

Index

- Abandon All Hope (MUD), 188–9
 abstract spatialization, 38
 Academic Map of the UK, 124–7
 academic papers, semantic analysis of, 143
 Active Worlds, 204, 212
 Adams, Paul, 178–9
 aesthetic appeal of images, 10
 affinity, strength of, 158
 aggregation of data in maps, 4
 Alcatel Submarine Systems, 22
 AlphaWorld, 195–209, 214, 233
 Amir, Elan, 38
 Anders, Peter, 191
 Andrews, Keith, 139
 Anemone, 108–10
 Animal Logic, 236
 Antarcti.ca, 123
 AOL, 76
 Apple Computer, 80–1, 134–5
 arc–node topology, 18, 22, 30
 Arkady, 188
 Arneson, Dave, 181
 ARPANET, 16–19, 155
 Artificial Intelligence Lab, 115
 artistic values, 8
 AS Core Internet graph, 47
 ASCII text MUD maps, 184–5
 Astra SiteManager, 96–7
 asynchronous media, 155
 AT&T, 18
 Atari, 223

 bandwidth, 10–11, 22
 Baran, Paul, 17
 Barr, Charles B., 12
 Bartle, Richard, 181
 Battlezone, 223
 BayMOO, 190–1
 Bellovin, Steve, 164
 Berners-Lee, Tim, 79
 BERN, 26–7
 BITNET, 76
 Bolt Beranek and Newman (BBN), 17
 Borges, Jorge Luis, 114, 251
 Bray, Tim, 123, 144, 147
 Britannia, Map and Grand Atlas of, 220–1
 British Legends, 181
 broadband data transmission, 22
 bulletin boards, 158, 164
 Burch, Hal, 42
 Burchard, Paul, 101
 Burden, Peter, 124

 Cable & Wireless, 14–15
 cable layouts in buildings, 20–1
 Card, Stuart, 102, 136
 Carroll, Lewis, 251
 Carta network drawing tool, 38
 Cartia Inc., 119
 category maps, 115
 CAVE environment, 61
 Central Intelligence Agency (CIA) database, 5
 Centre for Advanced Spatial Analysis, 97

- CERN, 76, 79
 CESNET, 34-5
 Chat Circles, 7, 174-7, 258
 Chen, Chaomei, 143
 Chen, Hsinchun, 115
 Cheswick, Bill, 42, 47
 Chi, Ed, 102
Chicago Tribune website, 98-9
 choropleth mapping, 25
 Cichlid toolkit, 50
 Claffy, K., 37
 Clark, David D., 114
 Clarke, Graham J., 188
 “clickable maps”, 124
 Cobot, 192-3
 Collaborative Virtual Environment, 140
 communities in cyberspace, 154
 CompuServe, 76, 181
 computer games, 214-25
 cone-trees, 102-3
 connectivity, 24-5, 42, 136
 ContactMap, 155-7
 content classification, 164, 167
 Conversation Map, 164-7
 “conversational landscape” tool, 177
 Cooperative Association for Internet Data Analysis (CAIDA),
 33, 47-9
 Cross Post Visualization, 170-1
 Cugini, John, 104
 CultureMap, 246-7
 Curtis, Pavel, 192
 CUT (content-usage-topology) analysis, 102
 CWUSA, 47
 CyberAtlas, 250
 cyberpunk, 229-30, 234

 Dahlström, Gunnar, 224
 Damer, Bruce, 195
 Dashboard, 168-9
 data flows, geography of, 52
 data mining, 168
 data portraits, 161
 data quality, 6
 December, John, 75-7
 Deck, Andy, 246

 Defense Communication Agency, 18
 Digital Landfill, 240-1
 Discworld Atlas, 186-7
 disk-trees, 102
 domain name maps, 28-9
 Donath, Judith, 158, 174, 177
 Doom, 222-3
 D+CON/trol, 248
 Dungeons and Dragons, 181
 Dynamic Diagrams, 80, 88-94

 ecological fallacy, 5, 258
 Eick, Stephen, 58
 Elam, Gunilla, 238
 Electric Sky map, 250
 electron shells, 171
 Ellis, Jim, 164
 email, 155-6
 EQ Atlas, 218-19
 Ericsson Medialab, 238
 Essex University, 181
 ethics, 7
 ET-Map, 115-17, 123, 246
 EverQuest, 214-19
 Exploratory Data Visualizer, 98

