

# Poster design

## A practical guide for scientists and engineers

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## **DesignScience**

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# Introduction

Good design is a powerful tool for engaging an audience. Created specifically for scientists and engineers, this guide will provide you with an introduction to essential design concepts and help you think about how to create an engaging, eye-catching poster to engage audiences with your work.

Strictly Engineering challenged 30 engineers from across the UK to turn their work into an exciting, eye-catching poster with the support of graphic designers and public engagement specialists.

This guide builds on the design and communication workshops and engineers' suggestions to provide helpful advice to anyone who wants to develop an eye-catching poster about their work.

The [Strictly Engineering poster catalogue 2012](#) could also be used as inspiration.

## **Strictly Engineering**

A project that aimed to spark conversation about the implications of engineering in our everyday lives, challenge stereotypes around engineering and draw attention to the world-class engineering going on in the UK. Engineers shared and discussed their area of expertise with the public at the British Science Festival 2012, using posters to attract attention. Strictly Engineering was delivered by the [Science in Society](#) team of the British Science Association and was funded by the Royal Academy of Engineering.

## **British Science Association**

A charity that exists to advance the public understanding, accessibility and accountability of the sciences and engineering in the UK. Established in 1831, the British Science Association organises major initiatives across the UK to connect science with people, including the annual British Science Festival, National Science & Engineering Week, programmes of regional and local events, and an extensive programme for young people in schools and colleges. The Science in Society team activities aim to share best practice and promote innovation in public engagement.

# 1. Text and typography

# How much text?

‘My initial poster designs contained an essay compared to what I ended up with!’

– *Claire Dancer, Strictly Engineering finalist*

The poster is a tool to get people quickly interested in your research, to communicate a gist of your ideas and to invite responses.

Keep your poster uncluttered and use minimal text to keep the message simple and efficient.

You can use bullet points, short sentences and subtitles, but avoid long paragraphs.

People will rarely spend more than a minute or two viewing a poster. Too much text will communicate less information, not more – viewers will switch off if they see excessive reading matter.

A poster with one clear message will communicate more effectively than one with several competing messages. Multiple messages in this context will cancel each other out.

# Typefaces

Choose an appropriate typeface (font).

Try to avoid overly quirky typefaces as they are inappropriate for distance reading.

Don't mix too many typefaces as this will distract the reader from the relevant message of your poster.

A general rule is to limit the number of typefaces to a maximum of two.

**Typefaces with too much style can be less legible, distracting and communicate unhelpful, subliminal messages**

**Helvetica is a good sans serif typeface**

**Georgia is a good serif typeface**

*'Typography is what language looks like'  
Ellen Lupton,  
designer*



The award-winning 2005 documentary film *Helvetica* is a good introduction to typography, examining how a typeface is used aesthetically, spatially and culturally.

[www.helveticafilmm.com](http://www.helveticafilmm.com)



# Type sizes

‘Documents have a conceptual structure, made visible by headings, subheadings, paragraphs, lists, tables; all chunks of information. In separating content and presentation, we’re losing art direction.’  
*Mark Boulton, designer*

Most posters are read from a distance so text needs to be big and clear.

A well designed poster will attract attention from a distance then will draw viewers in, so it is important to establish a typographic hierarchy.

A typographic hierarchy is the organisation of text into levels of importance. It enables readers to access layers of information at different viewing distances, and helps guide them so they get information more quickly.

Keep variations in typesizes to a minimum – use a maximum of three sizes.

Type size for secondary reading level

Title size

Type size for info details

# Capitalisation

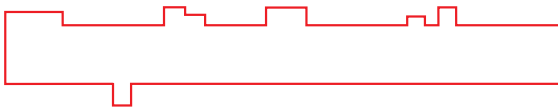
Text set in all capitals is harder to read than text set in upper and lower case.

We read in words, not letters, so what helps us recognise a word is its shape.

