

Responsive Environments Manual For Designers

Clearly demonstrates the specific characteristics that make for comprehensible, friendly and controllable places; 'Responsive Environments' - as opposed to the alienating environments often imposed today. By means of sketches and diagrams, it shows how they may be designed in to places or buildings. This is a practical book about architecture and urban design. It is most concerned with the areas of design which most frequently go wrong and impresses the idea that ideals alone are not enough. Ideals must be linked through appropriate design ideas to the fabric of the built environment itself. This book is a practical attempt to show how this can be done. * Explore what is meant by the concept of a 'responsive environment' * Illustrated step-by-step guide shows you how to achieve a 'responsive environment' in real-life design

How inclusive methods can build elegant design solutions that work for all. Sometimes designed objects reject their users: a computer mouse that doesn't work for left-handed people, for example, or a touchscreen payment system that only works for people who read English phrases, have 20/20 vision, and use a credit card. Something as simple as color choices can render a product unusable for millions. These mismatches are the building blocks of exclusion. In *Mismatch*, Kat Holmes describes how design can lead to exclusion, and how design can also remedy exclusion. Inclusive design methods—designing objects with rather than for excluded users—can create elegant solutions that work well and benefit all. Holmes tells stories of pioneers of inclusive design, many of whom were drawn to work on inclusion because of their own experiences of exclusion. A gamer and designer who depends on voice recognition shows Holmes his “Wall of Exclusion,” which displays dozens of game controllers that require two hands to operate; an architect shares her firsthand knowledge of how design can fail communities, gleaned from growing up in Detroit's housing projects; an astronomer who began to lose her eyesight adapts a technique called “sonification” so she can “listen” to the stars. Designing for inclusion is not a feel-good sideline. Holmes shows how inclusion can be a source of innovation and growth, especially for digital technologies. It can be a catalyst for creativity and a boost for the

bottom line as a customer base expands. And each time we remedy a mismatched interaction, we create an opportunity for more people to contribute to society in meaningful ways. Shopping centers have become the most common of shopping environments and have influenced the make-up of cities around the world. However, in recent years, the enclosed "mall" has evolved and diversified with new types of retail environments that were developed to better suit their locale and meet public expectation. This design guide has over 600 illustrations that present the core values and considerations that make a successful retail center: location, catchment user needs, as well as access and layout. Covering everything from site master planning to the essentials of public facilities and the technical systems, this is essential reading for architects of contemporary shopping centers. A series of international examples showcasing different types of shopping environments are included to cover the wide range of designs that have occurred in recent years. From the "out of town" mall to retail parks and mixed use town center developments, the best of contemporary design is illustrated to provide both practical information and inspiration.

In a world of increasing globalisation, where one high street becomes interchangeable with the next, *Identity by Design* addresses the idea of place-making and the concept of identity, looking at how these things can be considered as an integral part of the design process. Structured around a series of case studies including Prague, Mexico, Malaysia and Boston, the authors discuss an array of design approaches to explain and define the complex interrelated concepts. The concluding sections of the book suggest ideas for practical application in future design processes. With full colour images throughout, this book takes the discussion of place-identity to the next level, and will be valuable reading for all architects, urban designers, planners and landscape architects.

BIM Handbook

Explorations in Urban Design

Game Feel

Cities for People

Urban Design as Public Policy

Carbon-Neutral Architectural Design

Responsive Landscapes

Form and Fabric in Landscape Architecture provides an original, visual approach to the study of landscape architecture by creating a spatial morphology based on use and experience of landscapes. It explores aesthetic, spatial and experiential concepts by providing a structure through which landscapes can be understood and conceived in design. 'Fabric' is the integrated structure of whole landscapes, while 'form' refers to the components that make up this fabric. Together form and fabric create a morphology of landscape useful for the development of visual-spatial design thinking and awareness. This book is intended as both an introduction to the discipline for students of landscape architecture, architecture and planning, and a source of continuing interest for more experienced environmental designers.

Inclusive Design is a documentation of the attitudes, values, and practices of property professionals, including developers, surveyors and architects, in responding to the building needs of disabled people.

