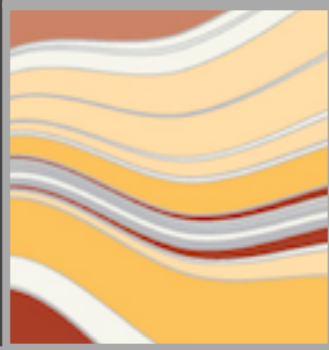
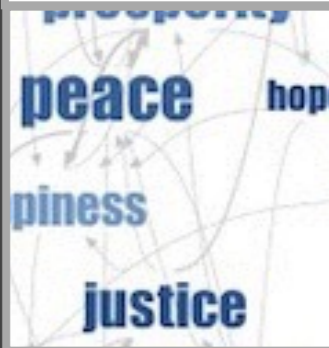
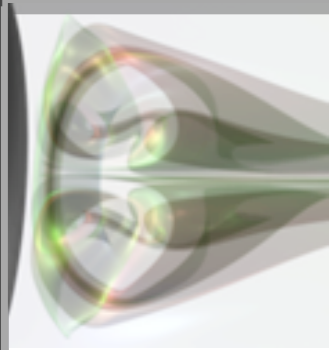
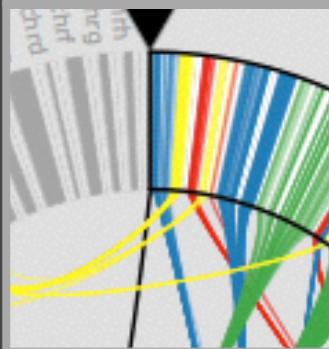
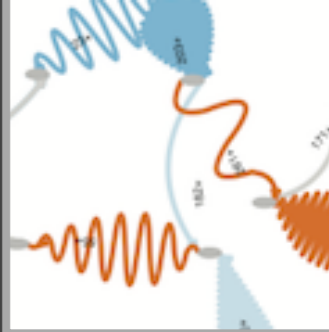


# VISUALIZATION

cs2420 | Spring 2015



**administrivia...**

-assignment 12 is due Tuesday

-upcoming lectures



data

data  
government

SHAKESPEARE  
QUARTERLY

# INDUSTRIAL REVOLUTION OF DATA

Joe Hellerstein, UC Berkley





**PINTEREST**  
USERS PIN

**3,472**  
images.

**YOUTUBE**  
USERS UPLOAD  
**72** HRS.  
OF NEW  
VIDEO.

**EMAIL**  
USERS SEND  
**204,000,000**  
MESSAGES.

**Google**

RECEIVES OVER  
**4,000,000**  
**SEARCH**  
QUERIES.

**FACEBOOK**  
USERS SHARE  
**2,460,000**  
PIECES OF CONTENT.

**VINE**  
USERS

**SHARE**  
**8,333**  
VIDEOS.

**SKYPE**  
USERS  
CONNECT FOR  
**23,300** HOURS.

EVERY  
**MINUTE**  
OF THE  
**DAY**

**TINDER**  
USERS SWIPE  
**416,667**  
TIMES.

**YELP** USERS POST  
**26,380**  
REVIEWS.

**WHATSAPP**  
— USERS SHARE —  
**347,222**  
PHOTOS.

APPLE USERS  
DOWNLOAD

**48,000**  
apps.

**PANDORA**  
USERS LISTEN TO  
**61,141**  
HOURS OF  
music.

**AMAZON**  
MAKES  
**\$83,000**  
IN ONLINE SALES.

**INSTAGRAM**  
USERS »

**POST**  
**216,000**  
NEW PHOTOS.

TWITTER USERS

**TWEET**  
**277,000**  
TIMES.



The ability to take data—to be able to **understand** it, to **process** it, to **extract value** from it, to **visualize** it, to **communicate** it—that's going to be a hugely important skill in the next decades.

Hal Varian, Google's Chief Economist



1440

1150

1350



8:1

1440

25:1

1150

1350

12:1

8:1

1440

25:1

\$56,000

\$71,000

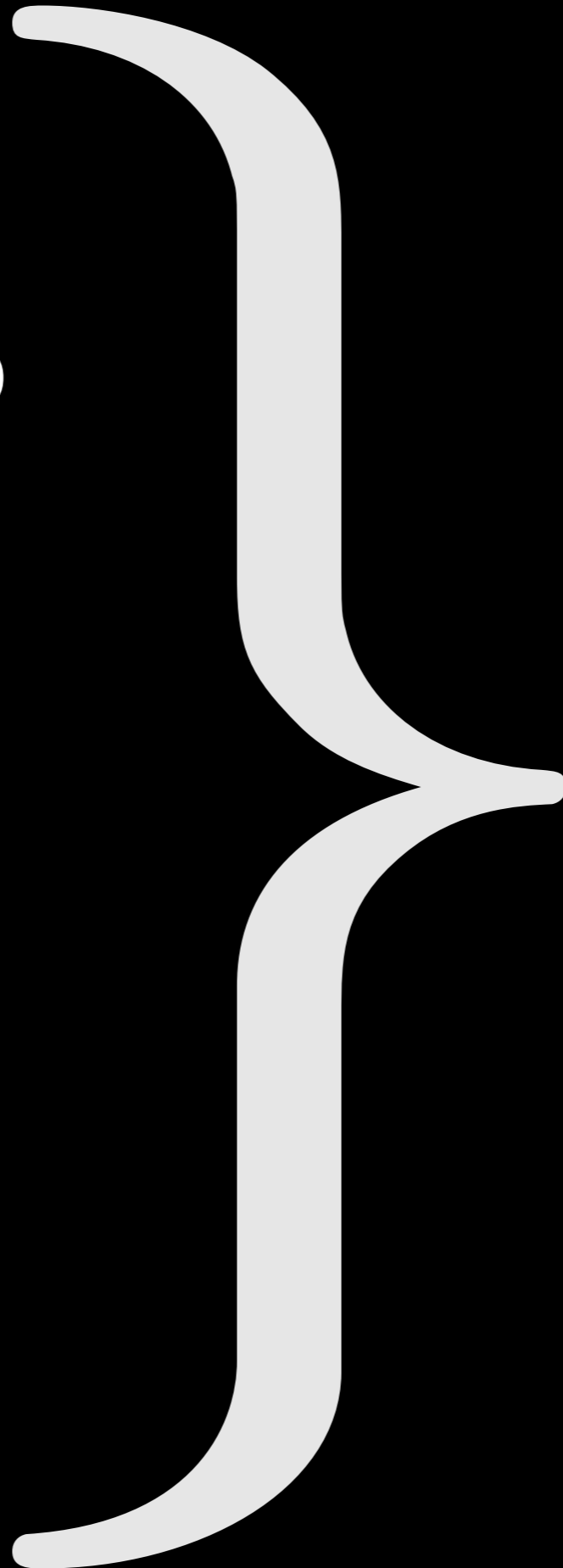
1150

1350

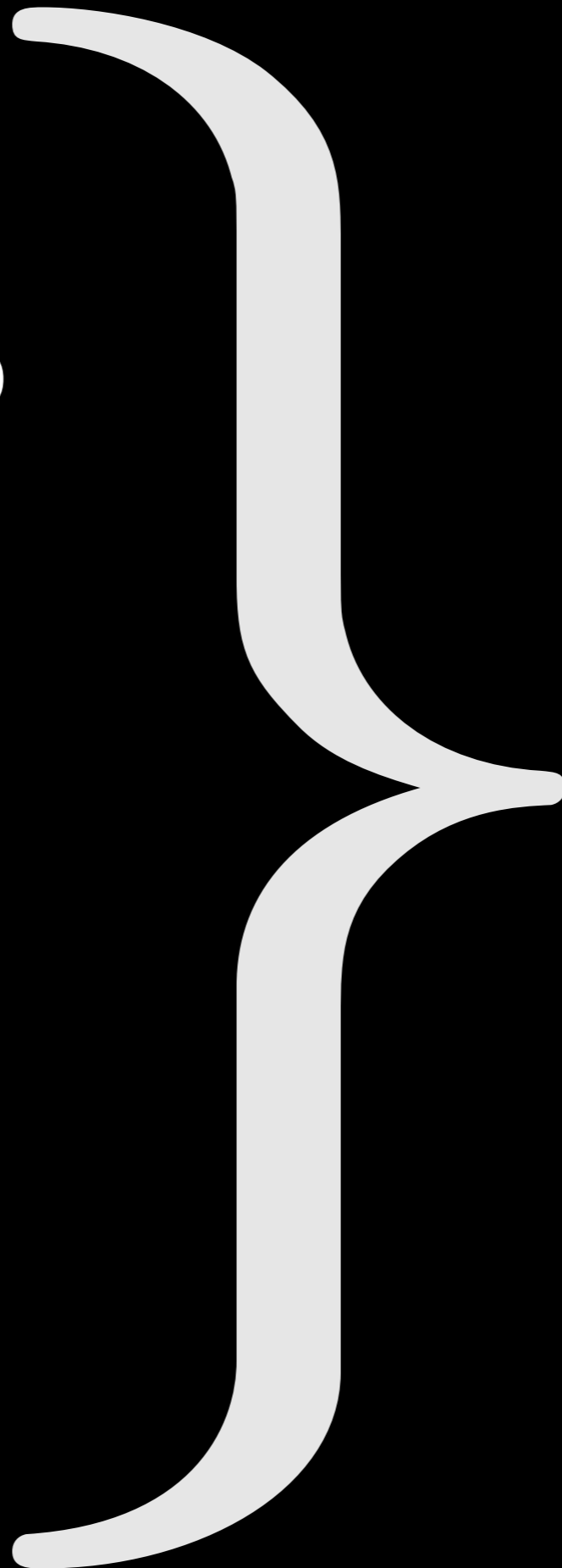
12:1

\$84,000

12,500 22,000  
30% 8:1  
1440 11.5 94%  
13 8% 4.5 4,200  
25:1 \$56,000  
8 650 1% \$9.5M  
82%  
\$71,000 1150 33%  
1210  
3,500 45 45% 5%  
44,000  
1350 28  
110 12:1 1,248  
15  
\$300M 4  
16 \$5.5M  
\$84,000 985 25%  
37 250  
1095 98%



12,500 22,000  
30% 8:1  
1440 11.5 94%  
13 8% 4.5 4,200  
25:1 \$56,000  
8 650 1% \$9.5M  
\$71,000 1150 33%  
3,500 45 45% 1210 5%  
44,000 28  
1350 12:1 1,248  
110 15 4  
\$300M 16 \$5.5M  
\$84,000 985 25%  
37 250 98%  
1095



•  
•  
•  
47  
48  
49  
•  
•  
•







# **visualization**

uses perception to point out interesting things.

MTHIVLWYADCEQGHKILKMTWYN  
ARDCAIREQGHVLMFPSTWYARN  
GFPSVCEILQGKMFPSNDRCEQDIFP  
SGHLMFHKMVPSTWYACEQTWRN



MTHI**V**LWYADCEQGHKILKMTWYN  
ARDCAIREQGH**L**KMFPSTWYARN  
GFPS**V**CEILQGKMFPSNDRCEQDIFPS  
GHLMFH**KM**VPSTWYACEQTWRN

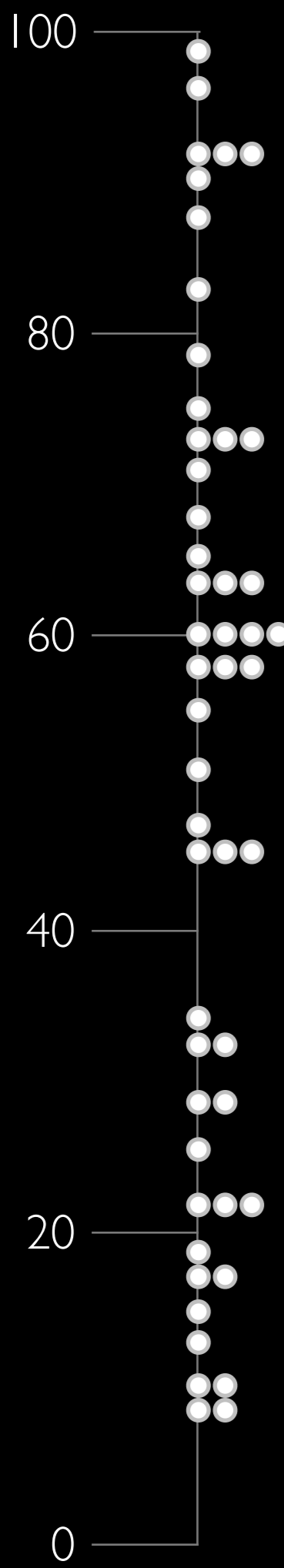
# **visualization**

uses pictures to enhance working memory.

15	19	60
33	11	75
57	34	79
18	51	92
73	22	13
71	60	22
17	10	68
73	18	55
65	46	29
60	73	22
46	92	97
10	58	46
57	17	83
26	99	33
88	92	60
91	29	57
96	12	47

**given these 50 numbers . . .**

. . . what number appears most often?



**given these 50 numbers . . .**  
... what number appears most often?



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# The "Door" Study

profsimons [Subscribe](#) 10 videos



Like [Add to](#) [Share](#) [Report](#) **260,166** [Like](#)

Uploaded by [profsimons](#) on Mar 13, 2010  
This video shows footage from a 1998 study by Daniel Simons and Daniel Levin in which a participant fails to notice when the person he is talking to is replaced by someone else. The study was among the first to demonstrate that the phenomenon of "change blindness" can occur outside the laboratory.  
[Show more](#)

### Top Comments

This explains a lot about one of my ex-boyfriends. "If it looks like a girl, and it feels like a girl, and it smells like a girl, and it acts like a girl... it must be my girlfriend."  
[ataaah](#) 1 year ago **141** [Like](#)

- Change Blindness 1**  
by yebblind  
36,759 views  
0:22 Featured Video
- Gradual Change Test 1**  
by profsimons  
34,443 views  
1:20
- Change Blindness**  
by trutapes  
25,498 views  
5:57
- Test Your Awareness.....**  
by beepsquick  
43,847 views  
1:34
- Perception of beauty**  
by andreic27  
92,589 views  
1:14
- Amazing Fire & Gas Trick!**  
by brusspup  
1,078,932 views  
1:20
- Try To Watch This Without Laughing Or**  
by 88ownsnascar  
2,042,315 views  
1:15
- How much is: 75 + 26**  
by Daanando  
213,997 views  
1:29
- Sociopath Test**  
by Daanando  
213,997 views
- Awareness Test**  
by JOEKthePANDA

# vi · su · al · i · za · tion

*noun, plural -s*

1. formation of mental visual images
2. the act or process of interpreting in visual terms or of putting into visible form

“Computer-based **visualization** systems provide visual representations of datasets intended to help people carry out tasks more effectively.”