Using all capitals makes all words the same shape to the eye (rectangular) and therefore reduces legibility.

Capitalisation

CAPITALISATION



Road signs are usually set in upper and lower case for maximum legibility







The term 'leading' is derived from the pre-digital days of metal typesetting, when lines of lead were added between lines of words to create spaces between them when printed.

**over tracking**  
**undertracking**  
**correct tracking**

## LINE SPACING AND LETTER SPACING

Correct letter and word spacing are crucial for clear legibility.

Line spacing (leading) should be wider than word spacing to ensure your eye moves along the lines not down the lines.

8pt text on 6pt leading. 8pt text on 6pt leading. 8pt text on 6pt leading. 8pt text on 6pt leading. 8pt text on 6pt leading. 8pt text on 6pt leading. 8pt text on 6pt leading.

Too tight (8pt text on 6pt leading)

8pt text on 15pt leading. 8pt text on 15pt leading. 8pt text on 15pt leading. 8pt text on 15pt leading. 8pt text on 15pt leading. 8pt text on 15pt leading. 8pt text on 15pt leading.

Too wide (8pt text on 15pt leading)

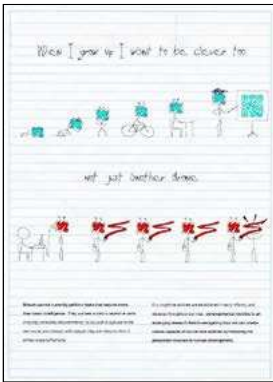
8pt text on 15pt leading. 8pt text on 15pt leading. 8pt text on 15pt leading. 8pt text on 15pt leading. 8pt text on 15pt leading. 8pt text on 15pt leading. 8pt text on 15pt leading.

Good line spacing (8pt text on 11pt leading)

The technical terms for letter spacing are 'kerning' and 'tracking'. Kerning is the adjustment of space between pairs of letters. Tracking is the uniform adjustment of space between all letters in a range of text.

## 2. Colour

# Colour legibility



James Law

Try to use simple colour schemes – too many colours can be overwhelming and may impair legibility

Legibility is affected by the perceived contrast between text and background.

Colour perception is affected by physiological factors such as ageing and colour-blindness; and environmental factors such as display settings and room lighting.

Avoid using color combinations that make it difficult for users to distinguish foreground from background due to either

- a) low-contrast typography, eg. red text on a pink background, or
- b) jarring colours, eg. green text on a red background.

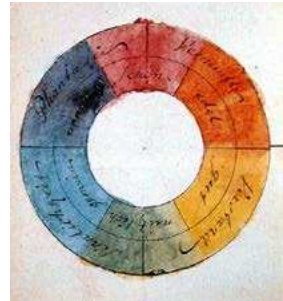


# Colour associations

Colours carry meaning so use them intelligently to reinforce the message in your poster.

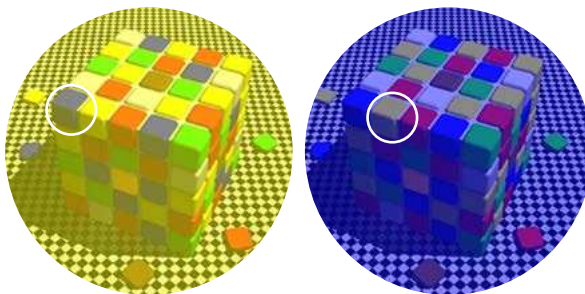
Be aware that colours may be interpreted differently by people from different cultural backgrounds.

The cultural basis for colour symbolism can be powerful so colour is a key criteria in design communication.



Goethe's symmetric colour wheel with 'reciprocally evoked colours', from his *Theory of Colours* (1810).

[www.colormatters.com](http://www.colormatters.com)



Left: context is key when it comes to what we see. The 'blue' tiles on the top of the left cube, and the 'yellow' tiles on the top of right cube appear very different in colour. But in reality they are the same - 'grey' in both cases.

