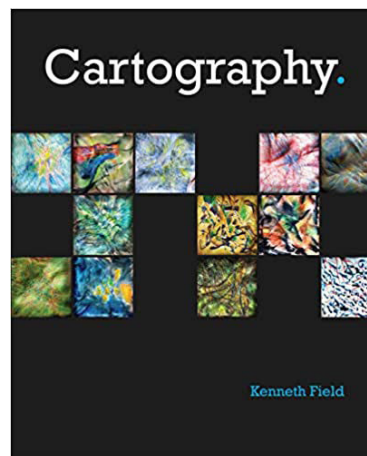


*Cartography* is an illustrated and graphically rich compilation of map design principles. It acts as a reference, exemplar, and reminder of how we present geospatial data to a wide range of end-users. Unlike a traditional text or reference book, it is laid out with topics in alphabetical order - essentially a dictionary of cartographic principles. Each topic is condensed into a two-page spread, often one page of text and an accompanying illustration. In between are interspersed cartographic vignettes - examples and interesting cartographic approaches.

I found this presentation style encouraged random exploration of cartographic design ideas, appropriate to the book's intent. It is less a 'how to make maps' and more a compilation of principles that might help in your map-building process. These range from color mixing to presentation of different data types, to making maps 'fun.' It also includes advice to mapmakers: traps to avoid, ways in which your mapping efforts may be read unintentionally, expressing your ideas visually to a possibly as-yet-unknown audience.

I have had this book for quite some time by the time of this review, and still find myself discovering more to read. By design, it is a book for sampling in small chunks over a long time rather than reading end to end. For me it was easy to read and engage with, although I needed to keep handy a way to look up a number of terms specific to the fields of technical/academic cartography. If readers are not familiar with design principles (color, typography, etc), they may need to spend some time in dictionaries. However, there are very few places where deeply technical terms are not explained thoughtfully. I also marvel at the succinct expression of this book. It is an incredible effort to condense these topics so well, truly reflecting the authors' depth of experience.

I found myself disagreeing with the author's perception of a 'good map' at times. However, this is to be expected and encouraged! The author spends significant space on fitting maps to our own contexts, trying (but not always quite succeeding) to avoid distinction around 'good' or 'bad' maps. This, however, is difficult because when one starts thinking about the design principles and end uses of a map, there truly are terrible ways to present information visually. If there is anything to improve on for future editions of *Cartography*, it is only the unavoidable cultural lens through which it is written. Here I refer readers to Britta Ricker's extensive 2020 review (<https://doi.org/10.1080/23729333.2020.1715547>), and add only that for me, it veered at times to a highly westernised perception of 'good design' (a criticism I must level at myself also).



## **Cartography. A Compendium of Design Thinking for Mapmakers**

Kenneth Field

Esri Press, Redlands, CA, 2018, xxiii + 550 pp., maps, diagrams., illustrations., notes, bibliography., index, US\$59.99 (paperback), ISBN 978 1 58948 439 9, US\$89.99 (hardcover), ISBN 978 1 58948 502 0

**Reviewed by** Adam Steer, Postdoctoral researcher, Norwegian Polar Institute, Oceans and Sea ice. Tromsø, Norway.

To summarise, *Cartography* is a welcome addition to my bookshelf and I will continue to explore it as I come across design decisions in my data presentations. I would recommend this book to anyone who is interested in better visual communication of geospatial data on a map - from professional cartographers to students, designers and researchers. After all, geospatial research is also a communication job! I also hope readers find a cunning easter egg as they flip through its pages.

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