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KEY=ART - FIELDS GLORIA

The Functional Art An introduction to information graphics and visualization New Riders 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 Functional Art An Introduction to Information Graphics and Visualization** New Riders Pub Presents an introduction of information graphics and visualization, covering such topics as using color and type, how brains perceive and remember information, and the creative process behind information graphics. **The Functional Art** "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."--Resource description page. **The Truthful Art Data, Charts, and Maps for Communication** New Riders 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. **Design for Information An Introduction to the Histories, Theories, and Best Practices Behind Effective Information Visualizations** [Rockport Pub](#) Design for Information provides a series of visualizations that are analyzed for their design principles and methods. This book provides critical and analytical tools that benefit the design process. **How Charts Lie: Getting Smarter about Visual Information** [W. W. Norton & Company](#) 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. **Storytelling with Data Let's Practice!** [John Wiley & Sons](#) Influence action through data! This is not a book. It is a one-of-a-kind immersive learning experience through which you can become—or teach others to be—a powerful data storyteller. *Let's practice!* helps you build confidence and credibility to create graphs and visualizations that make sense and weave them into action-inspiring stories. Expanding upon best seller *storytelling with data's* foundational lessons, *Let's practice!* delivers fresh content, a plethora of new examples, and over 100 hands-on exercises. Author and data storytelling maven Cole Nussbaumer Knaflic guides you along the path to hone core skills and become a well-practiced data communicator. Each chapter includes: ● Practice with Cole: exercises based on real-world examples first posed for you to consider and solve, followed by detailed step-by-step illustration and explanation ● Practice on your own: thought-provoking questions and even more exercises to be assigned or worked through individually, without prescribed solutions ● Practice at work: practical guidance and hands-on exercises for applying storytelling with data lessons on the job, including instruction on when and how to solicit useful feedback and refine for greater impact The lessons and exercises found within this comprehensive guide will empower you to master—or develop in others—data storytelling skills and transition your work from acceptable to exceptional. By investing in these skills for ourselves and our teams, we can all tell inspiring and influential data stories! **Information Visualization Perception for Design** [Elsevier](#) "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"-- **How to Study Art Worlds On the Societal Functioning of Aesthetic Values** [Amsterdam University Press](#) Hans van Maanen is professor of art and society at the Department of Arts, Culture & Media Studies of the University of Groningen, the Netherlands. **Better Data Visualizations A Guide for Scholars, Researchers, and Wonks** [Columbia University Press](#) Now more than ever, content must be visual if it is to travel far. Readers everywhere are overwhelmed with a flow of data, news, and text. Visuals can cut through the noise and make it easier for readers to recognize and recall information. Yet many researchers were never taught how to present their work visually. This book details essential strategies to create more effective data visualizations. Jonathan Schwabish walks readers through the steps of creating better graphs and how to move beyond simple line, bar, and pie charts. Through more than five hundred examples, he demonstrates the do's and don'ts of data visualization, the principles of visual perception, and how to make subjective style decisions around a chart's design. Schwabish surveys more than eighty visualization types, from histograms to horizon charts, ridgeline plots to choropleth maps, and explains how each has its place in the visual toolkit. It might seem intimidating, but everyone can learn how to create compelling, effective data visualizations. This book will guide you as you define your audience and goals, choose the graph that best fits for your data, and clearly communicate your message. **The Art of Failure An Essay on the Pain of Playing Video Games** [MIT Press](#) Argues that video games are not fun but actually lead to feelings of frustration and incompetence and that video games are one of the few mediums that allow us to experience and experiment with failure. **Functional Calculus** [Lulu.com](#) **Introduction to Information Retrieval** [Cambridge University Press](#) Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures. **Visual Insights A Practical Guide to Making Sense of Data** [MIT Press](#) A guide to the basics of information visualization that teaches nonprogrammers how to use advanced data mining and visualization techniques to design insightful visualizations. In the age of Big Data, the tools of information visualization offer us a macroscope to help us make sense of the avalanche of data available on every subject. This book offers a gentle introduction to the design of insightful information visualizations. It is the only book on the subject that teaches nonprogrammers how to use open code and open data to design insightful visualizations. Readers will learn to apply advanced data mining and visualization techniques to make sense of temporal, geospatial, topical, and network data. The book, developed for use in an information visualization MOOC, covers data analysis