[www.lottolab.org](http://www.lottolab.org)

Image by R. Beau Lotto at [www.lottolab.org](http://www.lottolab.org)



# Colour in print versus on screen



The PMS (Pantone Matching System) is an alternative to CMYK printing. Pantone colours are comprised from nine basic colors, including white. From the specific combination of these nine colors PMS can produce over 700 exact pure colors including florescents and metallics.

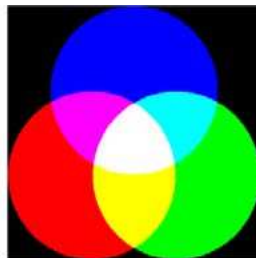
Colours look different on screen than in print so it is advisable to a) use CMYK colours while developing your poster and b) make a printed test proof of your poster.

Computer monitors emit colour as RGB (Red, Green, Blue) light, which is similar to the way the human eye sees colour.

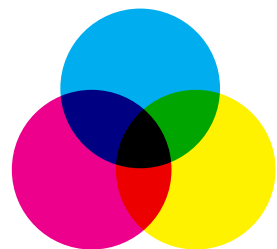
This system is additive: colours are added to a black background on the monitor.

Whereas monitors emit light, inked paper absorbs or reflects specific wavelengths.

Printing processes use CMYK (Cyan, Magenta, Yellow, black) inks. The CMYK system is considered a subtractive color system.



Red, Green, Blue (RGB)  
– additive colours  
on screen



Cyan, Magenta, Yellow (CMY) – subtractive colours in print

# 3. Imagery

# Data visualisation



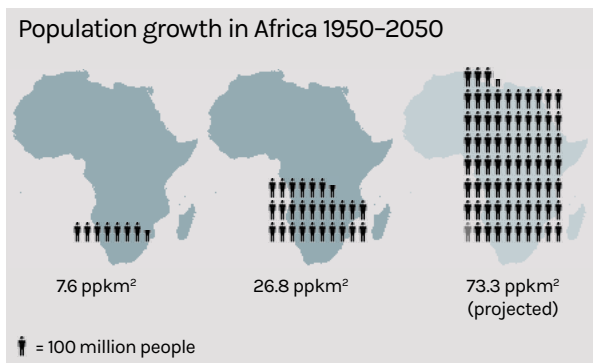
The image of the doublehelix structure of DNA was inspired by Francis Crick's wife, Odile Crick, who was a sculptor. It is not a true representation of what DNA looks like but it plays a crucial role in facilitating science communication, both within and beyond the science community.

Information graphics can help communicate complex or large data sets.

Avoid over-technical and/or illegible information graphics - posters are viewed quickly so must communicate at least one level of information right away.

Be wary of 'attractive' visuals that may distort the message. Information graphics should be clear about what is certain and what is not.

Source: World Population Prospects, 2012, United Nations



# Visual metaphors

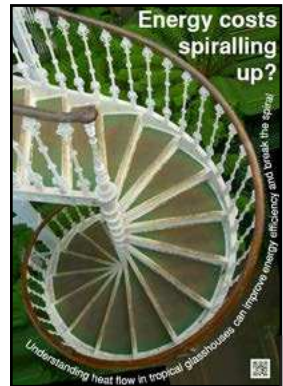
Engineering research that is conceptual is not always easy to visualise.

Visual or verbal metaphors can be an effective means of communication, ie. where unfamiliar concepts can be explained by making comparisons with familiar ones.

It is crucial to choose these metaphors carefully so as not to confuse, distract or patronise the reader.

Excessive visual distraction can be counterproductive to communicating your message.

Remember that text can be used as a visual device as well as pictures.



Visual or verbal metaphors can help communicate abstract concepts

Rebecca Ward

# Communicating uncertainty



Alastair Macleod

Engage viewers by involving them in the communication process.

Communication is uncertain, ambiguous, context-dependent and two-directional (or multi-directional).

