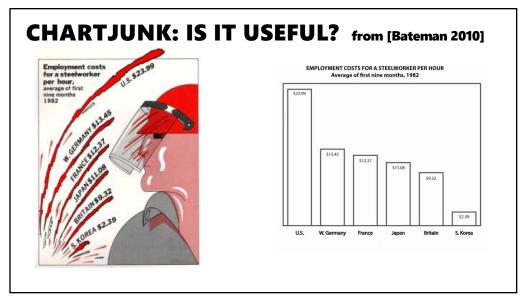


READING RESPONSE: QUESTIONS/THOUGHTS

- In our interconnected, information-overloaded, and busy lives it's easy to see the value of erasing unnecessary information, and in general, I agree with Tufte. However, I think here *it's critical to know your audience, rather than just create the highest data-ink ratio*. Tufte does say to erase "within reason", but says also the reason is "nearly always" that that ink presents new information. I believe consistency and context should also be valuable reasons to use extra ink.
- Additionally, I found the discussion on the **Polaris system** particularly compelling, as it **integrates interactivity** into the visualization process. While traditional design principles focus on static visuals, Polaris allows users to manipulate data dynamically. I'm curious about how the process of redesign changes when users themselves control the interaction—**how much flexibility should be given to avoid overwhelming users, and does this shift the responsibility of good design from the creator to the end user**?



4

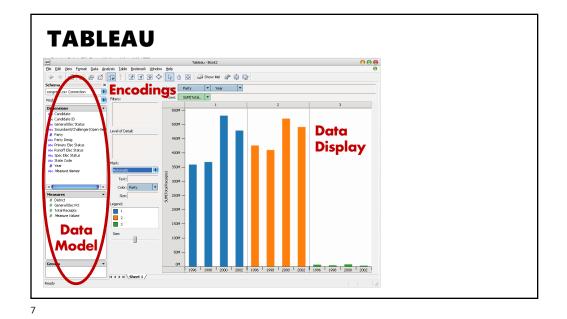


LESSON: EDA IS AN ITERATIVE PROCESS

- 1. Construct graphics to address questions
- 2. Inspect "answer" and assess new questions
- 3. Repeat!

Transform the data appropriately (e.g., invert, log)

"Show data variation, not design variation" -Tufte



POLARIS/TABLEAU APPROACH

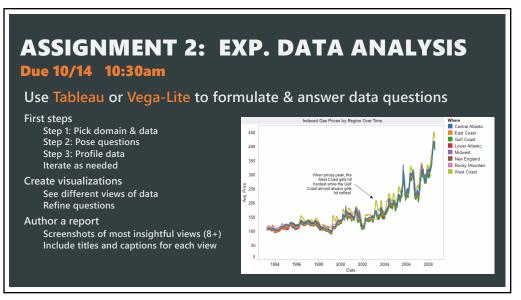
Insight: simultaneously specify both database queries & visualization

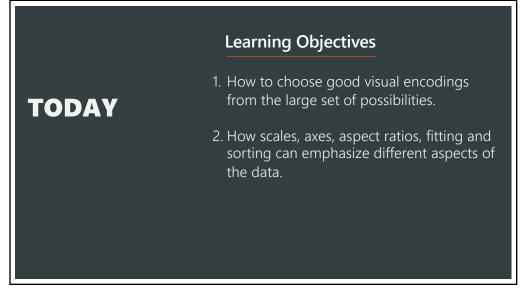
Choose data, then visualization, not vice versa

Use **smart defaults** for visual encodings (Like APT)

Can also suggest more encodings upon request (ShowMe)









MAPPING DATA TO VISUAL CHANNELS

Assign **data fields** (e.g., with N, O, Q types) to **visual channels** (*x*, *y*, *color*, *shape*, *size*, ...) for a chosen **graphical mark** type (point, bar, line, ...)

Additional concerns include choosing appropriate **encoding parameters** (*log scale, sorting, ...*) and **data transformations** (*bin, group, aggregate, ...*)

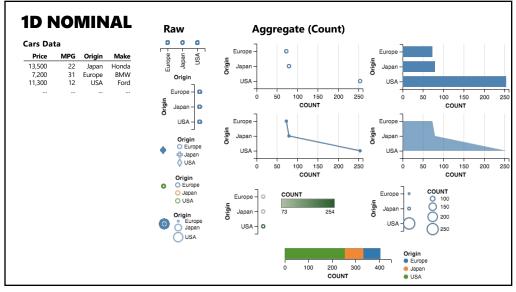
These options define a large combinatorial space, containing both useful and questionable charts!