algorithms that enable extraction of patterns and trends in data, with chapters devoted to “when” (temporal data), “where” (geospatial data), “what” (topical data), and “with whom” (networks and trees); and to systems that drive research and development. Examples of projects undertaken for clients include an interactive visualization of the success of game player activity in World of Warcraft; a visualization of 311 number adoption that shows the diffusion of non-emergency calls in the United States; a return on investment study for two decades of HIV/AIDS research funding by NIAID; and a map showing the impact of the HiveNYC Learning Network. *Visual Insights* will be an essential resource on basic information visualization techniques for scholars in many fields, students, designers, or anyone who works with data. **Data Visualisation A Handbook for Data Driven Design** SAGE One of the "six best books for data geeks" - Financial Times With over 200 images and extensive how-to and how-not-to examples, this new edition has everything students and scholars need to understand and create effective data visualisations. Combining ‘how to think’ instruction with a ‘how to produce’ mentality, this book takes readers step-by-step through analysing, designing, and curating information into useful, impactful tools of communication. With this book and its extensive collection of online support, readers can: - Decide what visualisations work best for their data and their audience using the chart gallery - See data visualisation in action and learn the tools to try it themselves - Follow online checklists, tutorials, and exercises to build skills and confidence - Get advice from the UK’s leading data visualisation trainer on everything from getting started to honing the craft. Explore more resources about data visualisation and Andy Kirk. **Cool Infographics Effective Communication with Data Visualization and Design** John Wiley & Sons Make information memorable with creative visual design techniques Research shows that visual information is more quickly and easily understood, and much more likely to be remembered. This innovative book presents the design process and the best software tools for creating infographics that communicate. Including a special section on how to construct the increasingly popular infographic resume, the book offers graphic designers, marketers, and business professionals vital information on the most effective ways to present data. Explains why infographics and data visualizations work Shares the tools and techniques for creating great infographics Covers online infographics used for marketing, including social media and search engine optimization (SEO) Shows how to market your skills with a visual, infographic resume Explores the many internal business uses of infographics, including board meeting presentations, annual reports, consumer research statistics, marketing strategies, business plans, and visual explanations of products and services to your customers With *Cool Infographics*, you’ll learn to create infographics to successfully reach your target audience and tell clear stories with your data. **Data Visualization Handbook** Aalto korkeakoulusäätiö The data visualization handbook is a practical guide to creating compelling graphics to explain or explore data. It is primarily aimed for designers, journalists, researchers, analysts, and other professionals who want to learn the basics of visualization, but also includes plenty of material for people with intermediate level visualization skills. **The Master and His Emissary The Divided Brain and the Making of the Western World, Second Edition** Yale University Press A new edition of the bestselling classic – published with a special introduction to mark its 10th anniversary This pioneering account sets out to understand the structure of the human brain – the place where mind meets matter. Until recently, the left hemisphere of our brain has been seen as the ‘rational’ side, the superior partner to the right. But is this distinction true? Drawing on a vast body of experimental research, Iain McGilchrist argues while our left brain makes for a wonderful servant, it is a very poor master. As he shows, it is the right side which is the more reliable and insightful. Without it, our world would be mechanistic – stripped of depth, colour and value. **Visual Language for Designers Principles for Creating Graphics that People Understand** Rockport Pub 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 **The Book of Everything A Visual Guide to Travel and the World** Lonely Planet 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 Everything 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. **Introduction to Art Design, Context, and Meaning** University of North Georgia Introduction to Art: Design, Context, and Meaning offers a comprehensive introduction to the world of Art. Authored by four USG faculty members with advance degrees in the arts, this textbook offers up-to-date original scholarship. It includes over 400 high-quality images illustrating the history of