One way to manage this is to allow viewers to participate in the communication process, rather than simply subject them to predetermined decisions.

Communication by participation can also be an effective way of gaining and sustaining viewers' attention.



# Process visualisation

Communication of ideas can be helped by revealing parts of the research process. This can aid understanding and can help assure viewers that complex underlying mysteries are not being held from public view.

Handmade graphics can be a good way of achieving this, and can help draw attention by standing out in the context of our increasingly digital environments.

*‘Hand drawing your images gives a certain freedom to design. It allows you to focus on the core concept rather than on the images you have available. It helps to reveal personality and break down the barrier between the audience and your idea’*  
– *Ellie Cosgrave, Strictly Engineering finalist*



Natasha Watson



Ellie Cosgrave

# Image quality and copyright

Images that look sharp on screen may look poor in print. On screen a resolution of 72dpi/ppi (dots/pixels per inch) is sufficient. For print the requirement is 300dpi/ppi.

Ensure images are used at scales where they communicate - avoid complex images at postage stamp sizes.

Avoid images that are too obscure to be understood by your audience. It can sometimes be better to use words.

Images may be used freely for private study, research or non-commercial purposes. Otherwise you will need to gain permission which may include a fee:

[www.copyrightservice.co.uk](http://www.copyrightservice.co.uk)



High resolution image at 300dpi in print



Low resolution image at 72dpi in print

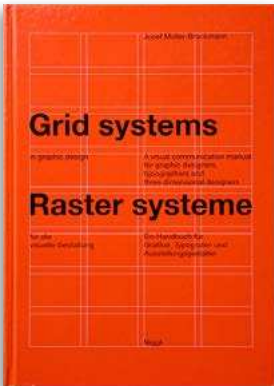


Complex images can become illegible at small scales

# 4. Layout



# Space



Müller-Brockman's *Grid systems in graphic design*, 1961 is a useful handbook for explaining the use of space in design.

White space, or negative space, is an important aesthetic element of all design.

The primary purpose of these 'blank spaces' is to help visually organise the graphical/typographic and so to define and enhance the overall message.

A grid is a useful design device used in the design process for helping to organise the elements of the posters strategically

**‘The grid system is an aid, not a guarantee. It permits a number of possible uses and each designer can look for a solution appropriate to his personal style.**  
– *Josef Müller-Brockmann, designer*

# Image and text integration

Image and text are the two main elements of visual communication. Their integration is perhaps the most important aspect of poster design.

A balance must be achieved between legibility, and creative ways of achieving a clear connection between visual and verbal.

**‘In graphic design no word, no sentence, no photograph is a single thing’**  
– *Ken Garland, designer*



Avoid type conflicting with image



Aim for closely integrated visual / verbal relationships

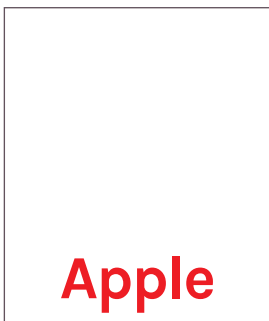
Hayley Smith

# Communication efficiency

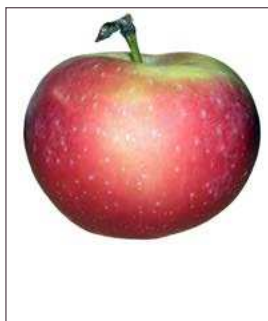
A poster will be viewed for a short amount of time, so it should include the minimal information required to communicate the message.

Sometimes pictures communicate better than words; sometimes vice versa. Sometimes a combination is best.

The decision must be made by you, but avoid combinations of pictures and words that repeat the message exactly.



Efficient



Efficient



Inefficient!

# 5. Context

# Environment

Your poster will usually appear alongside other posters or designed material, so the surrounding area will be visually busy with other, competing messages.

Your poster is more likely to stand out if the design is simple, with a reduced rather than full colour, and with minimal but bold typography.

