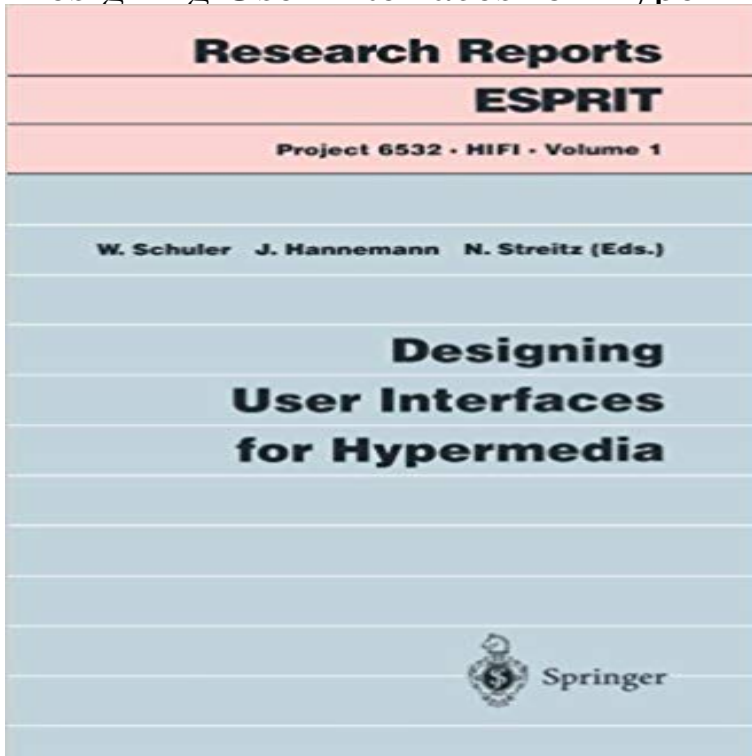


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One can observe that a wide range of human activities involves various forms of design. Especially if the goal implies the creation of an artifact, design is at the very center of these activities. It is the general understanding in the public to place design especially in the context of, for example, fashion, furniture, household items, cars, and architecture or in a more general way at the intersection of art and engineering. Of course, in the field of information technology, developers of software and hardware are called system designers. Design can be identified and considered in the context of many activities related to publishing: creating a product ad in a magazine, designing the layout of a newspaper, authoring a book. Summarizing these examples as creating documents, these are activities where two challenges with respect to design have to be met. Designing the content, its structure, and its relationship to the existing knowledge of potential readers is one, while the other refers to the rhetorical aspects including designing the presentation of the material in order to communicate the content. Publishing is communicating knowledge.

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