art, its technical applications, and its many uses. Combining the best elements of both a traditional textbook and a reader, it introduces such issues in art as its meaning and purpose; its meaning and purpose; its structure, material, and form; and its diverse effects on our lives. Its digital nature allows students to follow links to applicable sources and videos, expanding the students' educational experiences beyond the textbook. Introduction to Art: Design, Context, and Meaning provides a new and free alternative to traditional textbooks, making it an invaluable resource in our modern age of technology and advancement. **100 Things Every Designer Needs to Know About People** Pearson Education 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. **Information Graphics A Comprehensive Illustrated Reference** [Oxford University Press](#) This beautifully illustrated book is the first complete handbook to visual information. Well written, easy use, and carefully indexed, it describes the full range of charts, graphs, maps, diagrams, and tables used daily to manage, analyze, and communicate information. It features over 3,000 illustrations, making it an ideal source for ideas on how to present information. It is an invaluable tool for anyone who writes or designs reports, whether for scientific journals, annual reports, or magazines and newspapers. **Aesthetic Creation** [Oxford University Press](#) What is the purpose of a work of art? What drives us to make art? Why do we value art and consume it? Nick Zangwill argues that we cannot understand the nature of art without first having answers to these fundamental questions. On his view, which he dubs 'the Aesthetic Creation Theory', a work of art is something created for a particular aesthetic purpose. More specifically, the function of art is to have certain aesthetic properties in virtue of its non-aesthetic properties, and this function arises because of the artist's insight into the nature of these dependence relations and her intention to bring them about. In defending this view, Zangwill provides an account of aesthetic action and aesthetic creative thought and shows how the Aesthetic Creation Theory can accommodate two kinds of seeming counterexamples to aesthetic theories of art: narrative art and twentieth-century avant-garde art. Aesthetic Creation also contains a detailed exposition and critique of a range of rival views, including Dickie's institutional theory of art, accounts of art that make essential reference to an audience, and sociological theories which purport to explain the nature of art without recourse to the notion of the aesthetic. **Info We Trust How to Inspire the World with Data** [John Wiley & Sons](#) How do we create new ways of looking at the world? Join award-winning data storyteller RJ Andrews as he pushes beyond the usual how-to, and takes you on an adventure into the rich art of informing. Creating Info We Trust is a craft that puts the world into forms that are strong and true. It begins with maps, diagrams, and charts — but must push further than dry defaults to be truly effective. How do we attract attention? How can we offer audiences valuable experiences worth their time? How can we help people access complexity? Dark and mysterious, but full of potential, data is the raw material from which new understanding can emerge. Become a hero of the information age as you learn how to dip into the chaos of data and emerge with new understanding that can entertain, improve, and inspire. Whether you call the craft data storytelling, data visualization, data journalism, dashboard design, or infographic creation — what matters is that you are courageously confronting the chaos of it all in order to improve how people see the world. Info We Trust is written for everyone who straddles the domains of data and people: data visualization professionals, analysts, and all who are enthusiastic for seeing the world in new ways. This book draws from the entirety of human experience, quantitative and poetic. It teaches advanced techniques, such as visual metaphor and data transformations, in order to create more human presentations of data. It also shows how we can learn from print advertising, engineering, museum curation, and mythology archetypes. This human-centered approach works with machines to design information for people. Advance your understanding beyond by learning from a broad tradition of putting things “in formation” to create new and wonderful ways of opening our eyes to the world. Info We Trust takes a thoroughly original point of attack on the art of informing. It builds on decades of best practices and adds the creative enthusiasm of a world-class data storyteller. Info We Trust is lavishly illustrated with hundreds of original compositions designed to illuminate the craft, delight the reader, and inspire a generation of data storytellers. **Graph Design for the Eye and Mind** [Oxford University Press](#) Addresses the problems that arise when we attempt to convey information with visual displays such as graphs by presenting psychological principles for constructing effective graphs. This work is useful for those who use visual displays to convey information in the sciences, humanities, and business such as finance, marketing, and advertising. **Tiny Habits The Small Changes That Change Everything** [Eamon Dolan Books](#) The world's leading expert on habit formation shows how you can have a happier, healthier