Graphic Communications The Printed Image 5th Edition

Visual CommunicationLearn Graphics Design and Print Production FundamentalsCambridge Learner's Dictionary with CD-ROMGraphic Design TheoryArchitectural GraphicsThe Functional ArtThe Psychology of Graphic ImagesVisual Learning and TeachingPrints & PeoplePrinting TechnologyGraphic Design and Print Production FundamentalsThe Visual History of TypeGraphic Communications TodayIntroduction to Graphic CommunicationA Guide to Graphic Print ProductionIntroduction to Graphic CommunicationGraphic CommunicationsAdvances in Multimedia Information Processing — PCM 2002Sustainable Graphic DesignThoughts on DesignFundamentals of Graphics CommunicationProcessing of Visible LanguageEasy Graphic Design for LibrariansGraphic CommunicationsAdvanced Graphic Communications and Media TechnologiesGraphic CommunicationsAn Introduction to Visual CommunicationPocket PalAdvanced Graphic Communication, Printing and Packaging TechnologyA History of Graphic DesignWeb Design and ProductionE-learning MethodologiesAdvanced Graphic Communications, Packaging Technology and MaterialsDesign ElementsGraphic DesignGraphic Communications TodayVisualization, Modeling, and Graphics for Engineering DesignGraphic Design SchoolAdvances in Graphic Communication, Printing and PackagingType and Image

Visual Communication

Issues and technologies relative to modern graphic communication profession.

Learn Graphics Design and Print Production Fundamentals

Graphic Design Theory is organized in three sections: "Creating the Field" traces the evolution of graphic design over the course of the early 1900s, including influential avant-garde ideas of futurism, constructivism, and the Bauhaus; "Building on Success" covers the mid- to late twentieth century and considers the International Style, modernism, and postmodernism; and "Mapping the Future" opens at the end of the last century and includes current discussions on legibility, social responsibility, and new media. Striking color images illustrate each of the movements discussed and demonstrate the ongoing relationship between theory and practice. A brief commentary prefaces each text, providing a cultural and historical framework through which the work can be evaluated. Authors include such influential designers as Herbert Bayer, L'szlo Moholy-Nagy, Karl Gerstner, Katherine McCoy, Michael Rock, Lev Manovich, Ellen Lupton, and Lorraine Wild. Additional features include a timeline, glossary, and bibliography for further reading. A must-have survey for graduate and undergraduate courses in design history, theory, and contemporary issues, Graphic Design Theory invites designers and interested readers of all levels to plunge into the world of design discourse.

Cambridge Learner's Dictionary with CD-ROM

The "E-Learning Methodologies" guide will support professionals involved in the design and development of e-learning projects and products. The guide reviews the basic concepts of e-learning with a focus on adult learning, and introduces the various activities and roles involved in an e-learning project. The guide covers methodologies and tips for creating interactive content and for facilitating online learning, as well as some of the technologies used to create and deliver e-learning.

Graphic Design Theory

Architectural Graphics

The Functional Art

Unlike any time before in our lives, we have access to vast amounts of free information. With the right tools, we can start to make sense of all this data to see patterns and trends that would otherwise be invisible to us. By transforming numbers into graphical shapes, we allow readers to understand the stories those numbers hide. In this practical introduction to understanding and using information graphics, you'll learn how to use data visualizations as tools to see beyond lists of numbers and variables and achieve new insights into the complex world around us.

Regardless of the kind of data you're working with–business, science, politics, sports, or even your own personal finances–this book will show you how to use statistical charts, maps, and explanation diagrams to spot the stories in the data and learn new things from it. You'll also get to peek into the creative process of some of the world's most talented designers and visual journalists, including Condé Nast Traveler's John Grimwade, National Geographic Magazine's Fernando Baptista, The New York Times' Steve Duenes, The Washington Post's Hannah Fairfield, Hans Rosling of the Gapminder Foundation, Stanford's Geoff McGhee, and European superstars Moritz Stefaner, Jan Willem Tulp, Stefanie Posavec, and Gregor Aisch. The book also includes a DVD-ROM containing over 90 minutes of video lessons that expand on core concepts explained within the book and includes even more inspirational information graphics from the world's leading designers. The first book to offer a broad, hands-on introduction to information graphics and visualization, The Functional Art reveals: • Why data visualization should be thought of as "functional art" rather than fine art • How to use color, type, and other graphic tools to make your information graphics more effective, not just better looking • The science of how our brains perceive and remember information ¿ • Best practices for creating interactive information graphics • A comprehensive look at the creative process behind successful information graphics ¿ • An extensive gallery of inspirational work from the world's top designers and visual artists On the DVD-ROM: In this introductory video course on information graphics, Alberto Cairo goes into greater detail with even more

