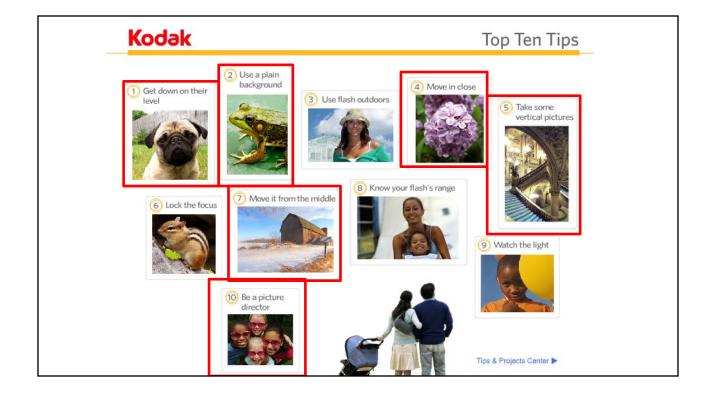
CSCI 4550/6550 Interactive Visualization

Lecture 2: Visualization Design & Memorable Chart Junk

Reminder: "Rules" for the course

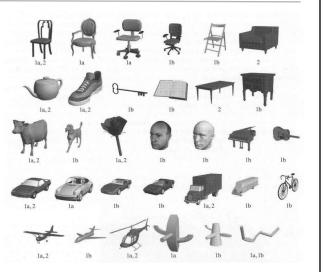
- As class participation is 5% of your grade:
 - Using laptops during class is strongly discouraged
 - If you're using your laptop you need to participate twice as much as everyone else because l'm going to assume you're doing something else.
- Use of laptops for reference during paper discussion is allowed
- Sit in a different seat, next to different people, each lecture
 - Work with a different person for each in-class "worksheet"

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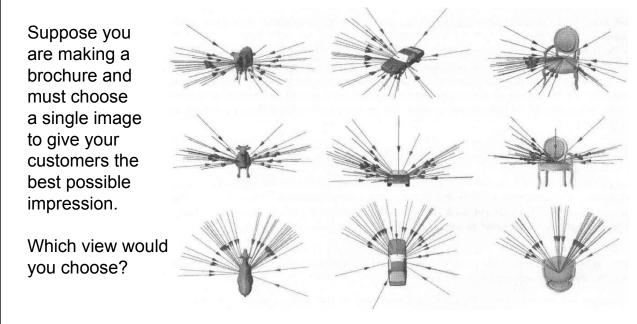


"Canonical" Viewpoints

- From Dictionary.com:
 - authorized; recognized; accepted
 - the body of rules, principles, or standards accepted as axiomatic and universally binding in a field of study or art: the neoclassical canon
 - a fundamental principle or general rule: the canons of good behavior
 - a standard; criterion: the canons of taste

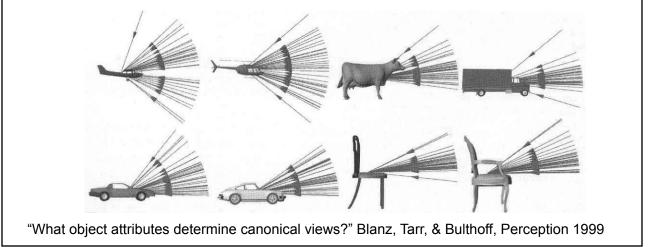


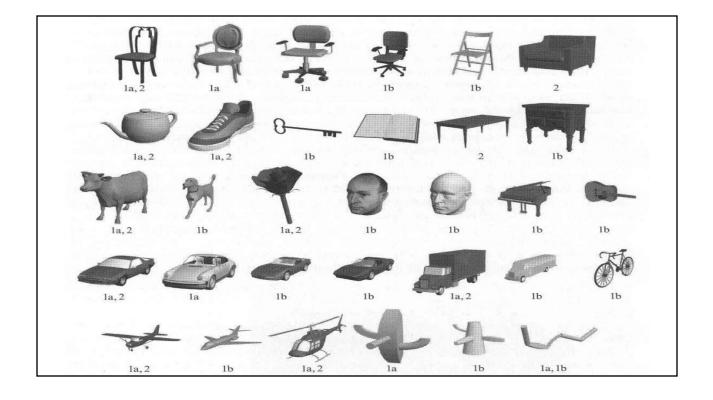
"What object attributes determine canonical views?" Blanz, Tarr, & Bulthoff, Perception 1999



"What object attributes determine canonical views?" Blanz, Tarr, & Bulthoff, Perception 1999

- Salience and significance of the features
- Stability of viewpoint to small transformations
- · Minimize number of occluded features
- · Familiarity, functionality, aesthetic criteria

