Information Representation

**The Value of Data Visualization** 

Spot the 7s...

http://vimeo.com/29684853

### **Beyond Simple Screen Design**

What are the characteristics of good representations?

What are the characteristics of good information visualization?

What role do metaphors play?

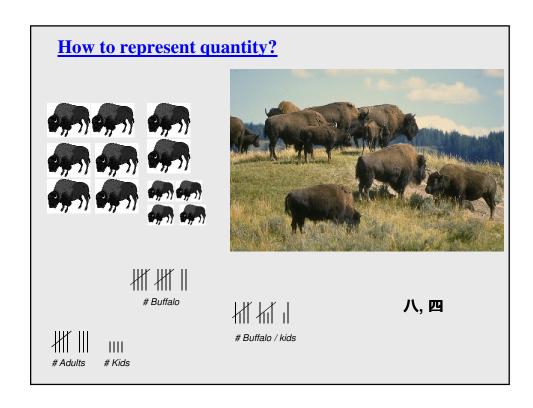
How can the use of direct manipulation help us?

### **Good information visualization...**

- ... supports making discoveries.
- ... supports making decisions.
- ... supports discovering patterns.
- ...supports finding relevant information.
- ...capture essential elements of events.
- ...deliberately leaves out (or at least mutes) irrelevant data.
- ...is appropriate to the person viewing the data.
- ...is appropriate to the task being performed.

With good visualizations people can see trends, clusters, gaps, and outliers.

Use of colors, sizes, shapes, and locations all help with this.



## **Representations**

Solving a problem simply means representing it so as to make the solution transparent ... (Simon, 1981)

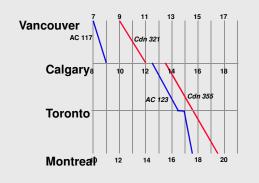
### **Good representations**

- allow people to *find* relevant information
  - information may be present but hard to find
- allow people to *compute* desired conclusions
  - computations may be difficult or "for free" depending on representations

## Which is the best flight?

length, stop-overs, switches...

	aepart	arrive
AC 117 Vancouver - Calgary	7:00	9:00
Cdn 32 Vancouver - Calgary	9:00	12:00
Cdn 35 Calgary - Montreal	13:30	19:30
AC 123 Calgary - Toronto	12:30	16:30
AC 123 Toronto - Montreal	16:45	17:30
*time zone: +1 van-cal,	+2 cal-to	r, mtl



# When do I take my drugs?

Inderal: 1 tablet 3 times a day Lanoxin: 1 tablet every A.M.

Carafate: 1 tablet before meals and at bedtime Zantac: 1 tablet every 12 hours (twice a day)

Quinag: 1 tablet 4 times a day Couma: 1 tablet a day

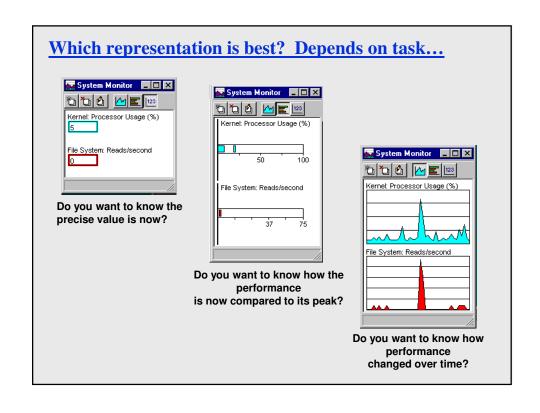
Note: There are high error rates in taking pills, even with pillbox organizers, for a number of reasons.

