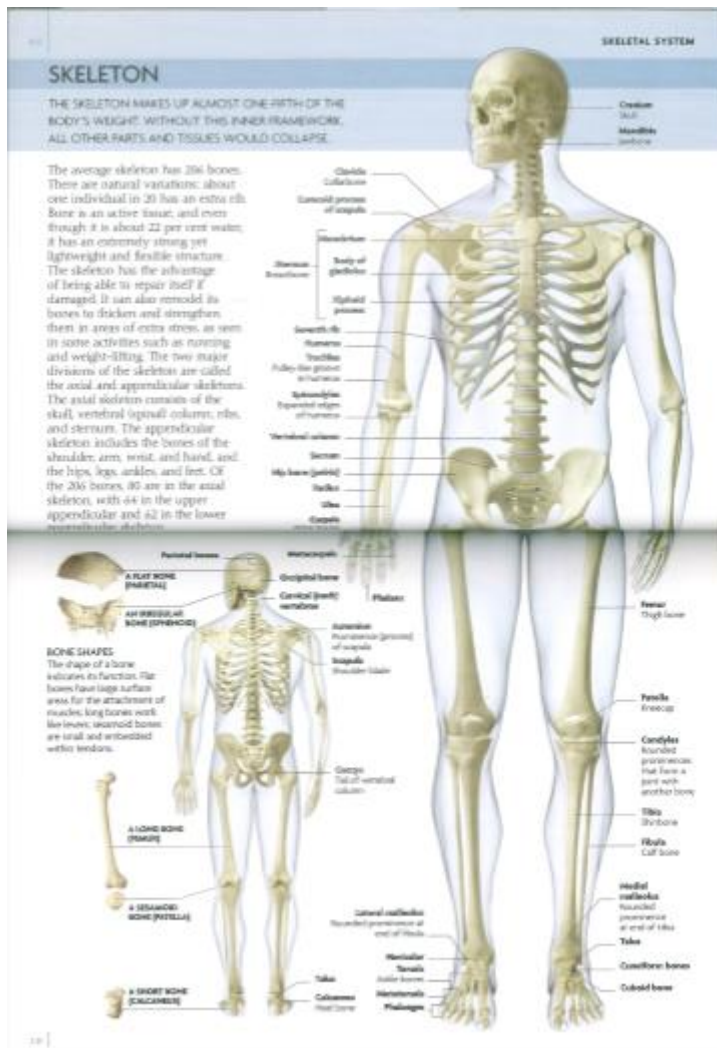
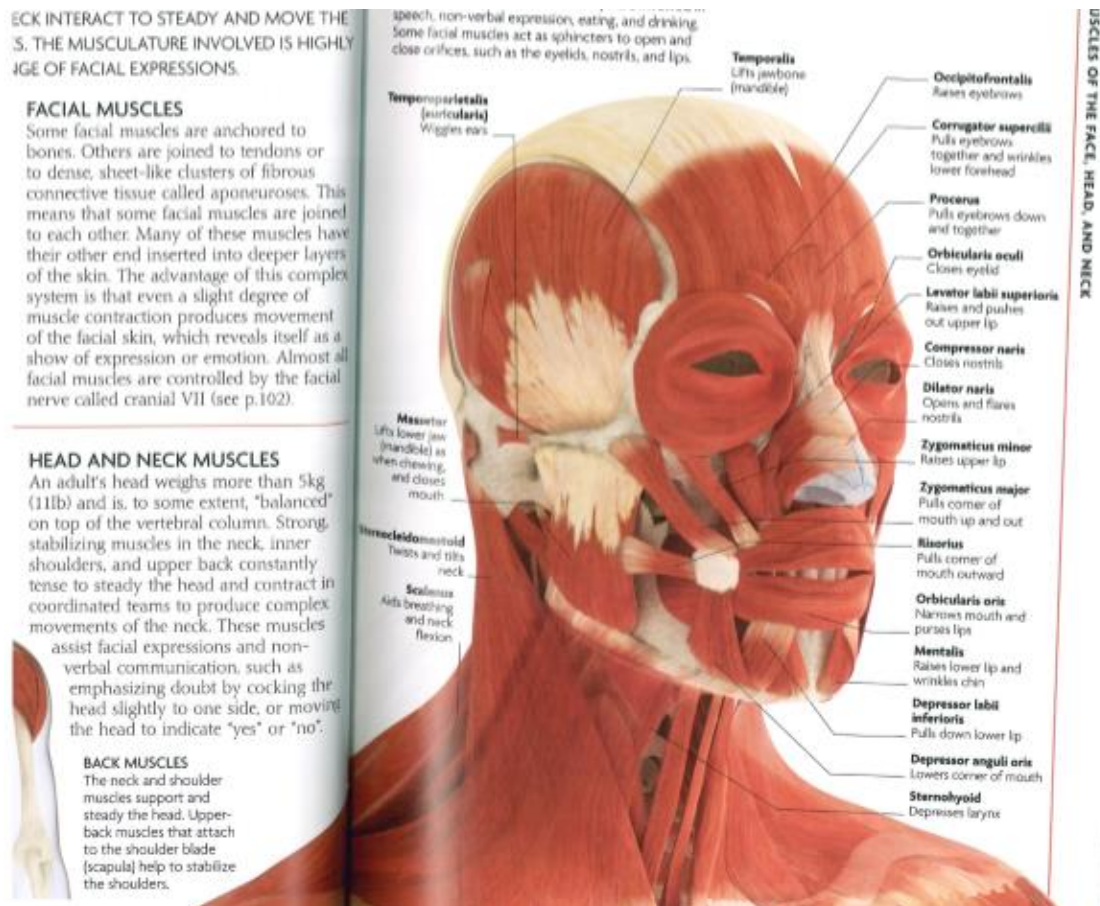