Prof. Tamara Munzner



**ANALYZE DATA**

# THE CHALLENGER DISASTER





HISTORY OF O-RING DAMAGE ON SRM FIELD JOINTS

1161  
OCT 20, 1985

SRM No.	Cross Sectional View			Top View		Clocking Location (deg)	MOTOR	O-RING
	Erosion Depth (in.)	Perimeter Affected (deg)	Nominal Dia. (in.)	Length Of Max Erosion (in.)	Total Heat Affected Length (in.)			
61A LH Center Field**	None	None	0.280	None	None	36°--66°	DM-1	47
61A LH CENTER FIELD**	NONE	NONE	0.280	NONE	NONE	338°-18°	DM-2	52
51C LH Forward Field**	0.010	154.0	0.280	4.25	5.25	163	QM-3	48
51C RH Center Field (prim)***	0.038	130.0	0.280	12.50	58.75	354	QM-4	51
51C RH Center Field (sec)***	None	45.0	0.280	None	29.50	354	SRM-15	53
41D RH Forward Field	0.028	110.0	0.280	3.00	None	275	SRM-22	75
41C LH Aft Field*	None	None	0.280	None	None	--	SRM-25	29
41B LH Forward Field	0.040	217.0	0.280	3.00	14.50	351		27
STS-2 RH Aft Field	0.053	116.0	0.280	--	--	90		

\*Hot gas path detected in putty. Indication of heat on O-ring, but no damage.  
 \*\*Soot behind primary O-ring.  
 \*\*\*Soot behind primary O-ring, heat affected secondary O-ring.

Clocking location of leak check port - 0 deg.

OTHER SRM-15 FIELD JOINTS HAD NO BLOWHOLES IN PUTTY AND NO SOOT NEAR OR BEYOND THE PRIMARY O-RING.

SRM-22 FORWARD FIELD JOINT HAD PUTTY PATH TO PRIMARY O-RING, BUT NO O-RING EROSION AND NO SOOT BLOWBY, OTHER SRM-22 FIELD JOINTS HAD NO BLOWHOLES IN PUTTY.

BLOW BY HISTORY

SRM-15 WORST BLOW-BY

- o 2 CASE JOINTS (80°), (110°) ARC
- o MUCH WORSE VISUALLY THAN SRM-22

SRM 22 BLOW-BY

- o 2 CASE JOINTS (30-40°)

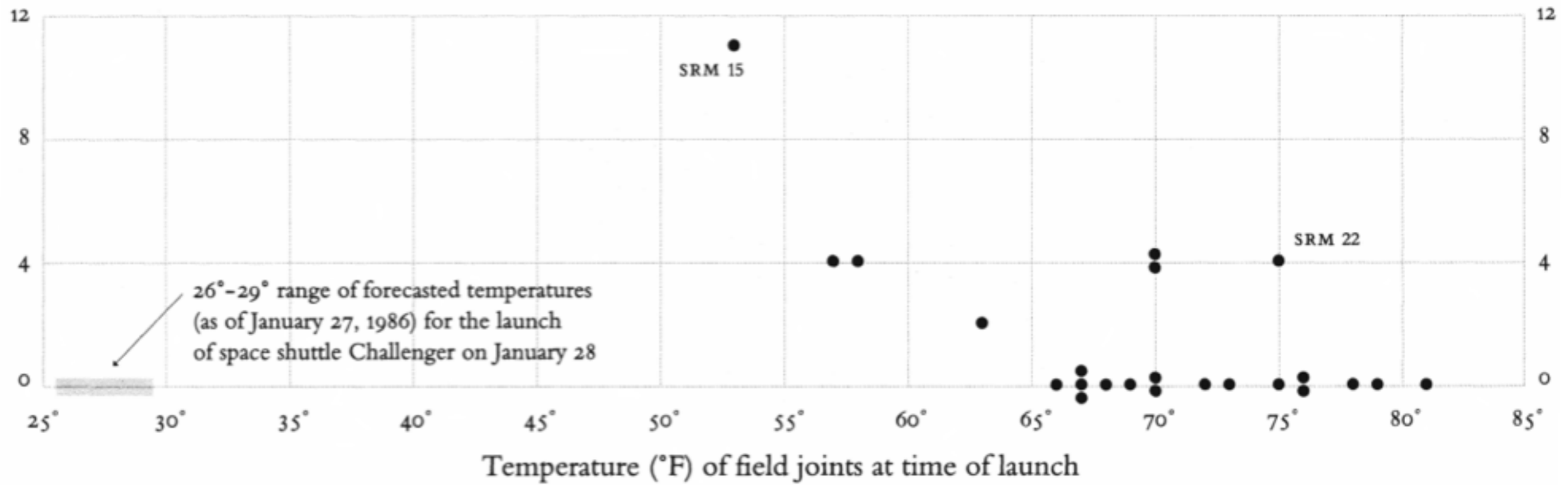
SRM-13A, 15, 16A, 18, 23A 24A

- o NOZZLE BLOW-BY

HISTORY OF O-RING TEMPERATURES (DEGREES - F)

MOTOR	MBT	AMB	O-RING	WIND
DM-1	68	36	47	10 MPH
DM-2	76	45	52	10 MPH
QM-3	72.5	40	48	10 MPH
QM-4	76	48	51	10 MPH
SRM-15	52	64	53	10 MPH
SRM-22	77	78	75	10 MPH
SRM-25	55	26	29	10 MPH
			27	25 MPH

O-ring damage index, each launch





# NameVoyager: Explore baby names and name trends letter by letter

Looking for the perfect baby name? [Sign up for free](#) to receive access to our expert tools!

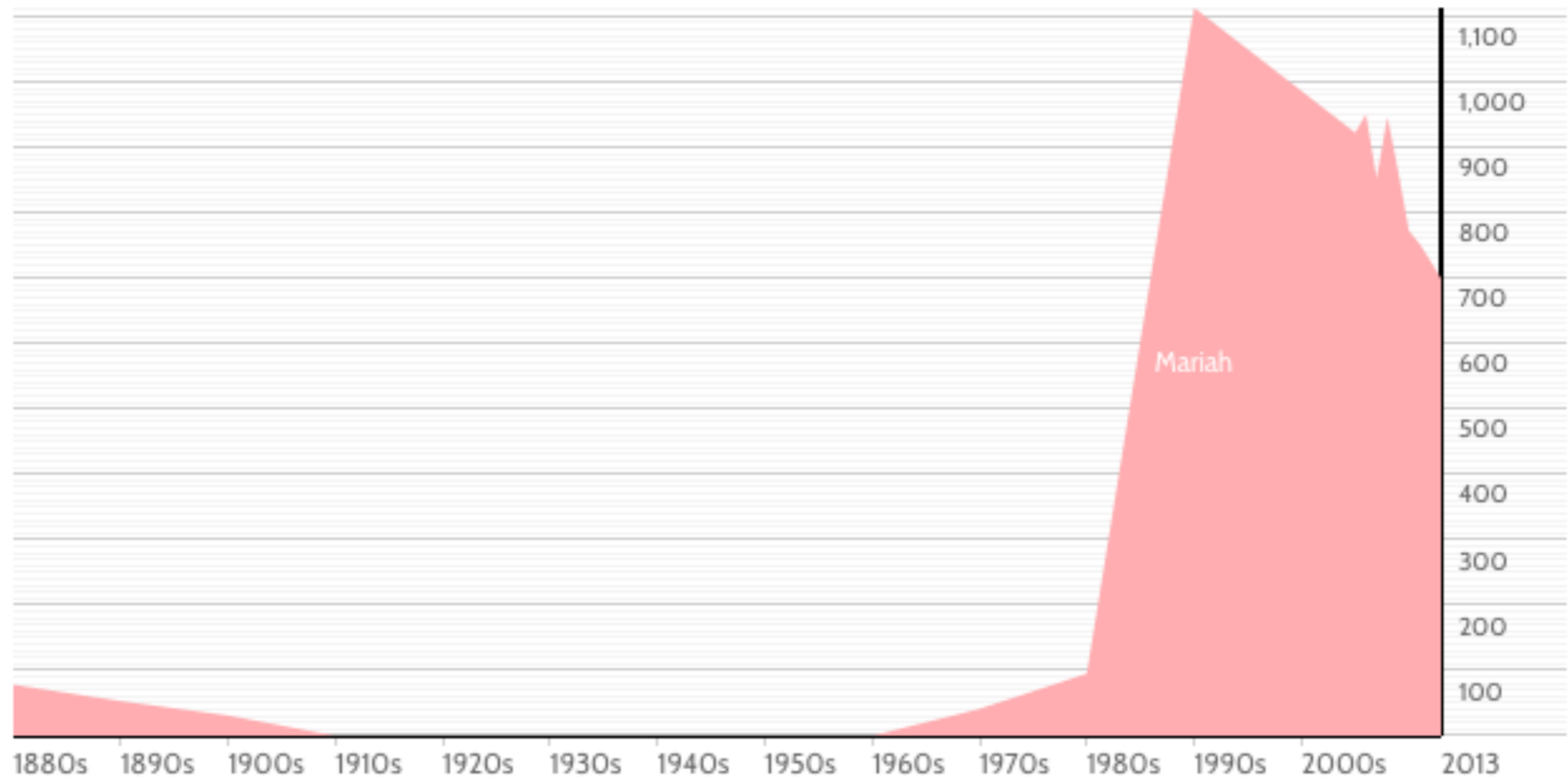
Baby Name >   Both  Boys  Girls

boys	1000	500	100	25	1
girls	1000	500	100	25	1

Current rank:

Names starting with 'MARIAH' per million babies

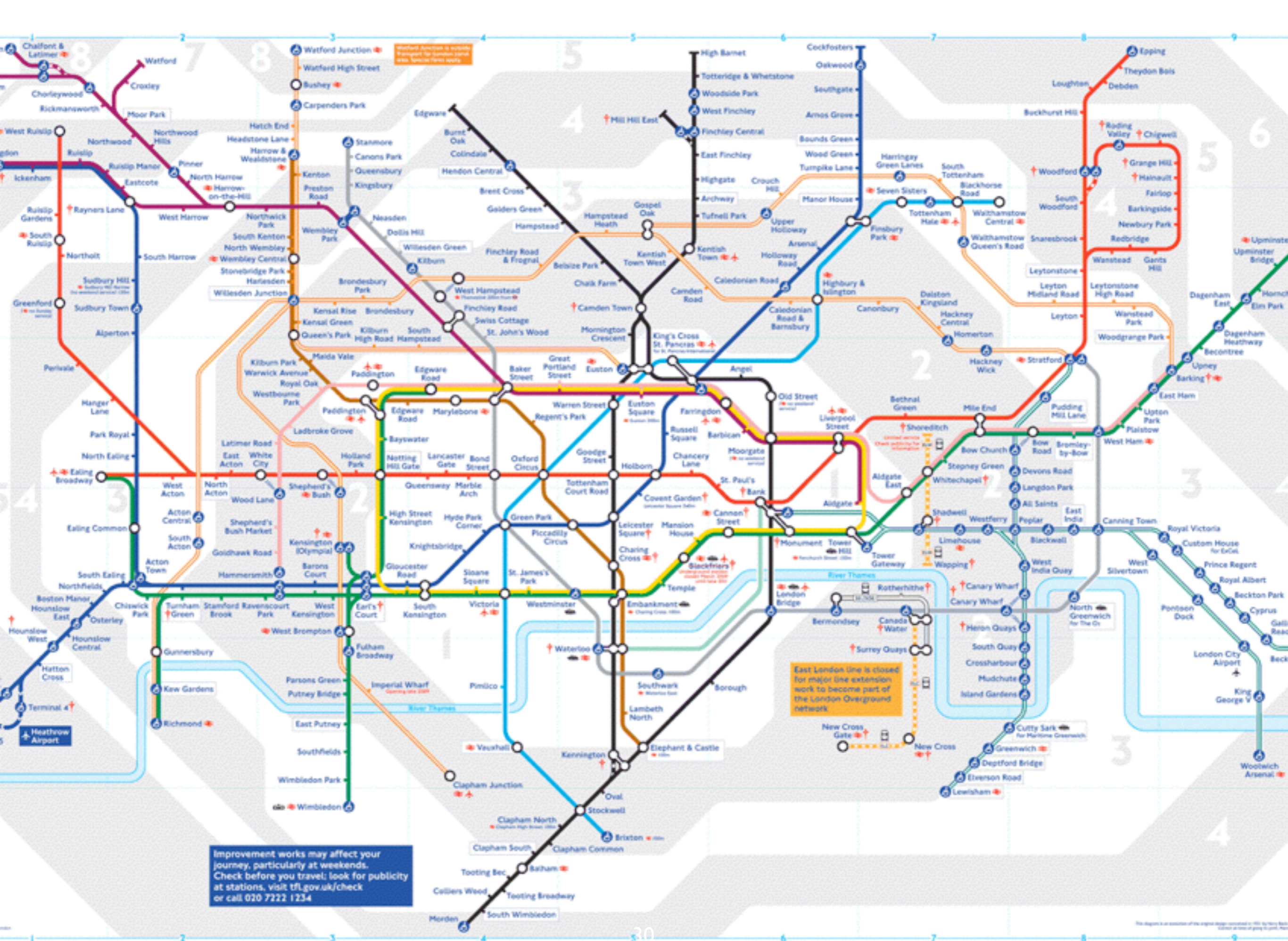
per million births









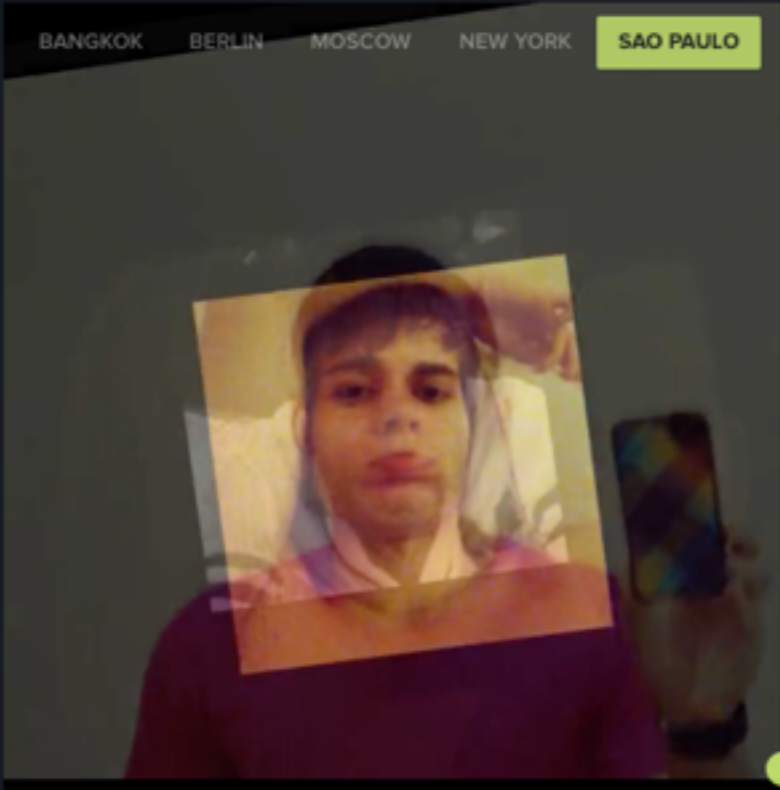


Watford Junction is a major transport hub for London and the West. Services to Watford are frequent.

