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Maps and Diagrams Cognitive Zoom: From Object to Path and Back Again Monitoring Change: Characteristics of Dynamic Geo-spatial Phenomena for Visual Exploration The Use of Maps, Images and "Gestures" for Navigation Schematizing Maps: Simplification of Geographic Shape by Discrete Curve Evolution Schematic Maps as Wayfinding Aids Some Ways that Maps and Diagrams Communicate Spatial Communication with Maps: Defining the Correctness of Maps Using a Multi-Agent Simulation Schematic Maps for Robot Navigation Motion and Spatial Reference From Motion Observation to Qualitative Motion Representation Lexical

Specifications of Paths -- Visual Processing and Representation of Spatio-temporal Patterns -- Orienting and Reorienting in Egocentric Mental Models -- Investigating Spatial Reference Systems through Distortions in Visual Memory -- Spatial Relations and Spatial Inference -- Towards Cognitive Adequacy of Topological Spatial Relations --Interactive Layout Generation with a Diagrammatic Constraint Language -- Inference and Visualization of Spatial Relations -- A Topological Calculus for Cartographic Entities -- The Influence of Linear Shapes on Solving Interval-Based Configuration Problems -- Navigation in Real and Virtual Spaces -- Transfer of Spatial Knowledge from Virtual to Real Environments -- Coarse Qualitative Descriptions in Robot Navigation -- Obligue Angled Intersections and Barriers: Navigating through a Virtual Maze -- Modelling Navigational Knowledge by Route Graphs -- Using Realistic Virtual Environments in the Study of Spatial Encoding -- Navigating Overlapping Virtual Worlds: Arriving in One Place and Finding that You're Somewhere Else -- Spatial Memory --Influences of Context on Memory for Routes -- Preparing a Cup of Tea and Writing a Letter: Do Script-Based Actions Influence the Representation of a Real Environment? -- Action Related Determinants of Spatial Coding in Perception and Memory -- Investigation of Age and Sex Effects in Spatial Cognitions as Assessed in a Locomotor Maze and in a 2-D Computer Maze.