For more than forty years Jan Gehl has helped to transform urban environments around the world based on his research into the ways people actually use—or could use—the spaces where they live and work. In this revolutionary book, Gehl presents his latest work creating (or recreating) cityscapes on a human scale. He clearly explains the methods and tools he uses to reconfigure unworkable cityscapes into the landscapes he believes they should be: cities for people. Taking into account changing demographics and changing lifestyles, Gehl emphasizes four human issues that he sees as essential to successful city planning. He explains how to develop cities that are Lively, Safe, Sustainable, and Healthy. Focusing on these issues leads Gehl to think of even the largest city on a very small scale. For Gehl, the urban landscape must be considered through the five human senses and experienced at the speed of walking rather than at the speed of riding in a car or bus or train. This small-scale view, he argues, is too frequently neglected in contemporary projects. In a final chapter, Gehl makes a plea for city planning on a human scale in the fast-growing cities of developing countries. A "Toolbox," presenting key principles, overviews of methods, and keyword lists, concludes the book. The book is extensively illustrated with over 700 photos and drawings of examples from Gehl's work around the globe.

This thesis presents a redesign of Kansas City's downtown Government District, making use of the conceptual approach provided by Responsive Environments (1985), a manual for urban design written by architects Ian Bentley and Alan Alcock, urban designers Sue McGlynn and Graham Smith, and landscape architect Paul Murrain. "Responsive environments" are those urban places, the physical settings of which maximize usability and social value by offering a wide range of day-to-day user choices within close proximity. The authors of Responsive Environments identify seven hierarchical qualities--permeability, variety, legibility, robustness, visual appropriateness, richness, and personalization--that are said to be vital in creating responsive environments within the city. Through a literature review and critique, chapters 1 and 2 of the thesis overview Responsive Environments in terms of several major theorists of urban place making, including urban theorist Bill Hillier (1984), urban critic Jane Jacobs (1961), and urban designer William Whyte (1980). In turn, chapters 3, 4, 5, and 6 investigate the practicability of Responsive Environments as an urban design approach by applying its three larger-scale qualities of permeability, variety, and legibility to the Government District, an existing urban area in downtown Kansas City, Missouri, presently underdeveloped in terms of environmental responsiveness and a strong sense of urban place. As a means to identify strengths and weaknesses of Responsive Environments, the last chapter of the thesis critiques the resulting Government District design. The thesis concludes that Responsive Environments is a valuable design approach that offers much for strengthening the quality of urban life and urban sustainability.

Model Rules of Professional Conduct

A Visual Introduction

Trees in Urban Design

Succeed in Design by Knowing Your Clients and What They Really Need

Designing and Building for Health, Well-being, and Sustainability

Responsive Environments

A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics

Clearly demonstrates the specific characteristics that make for comprehensible, friendly and controllable places; 'Responsive Environments' - as opposed to the alienating environments often imposed today. By means of sketches and diagrams, it shows how they may be designed in to places or buildings. This is a practical book about architecture and urban design. It is most concerned with the areas of design which most frequently go wrong and impresses the idea that ideals alone are not enough. Ideals must be linked through appropriate design ideas to the fabric of the built environment itself. This book is a practical attempt to show how this can be done.

'Urban Design: Health and the Therapeutic Environment' demonstrates how urban design and planning impact on public health and sustainable development. Moughtin et al. explore the concept of what makes a physically and psychologically 'healthy' environment in the context of the paramount need for new homes where living standards are not compromised, in increasingly crowded cities. • Sets out the history and development of the healthy city, from the English spa town to standards of care in Cuba to provide a context for modern urban health development. • Covers a wide range of environmental, ecological, health and epidemiological issues. • Case studies and examples show how health policy and procedure is practically applied to sustainable urban development. 'Urban Design: Health and the Therapeutic Environment' outlines best practice for healthy, sustainable urban design and provides a reference tool for architects, urban designers, landscape architects, health professionals and planners. Emeritus Professor Cliff Moughtin was Professor of Planning in The Queen's University Belfast and The University of Nottingham. He is author of a number of books including the series of five Urban Design titles for Architectural Press. Kate McMahon Moughtin is a psychotherapist. She is author of Focused Therapy for Organisations and Individuals. She is interested in how literature and environmental influences contribute to wellbeing. Paola Signoretta is a human geographer. She is a senior research associate in the Centre for Research in Social Policy, Loughborough University. She is interested in the geographies of health, deprivation and social and financial exclusion. Growing numbers of residents are getting involved with professionals in shaping their local environment, and there is now a powerful range of methods available, from design workshops to electronic maps. The Community Planning Handbook is the essential starting point for all those involved - planners and local authorities, architects and other practitioners, community workers, students and local residents. It features an accessible

