giving added employment to members of our race.

Now available in paperback for the first time, this classic work presents a cognitive-semiotic framework for understanding how maps work as powerful, abstract, and synthetic spatial representations. Explored are the ways in which the many representational choices inherent in mapping interact with information processing and knowledge construction, and how the resulting insights can be used to make informed symbolization and design decisions. A new preface to the paperback edition situates the book within the context of contemporary technologies. As the nature of maps continues to evolve, Alan MacEachren emphasizes the ongoing need to think systematically about the ways people interact with and use spatial information.

Thematic Mapping: 101 Inspiring Ways to Visualise Empirical Data explores the rich diversity of thematic mapping using a single dataset from the 2016 US presidential election.

Learn how to use QGIS 3 to take your cartographic products to the highest level. QGIS 3.4 opens up exciting new possibilities for creating beautiful and compelling maps! Building on the first edition, the authors take you step-by-step through the process of using the latest map design tools and techniques in QGIS 3. With numerous new map designs and completely overhauled workflows, this second edition brings you up to speed with current cartographic technology and trends. See how QGIS continues to surpass the cartographic capabilities of other geoware available today with its data--driven overrides, flexible expression functions, multitudinous color tools, blend modes, and atlasing capabilities. A prior familiarity with basic QGIS capabilities is assumed. All example data and project files are included. Written by two of the leading experts in the realm of open source mapping, Anita and Gretchen are experienced authors who pour their wealth of knowledge into the book. Get ready to launch into the next generation of map design!

A revolutionary approach to enhancing productivity, creating flow, and vastly increasing your ability to capture, remember, and benefit from the unprecedented amount of information all around us. For the first time in history, we have instantaneous access to the world’s knowledge. There has never been a better time to learn, to contribute, and to improve ourselves. Yet, rather than feeling empowered, we are often left feeling overwhelmed by this constant influx of information. The very knowledge that was supposed to set us free has instead led to the paralyzing stress of believing we’ll never know or remember enough. Now, this eye-opening and accessible guide shows how you can easily create your own personal system for knowledge management, otherwise known as a Second Brain. As a trusted and organized digital repository of your most valued ideas, notes, and creative work synced across all your devices and platforms, a Second Brain gives you the confidence to tackle your most important projects and ambitious goals. Discover the full potential of your ideas and translate what you know into more powerful, more meaningful improvements in your work and life by Building a Second Brain.

This Is Not an Atlas gathers more than 40 counter-cartographies from all over the world. This collection shows how maps are created and transformed as a part of political struggle, for critical research or in art and education: from indigenous territories in the Amazon to the anti-eviction movement in San Francisco; from defending commons in Mexico to mapping refugee camps with balloons in Lebanon; from slums in Nairobi to squats in Berlin; from supporting communities in the Philippines to reporting sexual harassment in Cairo. This Is Not an Atlas seeks to inspire, to document the underrepresented, and to be a useful companion when becoming a counter-cartographer yourself.

The goal of How to Make Maps is to equip readers with the foundational knowledge of concepts they need to conceive, design, and produce maps in a legible, clear, and coherent manner, drawing from both classical and modern theory in cartography. This book is appropriate for graduate and undergraduate students who are beginning a course of study in geospatial sciences or who wish to begin producing their own maps. While the book assumes no a priori knowledge or experience with geospatial software, it may also serve GIS analysts and technicians who wish to explore the principles of cartographic design. The first part of the book explores the key decisions behind every map, with the aim of providing the reader with a solid foundation in fundamental cartography concepts. Chapters 1 through 3 review foundational mapping concepts and some of the decisions that are a part of every map. This is followed by a discussion of the guiding principles of cartographic design in Chapter 4—how to start thinking about putting a map together in an effective and legible form. Chapter 5 covers map projections, the process of converting the curved earth’s surface into a flat representation appropriate for mapping. Chapters 6 and 7 discuss the use of text and color, respectively. Chapter 8 reviews trends in modern cartography to summarize some of the ways the discipline is changing due to new forms of cartographic media that include 3D representations, animated cartography, and mobile cartography. Chapter 9 provides a literature review of the scholarship in cartography. The final component of the book shifts to ap-

plied, technical concepts important to cartographic production, covering data quality concepts and the acquisition of geospatial data sources (Chapter 10), and an overview of software applications particularly relevant to modern cartography production: GIS and graphics software (Chapter 11). Chapter 12 concludes the book with examples of real-world cartography projects, discussing the planning, data collection, and design process that lead to the final map products. This book aspires to introduce readers to the foundational concepts—both theoretical and applied—they need to start the actual work of making maps. The accompanying website offers hands-on exercises to guide readers through the production of a map—from conception through to the final version—as well as PowerPoint slides that accompany the text.

