



# Bibliography

- Arheim, Rudolf. *Visual Thinking*. Berkeley: University of California Press, 2004.
- Arthur, Brian. *The Nature of Technology*. New York: Free Press, 2009.
- Baigrie, Brian S. *Picturing Knowledge: Historical and Philosophical Problems Concerning the Use of Art in Science*. Toronto: University of Toronto Press, 1996.
- Bateman, Scott, Regan Mandryk, Carl Gutwin, Aaron Genest, David McDine, and Christopher Brooks. "Useful Junk? The Effects of Visual Embellishment on Comprehension and Memorability of Charts." ACM Conference on Human Factors in Computing Systems, 2010.
- Bertin, Jacques. *Semiology of Graphics: Diagrams, Networks, Maps*. Redland: ESRI Press, 2010.
- Blasio, Anthony J. and Ann M. Bisantz. "A comparison of the effects of data-ink ratio on performance with dynamic displays in a monitoring task." *International Journal of Industrial Ergonomics*, 2010.
- Card, Stuart K., Jock D. Mackinlay, Ben Shneiderman. *Information Visualization: Using Vision to Think*. San Francisco: Morgan Kaufmann, 1999.
- Cleveland, William S. *The Elements of Graphing Data*. New Jersey: Hobart Press, 1993.
- . *Visualizing Data*. New Jersey: Hobart Press, 1993.
- Costa, Joan. *La esquemática: visualizar la información*. Barcelona: Paidós, 1998.
- Costa, Joan and Abraham Moles. *La imagen didáctica*. Barcelona: CEAC, 1991.
- Damasio, Antonio. *Self Comes to Mind: Constructing the Conscious Brain*. New York: Pantheon Books, 2010.
- Deacon, Terrence W. *The Symbolic Species: The Co-evolution of Language and the Brain*. New York: W.W. Norton & Company, 1997.
- Dehaened, Stanislas. *Reading in the Brain: The Science and Evolution of a Human Invention*. New York: Viking, 2009.
- Dennett, Daniel C. *Darwin's Dangerous Idea: Evolution and the Meanings of Life*. New York: Simon & Schuster, 1996.
- Dent, Borden D. *Cartography: Thematic Map Design*. Boston: Addison-Wesley Publishing Company, 1985.

- Ericson, Eric and Johan Pihl. *Design for Impact*. Princeton: Princeton University Press, 2003.
- Few, Stephen. *Show Me the Numbers: Designing Tables and Graphs to Enlighten*. Burlingame: Analytics Press, 2004.
- . *Now You See It: Simple Visualization Techniques for Quantitative Analysis*. Burlingame: Analytics Press, 2009.
- Friedenberg, Jay D. and Gordon Silverman. *Cognitive Science: An Introduction to the Study of Mind*. Thousand Oaks: Sage Publications, 2005.
- Harris, Robert L. *Information Graphics: A Comprehensive Illustrated Reference*. New York: Oxford University Press, 2000.
- Hoffman, Donald D. *Visual Intelligence: How We Create What We See*. New York: W.W. Norton & Company, 1999.
- Holmes, Nigel. *Designer's Guide to Creating Charts and Diagrams*. New York: Watson-Guptill, 1991.
- Inbar, Ohad, Noam Tractinsky, and Joachim Meyer. "Minimalism in information visualization: attitudes towards maximizing the data-ink ratio." ECCE '07 Proceedings of the 14th European conference on Cognitive ergonomics, 2010.
- Jacob, Pierre and Marc Jeannerod. *Ways of Seeing: The Scope and Limits of Visual Cognition*. Oxford: Oxford University Press, 2003.
- Jacobson, Robert. *Information Design*. Boston: MIT Press, 1999.
- Johnson, Jeff. *Designing with the Mind in Mind: Simple Guide to Understanding User Interface Design Rules*. San Francisco: Morgan Kaufmann, 2010.
- Johnson, Steven. *The Ghost Map: The Story of London's Most Terrifying Epidemic, and How It Changed Science, Cities, and the Modern World*. New York: Riverhead, 2006.
- Kelly, Kevin. *What Technology Wants*. New York: Viking, 2010.
- Koch, Tom. *Cartographies of Disease: Maps, Mapping and Medicine*. Redland: ESRI Press, 2005.
- Kosslyn, Stephen M. *Image and Brain: The Resolution of the Imagery Debate*. Boston: MIT Press, 1996.
- . *Graph Design for the Eye and Mind*. New York: Oxford University Press, 2006.
- Kosslyn, Stephen M., William L. Thomson, and Georgio Ganis. *The Case for Mental Imagery*. New York: Oxford University Press, 2009.
- Krug, Steve. *Don't Make Me Think! A Common Sense Approach to Web Usability*. Berkeley: New Riders Press, 2005.
- Lima, Manuel. *Visual Complexity: Mapping Patterns of Information*. New York: Princeton Architectural Press, 2011.
- Maceachren, Alan M. *How Maps Work: Representation, Visualization, and Design*. New York: Guilford Press, 2004.
- Malamed, Connie. *Visual Language for Designers: Principles for Creating Graphics That People Understand*. Beverly: Rockport Publishers, 2009.
- Meyer, Philip. *Precision Journalism: A Reporter's Introduction to Social Science Methods*. Lanham: Rowman & Littlefield Publishers, 2002.

