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ENG 3366

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Annotated Bibliography

Anceschi, Giovanni. "Visibility in Progress." Design Issues 12.3 (1996): 3-13. JSTOR. Troy

University Library, Montgomery, AL. 19 Feb. 2008 <<http://links.jstor.org/>>. Giovanni

Anceschi originally presented this argument in 1992 at the PIRA/RSA Design

Conference in London as the inaugural lecture. The lecture, which was later translated

by John Cullars, argues that images are now losing their "thickness," that is, their depth

of meaning; they no longer provoke thought. He says that we have become a *civilization*

of blindness because we are overwhelmed with flat images. We are not allowed access to

important information, and when we are, it is presented in a complex format that obscures

the information. His argument is that we should not design documents only according to

how they will be received, but also to design them with the idea of doing; the idea that

the image is created to illustrate its own purpose rather than simply as an aid to the text.

Bastoky, Gary. Fundamentals of Document Design. 2005. Bellevue Community College. 14 Feb.

2008 <<http://www.bastoky.com/TOC.htm>>. Gary Bastoky is an artist who also teaches

document design at the college level. His website is a useful tool that allows the

researcher/student ease in finding specific information. The website lists the information

in a simple format that allows the user to find exactly what is needed without having to

search through multiple pages. Some resources include basic definitions, guidelines for

analyzing your audience, and a guide to organizing material.

Bennett, Audrey. "Interactive Aesthetics." Design Issues 18.3 (2002): 62-69. JSTOR. Troy University Library, Montgomery, AL. 19 Feb. 2008 <<http://links.jstor.org/>>. Bennett argues that a document needs to be culturally appropriate in order for it to be effective and that Interactive Aesthetics, or the direct contact between graphic designers and clients, provides a means of facilitating production of culturally appropriate documents. Different cultures have varying meanings of certain signs and symbols that affect reactions to documents that use these symbols.

Cross, Nigel. "Designerly Ways of Knowing: Design Discipline versus Design Science." Design Issues 17.3 (2001): 49-55. JSTOR. Troy University Library, Montgomery, AL. 19 Feb. 2008 <<http://links.jstor.org/>>. This article, originally presented for the Design+Research Symposium in Italy, 2000 argues that the production of art and design is based on objectivity and rationality, which are the values of science. The article is informative in that it gives a thorough definition of *design science* and when and how it is used. It states that it is an organized and rational systematic approach to design.

Lyon, Jack M. The Editorium. 2006. The Editorium, LLC. 28 Jan. 2008 <<http://www.editorium.com>>. Lyon provides multiple resources for writers in general, not just editors. These resources are macros designed to work in Microsoft Word in order to make some editing tasks much easier on the individual. The website is laid out in an easy format with descriptions of each program and its function listed on the main page.

Plain Language. Mar. 2005. Plain Language Action and Information Network. 14 Feb. 2008 <<http://www.plainlanguage.gov>>. The Plain Language Action and Information Network (PLAIN), sponsored by representatives of multiple federal agencies, provides document design information for government employees. It is a very useful website as it includes

resources regarding the use of Plain Language; these include quick reference tips, guidelines, word suggestions, dictionaries, definitions, examples, as well as many external links.