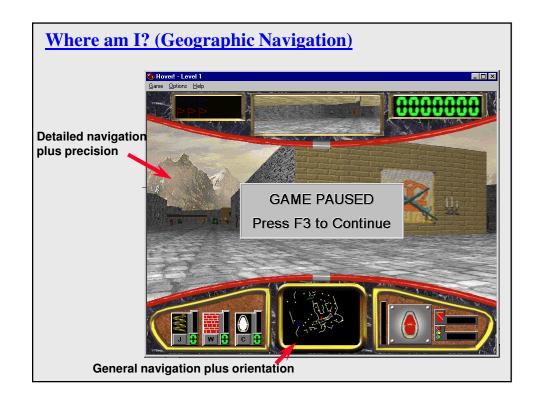
Brea	kfast	Lunch	<u>Dinner</u>	<b>Bedtime</b>
Lanoxin	*			
Inderal	*	*		*
Quinag	*	*	*	*
Carafate	*	*	*	*
Zantac		*		*
Couma				*

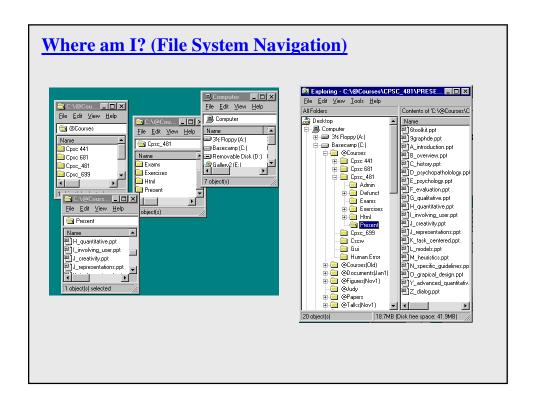
<b>Breakfast</b>	Lunch Dinner	<b>Bedtime</b>
Lanoxin		
Inderal	Inderal	Inderal
Quinag	Quinag Quinag	Quinag
Carafate	Carafate	Carafate Carafate
	Zantac	Zantac

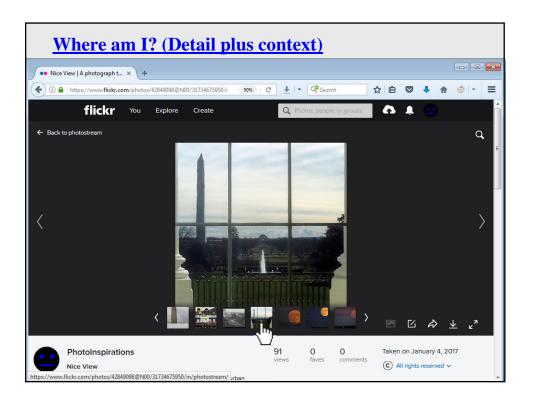
Note: A better solution might feel like a technology-enhanced pill bottle system, but there are a variety of human-centric factors in that ideas as well as technology failure issues...

