Visual Explainers

Maneesh Agrawala

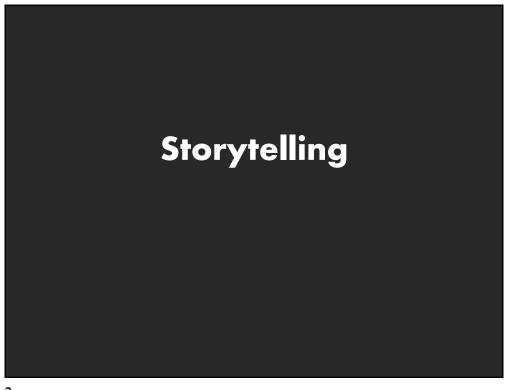
CS 448B: Visualization
Winter 2020

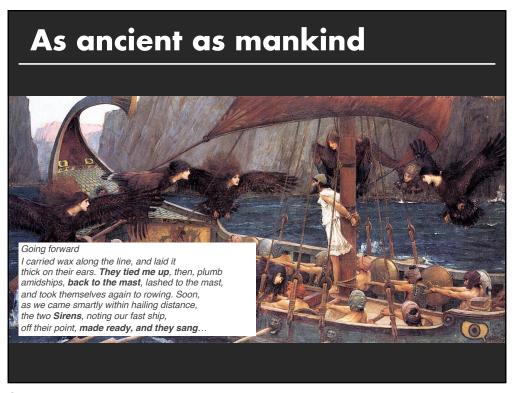
with material from Matthew Conlen and Jessica Hullman

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Topics

- 1. Storytelling
- 2. Design space of narrative visualization
- 3. Interactive documents
- 4. Chart sequences





All media tell stories

PEOPLE TELL STORIES

WORDS TELL STORIES

IMAGES TELL STORIES

COMICS TELL STORIES

MOVIES TELL STORIES

VISUALIZATIONS TELL STORIES

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Narrative Storytelling

narrative (n): An account of a series of events, facts, etc., given in order and with the establishing of connections between them

"... require[s] skills like those familiar to movie directors, beyond a technical expert's knowledge of computer engineering and science."

- Gershon & Page '01

August 26, 201

Generals Wary of Move to Cut Their Ranks

By GINGER THOMPSON and THOM SHANKER

WASHINGTON — Maj. Gen. Paul D. Eaton, a retired Army officer, is familiar with the perks and pitfalls of power, having commanded tens of thousands of troops at Fort Benning, Ga., managed budgets exceeding \$2 billion in Iraq, and overseen layers upon layers of staff members who helped manage both his professional duties and his personal life.

He has experienced the full range of lifestyles that come with military leadership, living at one point in an elegant antebellum mansion, and at another, with eight other officers crowded in a marble bathhouse behind one of Saddam Hussein's old palaces.

When he traveled, he was occasionally able to justify the use of military aircraft, but most times, he said, he flew coach. And today he lives on a pension worth 75 percent of his military salary, with health benefits that cover everything except dental and eye care for himself and his wife.

"We are well compensated, and we live very comfortable lives," General Eaton said, referring to the military's most senior leaders. "But when you look at all the things going on around a general, the nation is getting a very, very high return on its money."

Not everyone at the Pentagon agrees. Two weeks ago, Defense Secretary Robert M. Gates announced a sweeping effort to improve efficiency that, among other things, takes aim at the military's sacrosanct corps of generals and admirals, ordering his staff to cut at least 50 positions, and making clear that he would be happier if they cut more.