“A delightful, compelling book that offers a dazzling array of practical, thoughtful exercises designed to spark creativity, help solve problems, foster connection, and make our lives better.”—Gretchen Rubin, New York Times bestselling author and host of the Happier podcast In an era of ambiguous, messy problems—as well as extraordinary opportunities for positive change—it’s vital to have both an inquisitive mind and the ability to act with intention. Creative Acts for Curious People is filled with ways to build those skills with resilience, care, and confidence. At Stanford University’s world-renowned Hasso Plattner Institute of Design, aka “the d.school,” students and faculty, experts and seekers bring together diverse perspectives to tackle ambitious projects; this book contains the experiences designed to help them do it. A provocative and highly visual companion, it’s a definitive resource for people who aim to draw on their curiosity and creativity in the face of uncertainty. Teeming with ideas about discovery, learning, and leading the way through unknown creative territory, Creative Acts for Curious People includes memorable stories and more than eighty innovative exercises. Curated by executive director Sarah Stein Greenberg, after being honed in the classrooms of the d.school, these exercises originated in some of the world’s most inventive and unconventional minds, including those of d.school and IDEO founder David M. Kelley, ReadyMade magazine founder Grace Hawthorne, innovative choreographer Aleta Hayes, Google chief innovation evangelist Frederik G. Pferdt, and many more. To bring fresh approaches to any challenge–world changing or close to home–you can draw on exercises such as Expert Eyes to hone observation skills, How to Talk to Strangers to foster understanding, and Designing Tools for Teams to build creative leadership. The activities are at once lighthearted, surprising, tough, and impactful–and reveal how the hidden dynamics of design can drive more vibrant ways of making, feeling, exploring, experimenting, and collaborating at work and in life. This book will help you develop the behaviors and deepen the mindsets that can turn your curiosity into ideas, and your ideas into action.

How can you establish a customer-centric culture in an organization? This is the first comprehensive book on how to actually do service design to improve the quality and the interaction between service providers and customers. You’ll learn specific facilitation guidelines on how to run workshops, perform all of the main service design methods, implement concepts in reality, and embed service design successfully in an organization. Great customer experience needs a common language across disciplines to break down silos within an organization. This book provides a consistent model for accomplishing this and offers hands-on descriptions of every single step, tool, and method used. You’ll be able to focus on your customers and iteratively improve their experience. Move from theory to practice and build sustainable business success.

Malnutrition is still haunting million of children worldwide. Adding US$10.3 billion to current efforts would benefit 360 million children worldwide and prevent 1.1 million child deaths. Since early childhood is a particularly critical development stage, investments ought to focus the pre-pregnancyphase until two years of age.

What is understanding and how does it differ from knowledge? How can we determine the big ideas worth understanding? Why is understanding an important teaching goal, and how do we know when students have attained it? How can we create a rigorous and engaging curriculum that focuses on understanding and leads to improved student performance in today's high-stakes, standards-based environment? Authors Grant Wiggins and Jay McTighe answer these and many other questions in this second edition of Understanding by Design. Drawing on feedback from thousands of educators around the world who have used the UbD framework since its introduction in 1998, the authors have greatly revised and expanded their original work to guide educators across the K-16 spectrum in the design of curriculum, assessment, and instruction. With an improved UbD Template at its core, the book explains the rationale of backward design and explores in greater depth the meaning of such key ideas as essential questions and transfer tasks. Readers will learn why the familiar coverage- and activity-based approaches to curriculum design fall short, and how a focus on the six facets of understanding can enrich student learning. With an expanded array of practical strategies, tools, and examples from all subject areas, the book demonstrates how the research-based principles of Understanding by Design apply to district frameworks as well as to individual units of curriculum. Combining provocative ideas, thoughtful analysis, and tested approaches, this new edition of Understanding by Design offers teacher-designers a clear path to the creation of curriculum that ensures better learning and a more stimulating experience for students and teachers alike.

Convenções, capacidades e técnicas da modelagem cartográfica e Sistemas de Informação Geográfica.

Maps, either printed or digital, can create effective communication with bosses, clients, other scientists, and the public. However, entry level GISers often find that map design was given short shrift in their pre-professional life. It is time for the GIS field, which is maturing in other ways, to improve its skills in this area. Based on the author’s more than ten years of research and practice in map design, GIS Cartography: A Guide to Effective Map Design provides the tools to create truly sophisticated maps. Packed full of in-depth information and advice, this book covers all facets of map creation. It covers classic cartographic standards such as colors, fonts, data specific mapping techniques; cultivation of creative skills, and supplies recommendations for novel design approaches. Featuring a down-to-earth writing style, the book includes a layout element checklist, font size charts, geologic color standards, file format pros and cons, and examples of layout designs. A companion Web site, hosted by the author, provides more learning materials, a free downloadable poster covering key content from this book, and links to other helpful Web sites. The book does not focus on any particular software platform, therefore does not contain the traditional screen shot format with "click on this" and "use this menu" type of instructions. This format allows the guide to be used with any map making software. The author draws on classic map-design concepts, the latest design theory, and other disciplines, demonstrating how to create end results that exemplify what map ought to be: clear, informative, and uniquely suited to their purpose.

NACTO's Urban Bikeway Design Guide quickly emerged as the preeminent resource for designing safe, protected bikeways in cities across the United States. It has been completely re-designed with an even more accessible layout. The Guide offers updated graphic profiles for all of its bicycle facilities, a subsection on bicycle boulevard planning and design, and a survey of materials used for green color in bikeways. The Guide continues to build upon the fast-changing state of the practice at the local level. It responds to and accelerates innovative street design and practice around the nation.

This sequel to the highly successful Designing Maps, offers a graphics-intensive presentation of published maps, providing cartographic examples that GIS users can then adapt for their own needs. Each chapter characterizes a common design decision and includes a demonstration map, which is annotated with specific information needed to reproduce the design, such as text fonts, sizes and styles; line weights, colors, and patterns; marker symbol fonts, sizes, and colors; and fill colors and patterns. Visual hierarchies and the purpose of each map are considered with the audience in mind, drawing a clear connection between intent and design. The book also includes a valuable task index that explains what ArcGIS 9 tools to use for desired cartographic effects. From experienced cartographers to those who make GIS maps only occasionally, all GIS users will find this book to be an indispensable resource.