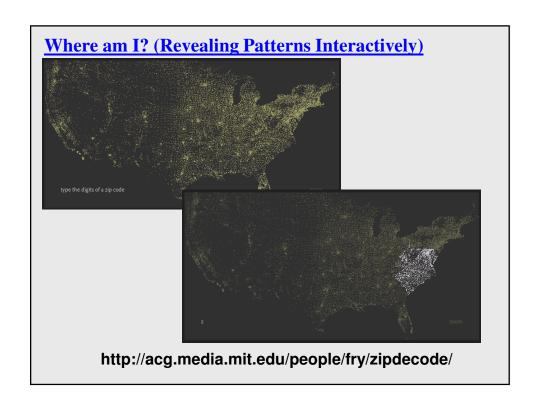
Couma

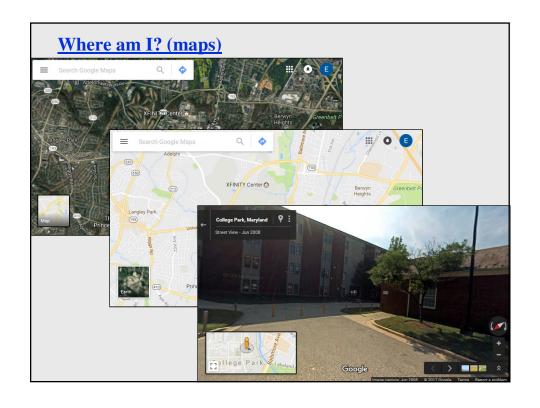


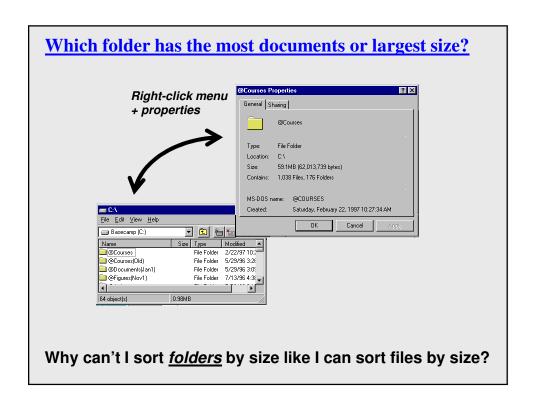




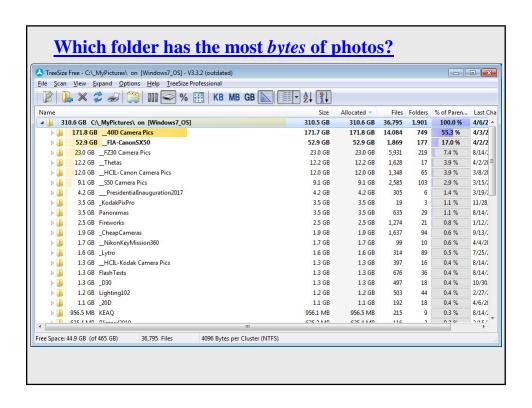


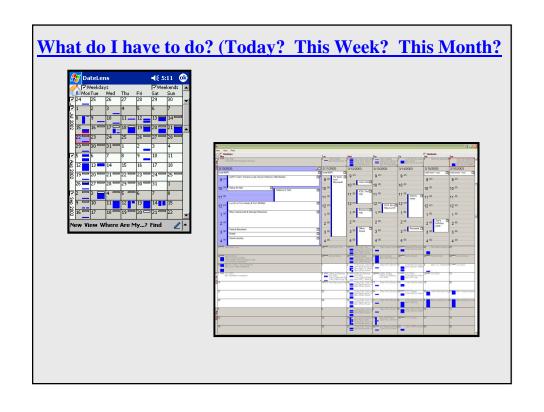












## **Treemaps (developed at UMD)**

Divide a rectangle into smaller rectangles and use the sizes, colors, and even color intensity as representations of different data parameters.

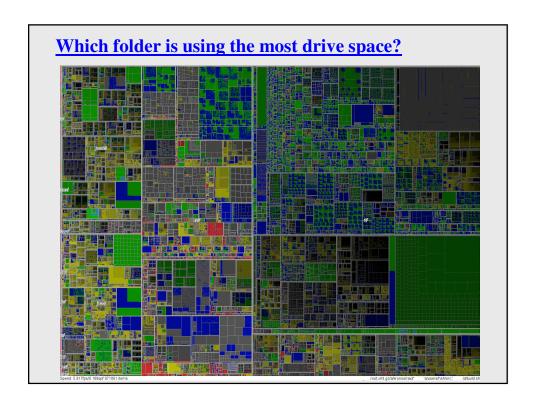
Examples of where you can play around with creating your own...

https://developers.google.com/chart/interactive/docs/gallery/treemap

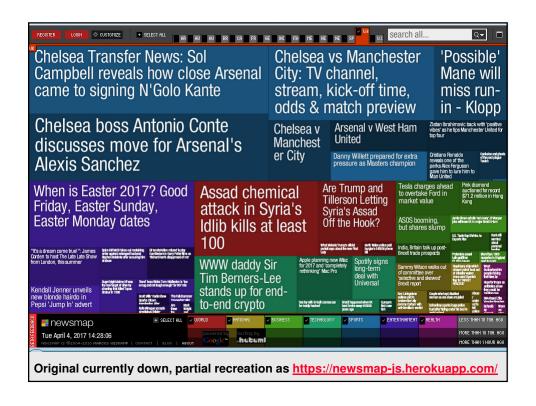
https://infogram.com/examples/charts/treemap-chart