- Monmonier, Mark. *How to Lie With Maps*. Chicago: University of Chicago Press, 1996.
- Morozov, Evgeny. *The Net Delusion: The Dark Side of Internet Freedom*. New York: Public Affairs, 2011.
- Neurath, Otto. *From Hieroglyphics to Isotype*. London: Hyphen Press, 2010.
- Noë, Alva. *Action in Perception (Representation and Mind)*. Boston: MIT Press, 2006.
- Norman, Donald A. *The Design of Everyday Things*. New York: Basic Books, 1988.
- . *Emotional Design: Why We Love (or Hate) Everyday Things*. New York: Perseus Books, 2004.
- Palmer, Stephen E. *Vision Science: Photons to Phenomenology*. Boston: MIT Press, 1999.
- Pinker, Steven. *How the Mind Works*. New York: W.W. Norton & Company, 1997.
- Ramachandran, V. S. *The Tell-Tale Brain: A Neuroscientist's Quest for What Makes Us Human*. New York: W.W. Norton & Company, 2011.
- Roam, Dan. *The Back of the Napkin: Solving Problems and Selling Ideas*. New York: Portfolio, 2008.
- Robbins, Naomi B. *Creating More Effective Graphs*. Hoboken: Wiley, 2004.
- Sharp, Helen, Yvonne Rogers, and Jenny Preece. *Interaction Design: Beyond Human-Computer Interaction*. West Sussex: Wiley, 2007.
- Slocum, Terry A. *Thematic Cartography and Visualization*. Upper Saddle River: Prentice Hall, 1999.
- Smith, Edward E. and Stephen M. Kosslyn. *Cognitive Psychology: Mind and Brain*. New Jersey: Pearson Education, 2007.
- Spence, Robert. *Information Visualization: Design for Interaction*. Upper Saddle River: Prentice Hall, 2007.
- Tractinsky, Noam and Joachim Meyer. "Chartjunk or goldgraph? Effects of presentation objectives and content desirability on information presentation." *MIS Quarterly* 23, 1999.
- Tufte, Edward E. *The Visual Display of Quantitative Information*. Cheshire: Graphics Press, 1987.
- . *Envisioning Information*. Cheshire: Graphics Press, 1990.
- . *Visual Explanations*. Cheshire: Graphics Press, 1997.
- Wainer, Howard. *Graphic Discovery: A Trout in the Milk and Other Visual Adventures*. Princeton: Princeton University Press, 2005.
- Ware, Colin. *Information Visualization: Perception for Design*. San Francisco: Morgan Kaufman, 2004.
- Wilkinson, Richard and Kate Pickett. *The Spirit Level: Why Greater Equality Makes Societies Stronger*. London: Bloomsbury Press, 2009.
- Wurman, Richard Saul. *Information Anxiety 2*. New York: Que, 2000.
- Wong, Dona M. *The Wall Street Journal Guide to Information Graphics: The Dos and Don'ts of Presenting Data, Facts, and Figures*. New York: W.W. Norton & Company, 2010.
- Yau, Nathan. *Visualize This: The FlowingData Guide to Design, Visualization, and Statistics*. Hoboken: Wiley, 2011.