

Show Me The Numbers Designing Tables And Graphs To Enlighten Hardcover

A guided journal with a fresh approach to the trendof journal-as-tool-for-self-examination. The journal is delightfully illustrated in the authors' trademark style-- accessible, whimsical, detailed. Blending inspiring examples with engaging instruction, this journal asks: What do we learn about ourselves when we measure our gratitude, confidence, and distraction levels? What do our collections say about who we are: our books, music, the clothes we wear? Observe, Collect, Draw! functions as a mini-course in information design, as accessible to beginners as it is engaging to seasoned info designers.

In Change by Design, Tim Brown, CEO of IDEO, the celebrated innovation and design firm, shows how the techniques and strategies of design belong at every level of business. Change by Design is not a book by designers for designers; this is a book for creative leaders who seek to infuse design thinking into every level of an organization, product, or service to drive new alternatives for business and society.

Information is a language. Like any language, it can be used for multiple purposes. A poem, a novel, and an essay all share the same language, but each one has its own set of rules. The same is true with information visualization: a product manager, statistician, and graphic designer each approach visualization from different perspectives. Data at Work was written with you, the spreadsheet user, in mind. This book will teach you how to think about and organize data in ways that directly relate to your work, using the skills you already have. In other words, you don't need to be a graphic designer to create functional, elegant charts: this book will show you how. Although all of the examples in this book were created in Microsoft Excel, this is not a book about how to use Excel. Data at Work will help you to know which type of chart to use and how to format it, regardless of which spreadsheet application you use and whether or not you have any design experience. In this book, you'll learn how to extract, clean, and transform data; sort data points to identify patterns and detect outliers; and understand how and when to use a variety of data visualizations including bar charts, slope charts, strip charts, scatter plots, bubble charts, boxplots, and more. Because this book is not a manual, it never specifies the steps required to make a chart, but the relevant charts will be available online for you to download, with brief explanations of how they were created.

"Big Data, Big Dupe" is a little book about a big bunch of nonsense. The story of David and Goliath inspires us to hope that something little, when armed with truth, can topple something big that is a lie. This is the author's hope. While others have written about the dangers of Big Data, Stephen Few reveals the deceit that belies its illusory nature. If "data is the new oil," Big Data is the new snake oil. It isn't real. It's a marketing campaign that has distracted us for years from the real and important work of deriving value from data.

Designing the Future
How to Build a Well-Lived, Joyful Life
Show Your Data: Who's Boss
The Data Loom

A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics

Information Visualization
How Inclusion Shapes Design

The Accidental Analyst: Show Your Data Who's Boss Are you drowning in a sea of data? Would you like to take control of your data and analysis to quickly answer your business questions and make critical decisions? Do you want to confidently present results and solutions to your managers, colleagues and clients? If so, The Accidental Analyst is for you! Although you didn't plan for a career as a data analyst, you're now in a position where you have to analyze data to be successful. Whether you've been working with data for a few years or are just getting started, you can learn how to analyze your data to find answers to real-world questions. Using illustrated examples, we'll walk you through a clear, step-by-step framework that we call "The Seven C's of Data Analysis. Read this book for inspiration, ideas and confidence to begin tackling the problems you face at work. Keep it by your desk as a reference on how to organize, analyze and display your data. Don't worry, you can continue to use your favorite spreadsheet or data analysis software!his information is not tied to any particular application. Throughout the book, we also include short tips and handy shortcuts that took years of analyzing data to discover and understand! Please visit us at www.AccidentalAnalyst.com for articles, our free newsletter and upcoming training events. Quotes This is a wonderful book, filled with practical advice. Business people who are struggling to make sense of their data will find it accessible and directly applicable to their work; a great resource for building analytical prowess. Stephen Few, best-selling author of "Show Me the Numbers" and "Now You See It" Finally, a book that clearly explains the fundamentals of business analytics! I wish that I had this book at the start of my career as a data analyst. Tim Latendress, Financial Analyst This book is an amazing resource for regular business people who want to make sense of their data and take charge of their business! It provides simple yet comprehensive coverage of business analytics. Diego Saenz, President, Petplace and former CIO of Pepsi Latin America Authors Eileen McDaniel, the PhD, is Co-Founder and Managing Partner of Freakalytics, LLC, specializing in analytical training and short-term projects that empower people to get the most out of their data and take decisive action to solve problems in their daily work. She is co-author of Rapid Graphs with Tableau Software 7 and the Rapid Dashboards Reference Card, also available as a mobile app, and leads the development of course training materials. Working in both scientific research and business, Eileen realized that business analysts needed a formal, step-by-step method similar to the one she used to collect and analyze their data. This inspired her to develop the seven-step framework for data analysis found in The Accidental Analyst. Stephen McDaniel is passionate about helping people understand, present and take action with their data. He is co-author of multiple books and courses including SAS® for Dummies and Rapid Graphs with Tableau Software 7. Stephen has been on the Faculty of The American Marketing Association and The Data Warehouse Institute and is currently Director of Analytic Product Management at Tableau Software and Principal Analyst at Freakalytics, LLC.