life: by starting small. Myth: Change is hard. Reality: Change can be easy if you know the simple steps of Behavior Design. Myth: It's all about willpower. Reality: Willpower is fickle and finite, and exactly the wrong way to create habits. Myth: You have to make a plan and stick to it. Reality: You transform your life by starting small and being flexible. BJ FOGG is here to change your life--and revolutionize how we think about human behavior. Based on twenty years of research and Fogg's experience coaching more than 40,000 people, Tiny Habits cracks the code of habit formation. With breakthrough discoveries in every chapter, you'll learn the simplest proven ways to transform your life. Fogg shows you how to feel good about your successes instead of bad about your failures. Already the habit guru to companies around the world, Fogg brings his proven method to a global audience for the first time. Whether you want to lose weight, de-stress, sleep better, or be more productive each day, Tiny Habits makes it easy to achieve. **Facts are Sacred The Power of Data** What is the true human cost of the war in Afghanistan? What are the real effects of the austerity measure? And how did the London riots spread so quickly? Facts are Sacred, the Guardian's award-winning datablog, publishes and analyses seemingly benign data - released under the auspices of transparency - to bring its readers astonishing revelations about the way we live now. It reveals how data has changed our world and what we can learn from it. Now, the most telling findings from the blog are brought together to give us the facts and figures behind the headlines, beautifully illustrated with extensive data visualisations. Ground-breaking and fascinating, it celebrates a resource that has pushed the boundaries of modern journalism and is a manifesto for a new way of seeing things. **Visual Journalism Infographics from the World's Best Newsrooms and Designers** [Die Gestalten Verlag-DGV](#) 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. **Photoviz Visualizing Information Through Photography** [Die Gestalten Verlag-DGV](#) PhotoViz explores the intersection of photography, infographics, and data visualization. Combining cutting-edge technology and classic photographic

techniques enables us to tell stories and visualize information more powerfully and compactly than ever: a full day of flights all at once, invisible Wi-Fi networks, global trade, intimate psychology, movement, time itself, and more. The concept of PhotoViz invites us to simultaneously reinvent our collective reality and demystify our surroundings. Within this mesmerizing photographic world, striking images reveal the power of tools ranging from long exposure and slit-scan photography to post-processing, collage, and metadata. PhotoViz is a source of inspiration and a crucial resource for designers and photographers alike. **Special Relativity From Einstein to Strings** Cambridge University Press This book provides a thorough introduction to Einstein's special theory of relativity, suitable for anyone with a minimum of one year's university physics with calculus. It is divided into fundamental and advanced topics. The first section starts by recalling the Pythagorean rule and its relation to the geometry of space, then covers every aspect of special relativity, including the history. The second section covers the impact of relativity in quantum theory, with an introduction to relativistic quantum mechanics and quantum field theory. It also goes over the group theory of the Lorentz group, a simple introduction to supersymmetry, and ends with cutting-edge topics such as general relativity, the standard model of elementary particles and its extensions, superstring theory, and a survey of important unsolved problems. Each chapter comes with a set of exercises. The book is accompanied by a CD-ROM illustrating, through interactive animation, classic problems in relativity involving motion. **Wordless Diagrams** Duckworth Publishing Award-winning illustrator and graphic designer Nigel Holmes depicts the things we do every day like you've never seen them before. Pruning a rose or building a sandcastle might seem like common activities, but when you see them visualized on paper in wordless, step-by-step diagrams, you'll discover them anew. From how to tie a knot in a cherry stem with your tongue to how to make a grilled cheese sandwich, from how to carve a turkey to how to change a nappy, Nigel Holmes's striking diagrams will entertain and educate. Wordless Diagrams will win you over without saying a word. **Introduction to Functional Data Analysis** CRC Press Introduction to Functional Data Analysis provides a concise textbook introduction to the field. It explains how to analyze functional data, both at exploratory and inferential levels. It also provides a systematic and accessible exposition of the methodology and the required mathematical framework. The book can be used as textbook for a semester-long course on FDA for advanced undergraduate or MS statistics majors, as well as for MS and PhD students in other disciplines, including applied mathematics, environmental science, public health, medical research, geophysical sciences and economics. It can also be used for self-study and as a reference for researchers in those fields who wish to acquire solid understanding of FDA methodology and practical guidance for its implementation. Each chapter contains plentiful