visual examples of how to create effective information graphics that function as practical tools for aiding perception. You'll learn how to: incorporate basic design principles in your visualizations, create simple interfaces for interactive graphics, and choose the appropriate type of graphic forms for your data. Cairo also deconstructs successful information graphics from The New York Times and National Geographic magazine with sketches and images not shown in the book. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

The Psychology of Graphic Images

How do designers get ideas? Many spend their time searching for clever combinations of forms, fonts, and colors inside the design annuals and monographs of other designers' work. For those looking to challenge the cut-and-paste mentality there are few resources that are both informative and inspirational. In Graphic

Design: The New Basics, Ellen Lupton, best-selling author of such books as Thinking with Type and Design It Yourself, and design educator Jennifer Cole Phillips refocus design instruction on the study of the fundamentals of form in a critical, rigorous way informed by contemporary media, theory, and software systems

Visual Learning and Teaching

Prints & People

Graphic Design and Print Production Fundamentals was created by the Graphic Communications Open TextbookCollective Design itself is only the first step. It is important when conceiving of a new design that the entire workflow through toproduction is taken into consideration. And while most modern graphic design is created on computers, using designsoftware such as the Adobe suite of products, the ideas and concepts don't stay on the computer. To create in-storesignage, forinstance, the ideas need to be completed in the computersoftware, then progress to an imaging (traditionallyreferred to as printing) process. This is a very wide-reaching and varied group of disciplines. By inviting a group ofselect experts to author the chapters of this textbook, our goal is to specifically focus on different aspects of the designprocess, from creation to production

Printing Technology

The second symposium on processing visible language constituted a different "mix" of participants from the first. Greater emphasis was given to the design of language, both in its historical development and in its current display; and to practical questions associated with machine-implementation oflanguage, in the interactions of person and computer, and in the characteristics of the physical and environmental objects that affect the interaction. Another change was that a special session on theory capped the proceedings. Psychologists remained heavily involved, however, both as contributors to and as discussants of the work pre sented. The motivation of the conferences remains one of bringing together graphic designers, engineers, and psychologists concerned with the display and acquisition of visible language. The papers separately tended to emphasize the one of the three disciplines that mark their authors' field of endeavor, but are constructed to be general rather than parochial. Moreover, within the three disciplines, papers emphasized either the textual or the more pictorial aspects. For example, a session on writing systems ranged from principles that seem to characterize all such systems to specific papers on ancient Egyptian writing, modern Korean, and English shorthand. The complementary session on the nontextual media opened with a discussion of general principles of pictorial communication and included papers on communicating instructions, general information, or religious belief through designs and other pictorial forms, as well as a discussion. of misrepresentation.

Graphic Design and Print Production Fundamentals

Type and Image The Language of Graphic Design Philip B. Meggs What is the essence of graphic design? How do graphic designers solve problems, organize space, and imbue their work with those visual and symbolic qualities that enable it to convey visual and verbal information with expression and clarity? The extraordinary flowering of graphic design in our time, as a potent means for communication and a major component of our visual culture, increases the need for designers, clients, and students to comprehend its nature. In this lively and lavishly illustrated book, the author reveals the very essence of graphic design. The elements that combine to form a design— sings, symbols, words, pictures, and supporting forms—are analyzed and explained. Graphic design's ability to function as language, and the innovative ways that designers combine words and pictures, are discussed. While all visual arts share common spatial properties, the author demonstrates that graphic space has unique characteristics that are determined by its communicative function. Graphic designs can have visual and symbolic properties which empower them to communicate with deep expression and meaning. The author defines this property as graphic resonance and explains how it occurs. After defining design as a problem-solving process, a model for this process is developed and illustrated by an in-depth analysis of actual case histories. This book will provide insight and inspiration for everyone who is interested or involved in graphic

communications. While most materials about form and meaning in design have a European origin, this volume is based on the dynamic and expressive graphic design of America. The reader will find inspiration, hundreds of exciting examples by many of America's outstanding graphic designers, and keen insights in Type and Image.

