Map Design and Production

Course Description
The purpose of this course is to present topics, materials, and tools relevant for solving map design and production problems. This course will build and expand on concepts introduced in GEOG 481 (GIScience I). The course includes lectures, guest and student presentations, map critique sessions, and topic discussions.

The following topics will be covered: geographic data compilation, the map design process, graphic design principles, data graphics theory, production methods, color in map design, use of type, quantitative and qualitative maps, graphing, and cartographic design issues for print and other media presentation types. Atlases and other map products produced in the UO InfoGraphics Lab will serve as teaching tools and examples for learning a wide variety of mapping methods. Software tools used in the SSIL Lab include Adobe Illustrator, Photoshop, and InDesign; Esri ArcGIS, and Microsoft Excel.

The primary goal of the class is for students to gain the conceptual knowledge and practical skills necessary to produce professional quality map products. Lectures, exercises, a map review, and project discussions and drafts will provide the foundation in learning to complete the final project. The final project is to design and create a finished thematic cartographic product, that includes maps with supporting graphs and text. The final class project and presentation will count for 40% of the course grade and will be used to assess the knowledge and skill students have gained in the course. The prerequisite for the class is GEOG 481: GIScience I or Instructor’s Consent.

Grading: Exercises 20%, Exam 20%, Map Review 20%, and Final Project and Writeup 40%.

Graduate students will need to prepare an in-depth map critique paper and present their findings in class. Their final cartographic product needs to consist of a representation of substantial geographic data compilation, research, and advanced design methods.