how-to-do-it style, best practice information on effective methods, and international scope and relevance. Tips, checklists and sample documents help readers to get started quickly, learn from others' experience and to select the approach best suited to their situation. The glossary, bibliography and contact details provide quick access to further information and support. Great City Parks is a celebration of some of the finest achievements of landscape architecture in the public realm. It is a comparative study of thirty significant public parks in major cities across Western Europe and North America. Collectively, they give a clear picture of why parks have been created, how they have been designed, how they are managed, and what plans are being made for them at the beginning of the twenty-first century. Based on unique research including extensive site visits and interviews with the managing organisations, this book is illustrated throughout with clear plans and photographs- with this new edition featuring full colour throughout. Tate updates his seminal 2001 work with 10 additional parks, including: The High Line in NYC, Golden Gate Park in San Francisco and Westergasfabriek, Amsterdam. All the previous city parks have also been updated and revised to reflect current usage and management. This book reflects a belief that well planned, well designed and well managed parks and park systems will continue to make major contributions to the quality of life in an increasingly urbanized world.

Urban Transformations

Designing and Developing Accessible Environments

Modern Architecture and Climate

Designing Web Navigation

Responsive Design Workflow

The Value of Urban Design

A Guide to Building Information Modeling for Owners, Designers, Engineers, Contractors, and Facility Managers

Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different

tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

This book explores the increasing use of experimental interactive design in our living and working environments. Spaces that interact with the people who use them or pass through them have in a very short time become ubiquitous.

Argues for using trees as living components to shape urban landscapes, rather than herding them into parks where artificial pastoral structures try to hide the city. The second edition includes new chapters on recently improved urban tree-planting techniques, and the economics and management of urban forestry. For architects and designers. Annotation copyright by Book News, Inc., Portland, OR

Discover BIM: A better way to build better buildings Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Information on the ways in which professionals should use BIM to gain maximum value New topics such as collaborative working, national and major construction clients, BIM standards and guides A discussion on how various professional roles have expanded through the widespread use and the new avenues of BIM practices and services A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of conditions Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

Universal Design Handbook, 2E

Optimizing the User Experience

The Community Planning Handbook

Identity by Design

A Designer's Research Manual

Strategies for Responsive Technologies in Landscape Architecture

Practical Methods for Improving Cities

Standards for the design of interior spaces should be based on the measurement of human beings and their perception of space, with special consideration for disabled, elderly, and children

Participatory design is about the direct involvement of people in the co-design of the

technologies they use. Its central concern is how collaborative design processes can be driven by the participation of the people affected by the technology designed.

Embracing a diverse collection of principles and practices aimed at making technologies, tools, environments, businesses, and social institutions more responsive to human needs, the International Handbook of Participatory Design is a state-of-the-art reference handbook for the subject. The Handbook brings together a multidisciplinary and international group of highly recognized and experienced experts to present an authoritative overview of the field and its history and discuss contributions and challenges of the pivotal issues in participatory design, including heritage, ethics, ethnography, methods, tools and techniques and community involvement. The book also highlights three large-scale case studies which show how participatory design has been used to bring about outstanding changes in different organizations. The book shows why participatory design is an important, highly relevant and rewarding area for research and practice. It will be an invaluable resource for students, researchers, scholars and professionals in participatory design.

Good urban design offers strong competitive advantages and does not necessarily cost more to deliver. This ground-breaking report examines the way in which superior urban design adds value by increasing the economic viability of development and by delivering social and environmental benefits.