The Visual History of Type

Graphic Communications Today

Introduction to Graphic Communication

A Guide to Graphic Print Production

The graphic artist's guide to sustainable design Graphic design is frequently thought of as a purely decorative effort. Yet these efforts can be responsible for shocking impacts on natural resources just to produce a barely-glanced-at catalog or mail piece. Sustainable Graphic Design: Tools, Systems, and Strategies for Innovative Print Design helps designers view graphic design as a holistic process. By exploring eco-conscious materials and production techniques, it shows designers how to create more effective and more sustainable designs. Sustainable Graphic Design opens your eyes to the bigger picture of design seen from the viewpoints of the audience, the creative vendor, their suppliers, and society as a whole.

Chapters are written by a wide range of sustainable design pioneers and practitioners—including graphic designers, creative managers, marketing consultants, environmentalists, researchers, and psychologists—giving you critical information on materials and processes. Case studies illustrate and tie concepts together. Sustainability isn't a fad or a movement; it's a long-term paradigm shift. With this forward-looking toolkit, you'll be able to infuse your work with sustainability systems thinking, empowering you to play your role in achieving a future where design and sustainability are natural partners. Contributors Paul Andre Paul J. Beckmann Sharell Benson Arlene Birt Robert Callif Don Carli Jeremy Faludi Terry Gips Fred Haberman Dan Halsey Jessica Jones Curt McNamara John Moes Jacquelyn Ottman Holly Robbins Pamela Smith Dion Zuess Biomimicry Guild Carbonless Promise Chlorine Free Products Association Environmental Paper Network Eureka Recycling Great Printer Environmental Initiative Package Design Magazine Promotional Product Solutions Sustainable Green Printing Partnership Sustainable Packaging Coalition

Introduction to Graphic Communication

Technological changes have radically altered the ways in which people use visual images. Since the invention of photography, imagery has increasingly been used for entertainment, journalism, information, medical diagnostics, instruction, and communication. These functions move the image beyond aesthetic issues associated with art and into the realm of

communication studies.&ltBR> This introductory textbook introduces students to the terminology of visual literacy, methods for analyzing visual media, and theories on the relationship between visual communication and culture. Exploring the meanings associated with visual symbols and the relationship of visual communication to culture, this book will provide students with a better understanding of the visually oriented world in which they live. Student-friendly features such as boxed topics, key terms, web resources, and suggestions for exercises are provided throughout.

Graphic Communications

This book includes a selection of reviewed papers presented at the 2015, 4th China Academic Conference on Printing and Packaging, which was held on October 22-24, 2015 in Hangzhou, China. The conference was jointly organized by the China Academy of Printing Technology, Beijing Institute of Graphic Communication, and Hangzhou Dianzi University. With 3 keynote talks and 200 presented papers on graphic communications, packaging technologies and materials, the conference attracted more than 400 scientists. These proceedings cover the recent research outcomes on color science and technology, image-processing technology, digital-media technology, printing-engineering technology, packaging-engineering technology etc. They will be of interest to university researchers, R&D engineers and graduate students in graphic communications, packaging, color science, image science, materials

science, computer science, digital media and network technology fields.

Advances in Multimedia Information Processing — PCM 2002

Web Design and Production is a multi session, 16 week course designed to teach the use of Macromedia DreamWeaver, but only after a firm knowledge of the HTML language has laid the foundation for learning.

Sustainable Graphic Design

Thoughts on Design

This book is a survey of the complex world of graphic communication. It is focused largely on print, both conventional and digital, and the processes that make it possible. It is also about the myriad ways digital technology¿from desktop design to web-based publishing, commerce, and IT¿affects the art, science, and business of printing.

Fundamentals of Graphics Communication

This workbook is designed for use with the Graphic Communications: Digital Design and Print Essentials textbook. The workbook questions, illustrations, and activities are provided to help you assess your knowledge of the material contained in each chapter

of the textbook. The exercises serve as a thorough guide for study and will help you improve your understanding of the graphic communications industry, the processes involved in graphic production, and the various forms of printing technology that are changing the industry.