 Fenner, Bill, 37
 Feynman diagrams, 155-6
 fiber-optic cable, 22-3
 FidoNet, 26-7, 76
 Fiore, Andrew, 168
 fisheye sitemaps, 84
 “focus plus context” technique, 84
 Foote, Ken, 7
 Fork Unstable Media, 131
 Foy, George, 229
 FrontPage 98 Explorer, 97
 Fry, Ben, 107-8, 245
 FurryMUCK, 188

 GEnie, 76
 Geomview, 101
 Gibson, William, 131, 229-30, 233, 235
 Gill, MacDonald, 14
 Global Information Network as Genomorphic Architecture
 (GINGA), 254-5

- Gopher, 76
- Graz University of Technology, 139
- “Great Circle” map, 14–15
- Guggenheim Museum, 250
- Guha, Ramanathan V., 135
- Gygax, Gary, 181

- H3 layout algorithm, 101
- Harmony information landscape, 139
- Hayward, Nigel, 20
- Heubner, Donald, 7
- Hoffman, Eric, 37
- Holtzbrinck Corporation, 94–5
- Hong Kong, 44–5
- host computers, 26–7
- HotSauce, 134–5
- HTML code, 241
- Hudson-Smith, Andy, 204, 211–12, 241
- Huffaker, Brad, 33
- hyperbolic space, 48–50, 101
- hyperlinks, 101, 111–14, 144
- HyperSpace Visualizer, 111
- Hyperwave, 139
- Hyun, Young, 48

- IBM, 97
- id Software, 223
- identity, personal, 154
- ie4D, 251–4
- information space, 76–7, 114
 - three-dimensional, 136, 139, 143
- infrastructure census maps, 24–5
- infrastructure of cyberspace, 10–11, 17, 24–5
- instant messaging, 76
- Intel, 120–1
- interactive maps, 33–4, 40–1, 48, 58, 75, 88, 120, 123, 178
- International Telecommunications Union, 5
- Internet, the
 - congestion on, 67
 - geographical diffusion of, 24–5
 - infrastructure of, 17, 25
 - mapped as abstract space, 42
 - network maps of, 4, 26–7, 31–2
 - number of users, 2
 - origins of, 18
 - traffic flows, 52–3, 56–9
 - uses of, 10
- Internet Average monitoring system, 67
- Internet Explorer, 79
- Internet Mapping Project, 42
- Internet Protocol (IP) addresses, 28, 249
- Internet service providers, 30–1, 44–7
- Internet Weather Report (IWR), 66–7, 70
- interpretation of images, 8
- intranets, 76
- Inxight Software, 84
- Ippolito, Jon, 250
- Isbell, Charles Lee Jr, 192

- Jackson, Shelley, 83
- Jevbratt, Lisa, 251
- Johnson, Brian, 120

- Kahn, Paul, 80
- Kearns, Michael, 192
- Kohonen self-organizing map (SOM), 115
- Koutsofios, Eleftherios, 192
- Kunark Mapping Project, 217

- Laboratory for Immersive Environments, 254
- LambdaMOO, 192–4
- Landweber, Larry, 25–6
- Lenk, Krzysztof, 88
- Lexis-Nexis archive, 84
- Linkie, 246–7
- liquid architecture, 254
- Lisowski, Michael, 191
- listservers, 158
- logical adjacency models, 191
- Loom, 164–5
- Lufthansa, 130–1
- luminosity of websites, 144
- Lycos, 76
- Lyman, Peter, 155

- mailing lists, 158
- Map of the Market 120–1, 172
- Map Shop of Norrath, 217
- Map.net, 122–3, 144–7, 258
- MAPA package, 88–90
- Mapnet, 32–3