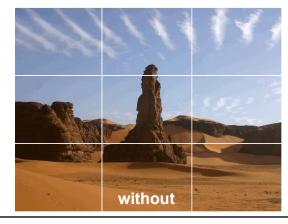


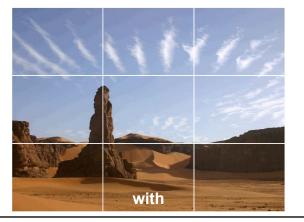


Rule of Thirds

http://en.wikipedia.org/wiki/Rule_of_thirds

- Place horizon at top or bottom line.
- Place subject on guide lines and intersection points
- · Avoid placing subject at center, avoid dividing picture in half





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Principles of Effective Website Design

- Guiding the eye (position, color, contrast, size, design elements)
- Spacing, padding, white/empty space, reduce cognitive load
- Navigation/orientation
- Typography (font, size, color, paragraphs)
- Usability/standards/conventions, be obvious,
 "Don't make users think"
- Consistency
- · Alignment, polished, simplicity
- Effective writing
- Clarity, sharpness, contrast, exaggeration

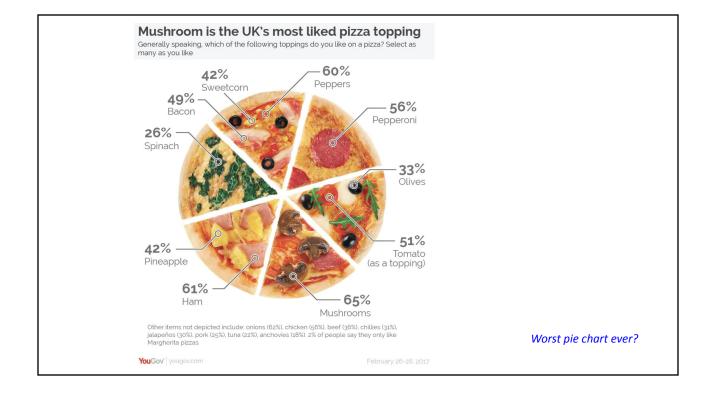
http://psd.tutsplus.com/tutorials/designing-tutorials/9-essential-principles-for-good-web-design/ http://uxdesign.smashingmagazine.com/2008/01/31/10-principles-of-effective-web-design/

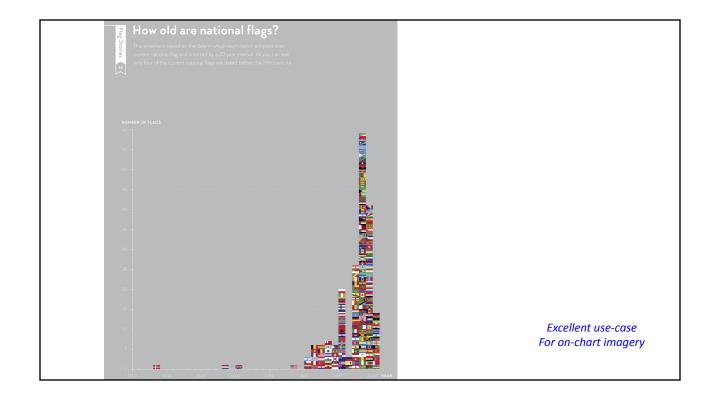
Principles of Good User Interface Design

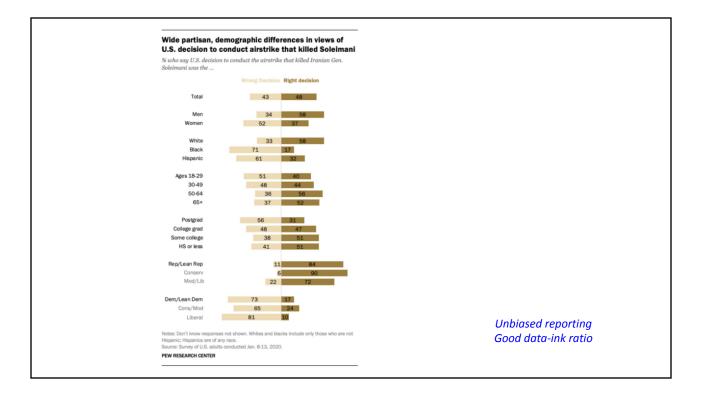
- Consistency and standards
 - Match real world: words, phrases and concepts familiar to the user, real-world conventions, natural and logical order, coherency
- Flexibility and efficiency of use: cater/tailor to both inexperienced and experienced users