Processing of Visible Language

Learn what it takes to become a skilled graphic communicator! This edition of Graphic Communications Today is a staple for beginners as well as a smart, easy-to-use resource guaranteed to spur the creativity of aspiring designers, professional graphic artists, journalists and others. Written in a personal and engaging style, and loaded with examples of some of the finest graphic art in the world, the authors explain modern design principles and shows readers how to apply them to their own work. Extraordinarily complete coverage straddles a variety of media, including: magazines, newspapers, television and film, interactive multimedia, Web sites and more!

Easy Graphic Design for Librarians

Graphic Communications

Advanced Graphic Communications and Media Technologies

This book constitutes the refereed proceedings of the Third IEEE Pacific Rim Conference on Multimedia, PCM 2002, held in Hsinchu, Taiwan in December 2002.The 154 revised full papers presented were carefully reviewed and selected from 224 submissions. The papers are organized in topical sections on mobile multimedia, digitial watermarking and data hiding, motion analysis, mulitmedia retrieval techniques, image processing, mulitmedia security, image coding, mulitmedia learning, audio signal processing, wireless multimedia streaming, multimedia systems in the Internet, distance education and multimedia, Internet security, computer graphics and virtual reality, object tracking, face analysis, and MPEG-4.

Graphic Communications

One of the seminal texts of graphic design, Paul Rand's Thoughts on Design is now available for the first time since the 1970s. Writing at the height of his career, Rand articulated in his slender volume the pioneering vision that all design should seamlessly integrate form and function. This facsimile edition preserves Rand's original 1947 essay with the adjustments he made to its text and imagery for a revised printing in 1970, and adds only an informative and inspiring new foreword by design luminary Michael Bierut. As relevant today as it was when first published, this classic treatise is an indispensable addition to the library of every designer.

An Introduction to Visual Communication

This book includes a selection of reviewed papers presented at the 2016 China Academic Conference on Printing, Packaging Engineering & Media Technology, held on November 25-27, 2016 in Xi'an, China. The conference was jointly organized by China Academy of Printing Technology, Xi'an University of Technology and Stuttgart Media University of Germany. The proceedings cover the recent outcomes on color science and technology, image processing technology, digital media technology, digital process management technology in packaging and packaging etc. They will be of interest to university researchers, R&D engineers and graduate students in graphic communications, packaging, color science, image science, material science, computer science, digital media and network technology fields.

Pocket Pal

The Visual History of Type is a comprehensive, detailed survey of the major typefaces produced since the advent of printing with movable type in the mid-fifteenth century to the present day. Arranged chronologically to provide context, more than 320 typefaces are displayed in the form of their original type specimens or earliest printing. Each entry is supported by a brief history and description of defining characteristics of the typeface. This book will be the definitive publication in its field, appealing to graphic designers, educators, historians, and design students. It will also be a significant resource for professional type designers and students of type.

Advanced Graphic Communication, Printing and Packaging Technology

A new book for a new generation of engineering professionals, Visualization, Modeling, and Graphics for Engineering Design was written from the ground up to take a brand-new approach to graphic communication within the context of engineering design and creativity. With a blend of modern and traditional topics, this text recognizes how computer modeling techniques have changed the engineering design process. From this new perspective, the text is able to focus on the evolved design process, including the critical phases of creative thinking, product ideation, and advanced analysis techniques. Focusing on design and design communication rather than drafting techniques and standards, it goes beyond the what to explain the why of engineering graphics. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

A History of Graphic Design

"This textbook -- written by a group of select experts with a focus on different aspects of the design process, from creation to production -- addresses the many steps of creating and then producing physical, printed, or other imaged products that people interact with on a daily basis. It covers the concept that, while most modern graphic design is created on computers using design software, the ideas and concepts don't stay on the computer. The ideas need to be

completed in the computer software, then progress to an imaging (traditionally referred to as printing) process. Keywords are highlighted throughout and summarized in a Glossary at the end of the book, and each chapter includes exercises and suggested readings."--BC Campus website.