- Mappa Mundi* magazine, 86–7
- mapping
 future directions for, 258
 power of, 3–4
 distortion involved in, 4
see also spatialization
- Mapuccino, 96–7
- marketing maps, 4, 14, 30–1, 151
- Massachusetts Institute of Technology (MIT) Media Lab, 108–10, 158
- Massively Multiplayer Online Roleplaying Game (MMORPG), 214, 220
- The Matrix*, 234, 236–7
- Matrix.Net, 26–7, 67
- Matsumoto, Fumio, 254
- MBone, 36–8, 101
- MCI WorldCom, 30
- MediaMOO, 190–1
- Mercator projection, 4
- Mesh system, 79
- message threads, 167–8
- Meta-Content Framework, 135
- Microsoft, 120
- Modifiable Areal Unit Problem, 5
- Monmonier, Mark, 3
- Morse, Samuel, 12
- Mosaic browser, 61, 79–80, 144
- MUD object-oriented elements (MOOs), 180, 214
- MUDs, 181–4
- multicasting, 37
- “Multimedia Gulch”, 28
- multi-user dungeons/domains (MUDs), 180–95
- Munzner, Tamara, 37–8, 48, 101
- MUSE (company), 181
- Mutual Fund map, 120
- my body sitemap, 83
- Napier, Mark, 241
- Nardi, Bonnie, 156–7
- National Center for Supercomputing Applications (NCSA), 61, 79
- Nature*, 90–1
- Netmap, 52
- Netscan, 161, 164, 168–72
- Netscape, 79, 92–3
- Network Wizards Internet data, 5
- networking of computers, 17–19
- Neuromancer*, 230–1
- New York, 10
 Stock Exchange, 143–4
- newsgroups, 164–72
- NewsMaps, 118–19, 258
- NicheWorks, 98
- NORDUnet, 68–9
- North, Stephen, 192
- Novak, Marcos, 251–3
- NSFNET, 56–7
- nuclear threat, 17, 58
- 1:1 project, 248–9
- Open Directory, 123–4, 147
- Organic Information Design, 106–7
- Organization for Economic Cooperation and Development (OECD), 5
- Pacific Northwest National Laboratory, 119
- Palo Alto Research Center (PARC), 84, 102, 136, 192
- Parasite, 155–6
- Paschalis, George, 191
- PathFinder networks, 143
- PeopleGarden, 158–62
- PhoenixMUD, 184–5
- “piano-roll” display, 168–9
- ping data, 67
- Plankton, 40–1
- Plumb Design, 132
- Porsche website, 84–5
- Potatoland, 240–1
- Princeton University Cognitive Science Laboratory, 132
- privacy, 7
- Prodigy, 76
- PSInet, 47
- Quake, 76, 223–5
- Quarterman, John S., 26
- Qwest, 47
- radar graphs, 70–1
- Rhizome forum, 128
- RIOT, 242–3