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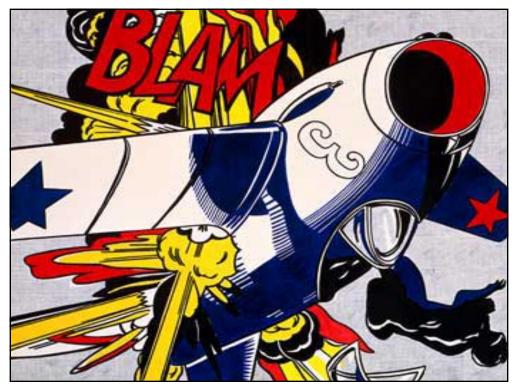
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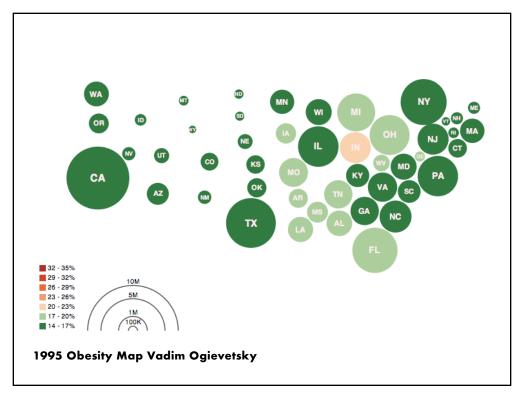
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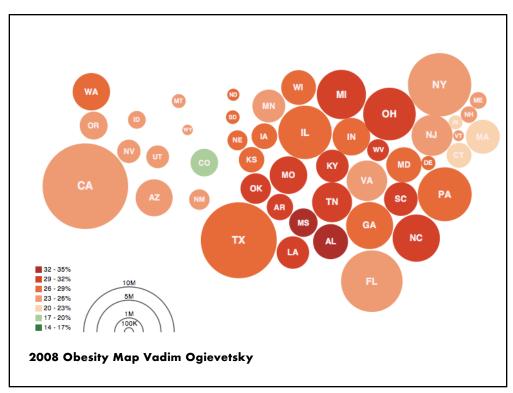
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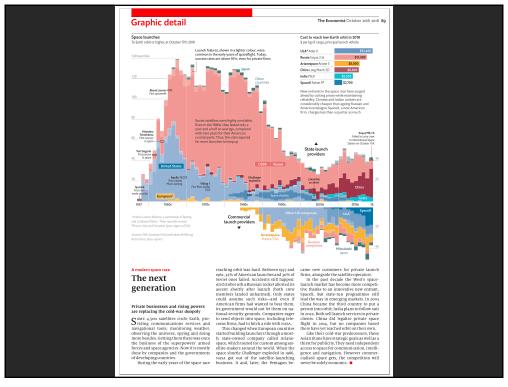