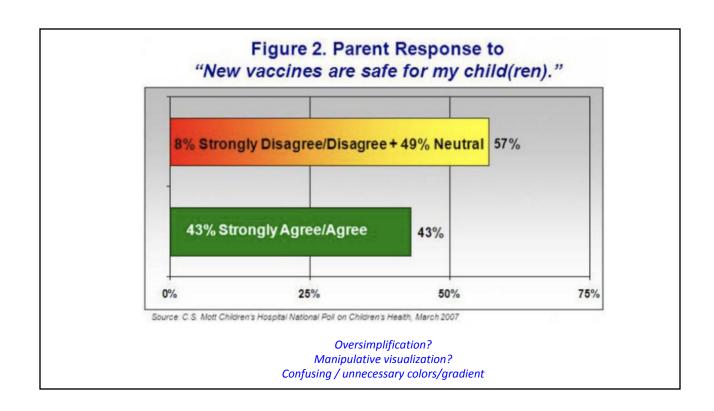
 Know your user, user testing, listen to the user
- User control and freedom: a clearly marked "emergency exit" to leave the unwanted, support undo and redo
- Aesthetic and minimalist design: every extra unit of information competes with and diminishes visibility of relevant information
 - System status: keep users informed
- Recognize, diagnose, and recover from errors
 - Error prevention: good error messages, eliminate error-prone conditions, confirmation option
- Help and documentation
 - Recognition rather than recall: Information/instructions should be visible or easily retrievable

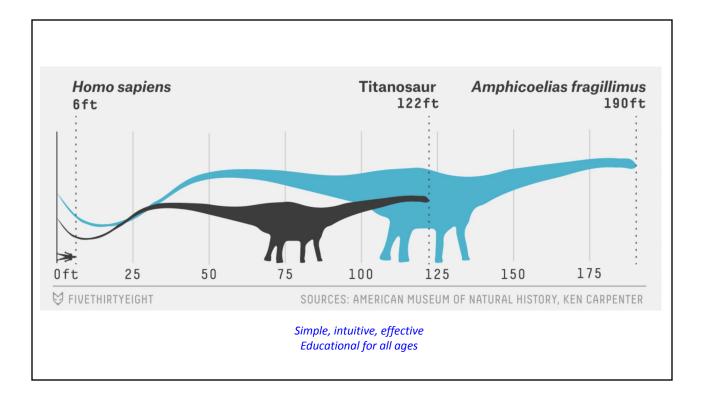
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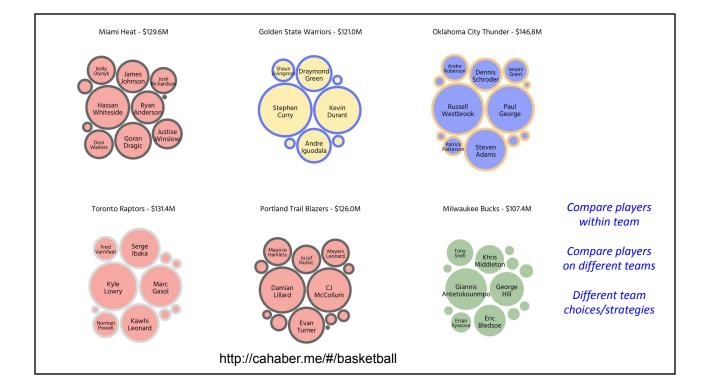


