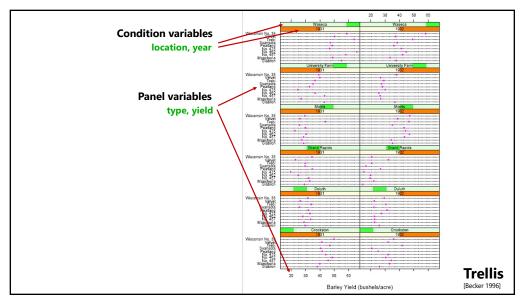
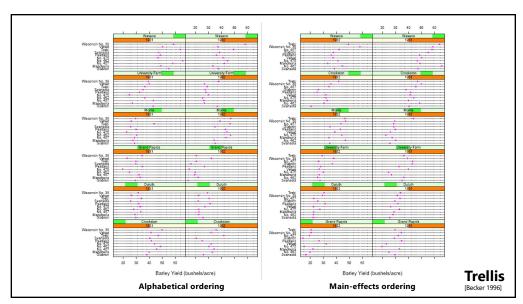
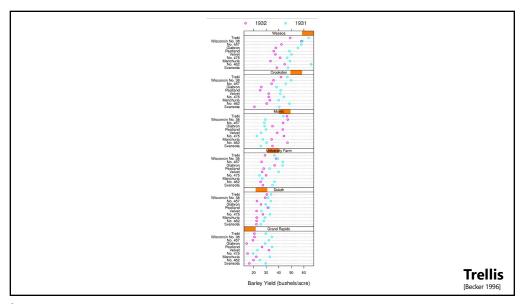


(







# **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!

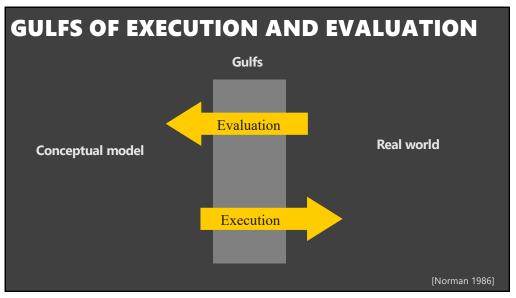
# **Learning Objectives**

# **TODAY**

- 1. Conceptual models, system models and the gulfs of execution and evaluation
- 2. Common interaction techniques: Selection, Brushing and Linking and Dynamic Queries

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**Interaction** between people and machines requires *mutual intelligibility* or *shared understanding* 



### **Gulf of Execution**

The difference between the user's intentions and the allowable actions.

[Norman 1986]

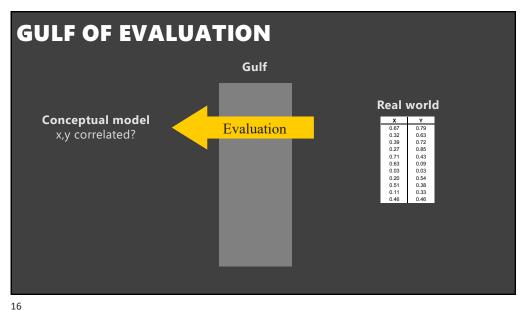
### **Gulf of Execution**

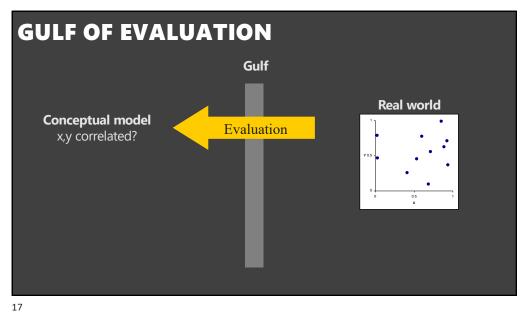
The difference between the user's intentions and the allowable actions.

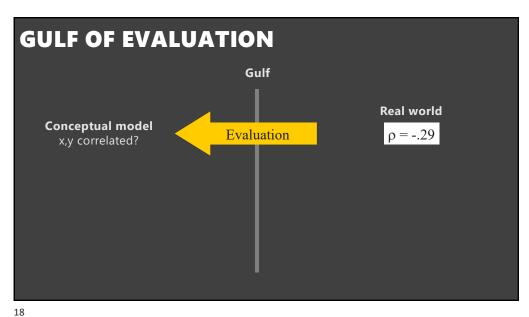
### **Gulf of Evaluation**

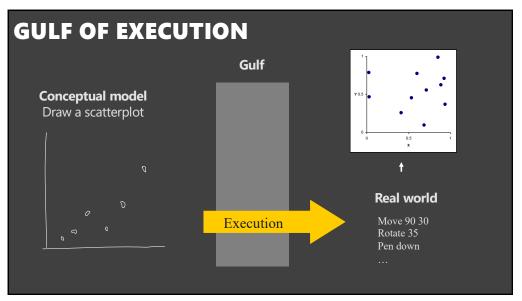
The amount of effort that the person must exert to interpret the state of the system and to determine how well the expectations and intentions have been met.