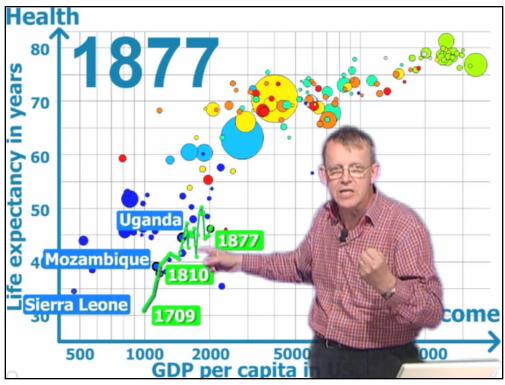












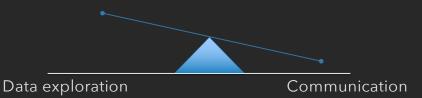
Design Space of Narrative Visualization

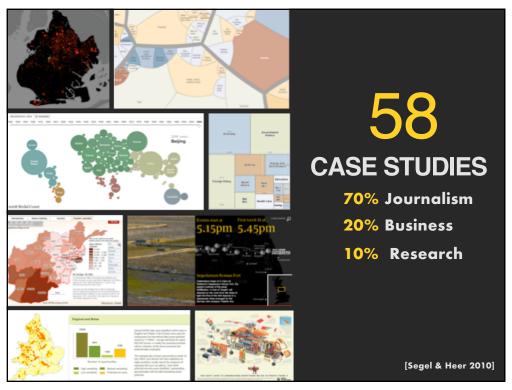
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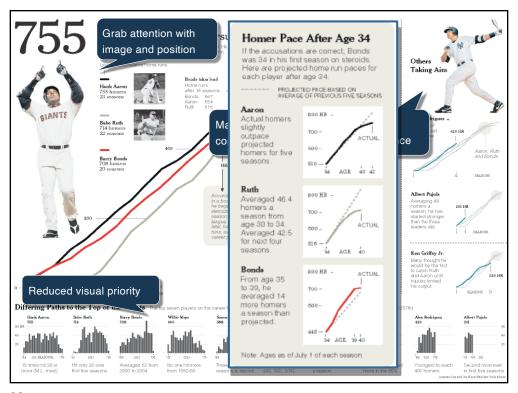
Value of storytelling [Gershon and Page 2001]

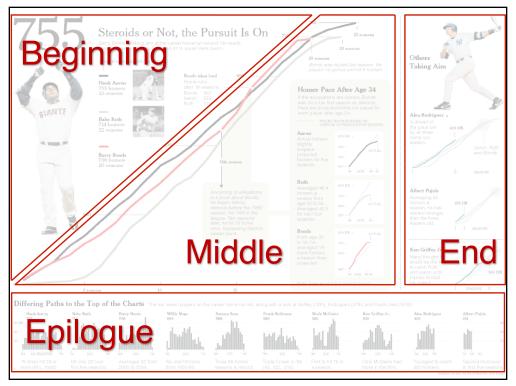
A way of structuring information

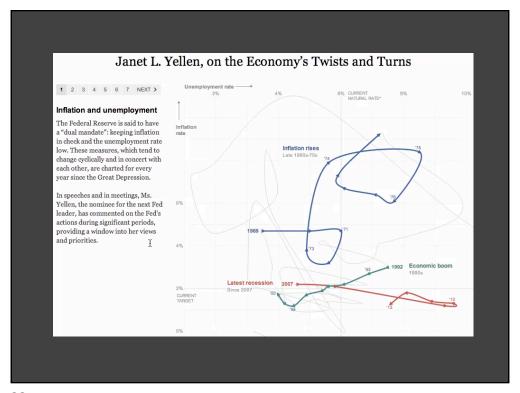
- · Easier to understand than lists
- Uncertainty, conflict, resolution
- Text and visuals can be complementary