## Research the Problem: The Concise Human Body Book

Going by the title of the book, it is a concise illustrated guide to the structure, function, and disorders of the human body.

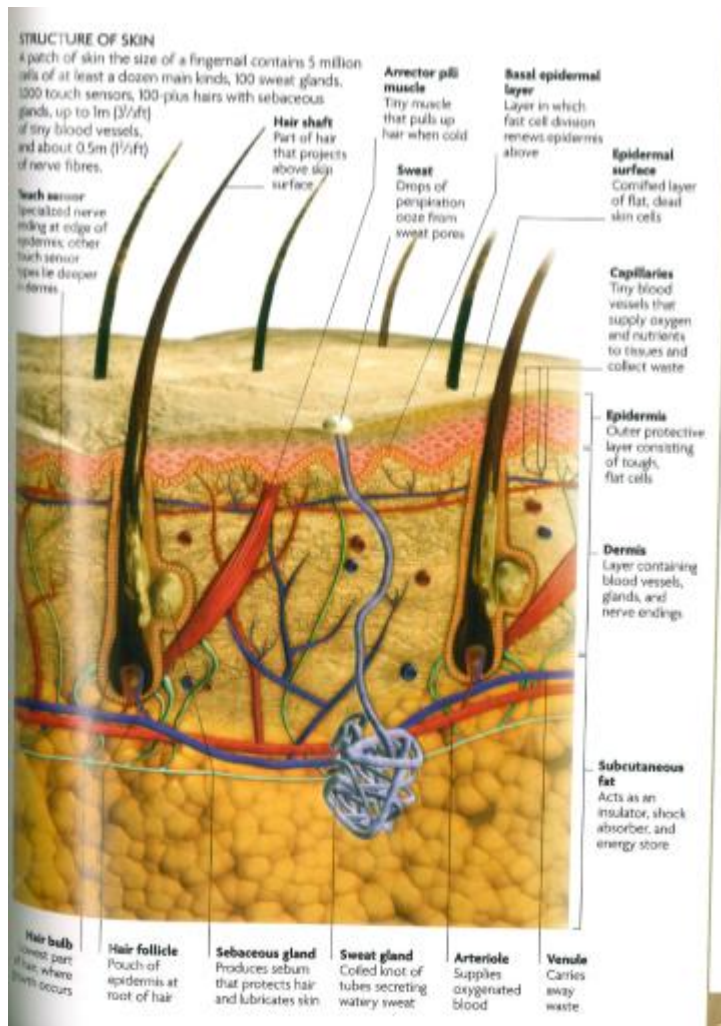


I have two major reasons why I decided to use this book as a solution to my problem. Firstly, it is the only guide I am looking at. Unlike any of the other books that are designed to educate, this is designed to quickly give you the information you need when you need it. Those book was also given to me by my 17-year-old sister who was studying for paramedical science at the time. This makes it probably the book with the oldest target audience.



It is interesting to see the breakdown of a guide, as it takes a completely different stand on how it structures itself. As it is designed to aid the user in getting very precise. While almost all the books I showed featured images and models, only this book so far actively focuses on the models shown, I would be bold enough to state that the text on the page come second to the labeled models and diagrams.

This can be used to explore this idea of the minimal use of text that can be used in education. Can you educate someone using labeled pictures only? I understand that this may be easier for static subjects rather than a process, but the question of what is a good balance between images and text. It isn't clear, as each book I have viewed used a different composition of text and images. It is notable, that until now, it was seeing that the trend was the more images, the lower the age of the target audience, this guide goes against that assumption.



Take the picture for example. This image relates to the B1 level design as one of the obstacles. Rather than putting the parts of the skin in a table or list and label the parts, the guide decides that it will integrate the list into the model itself. I had to ask myself these questions when deciding on a solution. I didn't want it to be just another text heavy online resource. I could have made a really useful science guide, it would have been an educational approach to the problem rather than the promotional route I decided to take. I did take on the idea of making use of models in my solution to make the whole process animation based to allow the user to see the science, rather than read up on it.