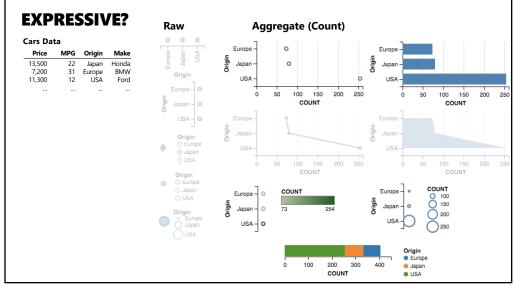
14

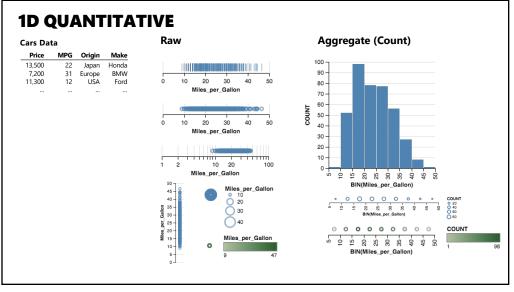
EXPRESSIVENESS CRITERIA [Mackinlay 1986]

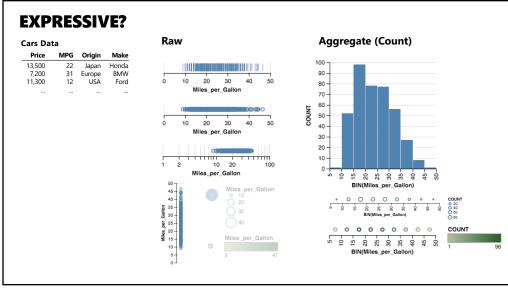
Expressiveness

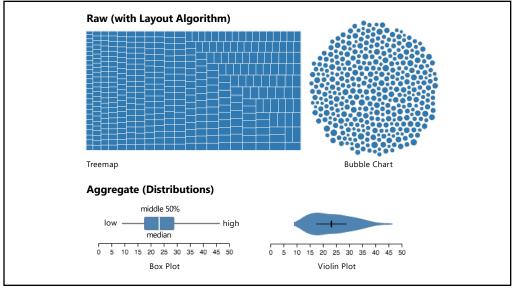
A set of facts is expressible in a visual language if the sentences (i.e., the visualizations) in the language express *all* the facts in the set of data, and *only* the facts in the data.