East London Line is closed for major line extension work to become part of the London Overground network.

Improvement works may affect your journey, particularly at weekends. Check before you travel; look for publicity at stations, visit [tfl.gov.uk/check](http://tfl.gov.uk/check) or call 020 7222 1234





# SELFIECITY

Investigating the style of **self-portraits** (*selfies*) in five cities across the world.

Selfiecity investigates *selfies* using a mix of theoretic, artistic and quantitative methods:

We present our **findings** about the demographics of people taking selfies, their poses and expressions.

Rich media visualizations (**Imageplots**) assemble thousands of photos to reveal interesting patterns.

The interactive **selfexploratory** allows you to navigate the whole set of 3200 photos.

Finally, theoretical **essays** discuss selfies in the history of photography, the functions of images in social media, and methods and dataset.

## IMAGEPLOTS

### POSES

Each city has a different style when it comes to selfies. Compare yourself

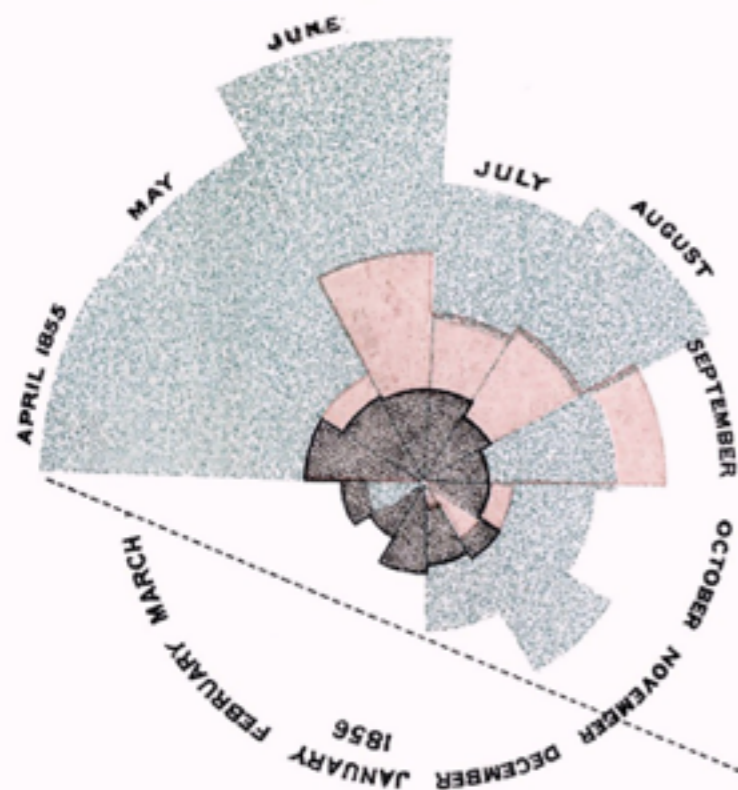


COMMUNICATE IDEAS

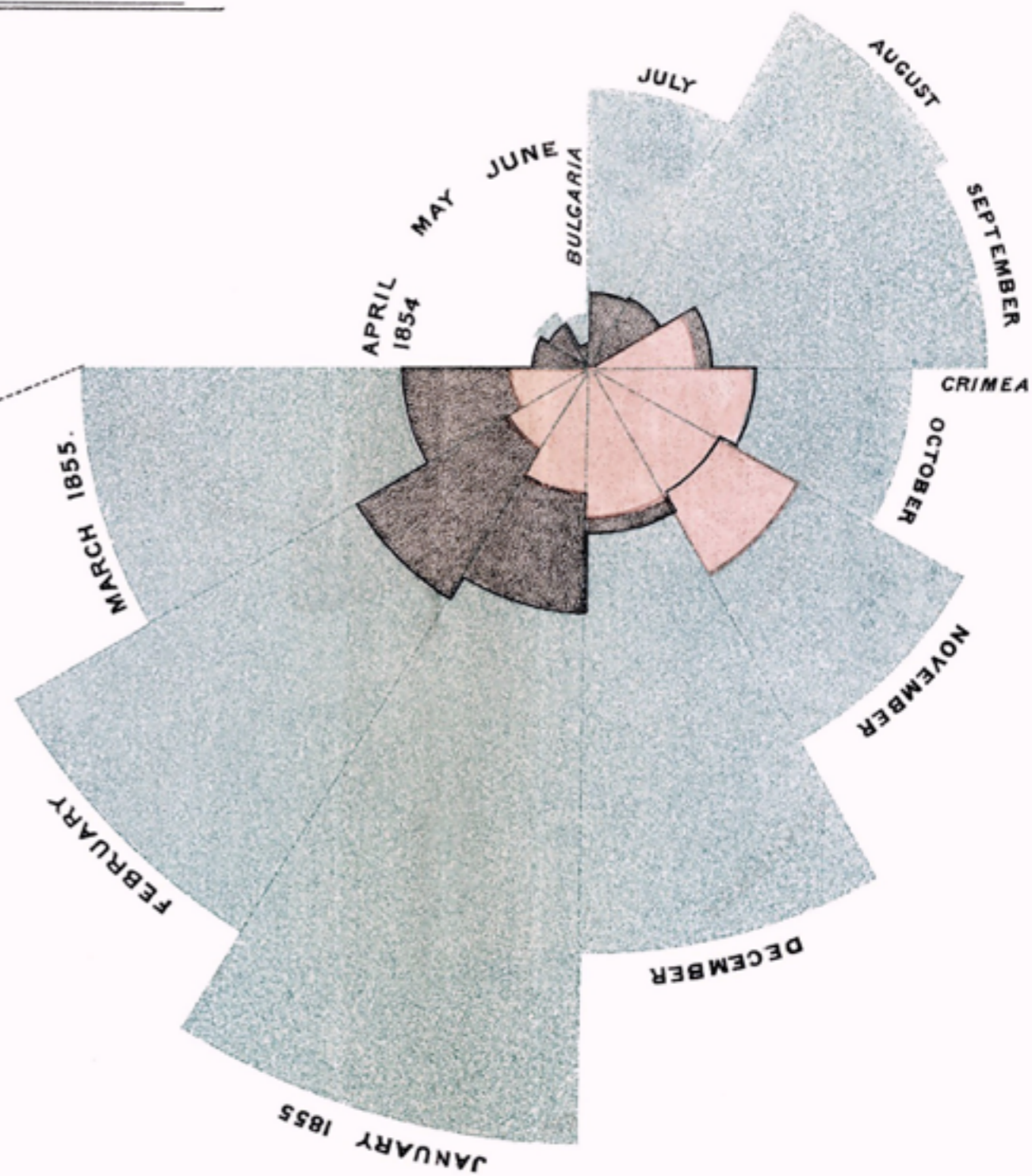


# DIAGRAM OF THE CAUSES OF MORTALITY IN THE ARMY IN THE EAST.

2.  
APRIL 1855 TO MARCH 1856.



1.  
APRIL 1854 TO MARCH 1855.



*The Areas of the blue, red, & black wedges are each measured from the centre as the common vertex.*

*The blue wedges measured from the centre of the circle represent area for area the deaths from Preventible or Mitigable Zymotic diseases; the red wedges measured from the centre the deaths from wounds; & the black wedges measured from the centre the deaths from all other causes.*

*The black line across the red triangle in Nov<sup>r</sup> 1854 marks the boundary of the deaths from all other causes during the month.*

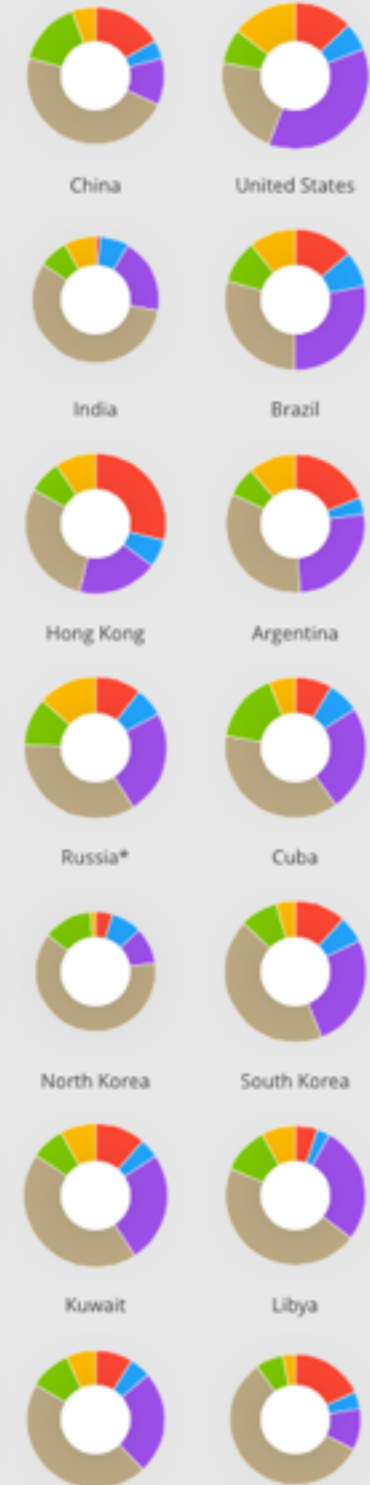
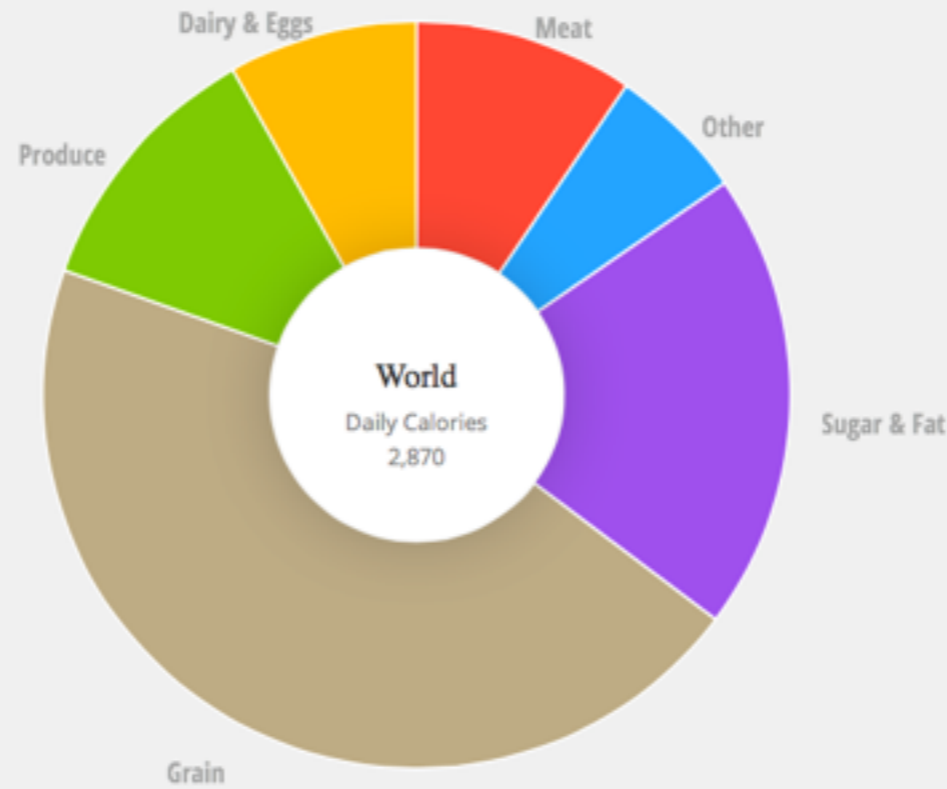
*In October 1854, & April 1855; the black area coincides with the red; in January & February 1856, the blue coincides with the black.*

*The entire areas may be compared by following the blue, the red & the black lines enclosing them.*