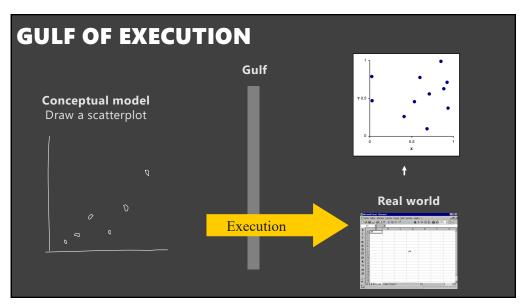
[Norman 1986]











# **Gulf of Execution**

The difference between the user's intentions and the allowable actions.

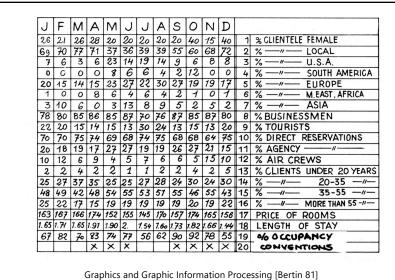
### **Gulf of Evaluation**

The amount of effort that the person must exert to interpret the state of the system and to determine how well the expectations and intentions have been met.

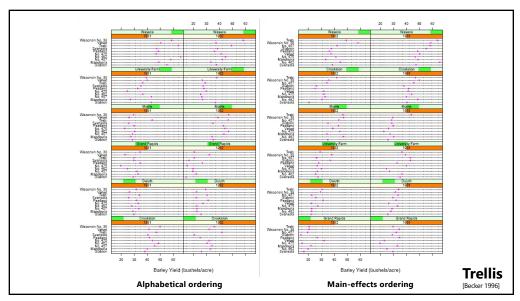
[Norman 1986]

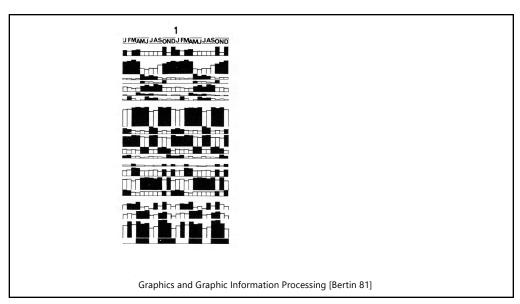
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# **EARLY SYSTEMS**



How might we **graphically analyze** the table **without focusing on** the specific **numbers**?





# **GROUP SIMILAR ROWS AND COLUMNS**

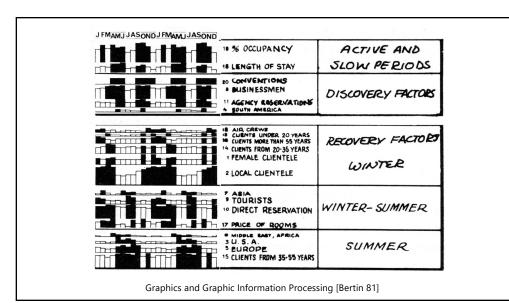
Choose a row with a particular visual aspect Move to extremity of matrix

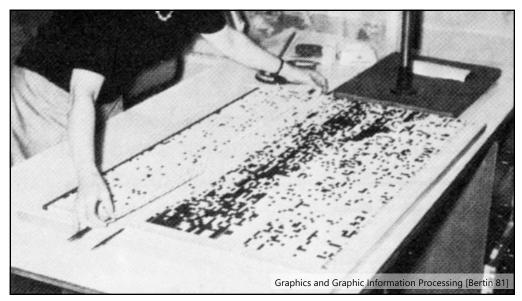
**Move similar rows close, opposite rows to bottom** Creates two opposing groups and a middle group

Repeat for columns (can only do this with some kinds of data)

