

INTERACTIVE MAP DESIGN

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ABSTRACT

The opportunity to use an interactive graphic station to make maps has traditionally been oriented to specific error detection and correction and, in some cases, to preview production map models. The map user community is often defined by cartographers as cartographers, yet that community increasingly includes users without prior map design or map production experience. I suggest that map design criteria can be structured to permit inexperienced map users to design maps. Criterion such as neat line, figure ground to object relationship and legends can be pre-programmed in a manner which allows interactive map design. This would allow both the inexperienced user and the cartographer to enter the design process. Research could be carried out to track design decision by monitoring the commands to the computer system.