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Authors: Krassanakis, V., Assistant Professor, UNIWA, Filippakopoulou, V., Professor Emeritus, NTUA

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Abstract

This book addresses spatial representations that include the traditional static maps as well as contemporary digital forms, such as animated maps, interactive maps and multimedia maps, distributed either in web or in local digital environment. An interdisciplinary approach is followed in analyzing the way of how all these media for geographic space representation function. Thus, theoretical principles and technological means supporting techniques of spatial representations creation, their way of functioning and

evaluation methods are presented. Within the interdisciplinary approach, the basic principles of visual perception and cognitive processing of two-dimensional representations are referred, on which the analysis of reading and interpretation processes is based. Within the same framework, a brief report is made on the principles of semiology, which constitute the basic theoretical tool for creating rules on the cartographic symbolization and the analysis of reading and interpretation of spatial representations.