### World

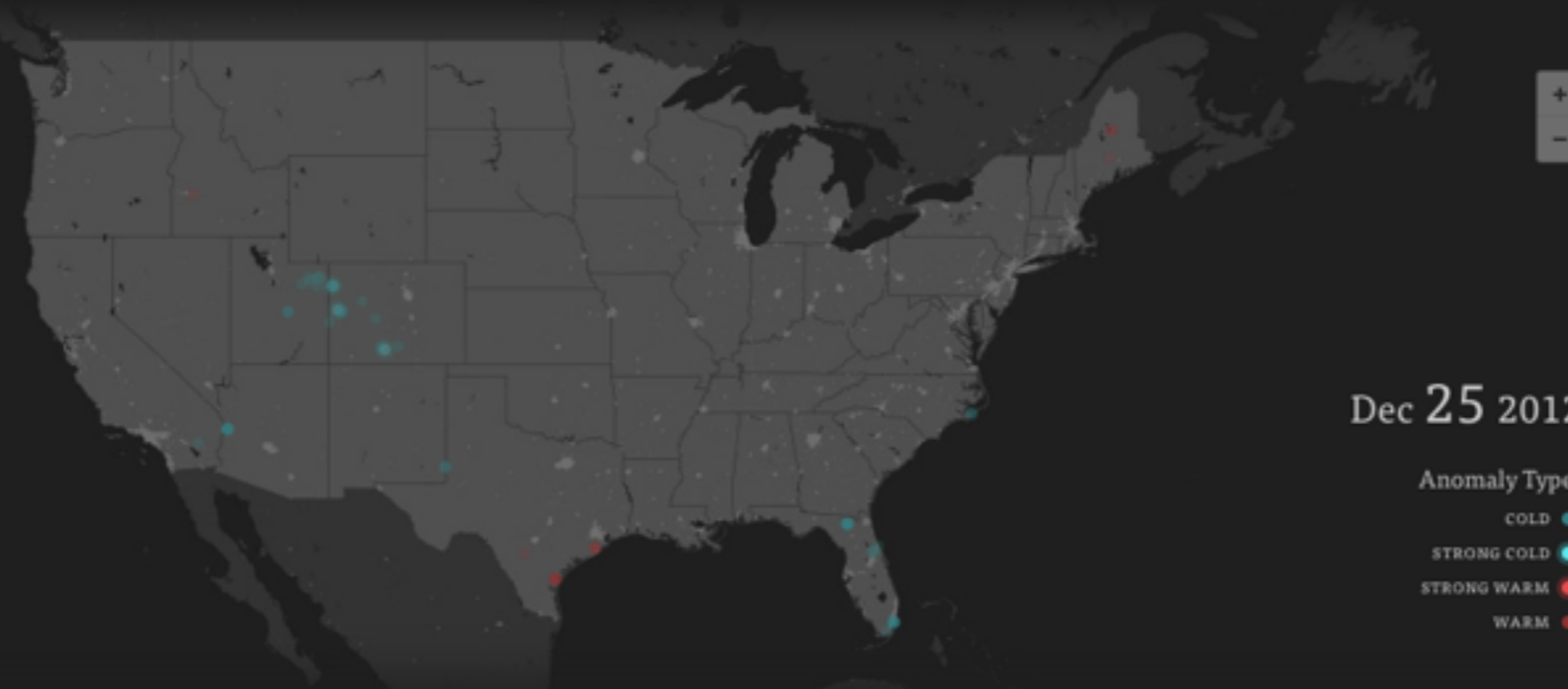
Daily diets vary considerably around the world. Select different countries or regions to see how consumption patterns have changed in the last 50 years. Click on **grams** to understand the quantities of food consumed per person in each place. Alternatively, view the breakdown by **calories** to measure how that balance of food translates into fuel and energy. Percentages in the pie chart reflect the proportion of each item in the overall diet.

Calories per Person Grams per Person





# U.S. Daily Temperature Anomalies 1964-2013



[Explore the data](#)

## What is an anomaly?

Every day, the [Global Historical Climatology Network](#) collects temperatures from 90,000 weather stations. Dating back as far as the late 1700's, the records provide an incredible source of insight into our changing climate.

Using this data, we can determine what the weather is normally like for most places on Earth. We can tell you that the average low temperature in New York City on January 11th is 29°F and that the average high temperature in Los Angeles on July 24th is 80°F.

Once we know what temperatures to expect on any given day with a certain degree of confidence, we can sift out the uneventful days, leaving only anomalous weather events.

These criteria enabled us to track the last 50 years of temperature anomalies and categorize them into four types.

**COLD** anomalies occur on days when the daily high or low temperature falls below its expected range.

**WARM** anomalies occur when the high or low temperature falls above its expected range.

**STRONG** anomalies occur on those rare days when both the daily high and low temperatures fall above (**STRONG WARM**) or below (**STRONG COLD**) their expected range.

June 26, 2014 / Mike Bostock

# Visualizing Algorithms

*The power of the unaided mind is highly overrated... The real powers come from devising external aids that enhance cognitive abilities. —Donald Norman*

Algorithms are a fascinating use case for visualization. To visualize an algorithm, we don't merely fit data to a chart; there is no primary dataset. Instead there are logical rules that describe behavior. This may be why algorithm visualizations are so unusual, as designers experiment with novel forms to better communicate. This is reason enough to study them.

But algorithms are also a reminder that visualization is more than a tool for finding patterns in data. Visualization leverages the human visual system to [augment human intellect](#): we can use it to better understand these important abstract processes, and perhaps other things, too.

This is an adaption of my talk at [Eyeo 2014](#). A video of the talk is available on [Vimeo](#). (Thanks, Eyeo folks!)

## # Sampling

Before I can explain the first algorithm, I first need to explain the problem it addresses.



Light — electromagnetic radiation — the light emanating from this screen, traveling through the air, focused by your lens and projected onto the retina — is a continuous signal. To be perceived, we must reduce light to discrete impulses by measuring its intensity and frequency distribution at different points in space.

Van Gogh's *The Starry Night*





Talks

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Themes

Translations

TED Conferences

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TED Initiatives

Search input field with magnifying glass icon

TALKS

Hans Rosling shows the best stats you've ever seen

TED2006, Filmed Feb 2006; Posted Jun 2006



3,471,109 Views ?

Like 33k

INTERACTIVE TRANSCRIPT

ABOUT THE SPEAKER

ABOUT THIS TALK

You've never seen data presented like this. With the drama and urgency of a sportscaster, statistics guru Hans Rosling debunks myths about the so-called "developing world."



THE ROLEX ARTS INITIATIVE PAIRS ESTABLISHED MENTORS WITH EMERGING PROTÉGÉS FOR A YEAR OF CREATIVE COLLABORATION

WHAT TO WATCH NEXT



Hans Rosling's new insights on poverty

18:57 Posted: Jun 2007

Views 1,616,080 | Comments 193



00:17 | 19:53

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Rate

Subtitles Available in: 45 languages [Off]

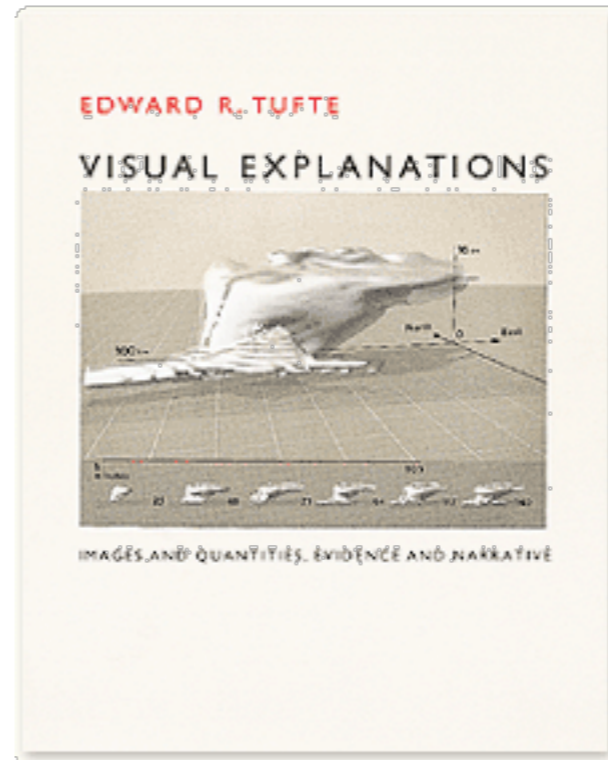
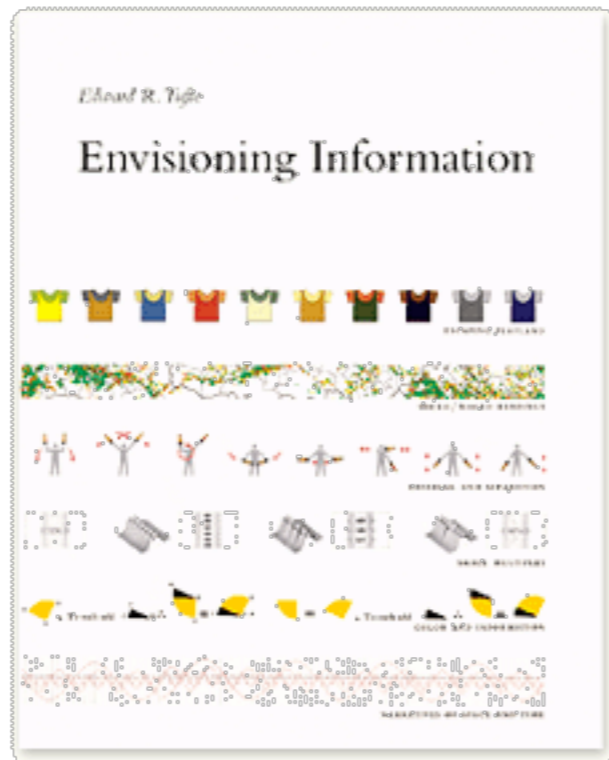
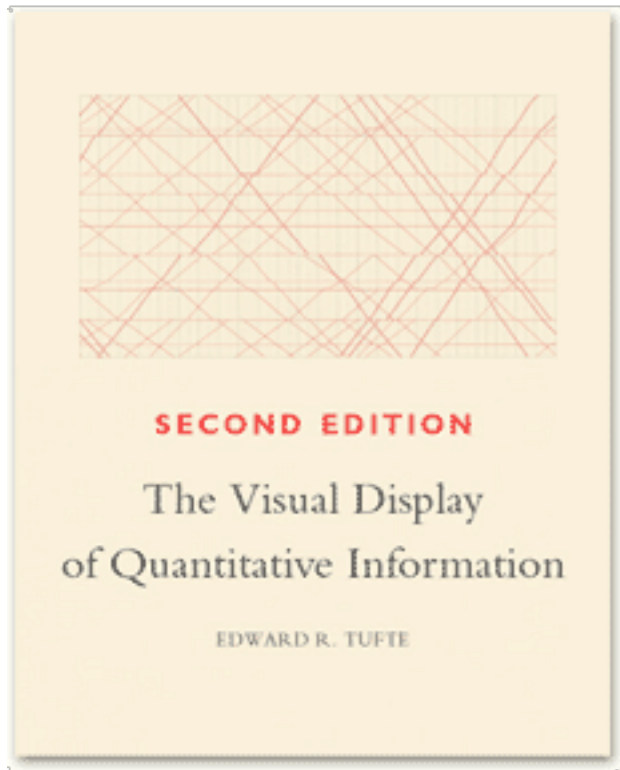
# DESIGN PRINCIPLES

# design excellence

“Well-designed presentations of interesting data are a matter of substance, of statistics, and of design.”