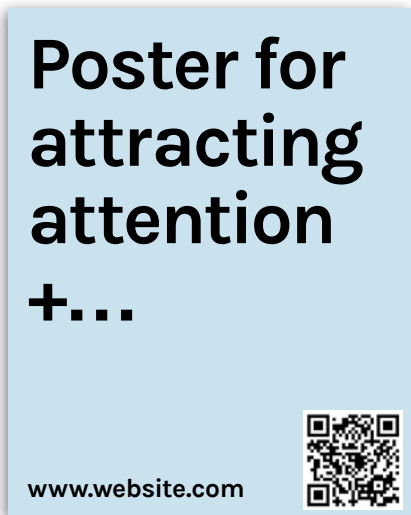


Posters shown at the British Science Festival 2012

# Mixing media

The nature of research and knowledge means that no single medium is uniquely effective for transmitting your ideas.

It can be helpful to back up your poster by multi-modal means of communication to lead to better, more engaging, communication.



Include web addresses and/or QR codes to link to digital media



Digital, other types of printed media and physical objects can help reinforce your poster

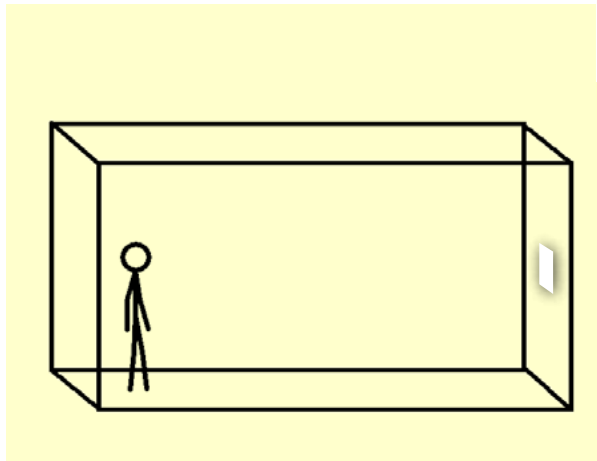
# Evaluation

*‘A great tip I had was to print a document with different font sizes in it – just write:  
This is font size 48  
This is font size 24..etc  
Put each line in the right font then view your screen from a distance. That way you can figure out what size to use without having to print your poster.’  
– Claire Dancer,  
Strictly Engineering  
finalist*

Designing on screen for print is deceptive. A poster design on your computer screen is likely to be much smaller than that of your printed poster.

Test a full-size printed version of your poster from a distance before printing the real thing. It should be readable from 2m away.

If you can't do a test print because of time or not having a working printer, set your document magnification to 100% and view it from the same distance.



# 6. Production



# PowerPoint 2010 tutorials

## Professional design programs

Adobe InDesign  
Adobe Illustrator  
Adobe Photoshop  
QuarkXpress

## Free / affordable design programs

Keynote (for Macs)  
PowerPoint  
Microsoft Publisher  
Microsoft Word  
Paintshop pro  
Corel Draw  
LaTeX  
Paint.net

Our selection of Microsoft tutorials can help you design your poster with PowerPoint. Unfortunately PowerPoint only allows you to use RGB so your printed poster might not have the exact colours you chose. Contact your printers and ask for their advice.

## Font

To add a new font to PowerPoint to use on your poster have a look on [eHow tips](#).

## Typesetting

Learn how to space your text lines on the [PowerPoint 2010 - work with indents and line Spacing](#) video. If you want to change the letter spacing, [Character spacing in PowerPoint 2010](#) shows you how.

## Images

[Insert an image or picture in PowerPoint 2010](#) is quite easy. You can also watch this [video](#). You want your images to be high resolution so you have to make sure PowerPoint is [not compressing your pictures](#).