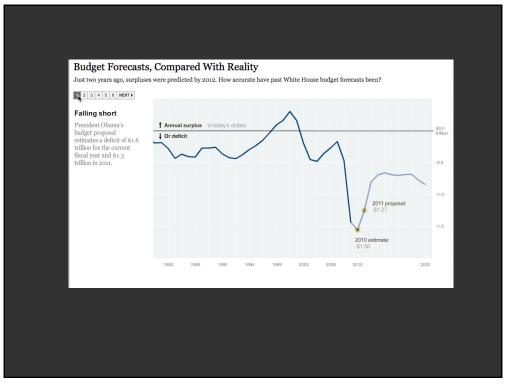


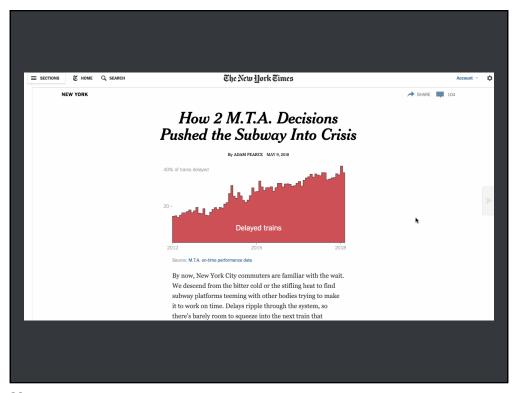


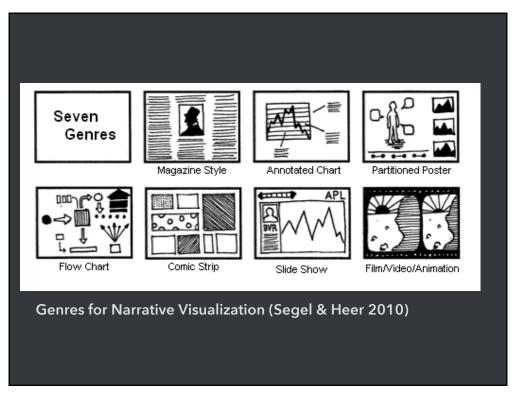


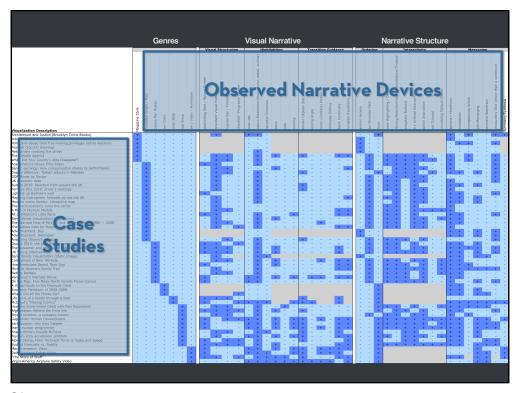


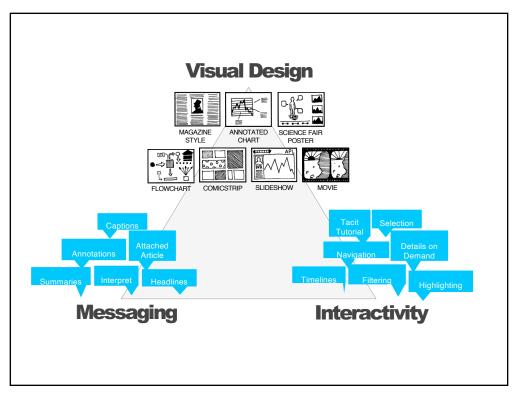


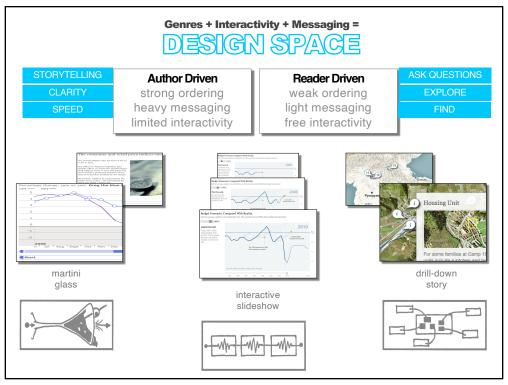












Narrative theory

Story grammars:

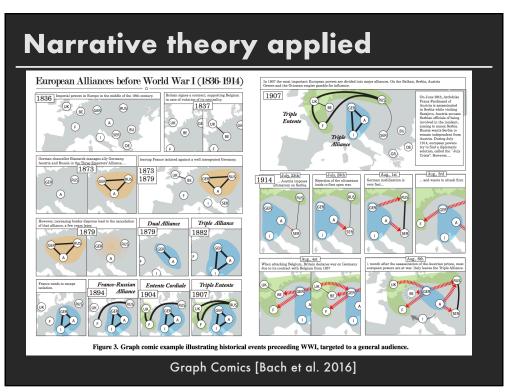
Models of narrative cognition based on systematic studies of what impacts peoples' ability to recall parts of a story