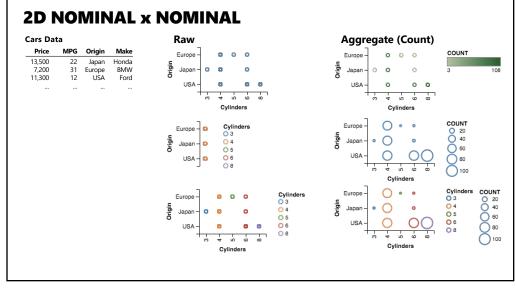


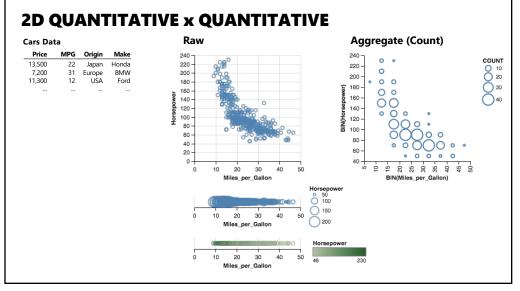


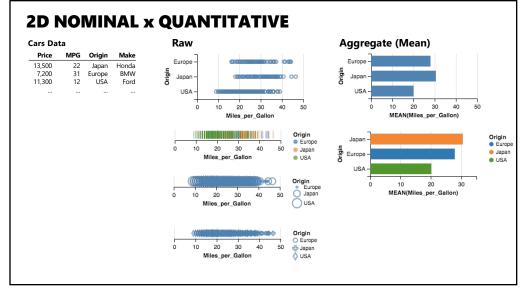


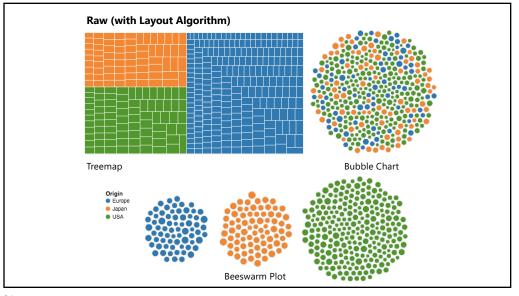










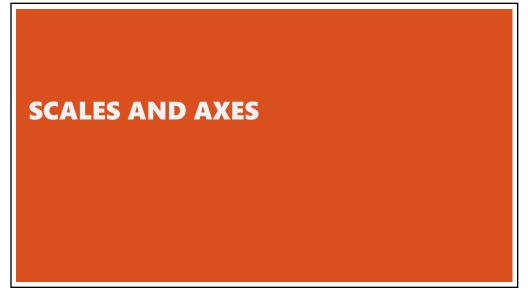


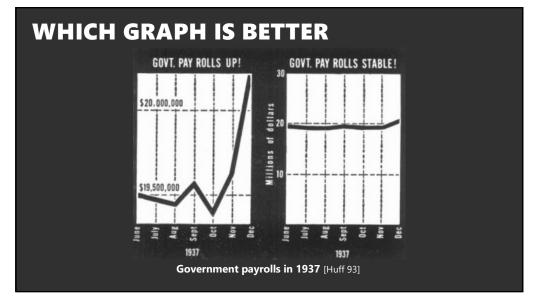
EFFECTIVENESS CRITERIA [Mackinlay 1986]

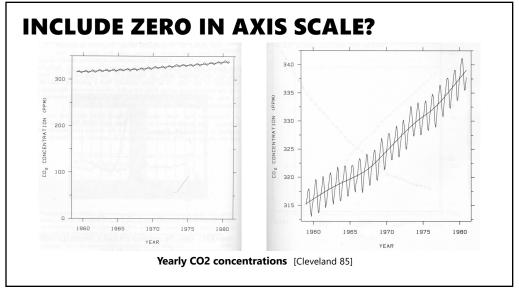
Effectiveness

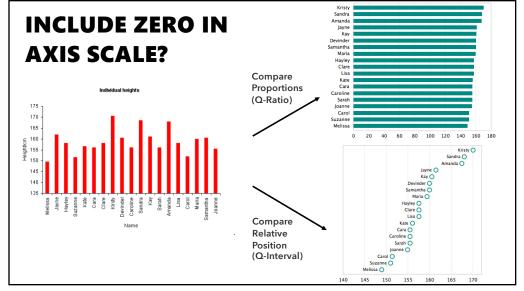
A visualization is more effective than another visualization if the information conveyed by one visualization is more readily *perceived* than the information in the other visualization.