Edward Tufte







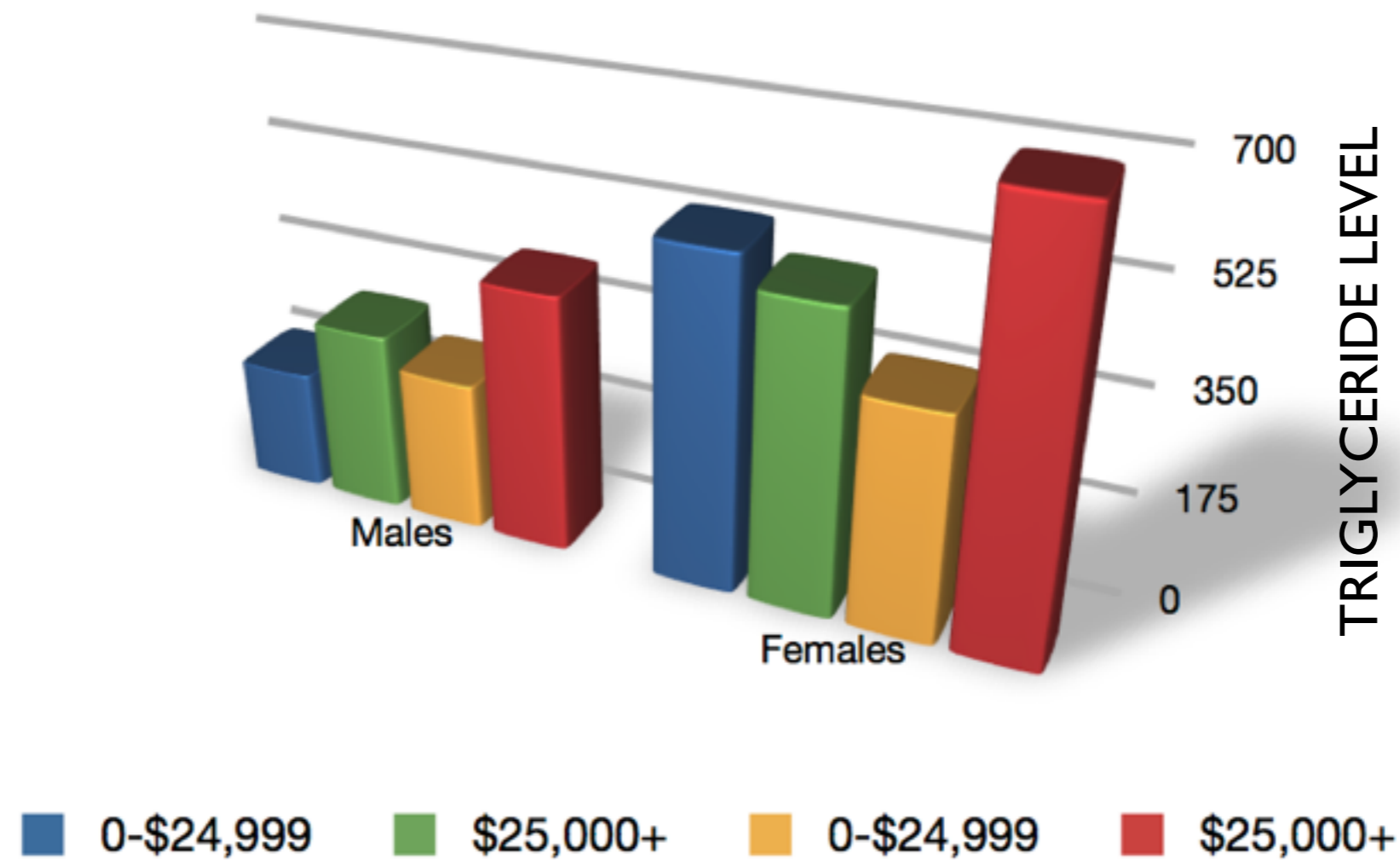
every time you make a powerpoint



edward tufte kills a kitten

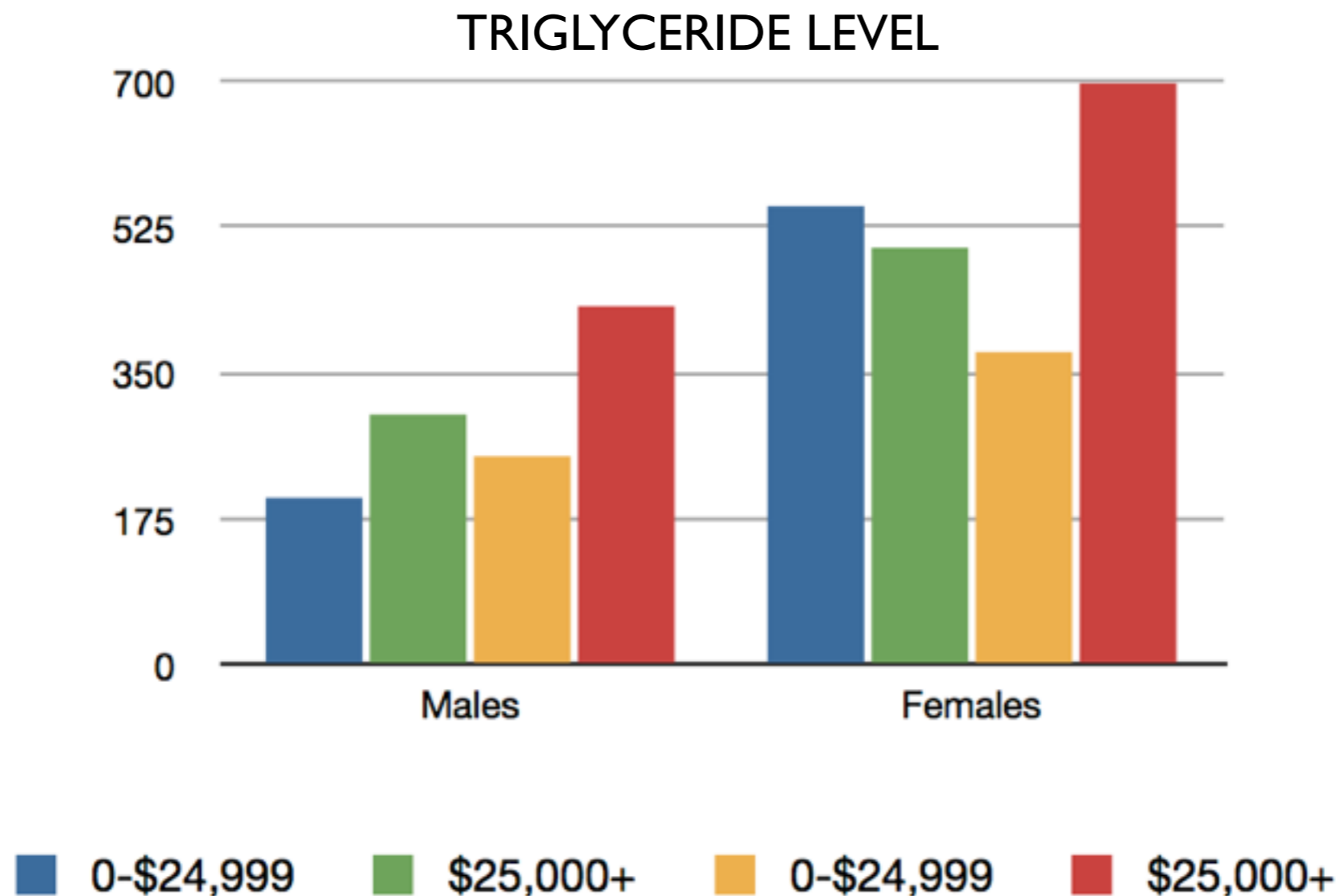
maximize the

$$\text{Data-ink Ratio} = \frac{\text{data-ink}}{\text{total ink used in graphic}}$$



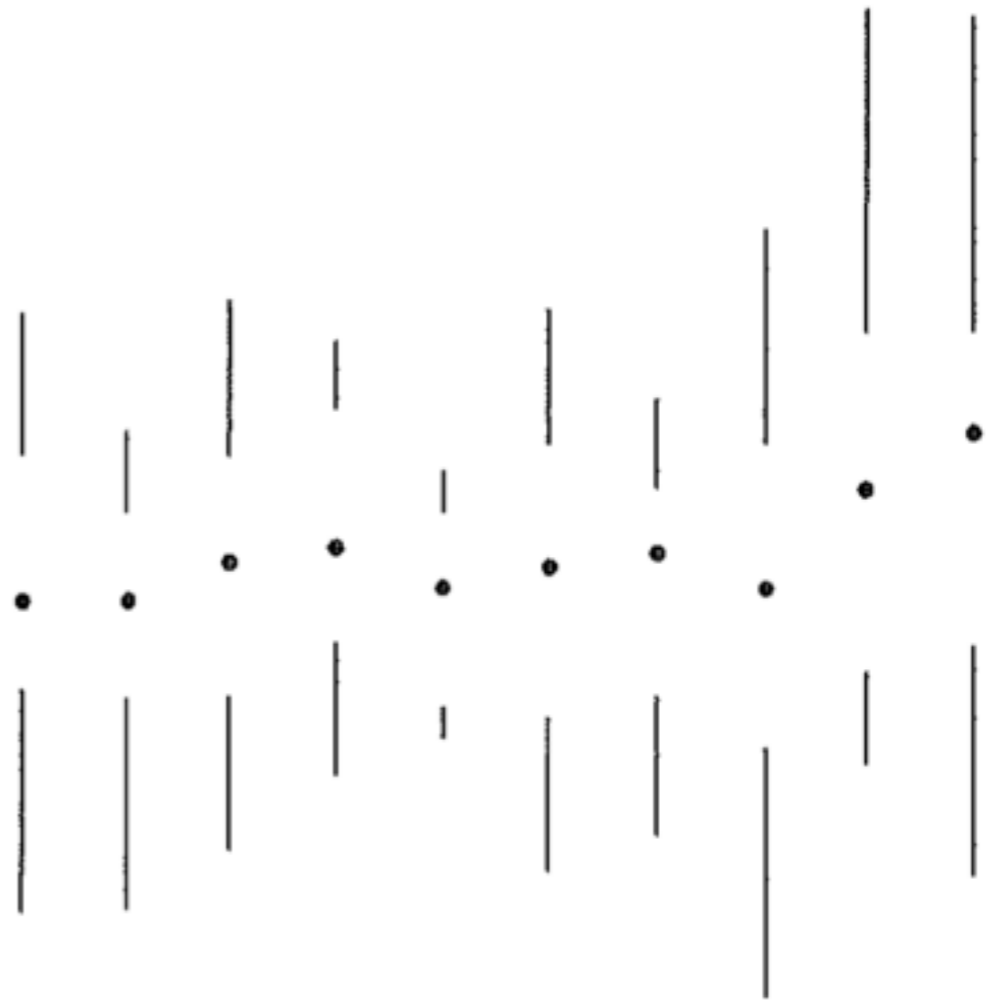
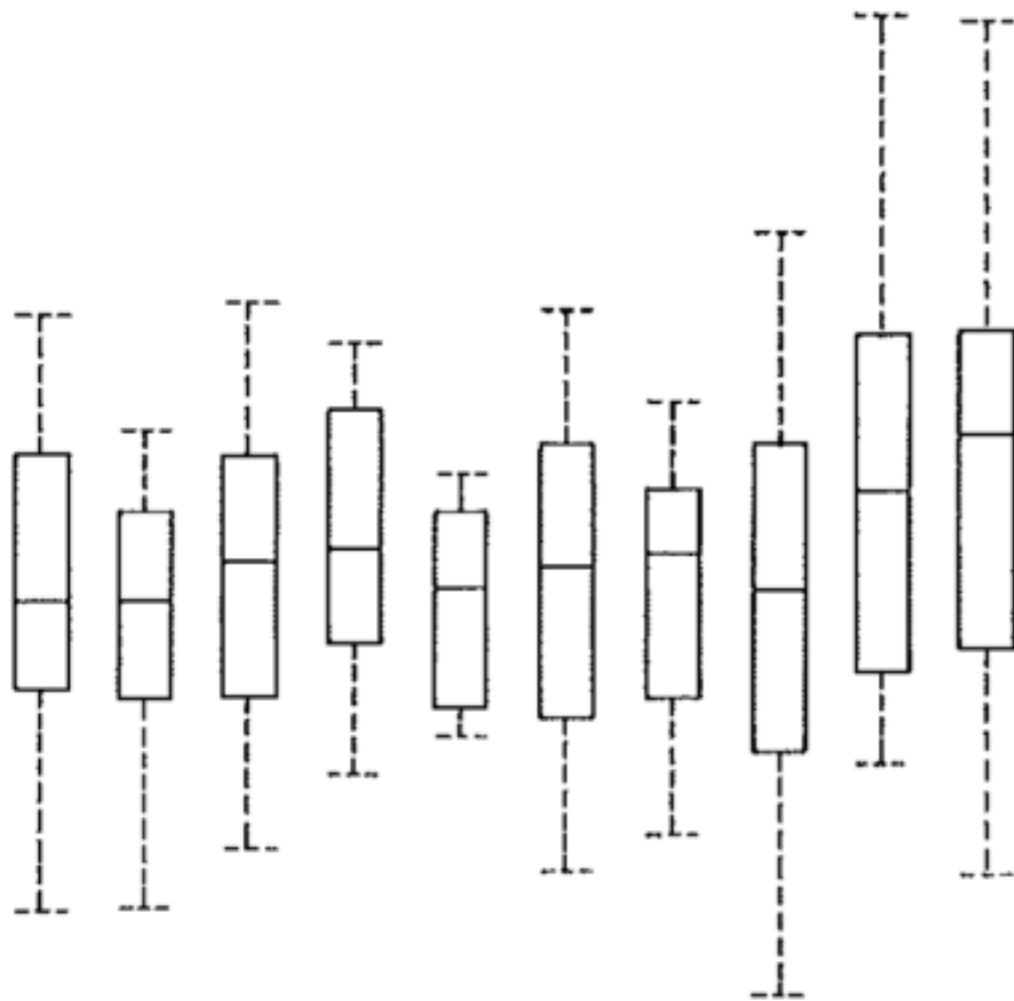
maximize the

$$\text{Data-ink Ratio} = \frac{\text{data-ink}}{\text{total ink used in graphic}}$$



maximize the

$$\text{Data-ink Ratio} = \frac{\text{data-ink}}{\text{total ink used in graphic}}$$



# A User Study of Visualization Effectiveness Using EEG and Cognitive Load

E. W. Anderson<sup>1</sup>, K. C. Potter<sup>1</sup>, L. E. Matzen<sup>2</sup>, J. F. Shepherd<sup>2</sup>, G. A. Preston<sup>3</sup>, and C. T. Silva<sup>1</sup>

<sup>1</sup>SCI Institute, University of Utah, USA

<sup>2</sup>Sandia National Laboratories, USA

<sup>3</sup>Utah State Hospital, USA

---

## Abstract

*Effectively evaluating visualization techniques is a difficult task often assessed through feedback from user studies and expert evaluations. This work presents an alternative approach to visualization evaluation in which brain activity is passively recorded using electroencephalography (EEG). These measurements are used to compare different visualization techniques. In this paper, EEG signals and response times are used to interpret different representations of data distributions. This information is processed to provide insight into the cognitive load imposed on the viewer. This paper describes the design of the user study performed, the extraction of cognitive load measures from EEG data, and how those measures are used to quantitatively evaluate the effectiveness of visualizations.*

Categories and Subject Descriptors (according to ACM CCS): I.3.3 [Computer Graphics]: General—Human Factors, Evaluation, Electroencephalography

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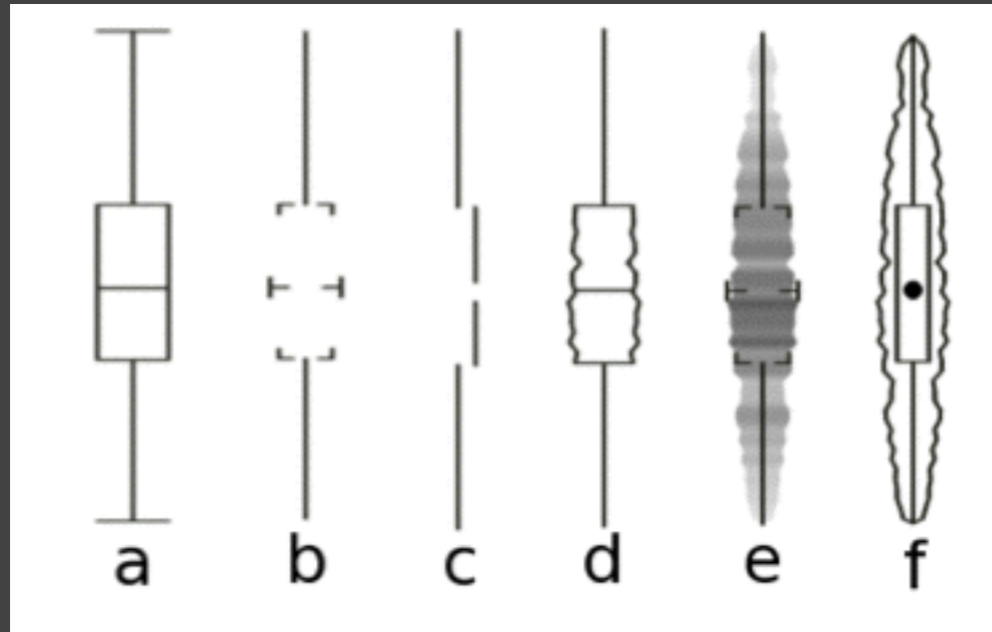
## 1. Introduction

Efficient visualizations facilitate the understanding of data sets through an appropriate choice of visual metaphor

this paper strives to evaluate visualization techniques objectively by using passive, non-invasive monitoring devices to measure the burden placed on a user's cognitive resources.