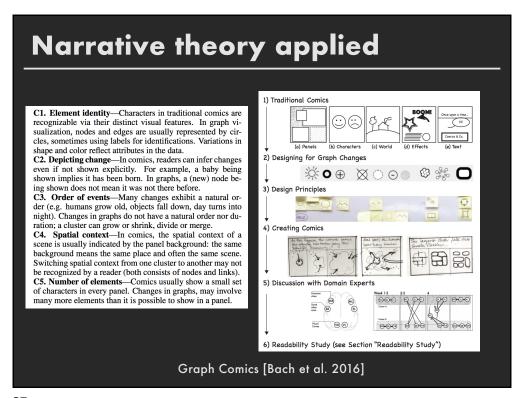
Reader mentally indexes events by time, space, protagonist, causality, intention [Zwaan 1995]

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FABLE → STORY AND MORAL
STORY → SETTING AND EVENT STRUCTURE
SETTING → { STATE* (AND EVENT*) }
EVENT STRUCTURE -> EPISODE ( (THEN EPISODE)*)
EPISODE → BEGINNING CAUSE DEVELOPMENT CAUSE ENDING
BEGINNING → { EVENT*
DEVELOPMENT \rightarrow \left\{\begin{array}{l} \text{SIMPLE REACTION CAUSE ACTION} \\ - \end{array}\right.
                      COMPLEX REACTION CAUSE GOAL PATH
SIMPLE REACTION → INTERNAL EVENT ( (CAUSE INTERNAL EVENT)*)
COMPLEX REACTION → SIMPLE REACTION CAUSE GOAL
GOAL → INTERNAL STATE
GOAL PATH \rightarrow {
ATTEMPT CAUSE OUTCOME
GOAL PATH \rightarrow {
GOAL PATH (CAUSE GOAL PATH)*