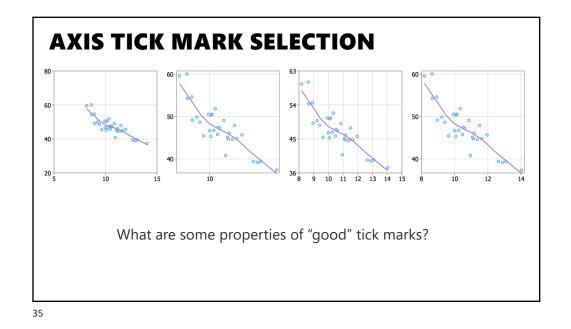
Subject of the Perception Lecture

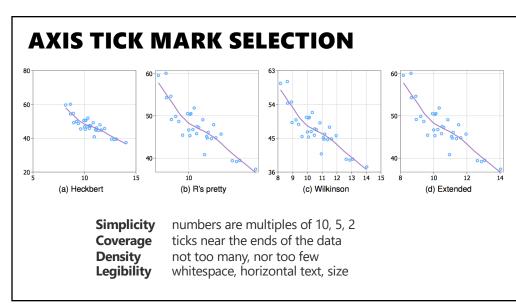


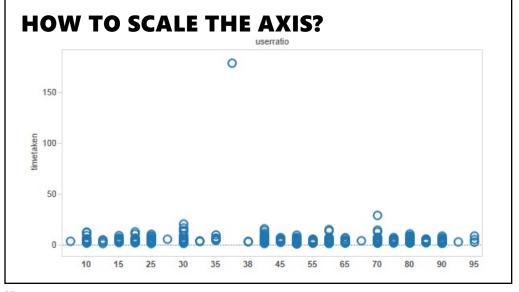


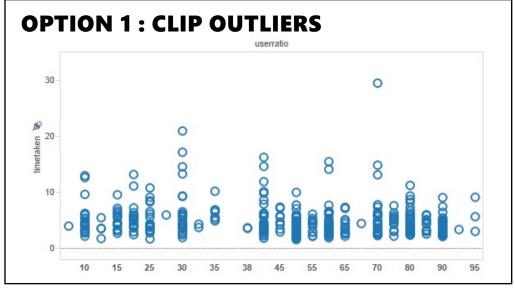


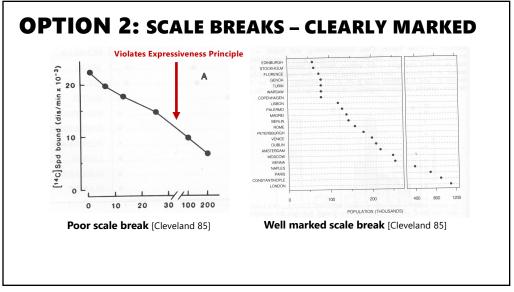


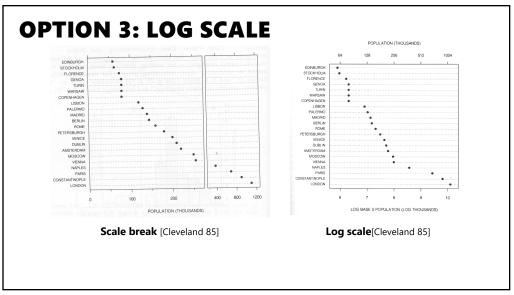


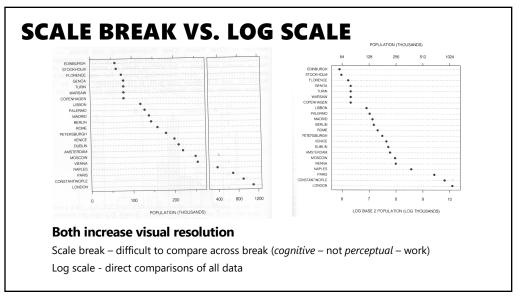


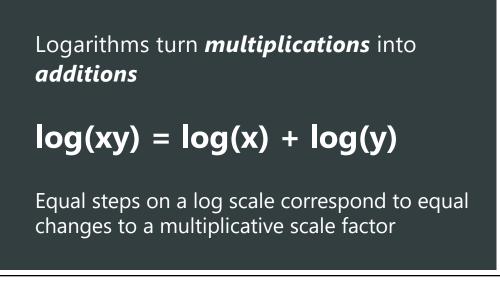


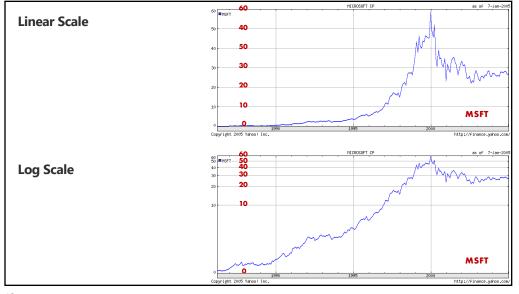


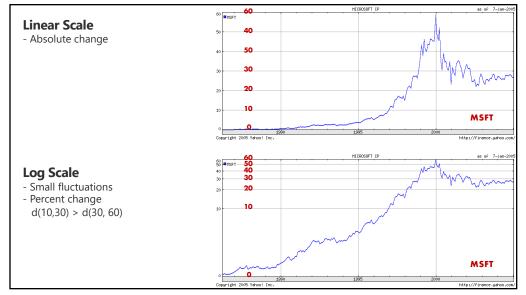


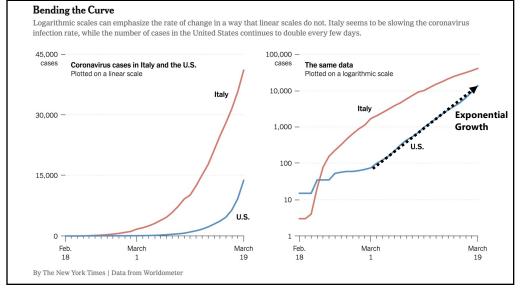












