

## The Origin of Tourism Information

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## What we have seen...



## Let's go back to the origin



## What is tourist information?

- **Information** is communicative knowledge that helps people's decision
  - It always needs **sender** and **receiver**
  - **Data** may be information, but not always
- By analogy, **tourist information** is communicative that helps tourists' decision
  - Low level: which way should I go? *Appropriate Behavior*
  - High level: how should I enjoy this town? *enrichment*



## Pictogram



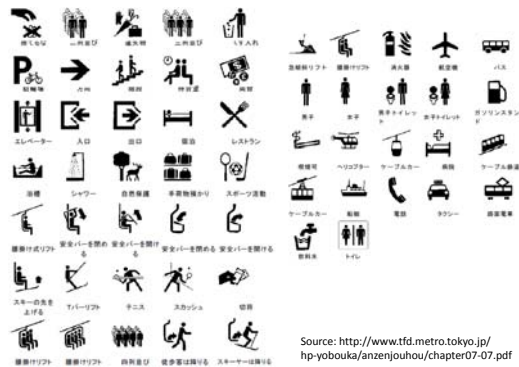
Do not lament

## Pictogram

- Standardized visual symbols (icons) for communicating certain simple information or ask people's attention
- It is said that the first officially-invented pictograms are those at  ( )



## Pictograms in ISO 7001



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## Pictograms in JIS



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## Pictograms in JIS



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## Merit & Demerit of Pictograms

- Allows international communication
- Promotes instinctive decision
- × Its power is too much believed

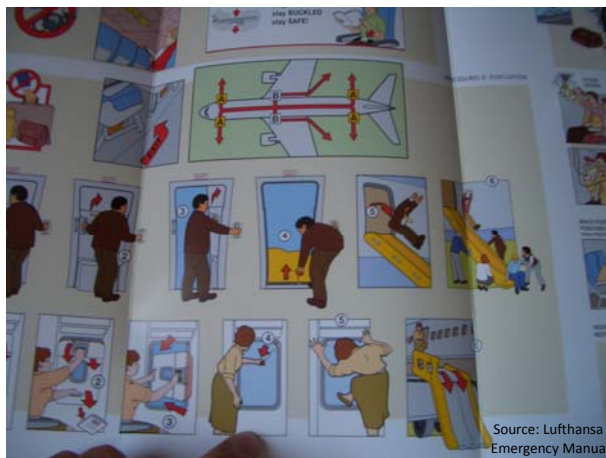
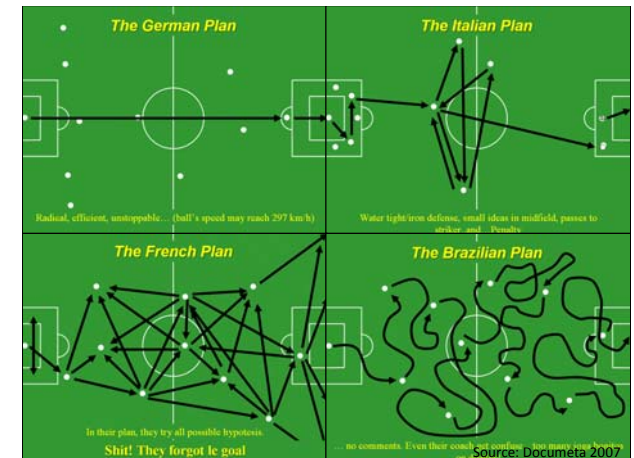


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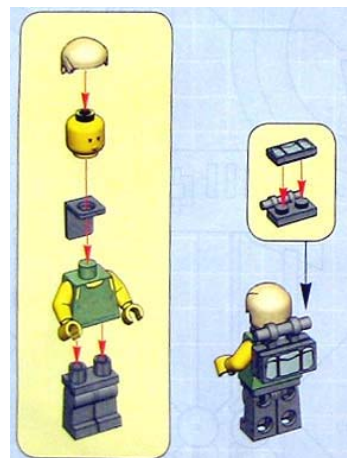
## Arrow Symbols



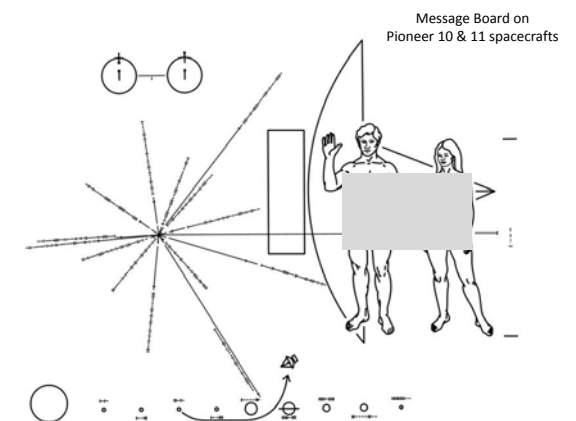
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Source: Lufthansa  
Emergency Manual

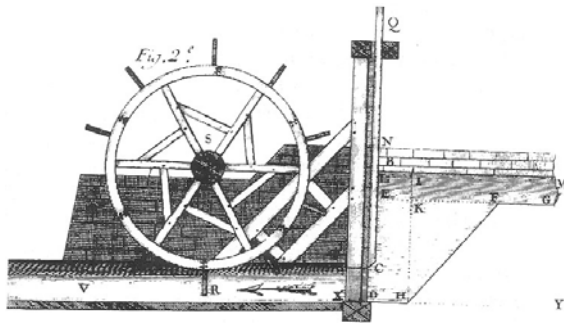


Source:  
Lego Manual  
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## Merit & Demerit of Arrow Symbols

- They allow the representation of movement in a static picture
- They are used everywhere in the world
- × People believe “commonsense” too much
- × They are sometimes polysemic



USA



Canada



Germany

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Istanbul Airport



Oh-okayama Station, Tokyo

## Which direction should I go?

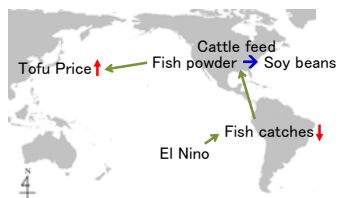


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## How to prevent misunderstanding?

Use different styles of arrow symbols with different functions

- Direction
- Movement
- Causality
- Up/Down
- Shift



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## How should I design visual messages?

- Follow conventions
- Doubt your design
- Use metaphors
- Consider affordance



## Metaphors

Communicate the meaning of A using B with certain similarity, such that people understand A instinctively

- Life is a journey
- Computer virus
- Mouse
- Desktop, Folder, Dustbox
- File Search



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## Affordance

- The features of objects that prompts people's certain action
  - Nicely-designed affordance
    - no need to explain how to use



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## Let's Practice

Draw your original icons which explain:

1. Do not use smartphones in this classroom
2. Take off your shoes before entering this room
3. Be cautious of wild boars when walking in this wood

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## Today's Keywords

- Data and Information
- Pictogram and Icon
- Arrow symbol
- GUI
- Metaphor
- Affordance



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