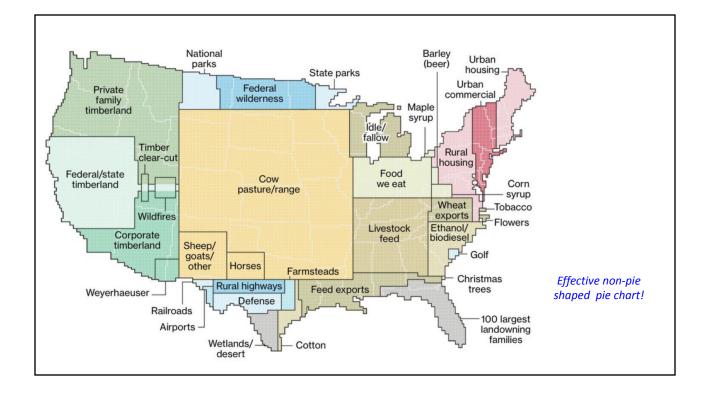


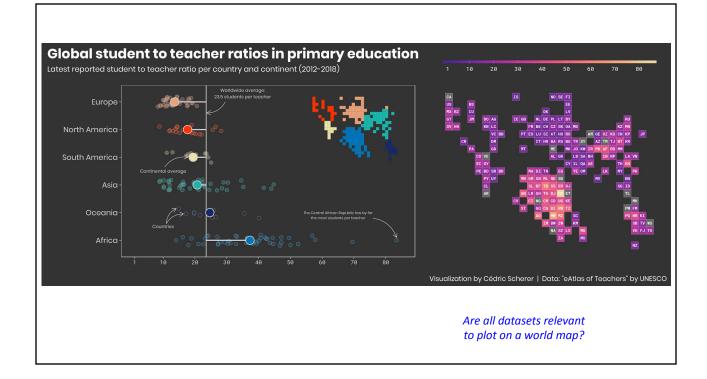


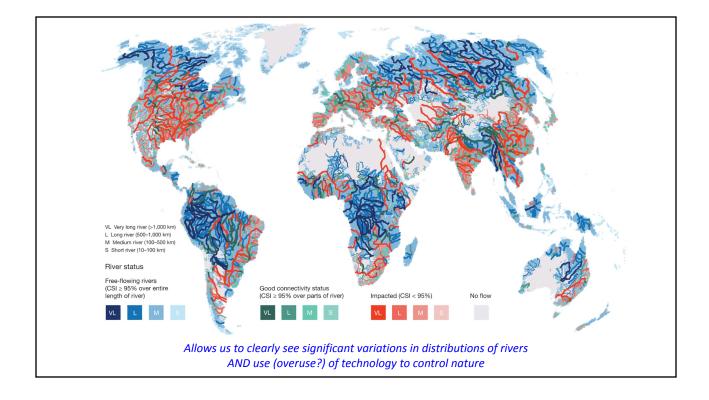


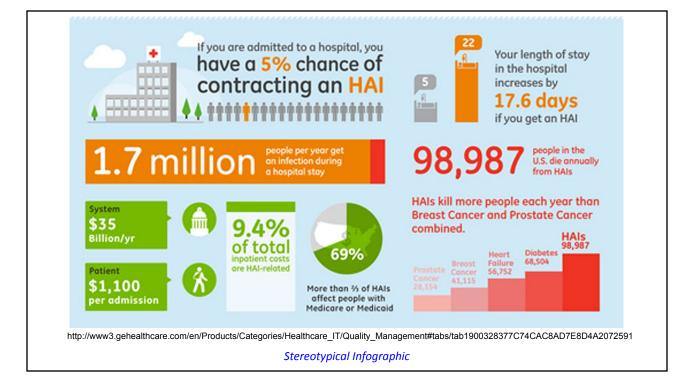


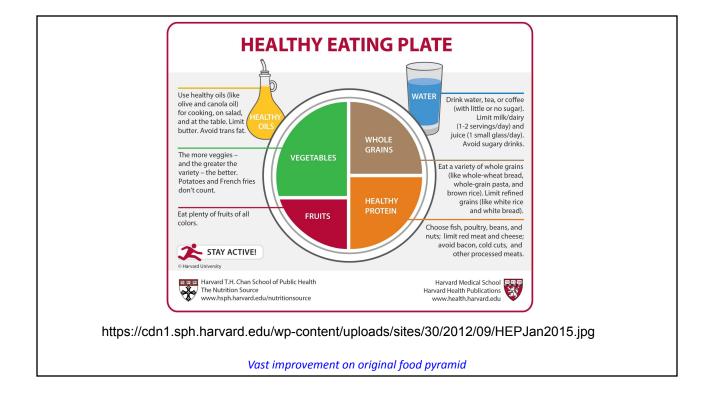










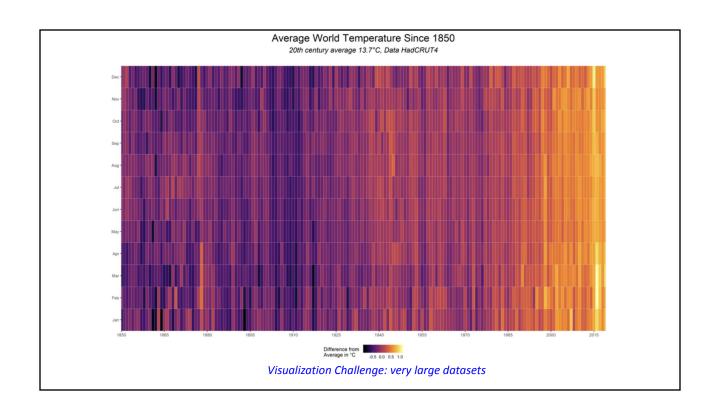


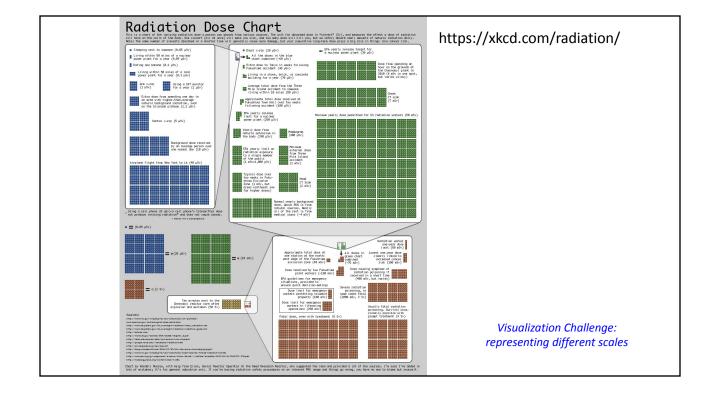
- Scientific Visualization (SciVis)
 - really large quantities of data
 - data usually has inherent structure
 - often has a spatial and/or temporal component (coordinate system)
 - often appropriate to use of 3D visualization techniques
 - such as medical, hurricane, computational fluid dynamics (CFD) data
- Information Visualization (InfoVis)
 - smaller datasets
 - data that does not have an inherent structure (may not have coordinate system)
 - financial stock market data, demographic census data, genetic data, etc.
- Visual Analytics
 - involves a cycle of rapidly creating visualizations to answer questions and generate new questions about a dataset
- Infographics are typically in the realm of InfoVis, and often they show the results of the visual analytics process, but SciVis is not really a part of most infographics.
- Annual IEEE Visualization and IEEE InfoVis (Information Visualization) conferences are two separate entities. The set of people organizing, attending and involved one conference is almost disjoint from the other set.