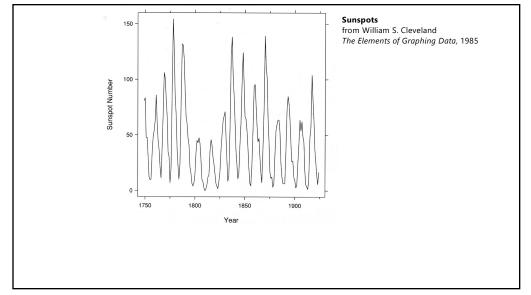
WHEN TO APPLY LOG SCALE?

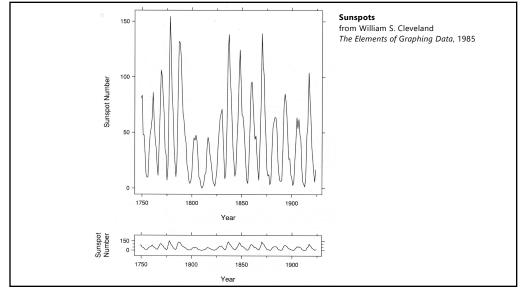
Address data skew (e.g., long tails, outliers) Enables comparison within and across multiple orders of magnitude

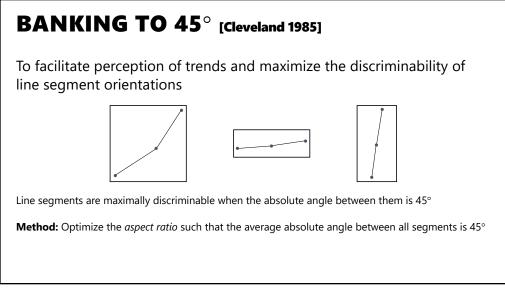
Focus on multiplicative factors (not additive) Recall that the logarithm transforms × to + ! Percentage change, not linear difference

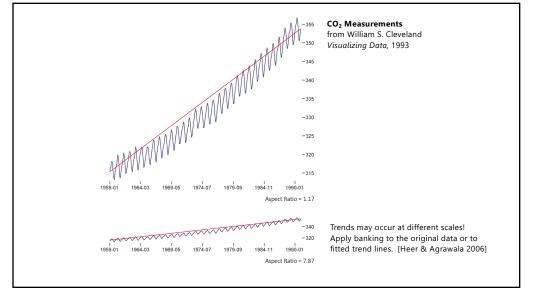
Constraint: **positive**, **non-zero values** Constraint: **audience familiarity**?