examples of relevant R code and theoretical and data analytic problems. The material of the book can be roughly divided into four parts of approximately equal length: 1) basic concepts and techniques of FDA, 2) functional regression models, 3) sparse and dependent functional data, and 4) introduction to the Hilbert space framework of FDA. The book assumes advanced undergraduate background in calculus, linear algebra, distributional probability theory, foundations of statistical inference, and some familiarity with R programming. Other required statistics background is provided in scalar settings before the related functional concepts are developed. Most chapters end with references to more advanced research for those who wish to gain a more in-depth understanding of a specific topic. **Data Visualization A Practical Introduction** Princeton University Press 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 **V for Vendetta Book and Mask Set** In a world without political freedom, personal freedom and precious little faith in anything comes a mysterious man in a white porcelain mask who fights political oppressors through terrorism and seemingly absurd acts. It's a gripping tale of the blurred lines between ideological good and evil. The inspiration for the hit 2005 movie starring Natalie Portman and Hugo Weaving, this amazing graphic novel is packaged with a collectable reproduction of the iconic "V" mask. **The Art of Showing Up** Hachette UK When it comes to adult friendships, we're woefully inept - we barely manage to show up for our own commitments, let alone maintain our relationships. Even before self-isolation we were experiencing a loneliness epidemic: we communicate through texts and emojis, and rear away in horror from an unsolicited phone call, even if it's from our mum. Flaking out on plans is routine, both online and off. The Art of Showing Up offers a roadmap through this morass, to true connection with your friends, family and yourself. Rachel Wilkerson Miller teaches that 'showing up' means connecting with others in a way that make them feel seen and supported. And that begins with showing up for yourself: recognising your needs, understanding your physical and mental health, and practising self-compassion. Only then can you better support other people; witness their joy, pain and true selves; validate their experiences; and help ease their burdens. **Envisioning Information** Escaping flatland. Micro/Macro readings. Layering and separation. Small multiples. Color and information. Narratives of Space and time. Epilogue. **The Big Picture: How to Use Data Visualization to Make Better Decisions—Faster** McGraw Hill Professional Not a data expert? Here's an engaging and entertaining guide to interpreting and drawing insights from any chart, graph, or other data visualization you'll encounter. You're a business professional, not a data scientist. How do you make heads or tails of the data visualizations that come across your desk—let alone make critical business decisions based on the information they're designed to convey? In The Big Picture, top data visualization consultant Steve Wexler provides the tools for developing the graphical literacy you need to understand the data visualizations that are flooding your inbox—and put that data to use. Packed with the best four-color examples created in Excel, Tableau, Power BI, and Qlik, among others, this one-stop resource empowers you to extract the most important information from data visualizations quickly and accurately, act on key insights, solve problems, and make the right decisions for your organization every time. **Information Technology and Moral Philosophy** Cambridge University Press This book gives an in-depth philosophical analysis of moral

problems to which information technology gives rise, for example, problems related to privacy, intellectual property, responsibility, friendship, and trust, with contributions from many of the best-known philosophers writing in the area. **Me and White Supremacy How to Recognise Your Privilege, Combat Racism and Change the World** Hachette UK 'An indispensable resource for white people who want to challenge white supremacy but don't know where to begin' Robin DiAngelo, author of *WHITE FRAGILITY* 'It should be mandatory reading ... Buy the book, do the work and then push more copies into the hands of everyone you know' Emma Gannon 'Confrontational and much-needed' Stylist 'She is no-joke changing the world and, for what it's worth, the way I live my life.' Anne Hathaway _____ *Me and White Supremacy* shows readers how to dismantle the privilege within themselves so that they can stop (often unconsciously) inflicting damage on people of colour, and in turn, help other white people do better, too. When Layla Saad began an Instagram challenge called #MeAndWhiteSupremacy, she never predicted it would spread as widely as it did. She encouraged people to own up and share their racist behaviours, big and small. She was looking for truth, and she got it. Thousands of people participated, and over 90,000 people downloaded the book. The updated and expanded *Me and White Supremacy* takes the work deeper by adding more historical and cultural contexts, sharing moving stories and anecdotes, and including expanded definitions, examples, and further resources. Awareness leads to action, and action leads to change. The numbers show that readers are ready to do this work - let's give it to them.