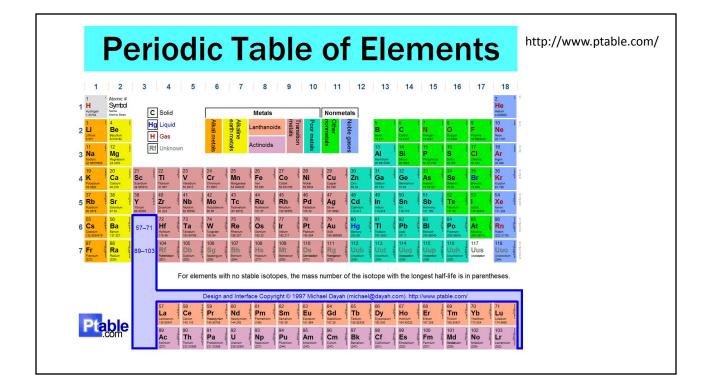
http://blog.visual.ly/the-beautiful-world-of-scivis/ https://visualizeit.wordpress.com/2007/06/07/the-great-infovis-and-scivis-divide/

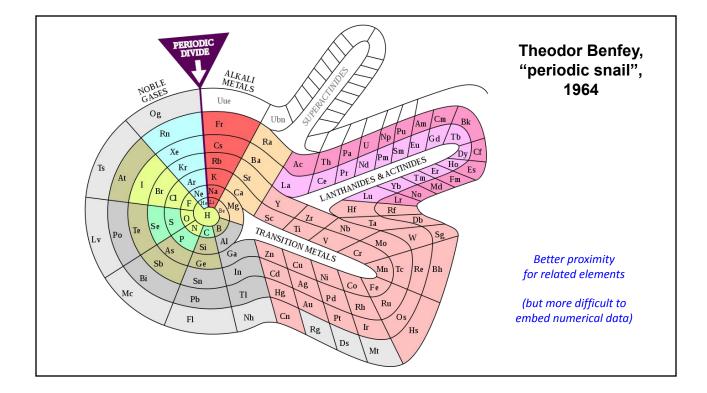


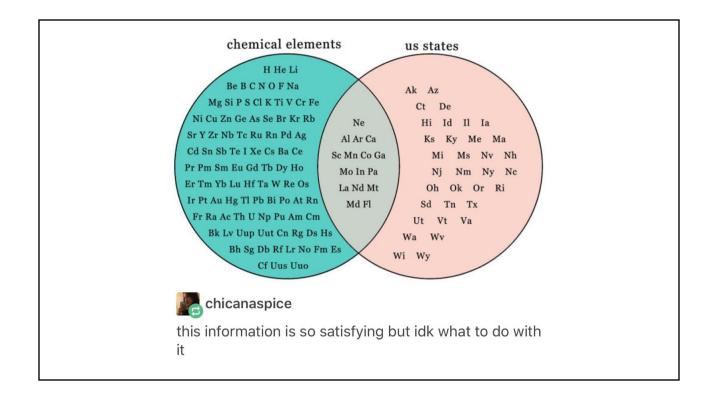
An Interactive Visualization! (interactive data collection)

