

Chapter 3: References

- [1] William Lidwell, Kritina Holden, and Jill Butler. *Universal Principles of Design*. Beverly, MA: Rockport Publishers, Inc., 2003.
- [2] William Lidwell, Kritina Holden, and Jill Butler. *Universal Principles of Design*. Beverly, MA: Rockport Publishers, Inc., 2003.
- [3] Peter Morville. *Ambient Findability*. Sebastopol, CA: O'Reilly Media, Inc., 2005.
- [4] Peter Morville and Louis Rosenfeld. *Information Architecture for the World Wide Web*. 3rd ed. Sebastopol, California: O'Reilly Media, Inc., 2007.
- [5] Sarah Horton and Whitney Quesenbery. *A Web for Everyone: Designing Accessible User Experiences*. Brooklyn, NY: Rosenfeld Media, 2013.
- [6] Andrea Resmini and Luca Rosati. *Pervasive Information Architecture: Designing Cross-Channel User Experiences*. Burlington, MA: Morgan Kaufmann, 2011.
- [7] The Information Design Unit of Enterprise IG. *Wayfinding: Effective Wayfinding and Signing Systems: Guidance for Healthcare Facilities*, 2nd ed. London: The Stationery Office, 2005.
- [8] The Information Design Unit of Enterprise IG. *Wayfinding: Effective Wayfinding and Signing Systems: Guidance for Healthcare Facilities*, 2nd ed. London: The Stationery Office, 2005.
- [9] Kevin Lynch. *The Image of the City*. Cambridge, MA: The M.I.T. Press, 1960.
- [10] Romedi Passini, Constant Rainville, Nicolas Marchand, and Yves Joannette. "Wayfinding and Dementia: Some Research Findings and a New Look at Design." (PDF) *Journal of Architectural and Planning Research*, Vol. 15, No. 2, Summer 1998. [<https://joanettelab.com/wp-content/uploads/2018/03/passini-et-al-1998.pdf>]
- [11] Wikipedia. "Cognitive Map." *Wikipedia*, undated. [https://en.m.wikipedia.org/wiki/Cognitive_map]
- [12] Robert Jensen. "Behaviorism, Latent Learning, and Cognitive Maps: Needed Revisions in Introductory Psychology Textbooks." *The Behavior Analyst*, Fall 2006, Vol. 29, No. 2. [<https://pmc.ncbi.nlm.nih.gov/articles/PMC2223150/>]
- [13] Roger M. Downs and David Stea, eds. *Image and Environment: Cognitive Mapping and Spatial Behavior*. Chicago: Aldine Press, 1973.

- [14] Andrew Hinton. *Understanding Context: Environment, Language, and Information Architecture*. Sebastopol, CA: O'Reilly Media, Inc., 2015.
- [15] The Information Design Unit of Enterprise IG. *Wayfinding: Effective Wayfinding and Signing Systems: Guidance for Healthcare Facilities*, 2nd ed. London: The Stationery Office, 2005.
- [16] Paul Arthur and Romedi Passini. *Wayfinding: People, Signs, and Architecture*. New York: McGraw-Hill, 1992.
- [17] Mark A. Foltz. "Designing Navigable Information Spaces." Bachelor's thesis, Washington University in St. Louis, May 20, 1998. [<http://www.ai.mit.edu/projects/infoarch/publications/mfoltz-thesis/thesis.html>]
- [18] Jorge Arango. *Living in Information: Responsible Design for Digital Places*. Brooklyn, NY: Two Waves Books, 2018.
- [19] Andrew Hinton. *Understanding Context: Environment, Language, and Information Architecture*. Sebastopol, CA: O'Reilly Media, Inc., 2015.
- [20] Paul Arthur and Romedi Passini. *Wayfinding: People, Signs, and Architecture*. New York: McGraw-Hill Book Co., 1992.
- [21] Mark A. Foltz. "Designing Navigable Information Spaces." Bachelor's thesis, Washington University in St. Louis, May 20, 1998. [<http://www.ai.mit.edu/projects/infoarch/publications/mfoltz-thesis/thesis.html>]
- [22] Paul Bohman. "HTML 5 and ARIA Landmarks." *Deque University*, undated. (No longer available.)
- [23] Andrew Hinton. *Understanding Context: Environment, Language, and Information Architecture*. Sebastopol, CA: O'Reilly Media, Inc., 2015.
- [24] Mark A. Foltz. "Designing Navigable Information Spaces." Bachelor's thesis, Washington University in St. Louis, May 20, 1998. [<http://www.ai.mit.edu/projects/infoarch/publications/mfoltz-thesis/thesis.html>]
- [25] Keith Instone. "Location, Path, & Attribute Breadcrumbs." (PDF) *Keith Instone*, March 30, 2002. [<https://instone-org.hubtoledo.com/files/KEI-Breadcrumbs-IAS.pdf>]
- [26] Jared M. Spool. "The Site Map: An Information Architecture Cop-Out." *UIE*, August 12, 2008. [<https://articles.uie.com/Sitemap/>]
- [27] Jared M. Spool. "Design Cop-out #2: Breadcrumbs." *UIE*, August 21, 2008. [<https://articles.uie.com/breadcrumbs/>]
- [28] Jakob Nielsen. "Site Map Usability." *Nielsen Norman Group*, September 1, 2008. [<https://www.nngroup.com/articles/site-map-usability/>]

[29] Jakob Nielsen. “Breadcrumb Navigation Increasingly Useful.” *Nielsen Norman Group*, December 22, 2018. [<https://www.nngroup.com/articles/breadcrumb-navigation-useful/>]

[30] Page Laubheimer. “Breadcrumbs: 11 Design Guidelines for Desktop and Mobile.” *Nielsen Norman Group*, December 22, 2018. [<https://www.nngroup.com/articles/breadcrumbs/>]

[31] Sarah Horton and Whitney Quesenbery. *A Web for Everyone: Designing Accessible User Experiences*. Brooklyn, NY: Rosenfeld Media, 2013.