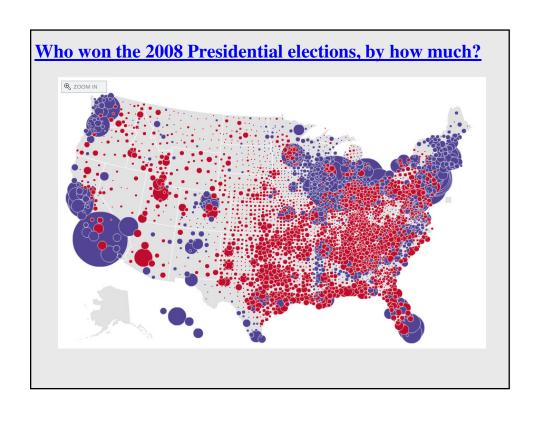
Evan Golub / Ben Bederson / Saul Greenberg

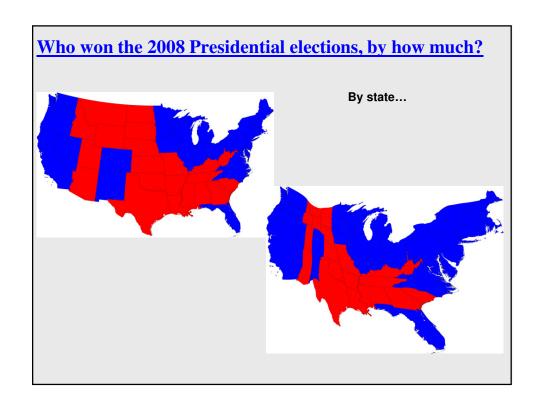
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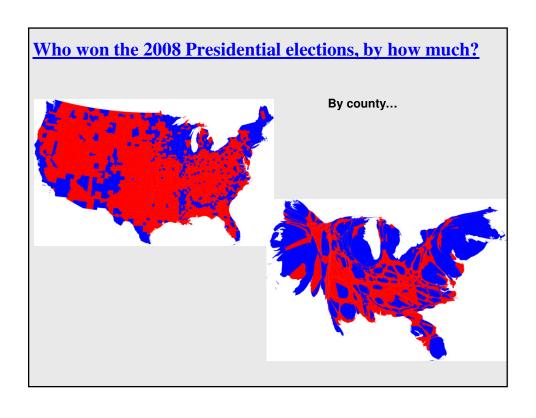