           → EVENT*
OUTCOME \rightarrow \begin{cases} EVENT^* \\ EPISODE \end{cases}
               EVENT* (AND EMPHASIS)
               EMPHASIS
```

Remembrance of Things Parsed [Mandler and Johnson 1977]

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Final project

New visualization research or data analysis project

- **Research**: Pose problem, Implement creative solution
- Data analysis: Analyze dataset in depth & make a visual explainer

Deliverables

- **Research**: Implementation of solution
- Data analysis/explainer: Article with multiple interactive visualizations
- 6-8 page paper

Schedule

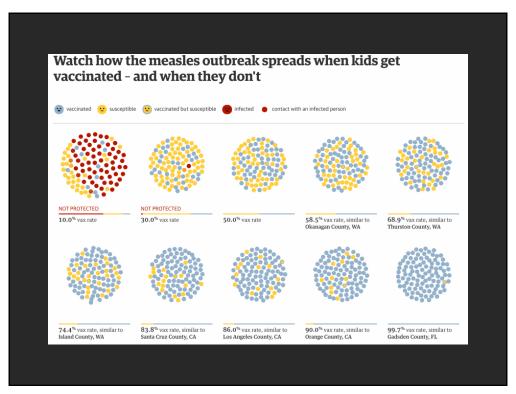
- Project proposal: Wed 2/19
- Design review and feedback: 3/9 and 3/11
- Final poster presentation: 3/16 (7-9pm) Location: TBD