# EXPERIMENT

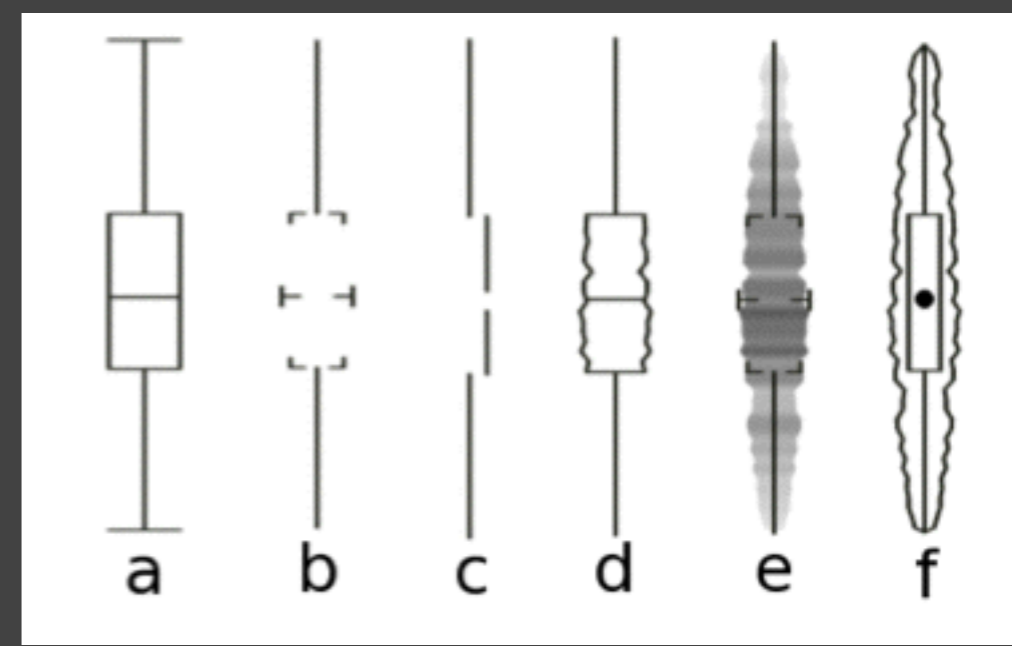


- asked participants to choose box plot with largest range from a set
- varied representation
- measured cognitive load from EEG brain waves

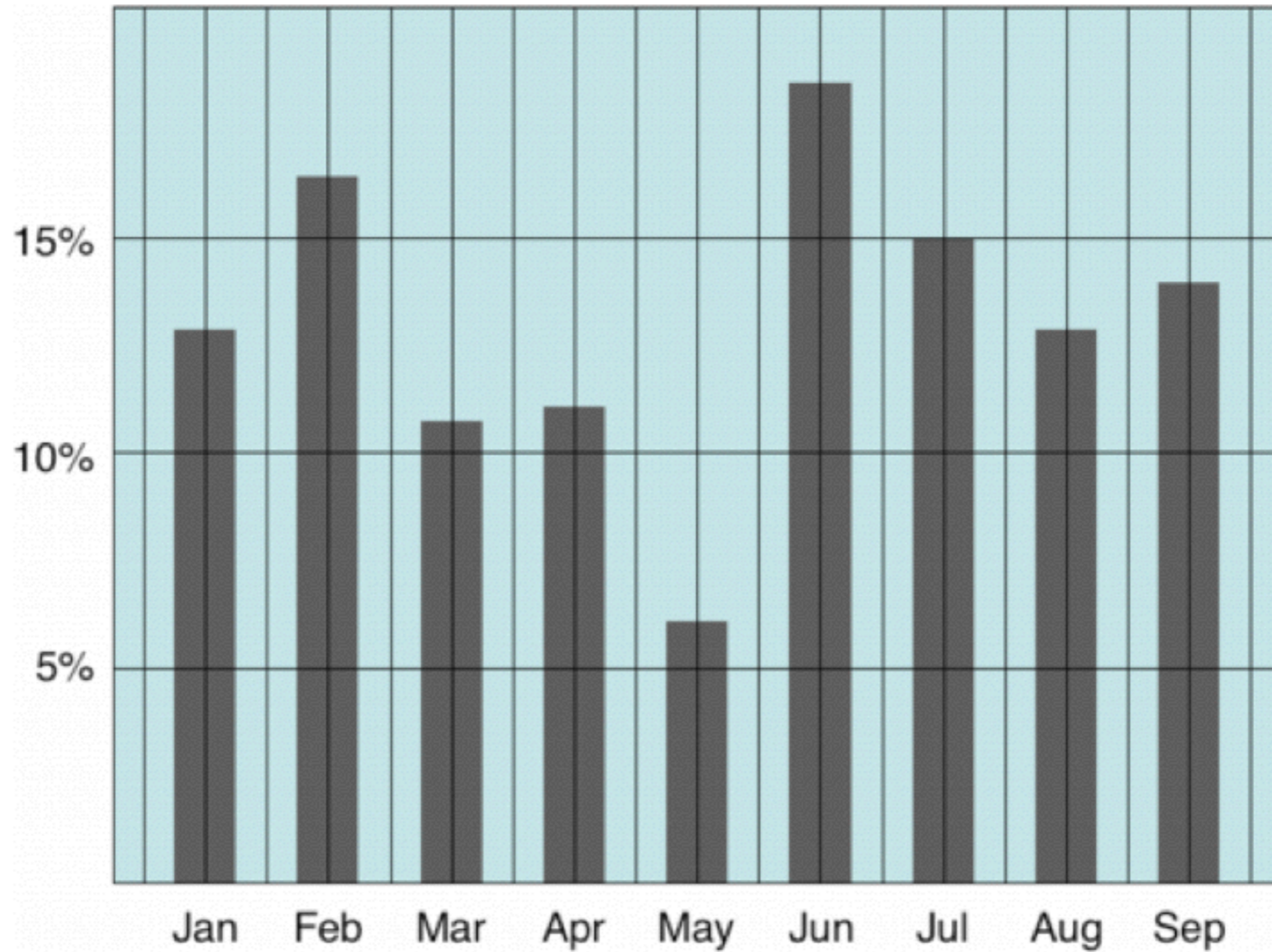


# EXPERIMENTAL RESULTS

- paper focused on cognitive load as an evaluation method
- studies showed that the simplest box plot is hardest to interpret