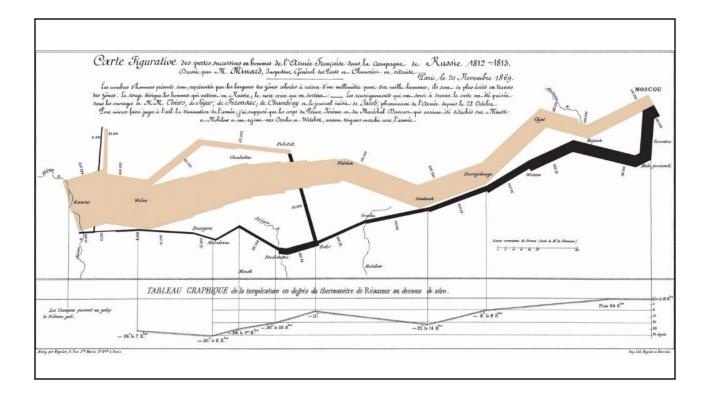


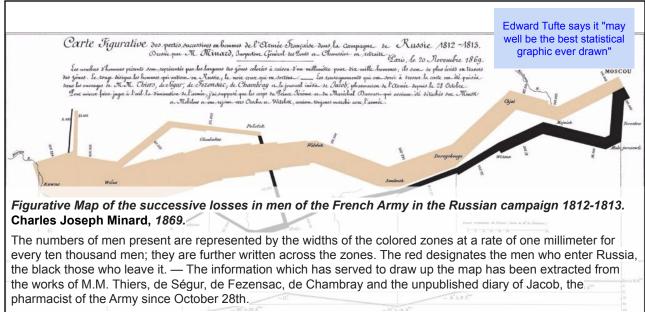




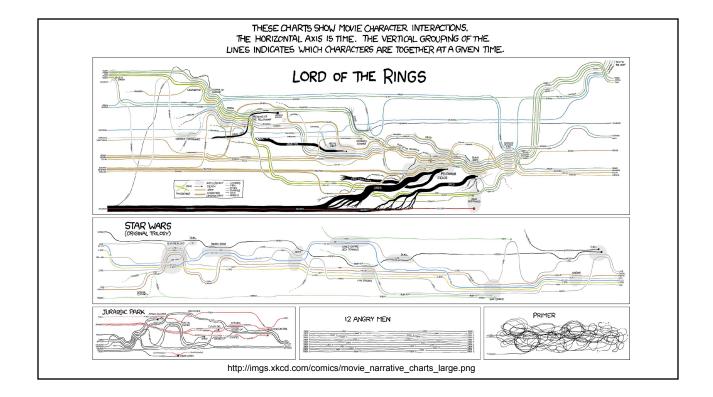








In order to better judge with the eye the diminution of the army, I have assumed that the troops of Prince Jérôme and of Marshal Davout, who had been detached at Minsk and Mogilev and have rejoined near Orsha and Vitebsk, had always marched with the army.

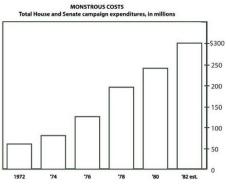


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Reading for Today

• "Useful Junk? The Effects of Visual Embellishment on Comprehension and Memorability of Charts", Bateman et al., CHI 2010.

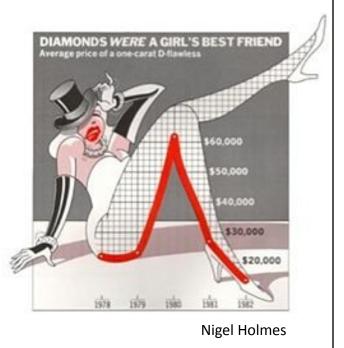




• Article discussed here: http://eagereyes.org/criticism/chart-junk-considered-useful-after-all

What is "Chart Junk"?

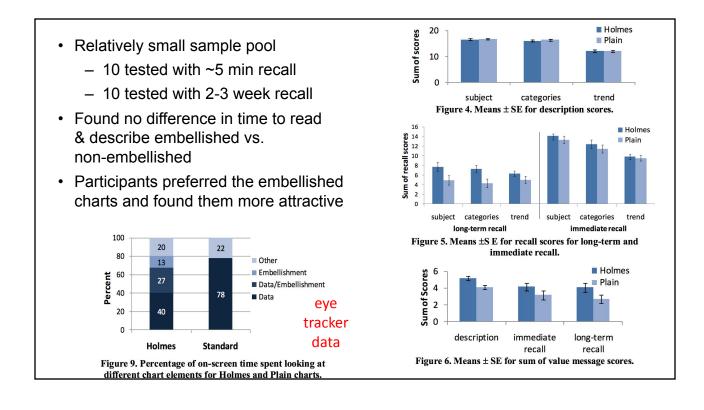
- Extraneous elements in a chart or visualization
- Does not represent data
- Data-to-ink ratio (aim to convey more data with less ink)
- According to Edward Tufte: It's not just unnecessary, it's harmful (distracting)
- According to Nigel Holmes: Visualization should engage the reader's interest



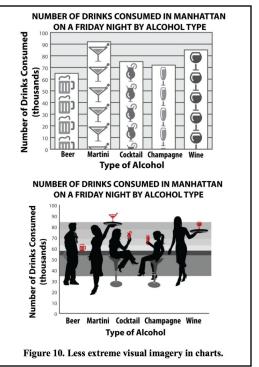
Study Design

"Useful Junk? The Effects of Visual Embellishment on Comprehension and Memorability of Charts" Bateman, Mandryk, Gutwin, Genest, McDine, & Brooks, CHI 2010

- · Compare embellished charts to plain ones
- Measured:
 - interpretation accuracy was no worse for embellished charts
 - long-term recall (2-3 weeks later) was better for embellished charts, topic & details of the chart were more memorable
- Prior work:
 - Higher data-to-ink → faster response & greater accuracy [Gilan & Richman]
 - Other work shows a somewhat weak correlation between data-to-ink and interpretability or aesthetics
- Author's caution:
 - Not an endorsement of chart junk
 - Embellishments can lead to bias!