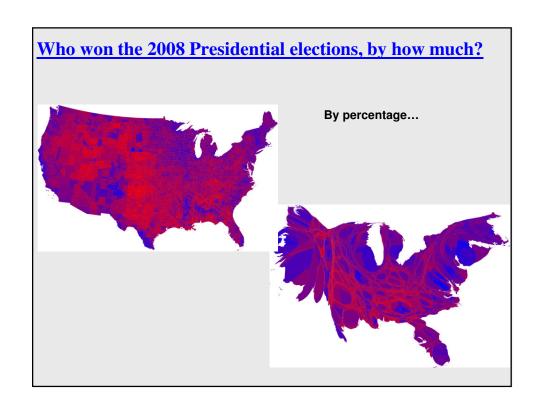












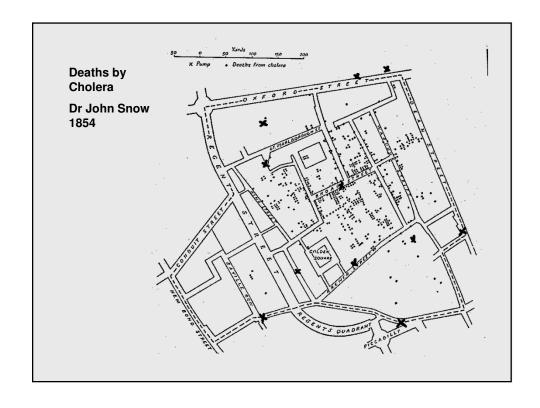


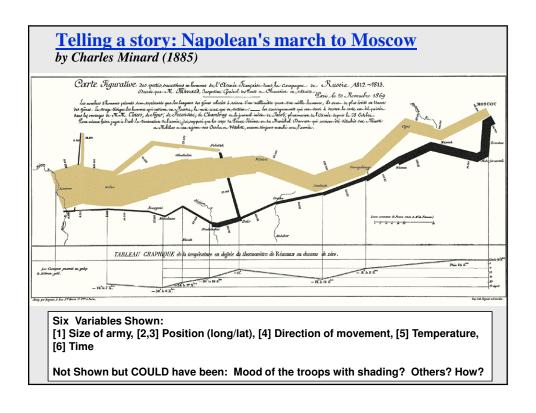
### **Information Visualization**

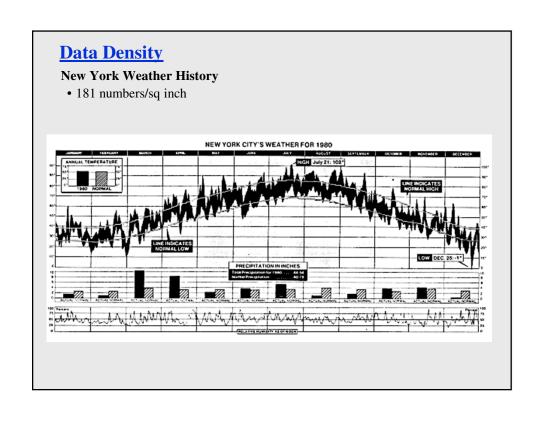
# Graphics should reveal the data...

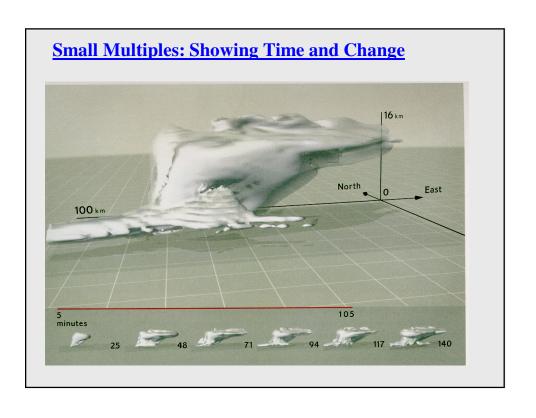
- show the data
- not get in the way of the message
- avoid distortion
- present many numbers in a small space
- make large data sets coherent
- encourage comparison between data
- supply both a broad overview and fine detail
- serve a clear purpose

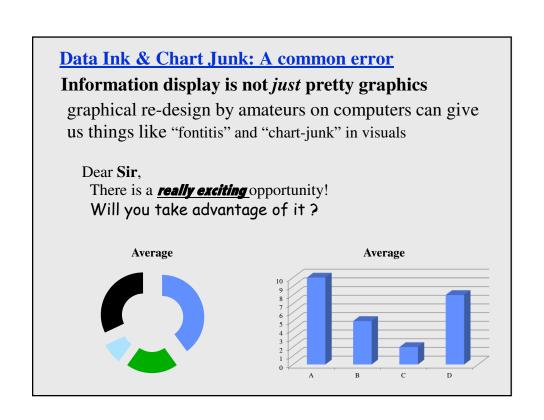
**Note:** many visual examples on the following slides are taken from Tufte's books such as Visual Display of Quantitative Information