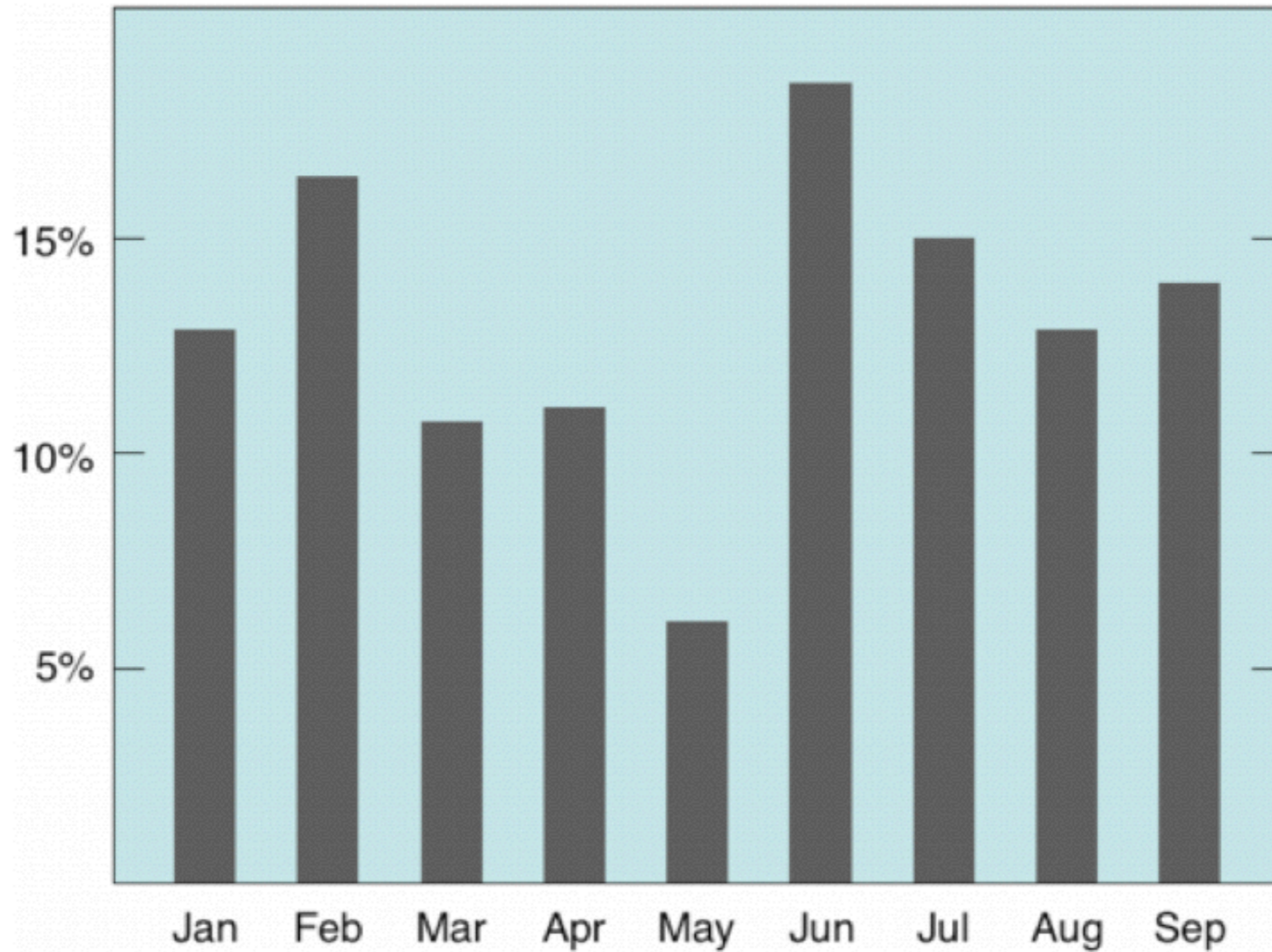


# AVOID CHART JUNK

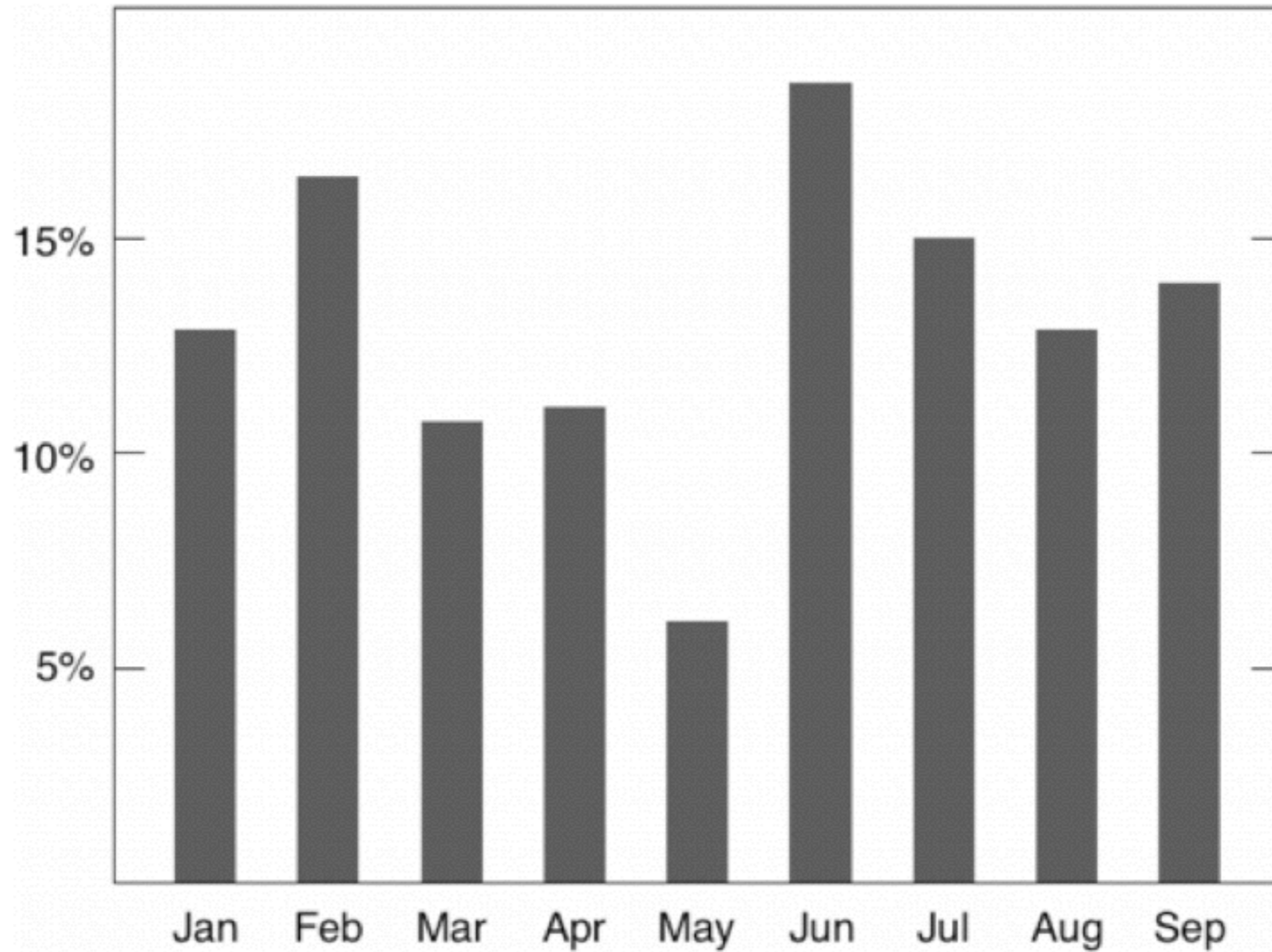




# AVOID CHART JUNK

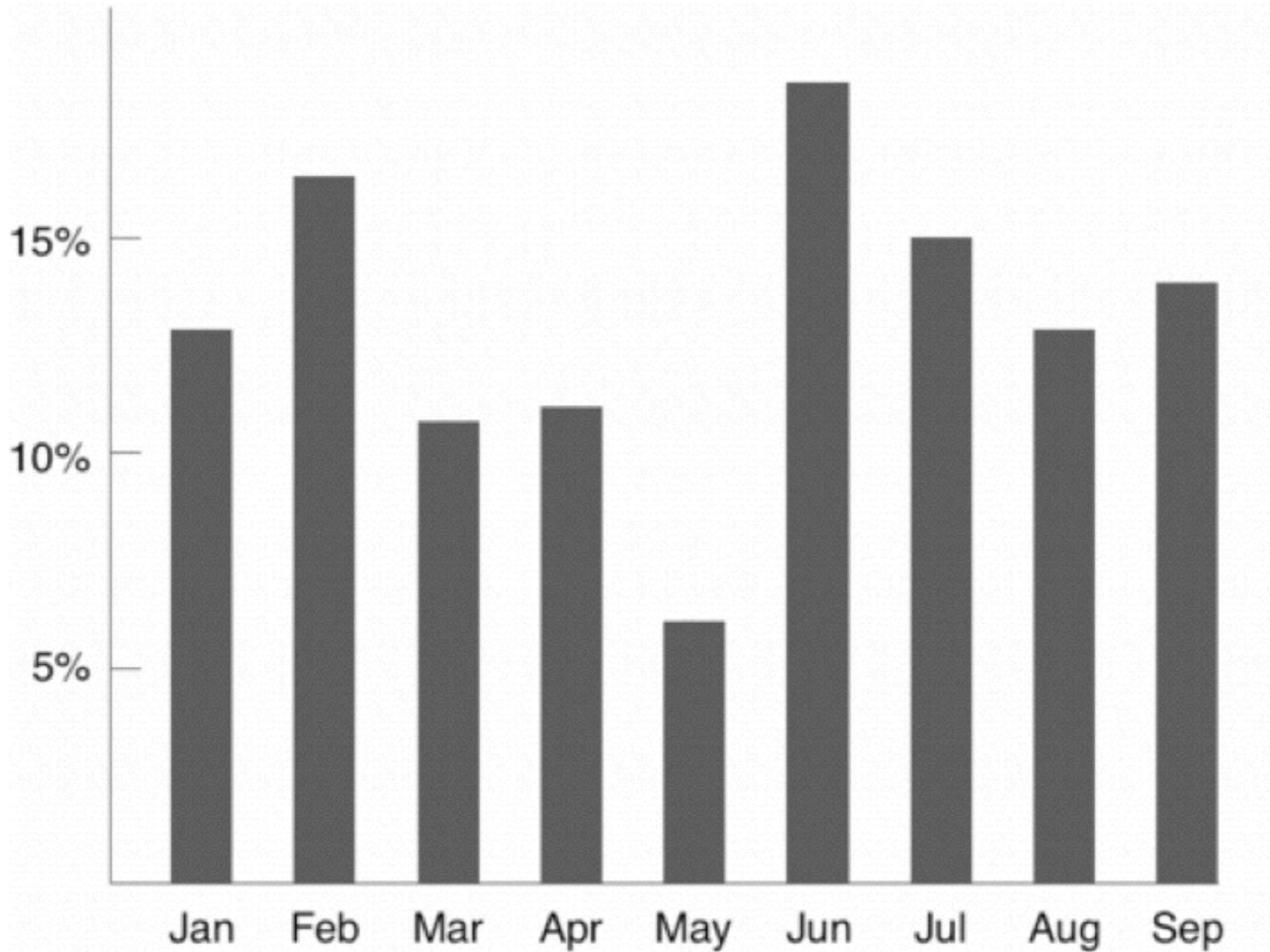


# AVOID CHART JUNK



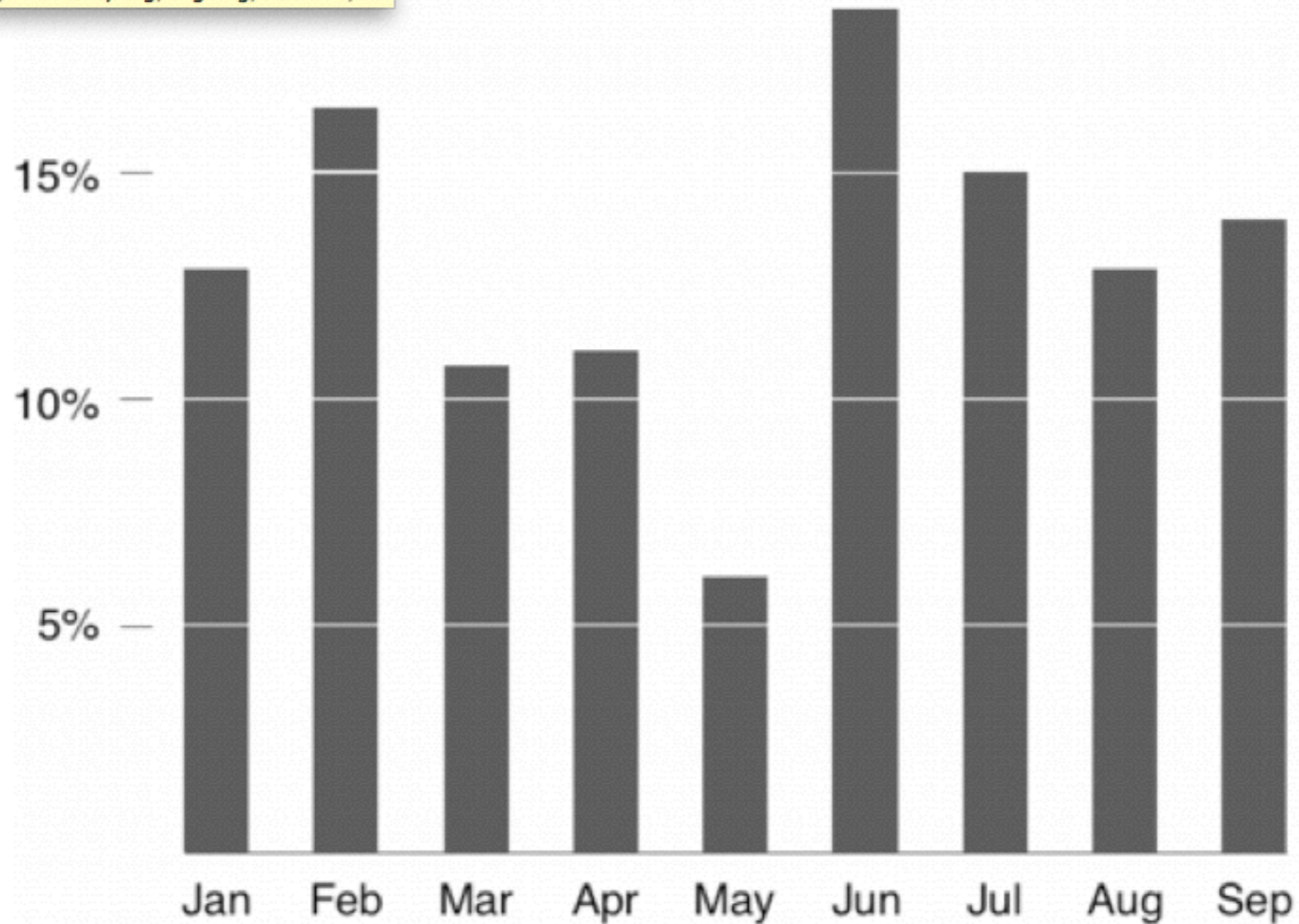


# AVOID CHART JUNK

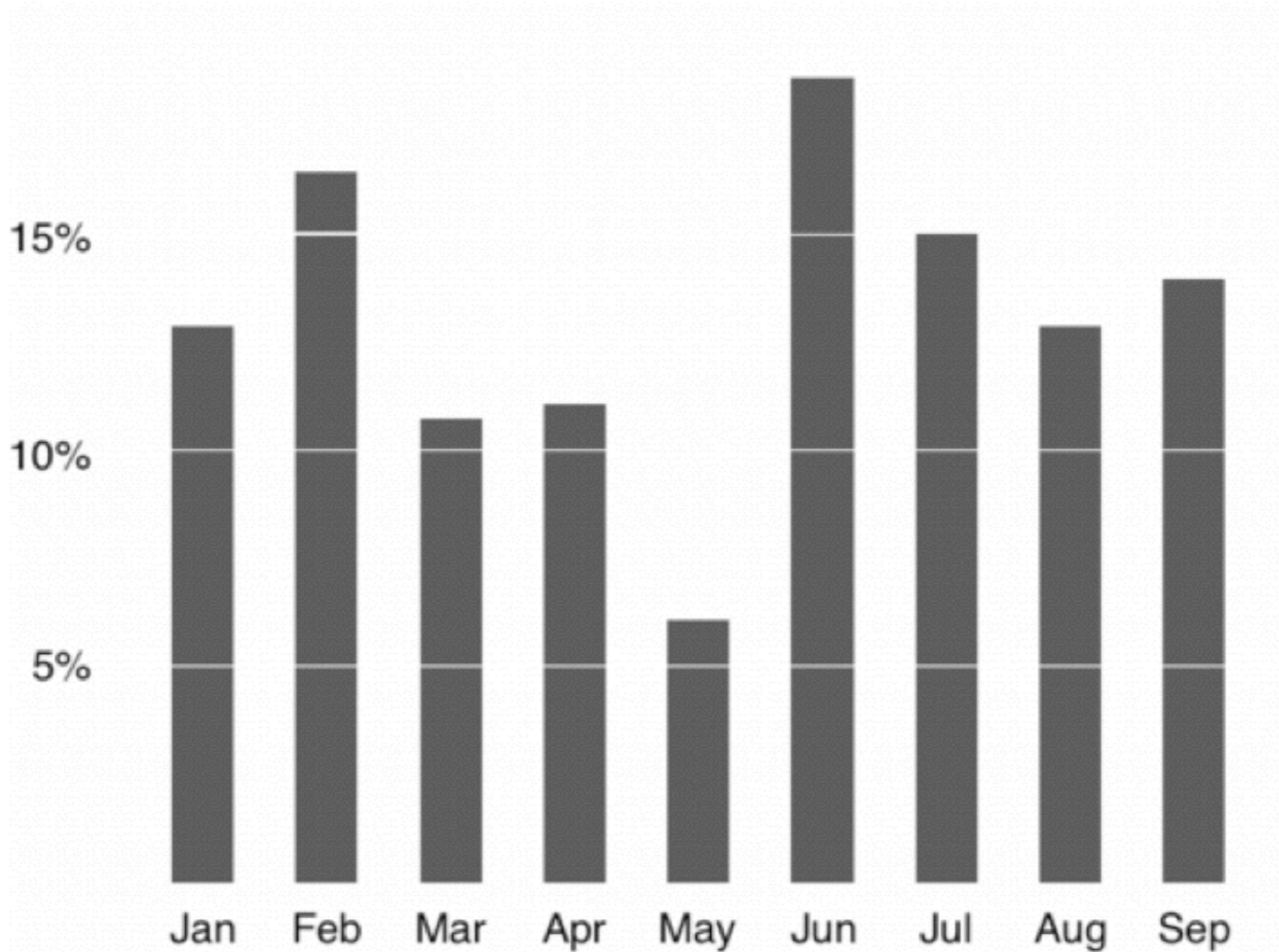


# AVOID CHART JUNK

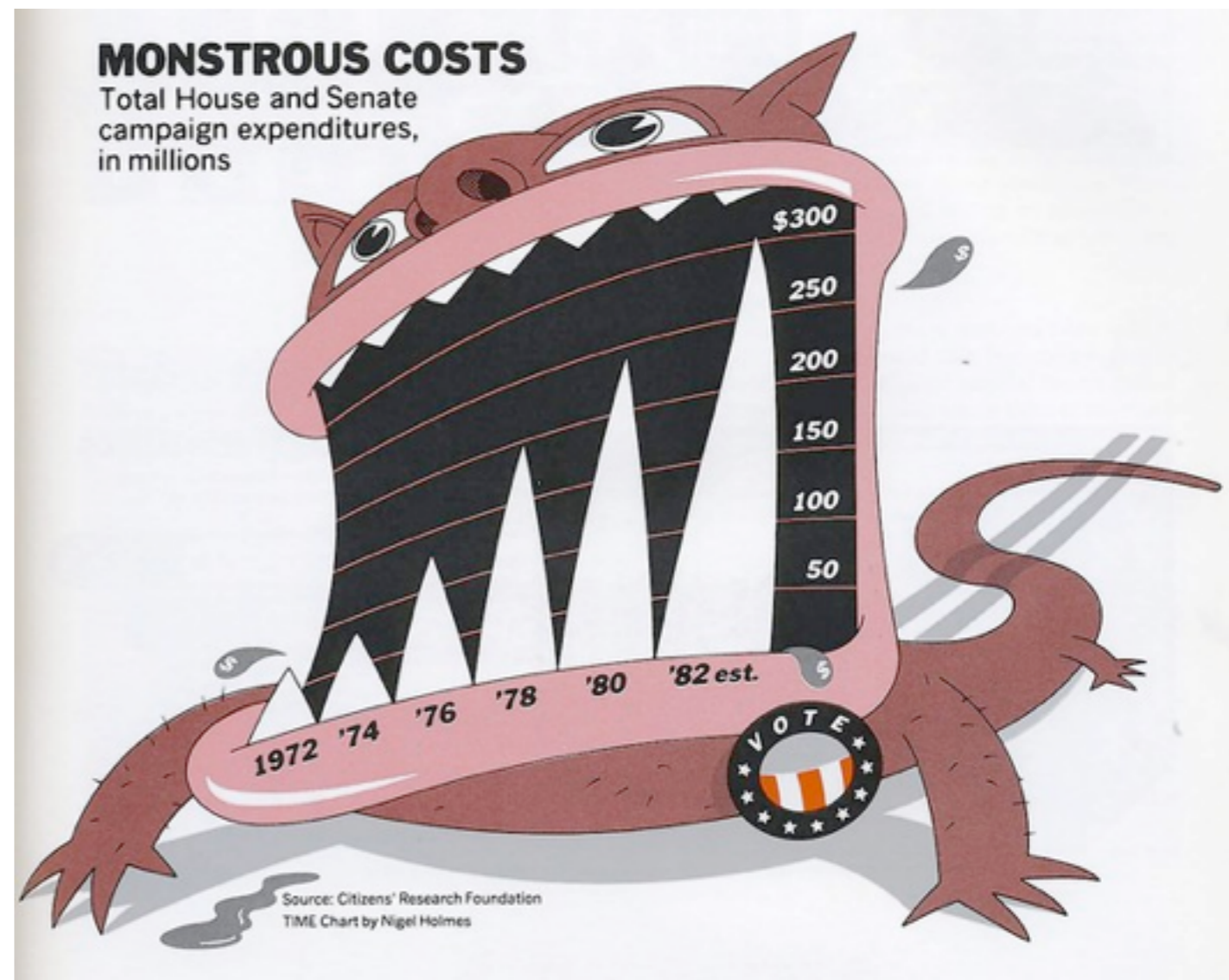
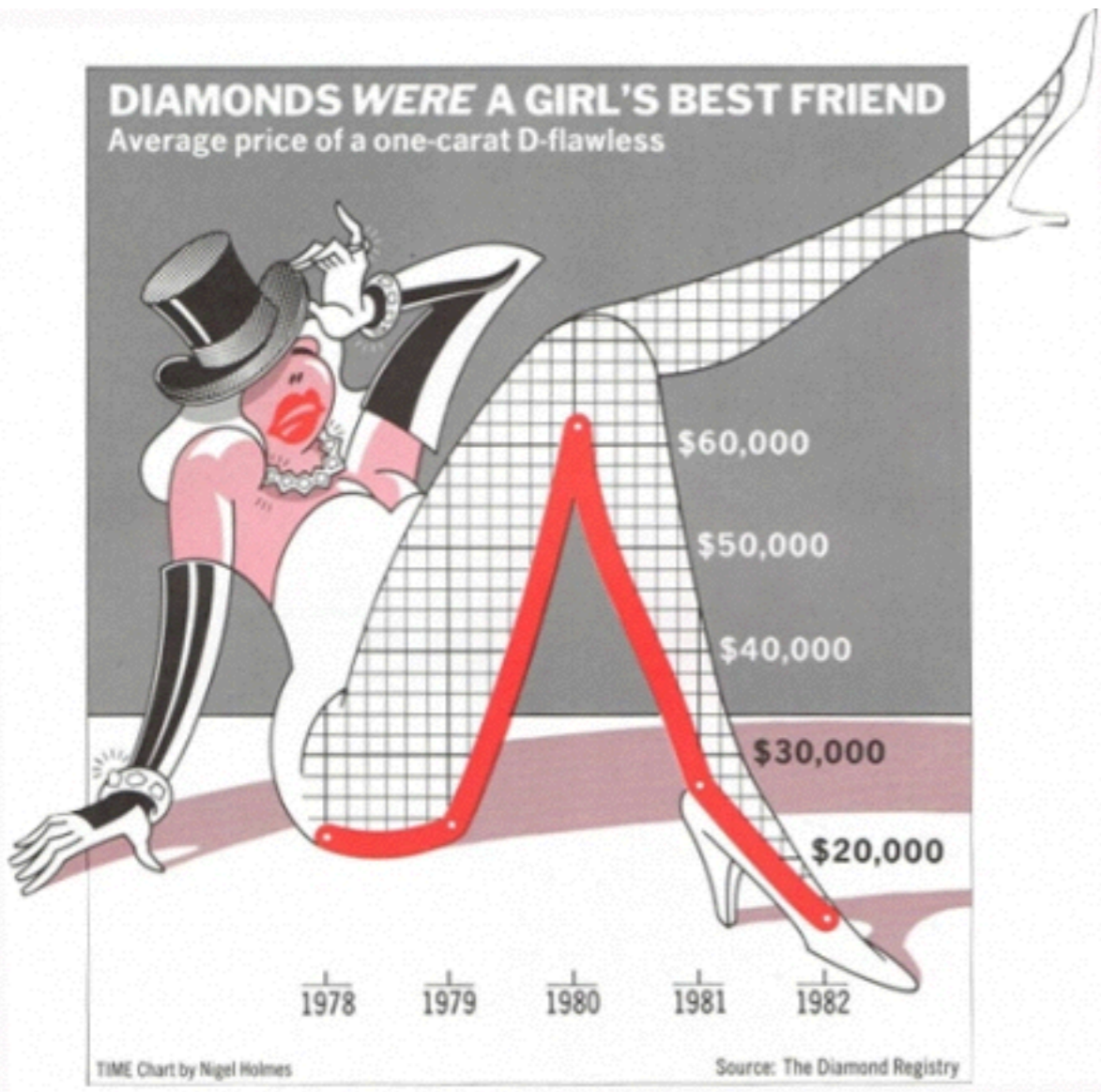
<http://www.tbray.org/ongoing/data-ink/di1>



# AVOID CHART JUNK



# redesign exercise ...



Nigel Holmes, TIME Magazine



# Useful Junk? The Effects of Visual Embellishment on Comprehension and Memorability of Charts

Scott Bateman, Regan L. Mandryk, Carl Gutwin,  
Aaron Genest, David McDine, Christopher Brooks

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## ABSTRACT

Guidelines for designing information charts often state that

the presentation should reduce ‘chart junk’—visual embellishments that are not essential to understanding the data. In contrast, some popular chart designers wrap the

presented data in detailed and elaborate imagery, raising the questions of whether this imagery is really as detrimental to understanding as has been proposed, and whether the visual embellishment may have other benefits. To investigate these issues, we conducted an experiment that compared embellished charts with plain ones, and measured both interpretation accuracy and long-term recall. We found that people’s accuracy in describing the embellished charts was no worse than for plain charts, and that their recall after a two-to-three-week gap was significantly better. Although we are cautious about recommending that all charts be produced in this style, our results question some of the premises of the minimalist approach to chart design.

## Author Keywords

Charts, information visualization, imagery, memorability.

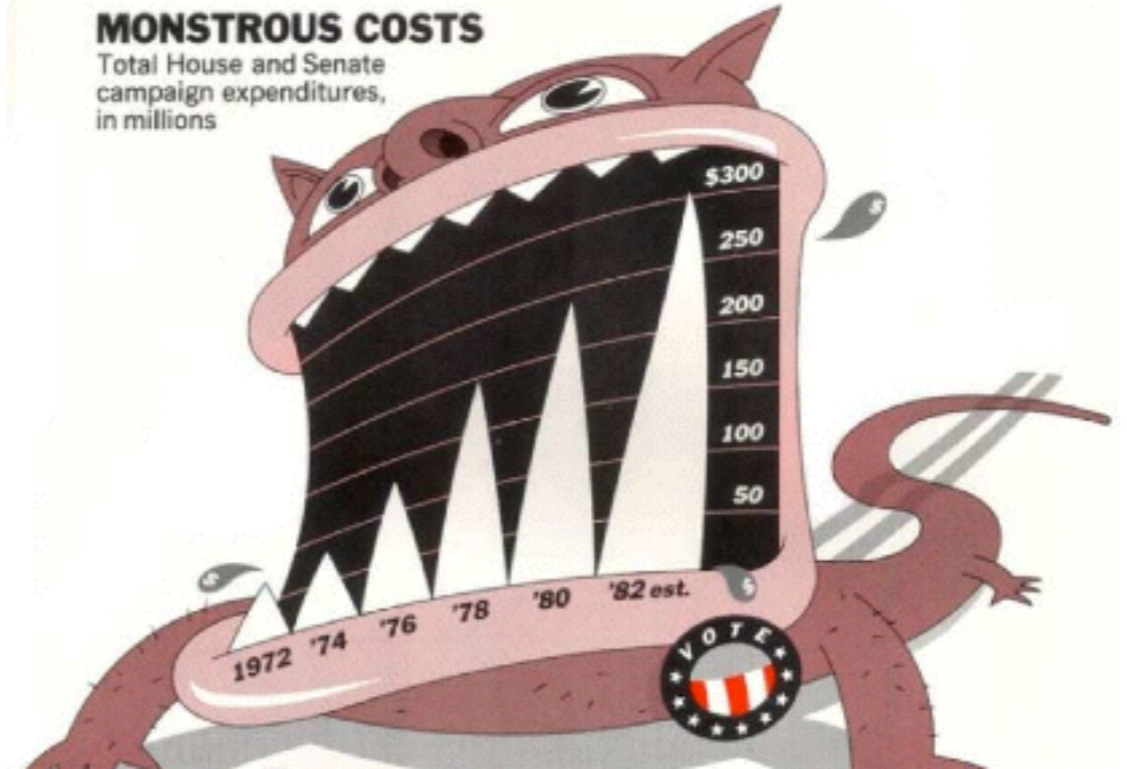
Despite these minimalist guidelines, many designers include a wide variety of visual embellishments in their

charts, from small decorations to large images and visual embellishment in charts is the graphic artist Nigel Holmes,

whose work regularly incorporates strong visual imagery into the fabric of the chart [7] (e.g., Figure 1).

### MONSTROUS COSTS

Total House and Senate  
campaign expenditures,  
in millions



# EXPERIMENTAL QUESTIONS

- 1) whether visual embellishments do in fact cause comprehension problems
- 2) whether the embellishments may provide additional information that is valuable for the reader

# EXPERIMENTAL RESULTS

- 1) **No significant difference** between plain and image charts for interactive **interpretation accuracy**
- 2) **No significant difference** in **recall accuracy** after a five-minute gap