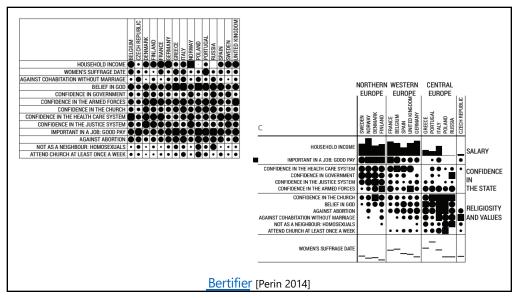
Iterate

27

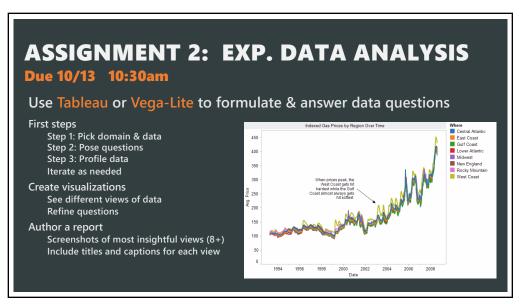




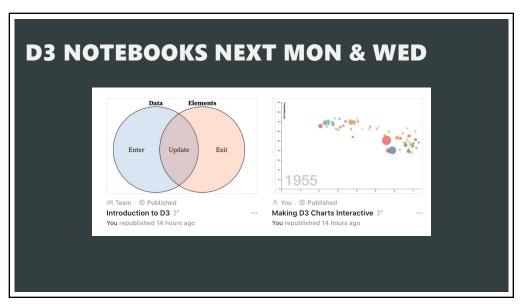






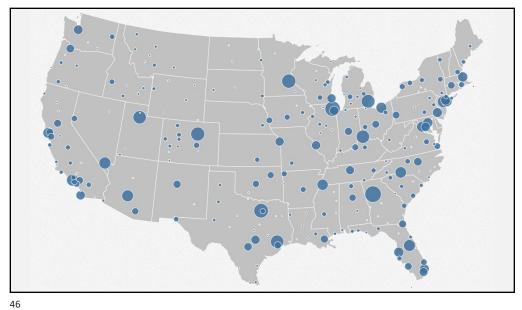


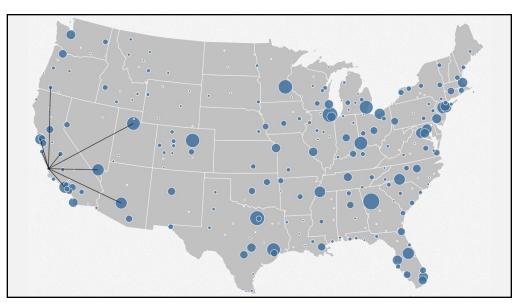
# SELECTION

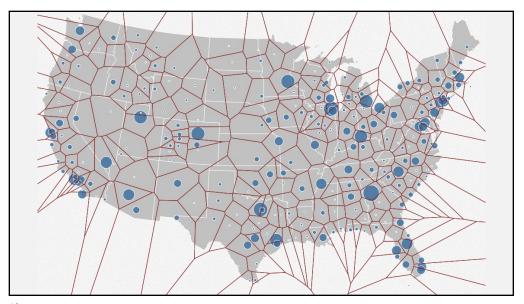


# **BASIC SELECTION METHODS**

Point Selection Mouse Hover / Click Touch / Tap Select Nearby Element (e.g., Bubble Cursor)





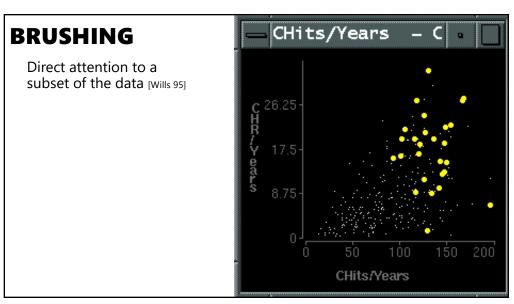


# **BASIC SELECTION METHODS**

Point Selection Mouse Hover / Click Touch / Tap Select Nearby Element (e.g., Bubble Cursor)

Region Selection Rubber-band or Lasso Area Cursors ("Brushes")



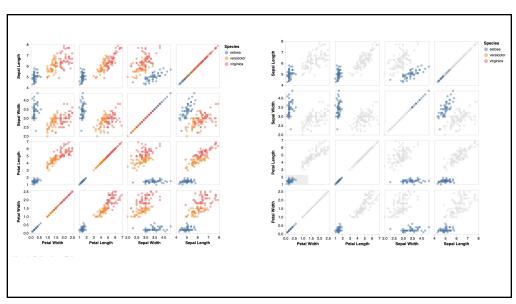


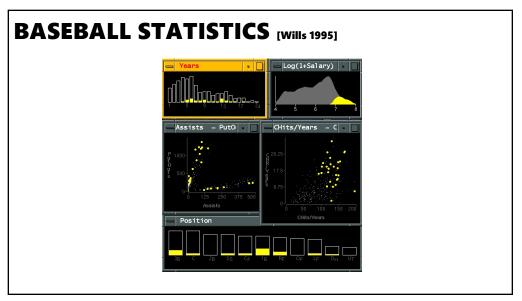
# **BRUSHING & LINKING**

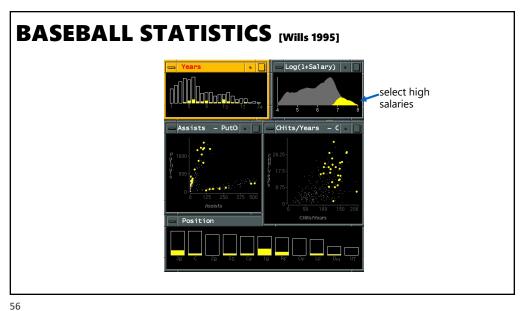
Select ("**brush**") a subset of data See selected data in other views