- · Viewing time was unlimited for this study
 - Participants ended up spending the ~same amount of time on embellished vs. non-embellished
 - Effect of limiting time not measured
- Chart junk for these examples was tightly coupled with subject & details of chart
 - Quote from Holmes: "I think [Tufte] missed the point of much that I was trying to do: TIME magazine charts were aimed at lay readers, not unintelligent ones, but busy ones. I knew they'd get the point quicker if they were somehow attracted to the graphic."
- What about charts from paper on last slide? What was their point? How good is your recall? Will your recall them in 2-3 weeks? Why didn't the authors use embellishment?



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Pair Worksheet (~20 minutes)

- Meet new people
 - Work with someone you did not know before this class
 - Work with a different partner every time
- 1 worksheet per team of 2
 - Sketch & brainstorm on the page
 - (I'll scan & upload to Submitty for your review)
- Use color! Be creative!

Homework 2: Time-Based Datasets

- Team of 2
- Obtain an interesting time-based dataset
 - Should be collectable* from online sources, and
 - Require a modest effort to prepare*
 - * = you'll submit your scripts/code to document
- Use Microsoft Excel or Google Sheets or LibreOffice Calc
 - Create a variety (one of each?!) of the charts following the guidelines from "Eenie, Meenie, Minie, Moe: Selecting the Right Graph for Your Message"
 - Excellent labels and captions for each
- Upload your assignment to Submitty by Thursday @ 11:59pm And post two of the charts on the forum

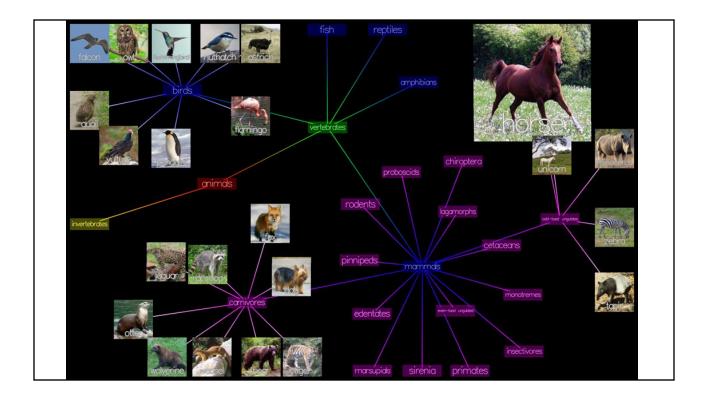
Tools for Scraping Data from the Web

- copy-paste
- wget
- grep / sed / awk / sort / uniq
- Favorite programming language to parse/strip out unnecessary html formatting
- Save as .csv (comma separated value) files to upload to Excel / Google Sheets
- Python has lots of packages for parsing (e.g., json format)
- Selenium for automated browsing of websites

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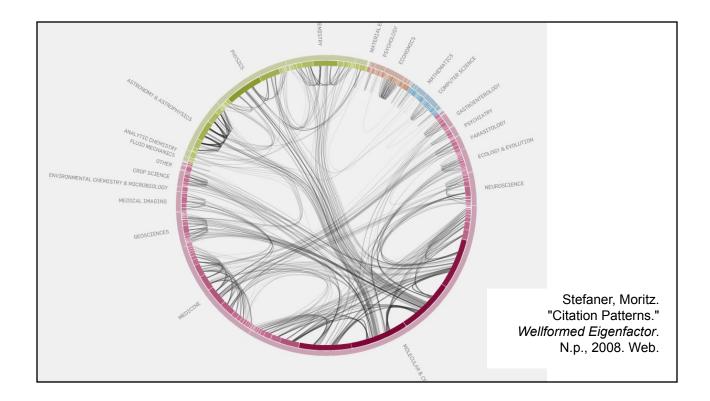
Graph Terminology I

- Directed vs. Undirected Edges
- Tree (no cycles) vs. Graph (cycles allowed)
 - Cycle: A path along edges through the graph starting & ending at the same vertex.
 - \circ Cycle Variants: closed walk, simple cycle, directed cycle, \ldots
- Valence (a.k.a. Degree) of a Vertex:
 # of edges incident on the vertex
- Regular: Each vertex has same valence, a 3-regular graph is also called cubic