Responsive Environments A Manual for Designers Routledge

Women and the Man-made Environment

50 Years of Urban and Regional Policy

How Inclusion Shapes Design

The Built Environment

A Source Book of Design Reference Standards

An Urban Design Research Primer

Urban Design: Health and the Therapeutic Environment

The Latest Advances in Universal Design Thoroughly updated and packed with examples of global standards and design solutions, Universal Design Handbook, Second Edition, covers the full scope of universal design, discussing how to develop media, products, buildings, and infrastructure for the widest range of human needs, preferences, and functioning. This pioneering work brings together a rich variety of expertise from around the world to discuss the extraordinary growth and changes in the universal design movement. The book provides an overview of universal design premises and perspectives, and performance-based design criteria and guidelines. Public and private spaces, products, and technologies are covered, and current and emerging research and teaching are explored. This unique resource includes analyses of historical and contemporary universal design issues from seven different countries, as well as a look at future trends. Students, advocates, policy makers, and design practitioners will get a theoretical grounding in and practical reference on the physical and social roles of design from this definitive volume. UNIVERSAL DESIGN HANDBOOK, SECOND EDITION, COVERS: United Nations

Convention on the Rights of Persons with Disabilities U.S. accessibility codes and standards, including the Americans with Disabilities Act (ADA) Life safety standards and guidelines Universal design implementations in Norway, Japan, France, Germany, Brazil, Italy and the Old City of Jerusalem Planning ADA implementation in public educational institutions Urban scale and mass transportation universal design Designing inclusive experiences, including outdoor play settings Office and workspace design Universal design in home building and remodeling Products and technologies, including autos, web access, media, and digital content Universal design research initiatives, education, and performance assessments Brings together Britain's leading analysts of planning to present a review and analysis of planning and policy. Covers major issues in contemporary planning, reviews the history of post-war planning, and considers the future for planning, covering both policy and its impact on practice. Includes case material and bandw photos and plans of houses and buildings. Cullingworth is a professor of urban affairs at the University of Delaware and an associate of the Department of Land Economy at the University of Cambridge. Annotation copyrighted by Book News, Inc., Portland, OR Essential site planning and design strategies, up-to-date with the latest sustainable development techniques Discover how to incorporate sound environmental considerations into traditional site design processes. Written by a licensed landscape architect with more than 20 years of professional experience, this authoritative guide combines established approaches to site planning with sustainable practices and increased environmental sensitivity. Fully revised and updated, *Site Planning and Design Handbook, Second Edition* discusses the latest standards and protocols-including LEED. The book features expanded coverage of green site design topics such as water conservation, energy efficiency, green building materials, site infrastructure, and brownfield restoration. This comprehensive resource addresses the challenges associated with site planning and design and lays the groundwork for success. *Site Planning and Design Handbook, Second Edition* explains how to: Integrate sustainability into site design Gather site data and perform site analysis Meet community standards and expectations Plan for pedestrians, traffic, parking, and open space Use grading techniques to minimize erosion and maximize site stability Implement low-impact stormwater management and sewage disposal methods Manage brownfield redevelopment Apply landscape ecology principles to site design Preserve historic landscapes and effectively utilize vegetation How climate influenced the design strategies of modernist architects *Modern Architecture and Climate* explores how leading architects of the twentieth century incorporated climate-mediating

strategies into their designs, and shows how regional approaches to climate adaptability were essential to the development of modern architecture. Focusing on the period surrounding World War II—before fossil-fuel powered air-conditioning became widely available—Daniel Barber brings to light a vibrant and dynamic architectural discussion involving design, materials, and shading systems as means of interior climate control. He looks at projects by well-known architects such as Richard Neutra, Le Corbusier, Lúcio Costa, Mies van der Rohe, and Skidmore, Owings, and Merrill, and the work of climate-focused architects such as MMM Roberto, Olgyay and Olgyay, and Cliff May. Drawing on the editorial projects of James Marston Fitch, Elizabeth Gordon, and others, he demonstrates how images and diagrams produced by architects helped conceptualize climate knowledge, alongside the work of meteorologists, physicists, engineers, and social scientists. Barber describes how this novel type of environmental media catalyzed new ways of thinking about climate and architectural design. Extensively illustrated with archival material, *Modern Architecture and Climate* provides global perspectives on modern architecture and its evolving relationship with a changing climate, showcasing designs from Latin America, Europe, the United States, the Middle East, and Africa. This timely and important book reconciles the cultural dynamism of architecture with the material realities of ever-increasing carbon emissions from the mechanical cooling systems of buildings, and offers a historical foundation for today's zero-carbon design.