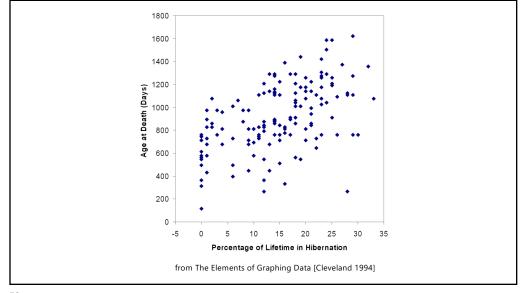


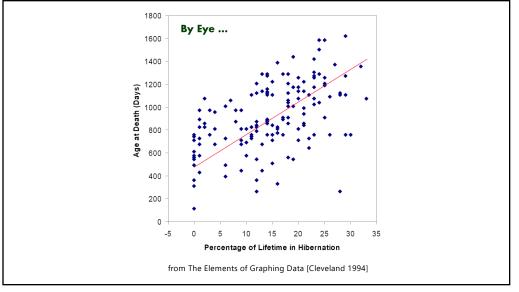


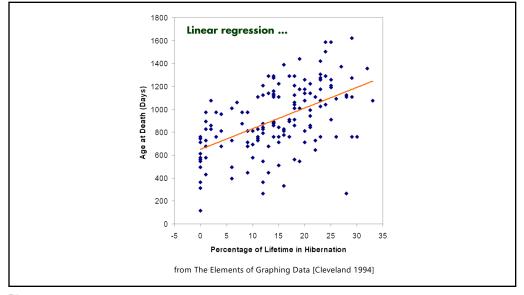


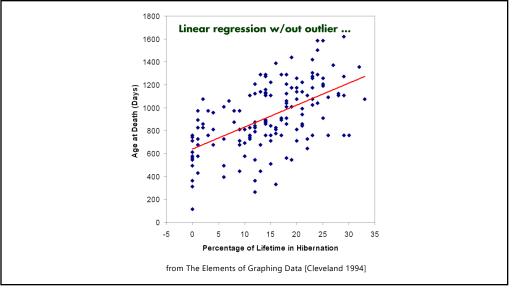


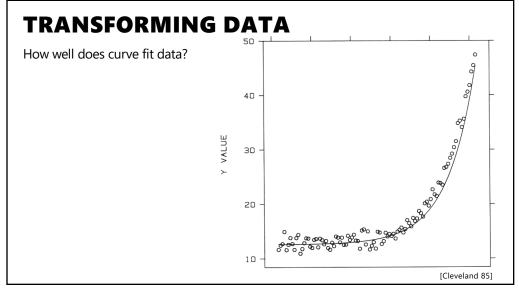


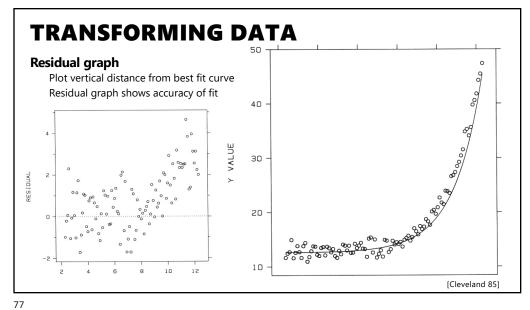




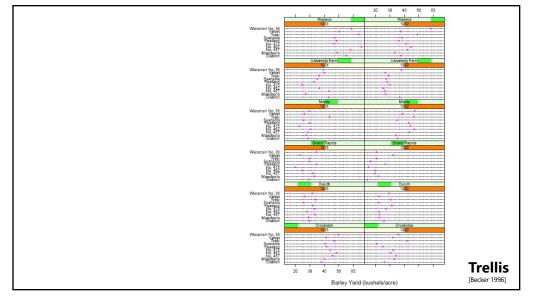


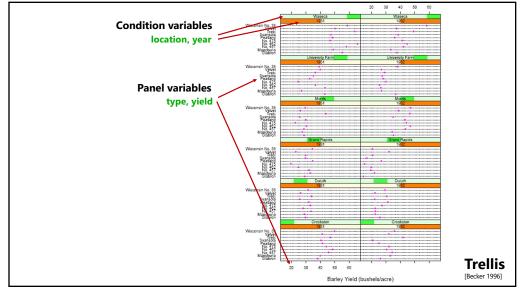


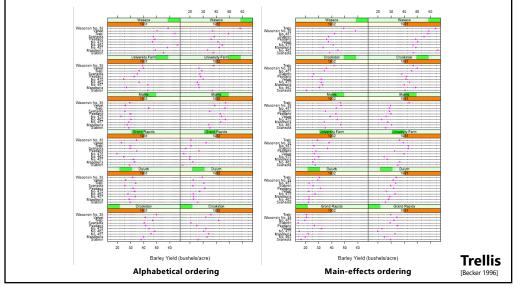


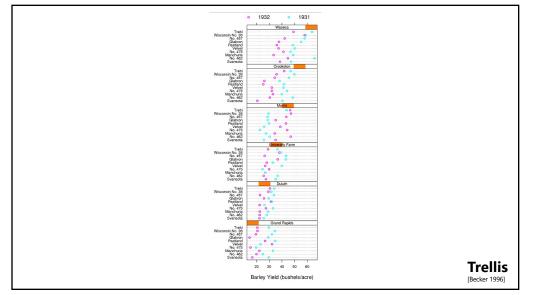












SUMMARY Well designed visualizations Use *expressive* and *effective* encodings Avoid over-encoding Emphasize features of the data most relevant to the task Rarely does a single visualization answer all questions. Instead, the ability to generate appropriate visualizations quickly is critical! 90