Provides a collection of tips on fixing annoyances found in Microsoft Access, covering such topics as performance, security, database design, queries, forms, page layout, macros, and expressions.

Provides information on designing easy-to-use interfaces.

Information, no matter how important, cannot speak for itself. To tell its story, it relies on us to give it a clear voice. No information is more critical than quantitative data ... numbers that reveal what's happening, how our organizations are performing, and opportunities to do better. Numbers are usually presented in tables and graphs, but few are properly designed, resulting not only in poor communication, but at times in miscommunication. This is a travesty, because the skills needed to present quantitative information effectively are simple to learn. Good communication doesn't just happen; it is the result of good design.

The Accidental Analyst
How to Fix the Most Annoying Things About Your Favorite Database
Designing for the Digital Age

Show Me the Numbers

A Philosophy of Software Design
Elements of Reusable Object-Oriented Software

Mismatch

"Teaches simple, fundamental, and practical techniques that anyone can use to make sense of numbers." - cover.

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You 'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you 'll have the skills to create a simple site with multicolored pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they 'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer 's toolkit NEW! Get to know the super-powers of SVG graphics

Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate these diverse landscapes by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

A fresh look at visualization from the author of Visualize This Whether it's statistical charts, geographic maps, or the snappy graphical statistics you see on your favorite news sites, the art of data graphics or visualization is fast becoming a movement of its own. In Data Points: Visualization That Means Something, author Nathan Yu presents an intriguing complement to his bestseller Visualize This, this time focusing on the graphics side of data analysis. Using examples from art, design, business, statistics, cartography, and online media, he explores both standard-and not so standard-concepts and ideas about illustrating data. Shares intriguing ideas from Nathan Yau, author of Visualize This and creator of flowingdata.com, with over 66,000 subscribers Focuses on visualization, data graphics that help viewers see trends and patterns they might not otherwise see in a table Includes examples from the author's own illustrations, as well as from professionals in statistics, art, design, business, computer science, cartography, and more Examines standard rules across all visualization applications, then explores when and where you can break those rules Create visualizations that register at all levels, with Data Points: Visualization That Means Something.

A Step-By-Step Guide to Designing and Typesetting Your Own Book Using Adobe Indesign

Creating More Effective Graphs

Understanding What Matters in a World of Noise

Big Data, Big Dupe

Words and the User Experience

Designing Interface Animation

Optimizing the User Experience

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 tool. Each chapter ends with suggested reading and a set of questions that offer exercises for experiencing the concepts in action.

Informative methods can build elegant design solutions that work for all. Sometimes designed objects reject their users: a computer mouse that doesn't work for left-handed people, for example, or a touchscreen payment system that only works for people who read English phrases, have 20/20 vision, and use a credit card. Something as simple as color choices can render a product unusable for millions. These mismatches are the building blocks of exclusion. In Mismatch, Kat Holmes describes how design can lead to exclusion, and how design can also remedy exclusion. Inclusive design methods—designing objects with rather than for excluded users—can create elegant solutions that work well and benefit all. Holmes tells stories of pioneers of inclusive design, many of whom were drawn to work on inclusion because of their own experiences of exclusion. A gamer and designer who depends on voice recognition shows Holmes his "Wall of Exclusion," which displays dozens of game controllers that require two hands to operate; an architect shares her firsthand knowledge of how design can fail communities, gleaned from growing up in Detroit's housing projects; an astronomer who began to lose her eyesight adapts a technique called "sonification" so she can "listen" to the stars. Designing for inclusion is not a feel-good sideline. Holmes shows how inclusion can be a source of innovation and growth, especially for digital technologies. It can be a catalyst for creativity and a boost for the bottom line as a customer base expands. And each time we remedy a mismatched interaction, we create an opportunity for more people to contribute to society in meaningful ways.

Although many of us feel we can prepare for our future by thinking, acting, and learning using present methods and values, nothing is farther from the truth, especially in todays rapidly changing world. A newborn child enters a world not of his or her own making. Each succeeding generation inherits the values, accomplishments, hopes, successes, and failings of previous generations. And they inherit the results of the decisions made by those generations.

Whether you're designing consumer electronics, medical devices, enterprise Web apps, or new ways to check out at the supermarket, today's digitally-enabled products and services provide both great opportunities to deliver compelling user experiences and great risks of driving your customers crazy with complicated, confusing technology. Designing successful products and services in the digital age requires a multi-disciplinary team with expertise in interaction design, visual design, industrial design, and other disciplines. It also takes the ability to come up with the big ideas that make a desirable product or service, as well as the skill and perseverance to execute on the thousand small ideas that get your design into the hands of users. It requires expertise in project management, user research, and consensus-building. This comprehensive, full-color volume addresses all of these and more with detailed how-to information, real-life examples, and exercises. Topics include assembling a design team, planning and conducting user research, analyzing your data and turning it into personas, using scenarios to drive requirements definition and design, collaborating in design meetings, evaluating and iterating your design, and documenting finished design in a way that works for users and stakeholders alike.

Human Dimension & Interior Space

Change by Design

Simple Visualization Techniques for Quantitative Analysis

Information Graphics

Learning Web Design

Now You See It

Designing Embedded Hardware

"This is a book about what the science of perception can tell us about visualization. There is a gold mine of information about how we see to be found in more than a century of work by vision researchers. The purpose of this book is to extract from that large body of research literature those design principles that apply to displaying information effectively"--

NEW YORK - Software Engineering.

NEW YORK TIMES BESTSELLER The complete, uncensored history of the award-winning The Daily Show with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, The Daily Show with Jon Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers—including Samantha Bee, Stephen Colbert, John Oliver, and Steve Carell - plus some of The Daily Show's most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of politics-a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage, before you can present information to others, you must understand its story. Now You See It teaches the concepts, principles, and practices of visual data sensemaking. The skills taught in this book rely primarily on something that most of us possess--vision--interactively using graphs to find and examine the meaningful patterns and relationships that reside in quantitative data. Although some questions about quantitative data can only be answered using sophisticated statistical techniques, most can be answered using relatively simple visual data sensemaking skills. Until Now You See It was published, no book taught these basic skills comprehensively and in a way that was accessible to a broad audience. Even though these skills can be developed by anyone with eyes to see, they are not intuitive--they must be learned. Without these skills, even the best data visualization tools are of little use, and data will remain nothing but noise.

Design Patterns

Best practices for creating effective charts and information graphics in Microsoft Excel

The Big Ideas Behind Reliable, Scalable, and Maintainable Systems

Now You See It

A Visual Guide to Stata Graphics, Second Edition

Creating Access Annoyances

#1 NEW YORK TIMES BEST SELLER • At last, a book that shows you how to build—design—a life you can thrive in, at any age or stage Designers create worlds and solve problems using design thinking. Look around your office or home—at the tablet or smartphone you may be holding or the chair you are sitting in. Everything in our lives was designed by someone. And every design starts with a problem that a designer or team of designers seeks to solve. In this book, Bill Burnett and Dave Evans show us how design thinking can help us create a life that is both meaningful and fulfilling, regardless of who or where we are, what we do or have done for a living, or how young or old we are. The same design thinking responsible for amazing technology, products, and spaces can be used to design and build your career and your life, a life of fulfillment and joy, constantly creative and productive, one that always holds the possibility of surprise.

Before you can present information to others, you must understand its story. Now You See It teaches the concepts, principles, and practices of visual data sensemaking. The skills taught in this book rely primarily on something that most of us possess--vision--interactively using graphs to find and examine the meaningful patterns and relationships that reside in quantitative data. Although some questions about quantitative data can only be answered using sophisticated statistical techniques, most can be answered using relatively simple visual data sensemaking skills. Until Now You See It was published, no book taught these basic skills comprehensively and in a way that was accessible to a broad audience. Even though these skills can be developed by anyone with eyes to see, they are not intuitive--they must be learned. Without these skills, even the best data visualization tools are of little use, and data will remain nothing but noise.

Gender equality is a moral and a business imperative. But unconscious bias holds us back and de-biasing minds has proven to be difficult and expensive. Behavioral design offers a new solution. Iris Bohnet shows that by de-biasing organizations instead of individuals, we can make smart changes that have big impacts—often at low cost and high speed.

Effective interface animation deftly combines form and function to improve feedback, aid in orientation, direct attention, show causality, and express your brand's personality. Designing Interface Animation shows you how to create web animation that balances purpose and style while blending seamlessly into the user's experience. This book is a crash course in motion design theory and practice for web designers, UX professionals, and front-end developers alike.

Designing Interfaces

Designing Data-Intensive Applications

Algorithm Design

Advanced Presentations by Design

Signal

The Daily Show (The Book)

A simple and highly readable guide to creating effective graphs The right graph can be a powerful tool for communicating information, improving a presentation, or conveying your point in print. If your professional endeavors call for you to present data graphically, here's a book that can help you do it more effectively. Creating More Effective Graphs gives you the basic knowledge and techniques required to choose and create appropriate graphs for a broad range of applications. Using real-world examples everyone can relate to, the author draws on her years of experience in graphical data analysis and presentation to highlight some of today's most effective methods. In clear, concise language, the author answers such common questions as: What constitutes an effective graph for communicating data? How do I choose the type of graph that is best for my data? How do I recognize a misleading graph? Why do some graphs have logarithmic scales? In no time you'll graduate from bar graphs and pie charts to graphs that illuminate data like: Dot plots Box plots Scatterplots Linked micromaps Trellis displays Mosaic plots Month plots Scatterplot matrices . . . most of them requiring only inexpensive, easily downloadable software. Whether you're a novice at graphing or already use graphs in your work but want to improve them, Creating More Effective Graphs will help you develop the kind of clear, accurate, and well-designed graphs that will allow your data to be understood.

Teaches the analytical skills necessary to glean value from the warehouses of accumulating data In this age of so-called Big Data, organizations are scrambling to implement new software and hardware to increase the amount of data they collect and store. However, in doing so they are unwittingly making it harder to find the needles of useful information in the rapidly growing mounds of hay. If you don't know how to differentiate signals from noise, adding more noise only makes things worse. When we rely on data for making decisions, how do we tell what qualifies as a signal and what is merely noise? In and of itself, data is neither. Assuming that data is accurate, it is merely a collection of facts. When a fact is true and useful, only then is it a signal. When it's not, it's noise. It's that simple. In "Signal," Stephen Few provides the straightforward, practical instruction in everyday signal detection that has been lacking until now. Using data visualization methods, he teaches how to apply statistics to gain a comprehensive understanding of one's data and adapts the techniques of Statistical Process Control in new ways to detect not just changes in the metrics but also changes in the patterns that characterize data.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Algorithm Design introduces algorithms by looking at the real-world problems that motivate them. The book teaches students a range of design and analysis techniques for problems that arise in computing applications. The text encourages an understanding of the algorithm design process and an appreciation of the role of algorithms in the broader field of computer science. August 6, 2009 Author, Jon Kleinberg, was recently cited in the New York Times for his statistical analysis research in the Internet age.

Contrary to popular myth, we do not yet live in the "Information Age." At best, we live the "Data Age," obsessed with the production, collection, storage, dissemination, and monetization of digital data. But data, in and of itself, isn't valuable. Data only becomes valuable when we make sense of it. We rely on "information professionals" to help us understand data, but most fail in their efforts. Why? Not because they lack intelligence or tools, but mostly because they lack the necessary skills. Most information professionals have been trained primarily in the use of data analysis tools (Tableau, PowerBI, Qlik, SAS, Excel, R, etc.), but even the best tools are only useful in the hands of skilled individuals. Anyone can pick up a hammer and pound a nail, but only skilled carpenters can use a hammer to build a reliable structure. Making sense of data is skilled work, and developing those skills requires study and practice. Weaving data into understanding involves several distinct but complementary thinking skills. Foremost among them are critical thinking and scientific thinking. Until information professionals develop these capabilities, we will remain in the dark ages of data. This book is for information professionals, especially those who have been thrust into this important work without having a chance to develop these foundational skills. If you're an information professional and have never been trained to think critically and scientifically with data, this book will get you started. Once on this path, you'll be able to help usher in an Information Age worthy of the name.

100 Things Every Designer Needs to Know About People

Data Points

Book Design Made Simple

An Oral History as Told by Jon Stewart, the Correspondents, Staff and Guests

Visualization That Means Something

Writing Is Designing

A Little Book about a Big Bunch of Nonsense

Dashboards have become a popular means to present critical information for rapid monitoring, but few do this effectively. When designed well, dashboards engage the power of visual perception to communicate a dense collection of information efficiently, with exceptional clarity. This can only be achieved, however, by applying visual design skills that address the unique challenges of dashboards. These skills are not intuitive: they must be learned. The author teaches a comprehensive set of effective design practices through examples that reveal what works, why, and when.

Visual tools for analysing, managing and communicating.

Whether you are new to Stata graphics or a seasoned veteran, A Visual Guide to Stata Graphics, Second Edition will teach you how to use Stata to make publication-quality graphs that will stand out and enhance your statistical results. With over 900 illustrated examples and quick-reference tabs, this book quickly guides you to the information you need for creating and customizing high-quality graphs for any types of statistical data.

An Introduction to the design of interior spaces should be based on the measurement of human beings and their perception of space, with special consideration for disabled, elderly, and children

What Works

Improving the User Experience Through Animation

Designing Your Life

Designing Web Navigation

Perception for Design

Patterns for Effective Interaction Design

We design to elicit responses from people. We want them to buy something, read more, or take action of some kind. Designing without understanding what makes people act the way they do is like exploring a new city without a map: results will be haphazard, confusing, and inefficient. This book combines real science and research with practical examples to deliver a guide every designer needs. With it you'll be able to design more intuitive and engaging work for print, websites, applications, and products that matches the way people think, work, and play. Learn to increase the effectiveness, conversion rates, and usability of your own design projects by finding the answers to questions such as: What grabs and holds attention on a page or screen? What makes memories stick? What is more important, peripheral or central vision? How can you predict the types of errors that people will make? What is the limit to someone's social circle? How do you motivate people to continue on to (the next step? What line length for text is best? Are some fonts better than others? These are just a few of the questions that the book answers in its deep-dive exploration of what makes people tick.

Show Me the NumbersDesigning Tables and Graphs to Enlighten

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

Without words, apps would be an unusable jumble of shapes and icons, while voice interfaces and chatbots wouldn't even exist. Words make software human-centered, and require just as much thought as the branding and code. This book will show you how to give your users clarity, test your words, and collaborate with your team. You'll see that writing is designing.

A Source Book of Design Reference Standards

Weaving Understanding by Thinking Critically and Scientifically with Data

Library Resources & Technical Services

Observe, Collect, Draw!

How to Create Human-Centered Products and Services

Displaying Data for At-a-glance Monitoring

Book Design Made Simple gives DIY authors, small presses, and graphic designers-novices and experts alike-the power to design their own books. It's the first comprehensive book of its kind, explaining every step from installing Adobe® InDesign® right through to sending the files to press. For those who want to design their own books but have little idea how to proceed, Book Design Made Simple is a semester of book design instruction plus a publishing class rolled into one. Let two experts guide you through the process with easy step-by-step instructions, resulting in a professional-looking top-quality book

Data at Work

Visualizing Data

A Comprehensive Illustrated Reference

Information Dashboard Design