Web Design and Production

Comprehensive text that provides up-to-date content reflecting the changes that have taken place as digital technology has revolutionized almost every aspect of printing and related operations.

E-learning Methodologies

Provide numerous instructional resources that support each chapter of the textbook including teaching strategies, test masters, answer keys, introductory activities, reproducible masters, and additional resources. All of the resources for teaching each chapter are conveniently grouped together.

Advanced Graphic Communications, Packaging Technology and Materials

A creative guide to visual learning strategies with easy-to-use activities for increasing visual literacy. Emojis . . . avatars . . . icons . . . Our world is becoming increasingly reliant on visual communication. But even as we edge toward a virtual world, it's still critical for students to comprehend and know how to make simple, meaningful marks. In this

easy-to-use resource, Dr. Susan Daniels channels over twenty years of research and experience into a creative guide of strategies that enable educators to present the foundational skills of visual learning in the classroom. Educators will learn how to create a "visual toolbox" of tools that promote visual literacy across the curriculum and discover interactive activities to encourage visual learning and communication in all students. Digital content includes customizable forms and a PDF presentation. A free online PLC/Book Study Guide is available at freespirit.com/PLC.

Design Elements

This book includes a selection of reviewed papers presented at the 9th China Academic Conference on Printing and Packaging, which was held in November 2018 in Shandong, China. The conference was jointly organized by the China Academy of Printing Technology and Qilu University of Technology (Shandong Academy of Sciences). With 8 keynote talks and over 200 presented papers on graphic communication and packaging technologies, the conference attracted more than 300 scientists.The proceedings cover the recent findings in color science and technology, image processing technology, digital media technology, mechanical engineering and numerical control, materials and detection, digital process management technology in printing and packaging, and other technologies. As such, the book is of interest to university researchers, R&D engineers and graduate students in the field of graphic arts,

packaging, color science, image science, material science, computer science, digital media, and network technology.

Graphic Design

Architectural Graphics focuses on the techniques, methodologies, and graphic tools used in conveying architectural ideas. The book takes a look at equipment and materials, architectural drafting, and architectural drawing conventions. Discussions focus on drawing pencils, technical drawing pens, set squares/templates, circle templates/compasses, line weight/line types, drafting technique, drawing circular elements, floor plan, doors and windows in plan, stairs, wall indications, plan grids, and site boundaries. The manuscript examines rendition of value and context and graphic symbols and lettering. Topics include tonal values, media and techniques, value/texture rendition, material rendition, shades and shadows, people, furniture, graphic representation symbols, and hand lettering. The text explores freehand drawing and architectural presentations, including freehand sketching, graphic diagraming, and sketching equipment. The publication is a valuable reference for architects interested in doing further studies in architectural graphics.

Graphic Communications Today

The fully revised edition of the most comprehensive and up-to-date reference on print production A ll

graphic designers and illustrators must be familiar with the steps involved in preparing their work for publication. Now completely revised to reflect the latest technology and trends, A Guide to Graphic Print Production, Third Edition is the complete guide to the entire process of print production, from the early stages of conception and planning, to the technical stages of manufacturing and off-press processing. Structured around the graphic print production flow, essential material is included for all aspects of the process including coverage of computers, color management, layouts, digital images, image editing, prepress, paper, printing, finishing and binding, legal issues, environmental issues, and more. A practical reference to keep at your fingertips, this new edition: Covers the entire production process, from conception to manufacturing to archiving Covers new topics, such as variable data printing, sustainability, large/wide format printing, inks, and color management Is full color throughout, with updated images and screenshots Includes sidebars offering design tips, troubleshooting hints, and key points to consider for very stage of design Delivering information that reflects all aspects essential for understanding the ins and outs of digital printing, A Guide to Graphic Print Production, Third Edition is an ideal resource for students and professionals of graphic design, print production, production technology, and visual communication.