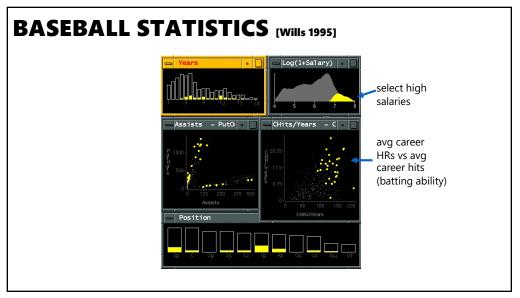
The component views must be *linked*by *tuple* (matching same data point across views), or
by *query* (matching range or values of fiekds)

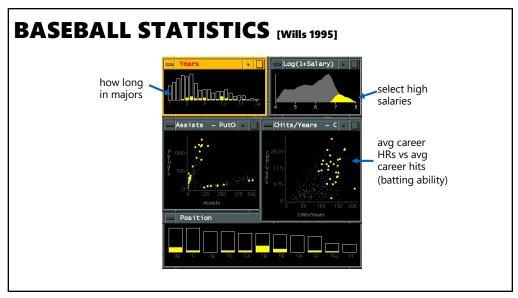
52

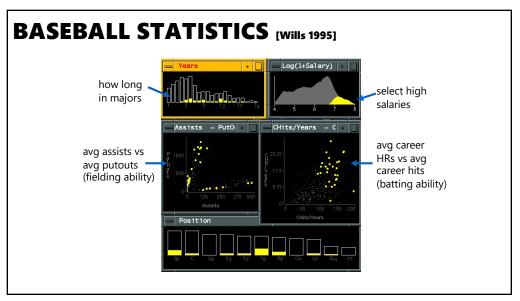


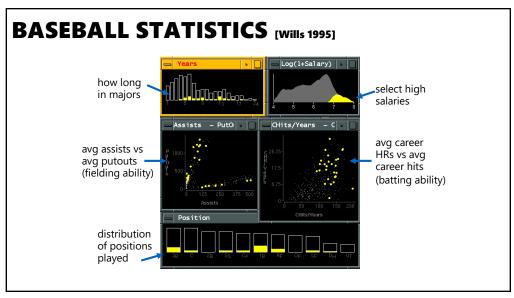


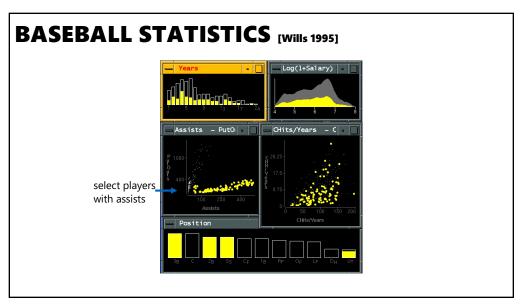


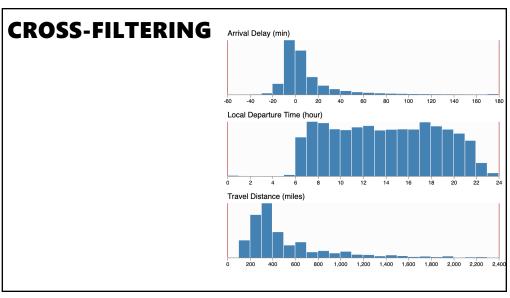


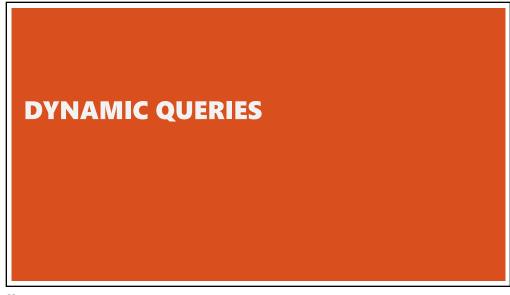












# **QUERY & RESULTS**

SELECT house FROM palo alto
WHERE price < 1,000,000 AND bedrooms > 2
ORDER BY price

### Issues

- 1. For programmers
- 2. Rigid syntax
- 3. Only shows exact matches
- 4. Too few or too many hits
- 5. No hint on how to reformulate the query
- 6. Slow question-answer loop
- 7. Results returned as table

