

Chapter 2

How to Use This Book

Abstract This chapter introduces a series of features which are characteristics of this book, which comes under the form of the *expanded book*. A series of special contents are disseminated throughout it, such as databases, videos, artworks, and interactive experiences, under the form of Internet resources which can be accessed through a variety of devices and which greatly enhance the experience of the publication. While this book is completely usable and accessible in its paper form, these characteristics allow to expand its experience.

This book assumes the form of what is commonly referred to as an “expanded book.”

While being fully usable in its paper form, this book builds upon it, providing the possibility to access images, data sets, interactive experiences, digital interactive maps, interactive information visualizations, videos, and other materials. This allows for a deeper immersion in the subject and to have the availability of extended tools and information which can be used for the education purposes, further research, presentation, or even just to enjoy the wonderful images, interactions, and designs.

Here, we will describe them and organize them according to their type.

It may be useful to note how, regardless of the media, a form of each content has been produced for the paper version of this book, in order to make it fully usable. Even if you do not want to use your computer, smartphone, or tablet, you will be able to get the most out of this book through images, information visualizations, meaningful screenshots, and video captures.

Of course, some digital assets (such as datasets) have no direct paper counterpart: You will need to access the Internet addresses to download them.

Some of the datasets and visualizations will automatically update themselves over time. Kansas City’s innovation ecosystem (Chap. 7) is one of them. When this happens, it will be explicitly mentioned, meaning that the specific information visualization and the database feeding it are updated over time: If you open it now, you will see the current data visualized; if you open it next year, you will see next year’s data, as well as the current one. This can be an interesting opportunity to

show the evolution of data over time and may be useful for research, students' projects, or just to browse the developments of the described phenomenon.

In all of the following cases, each Internet link will be expressed using its textual representation (such as "<http://www.human-ecosystems.com>").

We will now detail the various types of expanded content which are included in this book.

2.1 Datasets

Datasets will show that a database is available for downloading at the specified Internet address. A short description of the data will be provided. The data will be relevant to the section in which it appears (most of the time, it will be the dataset which was used to obtain the results presented in the relative section of this book).

Data are provided in standard SQL format, which is suitable for importing from popular databases, such as MySQL or Postgres. Data are always commented directly in the files to give insights about the formats used within it.

With minor adaptations, all data can be exported to other formats, such as Microsoft Excel tables, CSV (comma-separated values), and more, for example, by first importing it into a database and, then, using the database's functions to export it to the desired format.

The datasets are downloadable under the form of ZIP file archives. Each archive contains two folders named "Scheme" and "Data": The former contains the definitions of the table structures of the database and the latter contains the actual data.

2.2 Videos

Multiple videos are included in this book. The links to these videos will be placed next to the relative video frames disseminated throughout this book. These videos can be accessed by typing the provided Internet address in a Web browser.

All of the videos use HTML5 players and MP4 formats, and thus, they should be accessible from any modern device.

2.3 Interactive Information Visualizations

Interactive information visualizations will allow to reach out into the images of the infographics shown in this book and actually use them to explore them using filters, different perspectives, specific queries, and points of view.

Their links will be placed next to the printed infographics and can be accessed by typing them in a Web browser.

All of the interactive experiences use standard HTML5 and are designed to be accessible from any modern device. Some of them require quite a lot of processing power, so they may be unsuitable for those devices which are able to provide little of it, such as older smartphones and tablet computers.

2.4 Interactive Maps

Interactive maps will allow you to zoom in/out, pan, and explore the geographical information depicted throughout this book.

Their links will be placed next to the printed infographics and can be accessed by typing them in a Web browser.

All of the interactive experiences use standard HTML5 and are designed to be accessible from any modern device.

2.5 Images, Artworks, and Other Works of Creativity

DUA has been extensively used by designers, artists, and other creative professionals to create engaging, rich interactive experiences, artworks, services, and beautiful visual representations and even to create generative symphonies, urban toys, and many more creative things. You will be able to access many of them—or of their representations—directly from this book.

Their links will be placed next to their printed representations and can be accessed by typing them in a Web browser.

All of the interactive experiences use standard HTML5 and are designed to be accessible from any modern device.



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