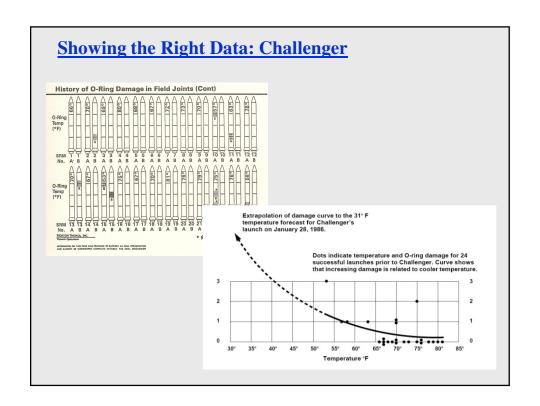






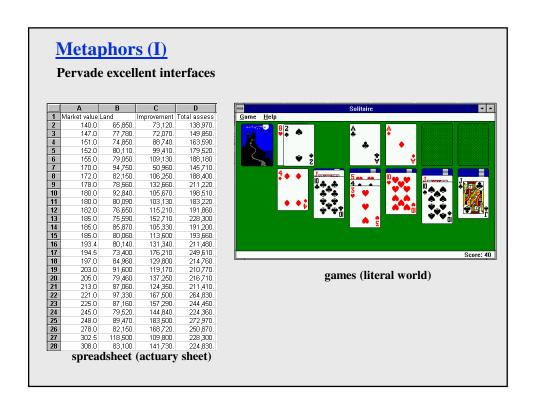


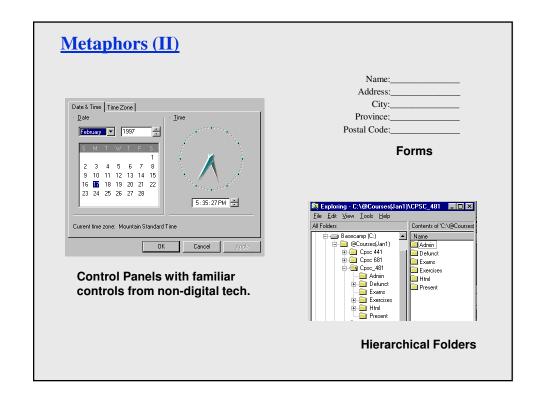




### **Interaction**

If a picture is worth a thousand words, then an interactive visualization is worth a thousand pictures.....





### **Metaphors (III)**

Via metaphor, we apply the name of something or a descriptive term to another object to which it is not literally applicable (do you tape things on a DVR?).

The purpose of this is to provide users with natural models and attempt to leverage their knowledge of familiar, concrete objects/experiences to understand abstract computer and task concepts.

A potential problem is that a metaphor may portray an outdated or inaccurate or naive conceptual model of the system or could limit design creativity.



A presentation tool is like a slide projector



### **Generating Metaphors**

# Use metaphors that matches user's conceptual task

- desktop metaphor for office workers
- paintbrush metaphor for artists...

# Ensure emotional tone is appropriate to users

file deletion metaphor possible options:

trashcan

black hole

paper shredder

recycle bin

furnace

Given a choice, choose the metaphor close to the way the system works...

### **Evaluating Metaphors**

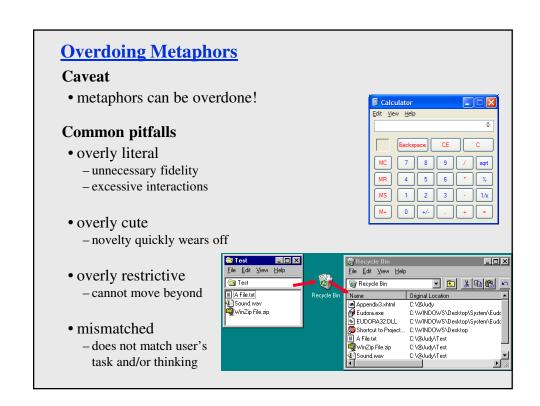
### Consider probable consequences

- -will metaphor restrict what people could actually do?
   eg: strict file/folder hierarchy vs system allows links
   between directories
- -will metaphor believe that people can do more than what is possible?

eg: agent-based systems, Eliza...

### Consider how metaphors can evolve

is metaphor extensible to new features? when is the metaphor no longer useful?