Inclusive Design

Learning Web Design

A Manual for Designers

Power, People and Urban Design

Mismatch

Architecture, Art and Design

Human Dimension & Interior Space

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout

NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

The Model Rules of Professional Conduct provides an up-to-date resource for information on legal ethics. Federal, state and local courts in all jurisdictions look to the Rules for guidance in solving lawyer malpractice cases, disciplinary actions, disqualification issues, sanctions questions and much more. In this volume, black-letter Rules of Professional Conduct are followed by numbered Comments that explain each Rule's purpose and provide suggestions for its practical application. The Rules will help you identify proper conduct in a variety of given situations, review those instances where discretionary action is possible, and define the nature of the relationship between you and your clients, colleagues and the courts.

Whilst recognising that distinctly different traditions exist within the study and practice of urban design, this book advances an interdisciplinary and innovative approach, which is of direct importance to understanding the urban forms, conditions, practices and processes. It enthuses and inspires users who are grappling with urban design research problems, but who need inspiration to move from idea to methodological approach. Through the work of 32 urban researchers from the arts, sciences and social sciences, it demonstrates a wide range of problems and approaches and shows how the diverse range of complementary approaches can come together to provide a holistic understanding to the design of cities. While each of the contributors presents a particular approach to researching the field, sometimes focusing centrally on particular research methodologies, others cutting across methods, or focusing on theory, all include discussion of actual research projects to illustrate their application to 'real world' problems. This book will be valuable to everyone from the informed undergraduate student about to embark on their first dissertation, to PhD students and seasoned researchers immersed in methodological and conceptual complexity and wishing to compare available and appropriate methodological paths.

Cities affect every person's life, yet across the traditional divides of class, age, gender and political affiliation, armies of people are united in their dislike of the transformations that cities have undergone in recent times. The physical form of the urban environment is not a designer add-on to 'real' social issues; it is a central aspect of the social world. Yet in many people's experience, the cumulative impacts of recent urban development have created widely un-loved urban places. To work towards better-loved urban environments, we need to understand how current problems have arisen and identify practical action to address them. Urban Transformations examines the crucial issues relating to how cities are formed, how people use these urban environments and how cities can be transformed into better places. Exploring the links between the concrete physicality of the built environment and the complex social, economic, political and cultural processes through which the physical urban form is produced and consumed, Ian Bentley proposes a framework of ideas to provoke and develop current debate and new forms of practice.

Form and Fabric in Landscape Architecture

A Collaborative Inquiry Into Design and Planning

"How People Can Shape Their Cities, Towns and Villages in Any Part of the World"

Shopping Environments

A Game Designer's Guide to Virtual Sensation

Site Planning and Design Handbook, Second Edition

The sensing, processing, and visualizing that are currently in development within the environment boldly change the ways design and maintenance of landscapes are perceived and conceptualised. This is the first book to rationalize interactive architecture and responsive technologies through the lens of contemporary landscape architectural theory. Responsive Landscapes frames a comprehensive view of design projects using responsive technologies and their relationship to landscape and environmental space. Divided into six insightful sections, the book frames the projects through the terms; elucidate, compress, displace, connect, ambient, and modify to present and construct a pragmatic framework in which to approach the integration of responsive technologies into landscape architecture. Complete with international case studies, the book explores the various approaches taken to utilise responsive technologies in current professional practice. This will serve as a reference for professionals, and academics looking to push the boundaries of landscape projects and seek inspiration for their design proposals.

"Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the

reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described. Provides information on responsive solutions to Web site design, covering such topics as wireframes, text, breakpoints, screenshots, browsers, and design manuals.

