

Chapter 9 Discussion Questions

1. Chapter 9 argues that omission is a design decision. Which map elements are students most likely to leave to defaults, and why might those defaults feel harmless until the map is interpreted by an actual user?
2. Titles are described as interpretive instructions for both humans and models. How should a cartographer decide when a title should remain neutral, when it should be rhetorical, and when a separate model-facing framing line is needed?
3. Extent and zoom limits can make a map less flexible but more honest. When does restricting interaction protect interpretation, and when might it unfairly constrain legitimate exploration?
4. Interface elements imply questions the data should be able to answer. How can instructors help students distinguish useful interactivity from controls that merely make a map look powerful?
5. Legends and insets can create the appearance of explanation without doing much explanatory work. What evidence should students provide to show that these elements clarify interpretation rather than decorate the map?