### **Direct Engagement & Direct Manipulation**

### **Direct Engagement**

• the feeling of working *directly* on the task

### **Direct Manipulation**

• An interface that behaves as though the interaction was with a real-world object rather than with an abstract system

### Central ideas

- visibility of the objects of interest
- rapid, reversible, incremental actions
- manipulation by pointing and moving
- immediate and continuous display of results

### Almost always based on a metaphor

• mapped onto some facet of the real world task semantics

# **Direct Engagement**

# Xerox Star: pioneered in late 70's and early '80s =copied by almost everyone=

simulates desktop with icons

- in and out baskets
- file folders and documents
- calculators
- printers
- blank forms for letters and memos

### small number of generic actions applicable system wide

- move, copy, delete, show properties, again, undo, help
  - eg same way to move text, documents, etc
- property sheets
  - pop-up form, alterable by user

what you see is what you get (WYSIWYG)

### **Xerox Star continued**

### Star's observations:

- objects understood in terms of their visual characteristics affordances, constraints
- actions understood in terms of their effects on the screen causality
- intuitively reasonable actions can be performed at any time conceptual model

# A subtle thing happens when everything is visible: the display becomes reality

### **Object-Action**

## Select object, then do action

interface emphasizes 'nouns' (visible objects) rather than 'verbs' (actions)

subparts.txt

scores.txt

### **Advantages**

closer to real world modeless interaction

actions always within context of object

-inappropriate ones can be hidden

generic commands

- -the same type of action can be performed on the object
- -eg drag 'n drop folders, files, paragraphs, text, numbers...

### **Action-Object**

### Select action, then, pick object

interface emphasizes 'verbs' (actions) rather than 'nouns' (visible objects)

'nouns' (visible objects)

# **Advantages**

- Pick a setting and then you can reuse it easily.
- Often more efficient for user.

# **Touch- and Penabled- Screens and Sensors**

Direct manipulation can be even MORE direct in the age of touch and penabled screens...

What new metaphors are available? How does the line between science and magic blur as we interact with information in some software on these devices?

What things in reality can you stretch with your fingers? What about on your tablet?

Evan Golub / Ben Bederson / Saul Greenberg

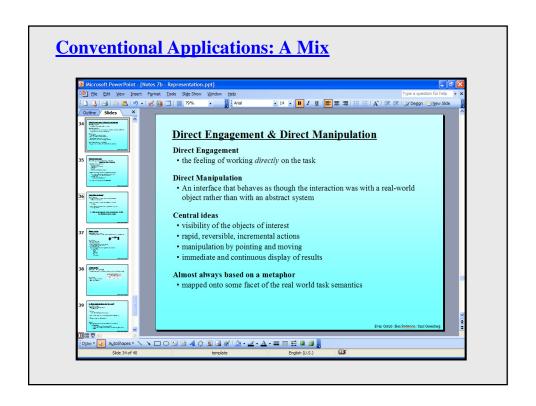
### Is direct manipulation the way to go?

# Some potential disadvantages...

- Ill-suited for abstract operations
  - spell-checker?
- Tedium
  - manually search large database vs doing a basic query
- Task domain may not have adequate physical/visual metaphor
- Metaphor may be overly-restrictive

# Solutions? Most systems will combine direct manipulation and abstractions...

for example, a typical word processor application WYSIWYG document (direct manipulation) buttons, menus, dialog boxes (abstractions, but direct manipulation "in the small")



### **Quick Recap (not exhaustive)**

### **Good Representations**

- captures essential elements of the event / world
- deliberately leaves out / mutes the irrelevant
- appropriate for the person, their task, and their interpretation

#### Metaphors

- uses our knowledge of the familiar and concrete to represent abstract concepts
- need not be literal
- has limitations that must be understood

### **Direct manipulation**

- visibility of the objects of interest
- rapid, reversible, incremental actions
- manipulation by pointing and moving
- immediate and continuous display of results
- action-object -versus- object-action

These three components are the foundation of a true Visual Interface

### **Closing Thoughts...**

"If a picture is worth 1000 words, then an interface is worth 1000 pictures."

Keep user tasks and goals in mind.

**Encourage exploration but don't overwhelm the users.** 

Overview, zoom, filter, details on demand.