Doing research can make all the difference between a great design and a good design. By engaging in competitive intelligence, customer profiling, color and trend forecasting, etc., designers are able to bring something to the table that reflects a commercial value for the client beyond a well-crafted logo or brochure. Although scientific and analytical in nature, research is the basis of all good design work. This book provides a comprehensive manual for designers on what design research is, why it is necessary, how to do research, and how to apply it to design work.

British Planning

Atomic Design

Designing Data-Intensive Applications

Context Sensitive Solutions in Designing Major Urban

Thoroughfares for Walkable Communities

A Research Project Commissioned by CABE and DETR to Examine the Value Added by Good Urban Design

Redesigning Kansas City's Government District Using the Urban-design Approach of Responsive Environments

Making Space

This book takes a sweeping view of the ways we build things, beginning at the scale of products and interiors, to that of regions and global systems. In doing so, it answers questions on how we effect and are affected by our environment and explores how components of what we make—from products, buildings, and cities—are interrelated, and why designers and planners must consider these connections.

Thoroughly rewritten for today's web environment, this bestselling book offers a fresh look at a fundamental topic of web site development: navigation design. Amid all the changes to the Web in the past decade, and all the hype about Web 2.0 and various "rich" interactive technologies, the basic problems of creating a good web navigation system remain. Designing Web Navigation demonstrates that good navigation is not about technology—it's about the ways people find information, and how you guide them. Ideal for beginning to intermediate web designers, managers, other non-designers, and web development pros looking for another perspective, Designing Web Navigation offers basic design principles, development techniques and practical advice, with real-world examples and essential concepts seamlessly folded in. How does your web site serve your business objectives? How does it meet a user's needs? You'll learn that navigation design touches most

other aspects of web site development. This book: Provides the foundations of web navigation and offers a framework for navigation design Paints a broad picture of web navigation and basic human information behavior Demonstrates how navigation reflects brand and affects site credibility Helps you understand the problem you're trying to solve before you set out to design Thoroughly reviews the mechanisms and different types of navigation Explores "information scent" and "information shape" Explains "persuasive" architecture and other design concepts Covers special contexts, such as navigation design for web applications Includes an entire chapter on tagging While Designing Web Navigation focuses on creating navigation systems for large, information-rich sites serving a business purpose, the principles and techniques in the book also apply to small sites. Well researched and cited, this book serves as an excellent reference on the topic, as well as a superb teaching guide. Each chapter ends with suggested reading and a set of questions that offer exercises for experiencing the concepts in action.

The energy used to operate buildings is one of the most significant sources of greenhouse gas emissions. While it is possible to reduce emissions through climate-responsive design, many architects are not trained to do this. Filling an urgent need for a design reference in this emerging field, this book describes how to reduce building-related greenhouse gas emissions through appropriate design techniques. It presents strategies to achieve CO₂ reductions, with an emphasis on control of energy flows through the building envelope and passive heating and cooling strategies. This new, revised edition is updated throughout, and includes a new chapter on building simulations.

The environment that we construct affects both humans and our natural world in myriad ways. There is a pressing need to create healthy places and to reduce the health threats inherent in places already built. However, there has been little awareness of the adverse effects of what we have constructed-or the positive benefits of well designed built environments. This book provides a far-reaching follow-up to the pathbreaking *Urban Sprawl and Public Health*, published in 2004. That book sparked a range of inquiries into the connections between constructed environments, particularly cities and suburbs, and the health of residents, especially humans. Since then, numerous studies have extended and refined the book's research and reporting. *Making Healthy Places* offers a fresh and comprehensive look at this vital subject today. There is no other book with the depth, breadth, vision, and accessibility that this book offers. In addition to being of particular interest to undergraduate and graduate students in public health and urban planning, it will be essential reading for public health officials, planners, architects, landscape architects, environmentalists, and all those who care about the

design of their communities. Like a well-trained doctor, Making Healthy Places presents a diagnosis of--and offers treatment for--problems related to the built environment. Drawing on the latest scientific evidence, with contributions from experts in a range of fields, it imparts a wealth of practical information, with an emphasis on demonstrated and promising solutions to commonly occurring problems.

Routledge International Handbook of Participatory Design

Design Before Air Conditioning

The Big Ideas Behind Reliable, Scalable, and Maintainable Systems

Great City Parks

Making Healthy Places