# PowerPoint 2010 tutorials

## What is a picture resolution?

You can think of resolution as the level of detail within the picture. It's measured in dpi or ppi (dots/pixels per inch). The standard for printing is 300 dpi. The resolution will affect the maximum size of the image. As a rough rule a large image for a poster needs to be at least 2 megabytes (Mb) in size.

## How do I know the required image resolution?

You can use the following approximation:

$$\text{Max picture size (inches)} = \frac{\text{size in pixels (dimension)}}{300}$$

For example, say you want an image for your poster that is 10 × 10, then the image needs to be at least 3000 × 3000 pixels (ie. 10 inches × 300 dpi = 3000 pixels).

Check the resolution of the pictures before you add them to your poster. You can find out the dimensions of your picture by right-clicking the file in explorer and clicking on 'properties'.

## Layout

To help layout your poster, use [gridlines on your slide](#).

# Printing

Printers require your poster to have a bleed. Bleed is a 3mm 'overlap' around your artwork to ensure any design or background goes right to the edge of the poster avoiding ugly white borders. Of course if your poster has a white background you don't need to worry about this!

You have to set up the document so that there is an extra 3mm on each side (so in total an extra 6mm of height and width).

You can change the size of the slide by clicking on the 'design' tab and clicking on 'page setup' and change the width and height from there.

Another thing to remember is to avoid having diagrams or text too close to the edge of your design.

To print your poster, [convert PowerPoint to a pdf file.](#)

# References

## Web resources

### *Text and typography*

[thinkingwithtype.com](http://thinkingwithtype.com)

[typarchive.com](http://typarchive.com)

[typocircle.com/learn](http://typocircle.com/learn)

[typographica.oeg](http://typographica.oeg) - type reviews

### *Font foundries and retailers*

[adobe.com/type](http://adobe.com/type)

[fontbureau.com](http://fontbureau.com)

[fontfeed.com](http://fontfeed.com)

[fonthaus.com](http://fonthaus.com)

[fonts.com](http://fonts.com)

[fontshop.com](http://fontshop.com)

[fontsmith.com](http://fontsmith.com)

[google.com/webfonts](http://google.com/webfonts)

[typekit.com](http://typekit.com)

[typotheque.com/fonts](http://typotheque.com/fonts)

### *Free typeface sources*

(beware of the majority that are bad!)

[dafont.com](http://dafont.com)

[fontsquid.com](http://fontsquid.com)

[freetypography.com](http://freetypography.com)

### *Colour*

[Basic colour theory](#)

### *Imagery*

[Getting started with paint.NET](#)

- a free image and photo manipulation application

[Infographics tips and examples](#)

[Examples of data visualisation](#)

### *Layout*

[Designing with grids](#)

[The Swiss grid system](#)

### *Others*

[Developing posters resources](#)

- National Co-ordinating Centre for Public Engagement

## Organisations and institutions

[aiga.org](http://aiga.org)

[designcouncil.org.uk](http://designcouncil.org.uk)

[St Bride Foundation](#)

## Design journals / magazines

[Eye magazine](#)

[Creative Review](#)

[Design Week](#)

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[Helvetica vs Arial Font fight](#)

[Font Conference on Zapf Dingbats](#)

[Michael Bierut on Helvetica](#)

[Chip Kidd: Designing books is no laughing matter. OK, it is](#)





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the 1990s, the number of people in the UK who are aged 65 and over has increased from 10.5 million to 13.5 million, and the number of people aged 75 and over has increased from 4.5 million to 6.5 million (Office for National Statistics 2000).

There is a growing awareness of the need to address the needs of older people, and the UK Government has set out a strategy for the 21st century (Department of Health 2001). The strategy is based on the principle of 'active ageing', which is defined as 'the process of optimising opportunities for health, participation in society, and security in old age' (Department of Health 2001, p. 1).

The strategy is based on three pillars: health, participation and security. The Department of Health has set out a number of objectives for each pillar, and has identified a number of key areas for action. The key areas for action are: health, participation, security, and the environment.

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