- Ritson, Henry, 30
 Roelofs, Greg, 202, 208
- Sack, Warren, 167
 San Francisco, 10, 28–9
 satellites, 20–3
 SaVi software, 22–3
 Scholtz, Jean, 104
 science fiction, 229
 SciFi channel, 151
 Sealer, Susan, 191
 search engines and directories, 76, 246
 SeeNet3D, 58
 self-organized equilibrium, 111
 semantic constellations, 143
 semantic networks, 167
 “sensitive maps”, 124–5
 shareware, 223
 Shelton, Christian, 192
 Shneiderman, Ben, 120, 172
 Shredder, 240–1
 Silicon Valley, 10, 28, 30
 Site Lens maps, 84
 site maps, 80–4
 fisheye type, 84
 interactive, 88
 spatialized, 82
 SiteBrain, 86–7
 skitter, 47–9
 “skyscraper” maps, 61–2
 SmartMoney.com, 120
 Smith, Marc, 7, 164, 168
Snow Crash, 232–3
 social interaction, 154–5, 161, 167–8, 174, 192, 196, 258
 spam, 62
 spatialization, 2–8
 abstract, 38
 of chat, 178–81
 experimental methods of, 75
 hyperbolic, 101
 of hyperlink structures, 114
 of information, 75
 of large sections of the Web, 143
 of mailing lists, listservers and bulletin boards, 158
 of newsgroups, 164
 of online communication and interaction, 154
- spider graphs, 167
 Spiral interface, 128–9
 “Sprawl” trilogy, 230, 233
 Standage, Tom, 12
 Stanford graphics group, 100–1
 Stanford Research Institute, 17
 Staniforth, Daniel, 187
 Staple, Greg, 70
 STARRYNIGHT interface, 128–9
 Stephenson, Neal, 229, 233
 Sterling, Bruce, 229
 stock-market information, 120, 143
 streaming media, 76
 Swiernik, Michael A., 218
 synchronous media, 174
- task-tunable information space, 136
 telecommunications networks, 14–15
 telecommunications traffic, 54–5
 Teledesic satellites, 20–3
 TeleGeography, 54–5, 70–1
 telegraph links, 12–13
 teleports, 212–13
 Telstra network, 33
 Ten-155 network, 33
 Tendril sculpture, 244–5
 TheBrain Technologies Corporation, 87
 ThemeScape, 119
 Thinkmap, 132
 3-D Trading Floor (3DTF), 143–4
 three-dimensional images, 34–7, 48–51, 101, 107–8, 111–12,
 131–2, 135–6, 139, 144, 147, 151, 210–11, 223
 Thurman, Robert, 22
 time, mapping cyberspace in relation to, 70–1
 Tomlinson, Ray, 155
 traceroutes, 62–5
 treemaps, 120, 171–3
Tron, 234–5
 Trubshaw, Roy, 181
 Truscott, Tom, 164
 Turrittin, Tom, 188
- UBUBU, 150–1
 Ultima Online, 220
 undersea cables, 22–3

- universal resource locators (URLs), 246
- University of Arizona, 115
- University of California, 17
- University College, London, 20, 28
- University of Illinois, 144
- University of Utah, 17
- updating of maps in real time, 62
- Usenet, 52, 164, 168-73
- UUCP, 26-7, 76
- UUNET, 30-3, 47

- Valence, 107
- van der Meulen, Pieter, 201-2, 208
- Varian, Hal, 155
- vBNS network map, 50-1
- “very large scale conversations” (VLSC), 167
- Vevo mapping, 208-9
- Vilett, Roland, 204, 208
- virtual reality, 61, 111-12, 143, 195
- Virtual Reality Modeling Language (VRML), 34-7, 143
- “visibility” of websites, 144
- Visual Net, 123
- Visual Thesaurus, 132-3
- VisualRoute, 62-5, 258
- VisualWho, 158-9
- VISVIP mapping, 104-5
- Vollaro, Thomas, 191
- VR-VIBE data space, 140-1

- Wachowski, Andy and Larry, 236
- WAIS, 76
- Walker, John, 230
- Walrus software, 48
- Warner Brothers, 151
- Warriors of the Net*, 234, 238-9
- Wattenberg, Martin, 120
- Web Analysis Visualization Spreadsheet (WAVS), 102
- Web caches, 41
- Web Crawler, 76
- Web Ecology and Evolution Visualization (WEEV), 102
- Web Forager, 136-7
- Web Stalker, 242-3
- WebBook, 136
- WebFan, 158, 161-3
- WebPath, 112-13
- website planning maps, 90, 93-5
- websites
 - evolution over time, 102
 - linking to, 258
 - mapping of traffic through, 104-8
 - number of pages on, 2
 - “visibility” and “luminosity” of, 144
 - visual management tool for, 97
 - see also* site maps
- Webviz, 101
- Williams, Tad, 229
- Williston, John B., 223
- Wolfenstein 3-D, 223
- Worfolk, Patrick, 22
- World Bank, 5
- World Wide Web
 - origins of, 79
 - bird’s eye view of, 114
 - structure of, 144
 - users’ trails through, 112-13
 - see also* websites
- WorldNet thesaurus, 132
- WWF wrestling, 151

- Xerox, 84, 102, 136, 192
- Xiong, Rebecca, 161-2
- X-Men*, 151
- XML standard, 123

- Yahoo!, 76, 87, 115, 144
- Yell Guide, 82
- Young Hyun, 48

- Z-form diagrams, 88-91
- “ziggurats”, 144, 147
- zip codes, 28
- Zook, Matthew, 28