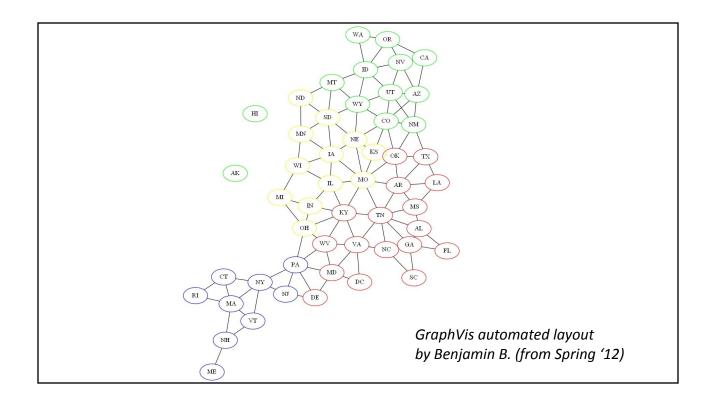
Graph Terminology II

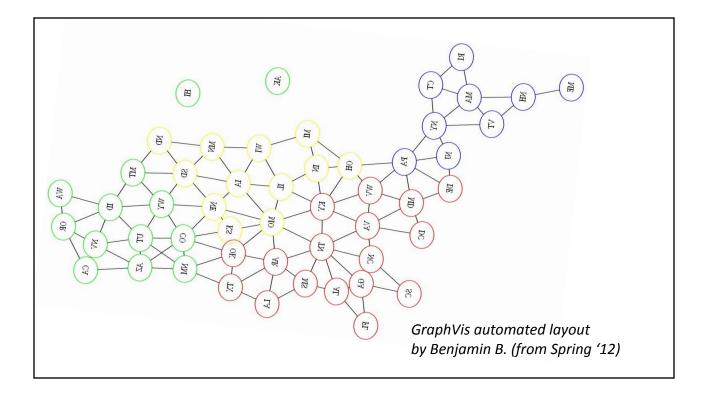
- Polygon: 2D flat or on a sphere, with straight or great circle edges
- Polyhedron: 3D solid formed by flat faces
- Polytope: flat sides in any dimension
- Bipartite: vertices can be split into two groups, A & B. No edge connects a vertex in A to another vertex in A. Same for B.
- Clique subset of vertices in an undirected graph with an edge connecting every pair of vertices in the subset.



Graph Terminology III

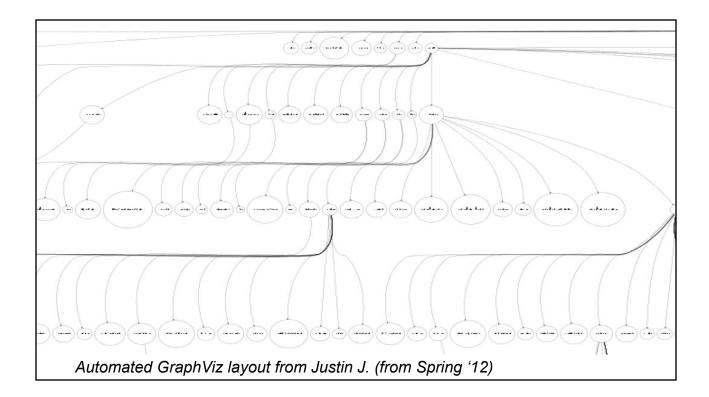
- Upward Drawing (of a tree) no child is drawn with vertically above (higher y value than) its parent.
- Plane Graph A 2D drawing of the graph where no edges cross (touching at the endpoint vertices they share is ok)
- Planar Graph A graph for which a Plane Graph exists.
- Euler's Theorem for planar graphs:
 For a plane graph with *n* vertices, *m* edges and *f* faces, we have *n m* + *f* = 2.





Graph Drawing Goals

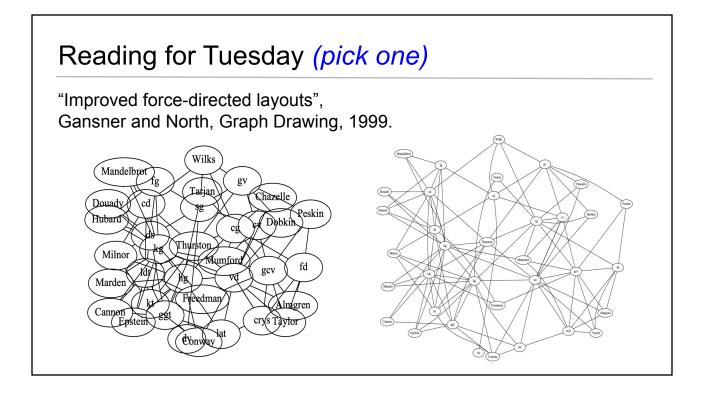
- Automated!
- Can read all of the labels
- Can follow the line and see exactly which 2 vertices it connects
- Aesthetically pleasing
- Layout should display as much symmetry as possible
- Crossing free or minimal-crossing layout
- All edge lengths are approximately equal
- Even vertex distribution
- Distance between nodes in final layout should be as close as possible to "graph distance" (# of edges on shortest path between those nodes)



Graph Drawing Questions

- What is the metric of success for each of our goals?
- Can we guarantee to find a solution? The optimal or best solution?
- Can we use randomness? Does it help?
- How expensive/slow are the different algorithms to draw graphs?
- How does it scale with more nodes/edges?
 - Does it lose effectiveness in meeting our goals?
 - How is the running time affected?
- How do we label the nodes/edges with color/words/images?

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Reading for Tuesday *(pick one)*

"A Technique for Drawing Directed Graphs" Gansner, Koutsofios, North, & Vo, IEEE Trans. on Software Engineering, 1993.