- Final code and writeup: 3/18 11:59pm

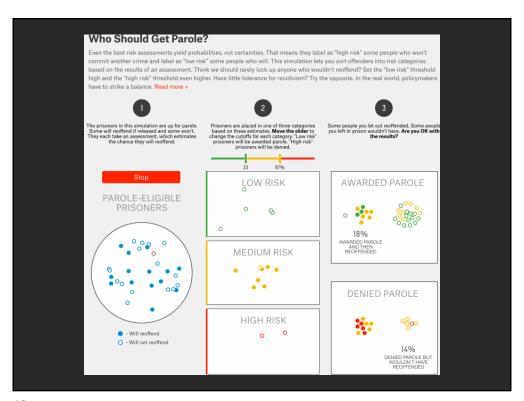
Grading

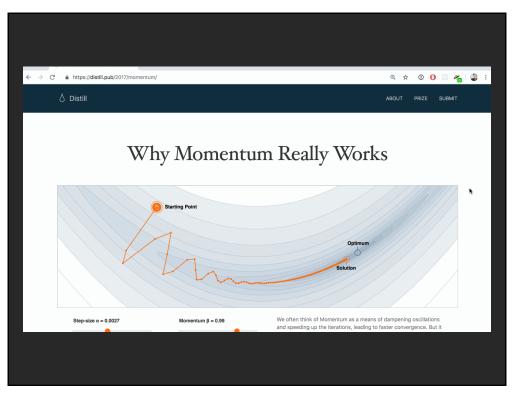
- Groups of up to 3 people, graded individually
- Clearly report responsibilities of each member

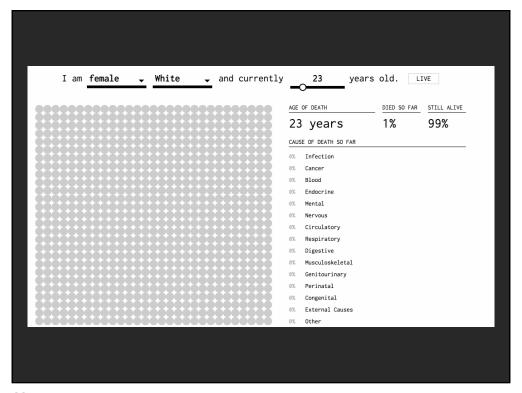
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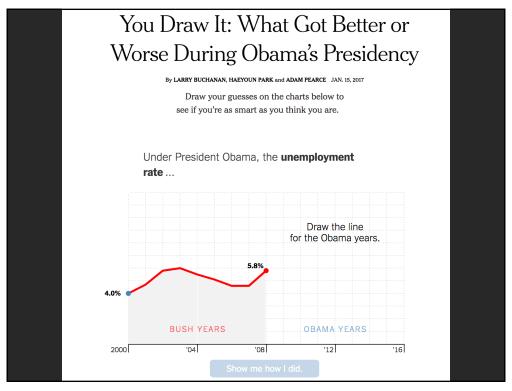
Interactive Documents

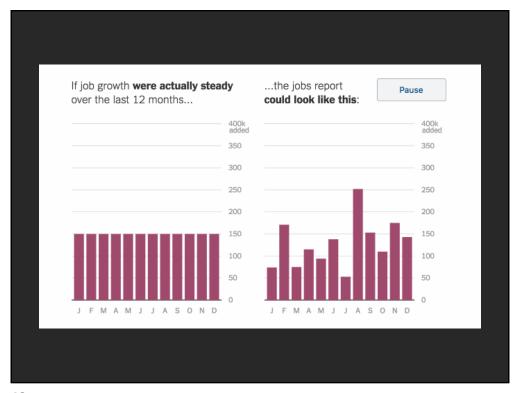


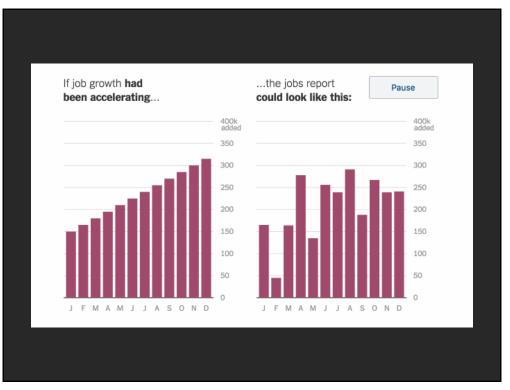


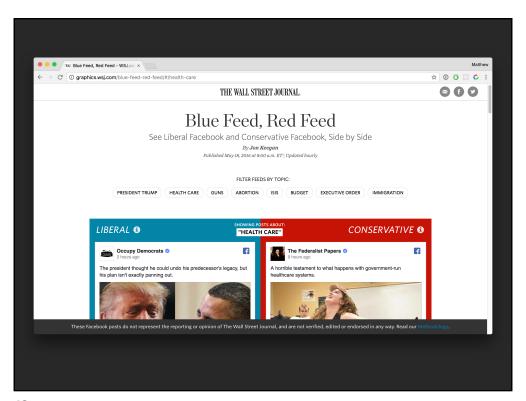


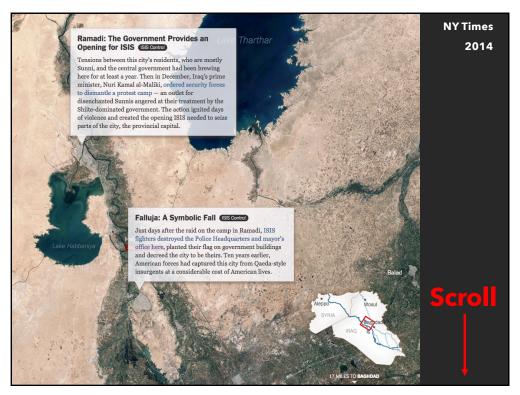


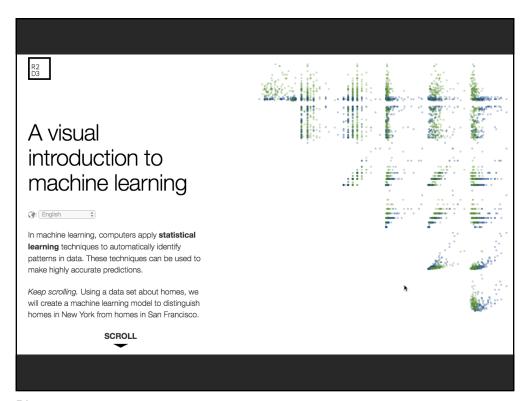


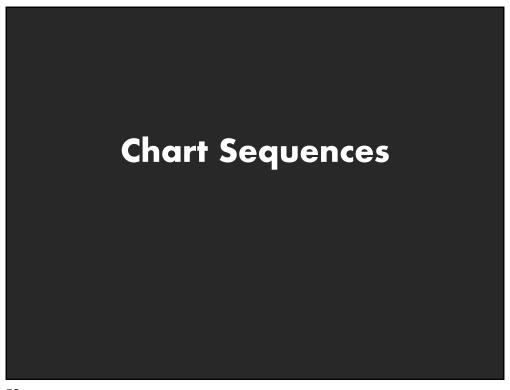


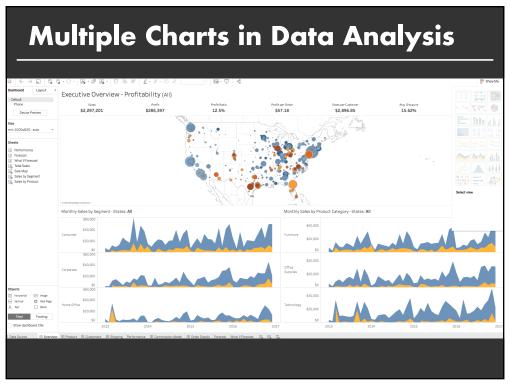


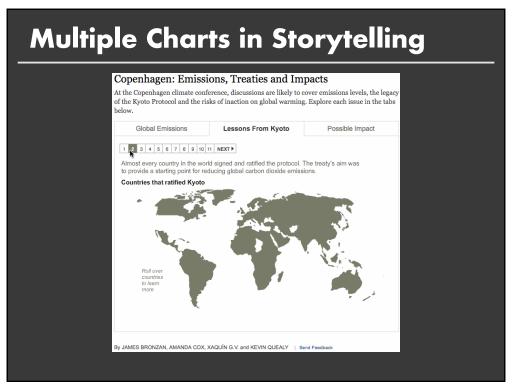


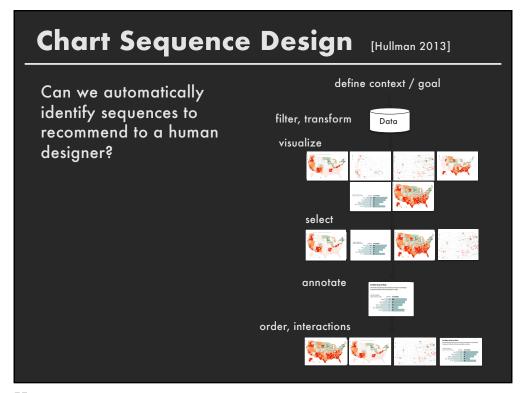


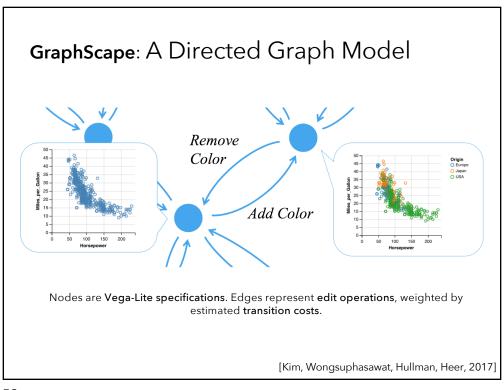


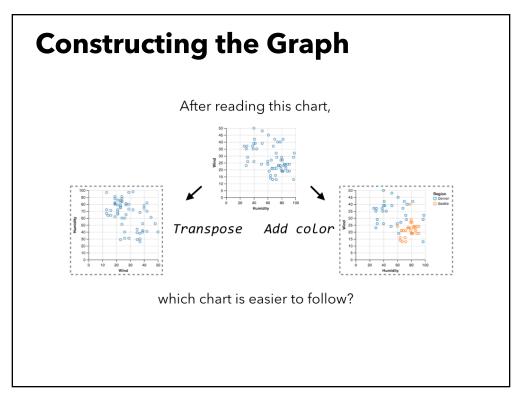


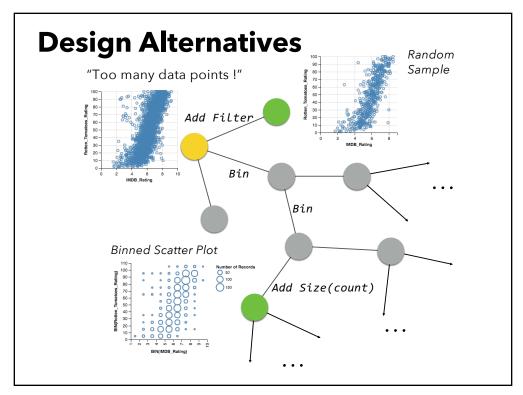


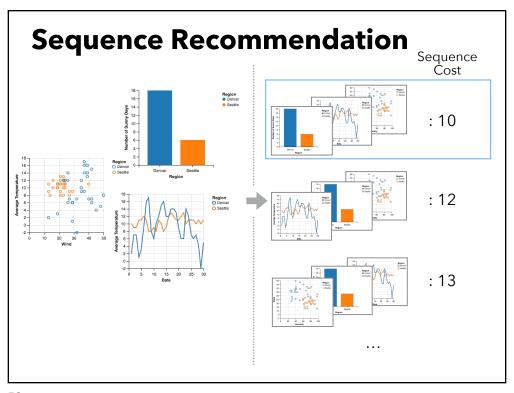












GraphScape [Kim, Wongsuphasawat, Hullman, Heer 2017]

Previously we've discussed approaches for automatic design of a single visualization (e.g. Mackinlay's APT)

GraphScape supports automated design methods for collections of visualizations.

Plenty of future work to do here!

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Summary

Narrative visualizations blend communication via imagery and text with interaction techniques

Specific strategies can be identified by studying what expert designers make

Automating construction of effective explainers is an active area of Visualization research