Visualization, Modeling, and Graphics for Engineering Design

This book explores the nature of one of the most ancient tools for nonverbal communication: drawings. They are naturally adaptable enough to meet an incredibly wide range of communication needs. But how exactly do they do their job so well? Avoiding the kinds of aesthetic rankings of different graphic domains so often made by art historians and critics, Manfredo Massironi considers an extensive and representative sample of graphic applications with an open mind. He finds a deep mutuality between the material components of images and the activation of the perceptual and cognitive processes that create and decipher them. Massironi first examines the material components themselves: the mark or line, the plane of representation (the angle formed by the actual drawing surface and the depicted objects), and the position of the viewpoint relative to the depicted objects. The roles played by these three components are independent of the content of the drawing; they function in the same way in concrete and abstract representations. He then closely scrutinizes the choices made by the person planning and executing the drawings. Given that any object can be depicted in an infinite number of different ways, the drawer performs continuous work emphasizing and excluding different features. The choices are typically unconscious and guided by his or her communicative goals. A successful graph, be it simple or complex, is always successful precisely because the emphasized features are far fewer in number than the excluded ones. Finally, he analyzes the perceptual and cognitive integrations made by the viewer. Drawings are not simply tools for communication but important instruments for investigating reality and its structure.

Richly illustrated, the book includes a series of graphic exercises that enable readers to get a sense of their own perceptual and cognitive activity when inspecting images. Massironi's pathbreaking taxonomy of graphic productions will illuminate all the processes involved in producing and understanding graphic images for a wide audience, in fields ranging from perceptual and cognitive psychology through human factors and graphic design to architecture and art history.

Graphic Design School

The graphic design equivalent to Strunk & White's The Elements of Style This book is simply the most compact and lucid handbook available outlining the basic principles of layout, typography, color usage, and space. Being a creative designer is often about coming up with unique design solutions. Unfortunately, when the basic rules of design are ignored in an effort to be distinctive, design becomes useless. In language, a departure from the rules is only appreciated as great literature if recognition of the rules underlies the text. Graphic design is a "visual language," and brilliance is recognized in designers whose work seems to break all the rules, yet communicates its messages clearly. This book is a fun and accessible handbook that presents the fundamentals of design in lists, tips, brief text, and examples. Chapters include Graphic Design: What It Is; What Are They and What Do They Do?; 20 Basic Rules of Good Design; Form and Space-The Basics; Color Fundamentals; Choosing and Using Type; The

World of Imagery; Putting it All Together?Essential Layout Concepts; The Right Design Choices: 20 Reminders for Working Designers; and Breaking the Rules: When and Why to Challenge all the Rules of this Book.

Advances in Graphic Communication, Printing and Packaging

Graphic Design School allows students to develop core competencies while understanding how these fundamentals translate into new and evolving media. With examples from magazines, websites, books, and mobile devices, the Fifth Edition provides an overview of the visual communications profession, with a new focus on the intersection of design specialties. A brand-new section on web and interactivity covers topics such as web tools, coding requirements, information architecture, web design and layout, mobile device composition, app design, CMS, designing for social media, and SEO.

Type and Image

Ideal for PET and FCE preparation Packed full of useful study extras, the Cambridge Learner's Dictionary helps you on your way to becoming a confident, natural English speaker. With clear definitions, written especially for intermediate level students, and thousands of examples that put the language into context, this dictionary is an invaluable companion, whether you are learning English for work or pleasure, or preparing for an exam. The best bits of the

dictionary * NEW! Improved and expanded study pages include the innovative 'Talk' section, focussing on conversation, and how people really speak in day-to-day situations. * NEW! Word Partner boxes show how words are used together, helping you develop natural sounding English. * NEW! Special 'new words' section focuses on the latest words to enter the English language, ensuring that the language you learn is always up to date. * NEW! Thesaurus boxes make your English sound more natural by providing alternatives to over-used words, helping you to widen your vocabulary. * Learner Error notes taken from the Cambridge Learner Corpus - based on real student errors from Cambridge ESOL papers - help you to avoid typical mistakes. The Cambridge Learner's Dictionary CD-ROM includes the whole dictionary in a handy searchable format and much more, too! You can listen to every word in British and American English - and even record yourself for comparison. The best bits of the CD-ROM * UNIQUE! SMART thesaurus helps build vocabulary and allows you to create topic-related word lists at the click of a button. * QUICKfind, a mini pop-up version of the dictionary, lets you look up words as you work with no effort. * Hundreds of interactive vocabulary practice exercises - to use on-screen, or print out for classroom use - help you to monitor your progress.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION