CONTENTS

PREFACE	ANCIENT ROOTS $ O \ R $		X
	OR		
		I G I N	
0	THE GOAL OF OUR CRAFT	Data, story, and the adventure ahead]
1	DATA SHADOWS	Numbers and the past they come from	13
2	INFORMATION MURMURS	Arranging data in forms we can read	23
	M E T A P	H O R I C A L	
3	EMBODIED ENCODING	The power of metaphor	35
4	COUNTING TIME	How we experience numbers and time	45
5	WORLD BUILDING	Grids and other homes for data	57
6	INFUSE MEANING	Up, down, and other spatial meaning	67
7	TRUE COLORS	The eye's seductive potential	79
	MATHE	M A G I C A L	
8	EXPLORE TO CREATE	Seek comparisons and patterns	89
9	CREATE TO EXPLORE	Translate and transform to learn more	99
10	UNCERTAIN HONESTY	The challenge of qualifying truthfulness	111
	S E N S A	T I O N A L	
11	ENCOUNTER	Experience design with museums	125
12	LISTEN	Story design with natural selection	133
13	FREEZE	Graphic design with propaganda	143
14	CONNECT	Emotional design with roughness	151
15	MAKE	Explanation design with diagrams	157
	I N F O R M	IATIONAL	
16	INSPIRE TRUST	Design for believing minds	167
17	IMAGINATION TO IMAGE	Explore visual story possibilities	175
18	FOCUS ATTENTION	Workshop to the audience	185
		W A R D	
	CREATIVE ROUTINES	Daily practices for making new views	197
FINALE	BEAUTIFUL TOMORROW		203

How This Book Came to Be | Acknowledgments Notes | Selected Bibliography | Index | About the Author

