

# Table of Contents

<i>About the Author</i>	<i>ix</i>
<i>Preface</i>	<i>x</i>
<i>Acknowledgments</i>	<i>xiii</i>
1 The Limits of a Text Syllabus	1
2 How and Why Graphics Enhance Learning	14
3 Designing a Graphic Syllabus	26
4 Charting an Outcomes Map	61
5 How Graphics Benefit Course Organization	87
<i>Appendix A. More Model Graphic Syllabi for Inspiration</i>	<i>101</i>
<i>Appendix B. Computer Software for Graphic Syllabi and Outcomes Maps</i>	<i>159</i>
<i>Bibliography</i>	<i>163</i>
<i>Index</i>	<i>173</i>

