Framework

Examples:

Steiniger - Generalization and Its Application to Geologic and Soil Maps

*This paper presents a new conceptual framework of map generalization with respect to thematic mapping based on an analysis of the literature.* *The framework consists of three phases: a structure analysis stage, the generalization stage and the visualization stage. The stages are first discussed by their objectives and subsequently with respect to more technical modeling aspects*

Schobesberger - Towards a Framework for Improving the Usability of Web-mapping

Products <http://homepage.univie.ac.at/david.schobesberger/diss_schobesb_web.pdf>

*The focus of the second stage is on the development of a theoretical framework for ensuring and enhancing the utility and usability of Web-delivered cartographies. It includes elements which need to be established or examined with user and usability research in different stages of application design. The framework also proposes suitable methods for conducting the according steps of user and usability research. Moreover design guidelines for Web-mapping applications are compiled that can be used for prototype design or serve as a catalogue for heuristic evaluation.*

**Single Variable – meaning only one variable is displayed (ie Burglary)**

**Interactive – maps/visuals should help tell a story for that viewer**

**Time-Bound – some aspect of time should be used**

**Color Design – Levkowitz - Perceptual steps along color scales (1996)**

1. **Preserve the order of the original values**
2. **Convey uniformity among values they are representing, and represented distances between them.**
3. **Create no artificial boundaries that do not exist in the original data.**

Weninger – A Framework for Color Design of Digitial Maps: An Example of Noise Maps

1. Color Design Guidelines
2. Decision Support
3. Engage the emotion