- 3) **Significantly better recall** for Holmes charts of both the chart topic and the details (categories and trend) after long-term gap (2-3 weeks).
- 4) Participants **saw value messages** in the Holmes charts **significantly more often** than in the plain charts.
- 5) Participants found the Holmes charts **more attractive, most enjoyed** them, and found that they were **easiest and fastest to remember**.



# What Makes a Visualization Memorable?

Michelle A. Borkin, *Student Member, IEEE*, Azalea A. Vo, Zoya Bylinskii, Phillip Isola, *Student Member, IEEE*, Shashank Sunkavalli, Aude Oliva, and Hanspeter Pfister, *Senior Member, IEEE*

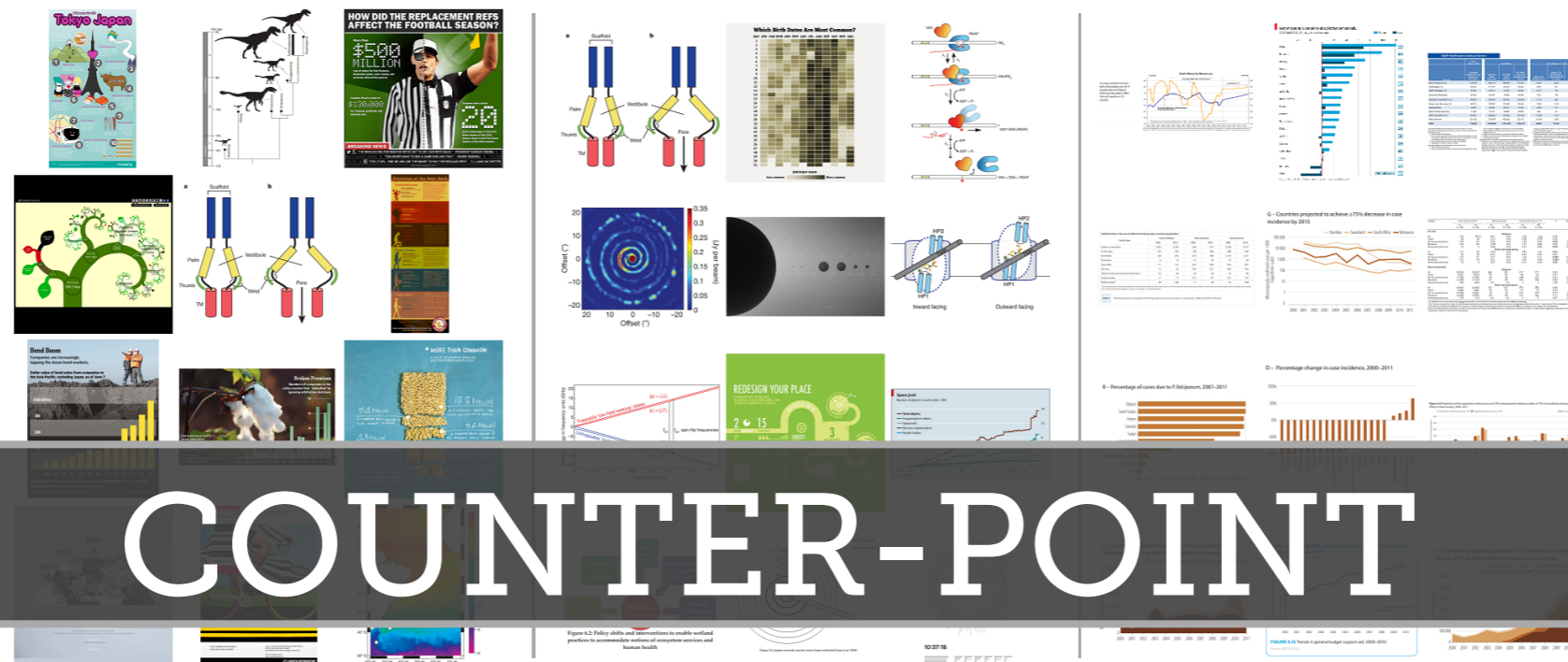


Fig. 1. **Left:** The top twelve overall most memorable visualizations from our experiment (most to least memorable from top left to bottom right). **Middle:** The top twelve most memorable visualizations from our experiment when visualizations containing human recognizable cartoons or images are removed (most to least memorable from top left to bottom right). **Right:** The twelve least memorable visualizations from our experiment (most to least memorable from top left to bottom right).

**Abstract**—An ongoing debate in the Visualization community concerns the role that visualization types play in data understanding. In human cognition, understanding and memorability are intertwined. As a first step towards being able to ask questions about impact and effectiveness, here we ask: “What makes a visualization memorable?” We ran the largest scale visualization study to date using 2,070 single-panel visualizations, categorized with visualization type (e.g., bar chart, line graph, etc.), collected from news media sites, government reports, scientific journals, and infographic sources. Each visualization was annotated with additional attributes, including ratings for data-ink ratios and visual densities. Using Amazon’s Mechanical Turk, we collected memorability scores for hundreds of these visualizations, and discovered that observers are consistent in which visualizations they find memorable and forgettable. We find intuitive results (e.g., attributes like color and the inclusion of a human recognizable object enhance memorability) and less intuitive results (e.g., common graphs are less memorable than unique visualization types). Altogether our findings suggest that quantifying memorability is a general metric of the utility of information, an essential step towards determining how to design effective visualizations.

**Index Terms**—Visualization taxonomy, information visualization, memorability



# TAKE-AWAY

- 1) **intuitive findings:** color and human recognizable objects enhance memorability
- 2) **unintuitive findings:** common graphs are less memorable than unique visualization types

take away ...

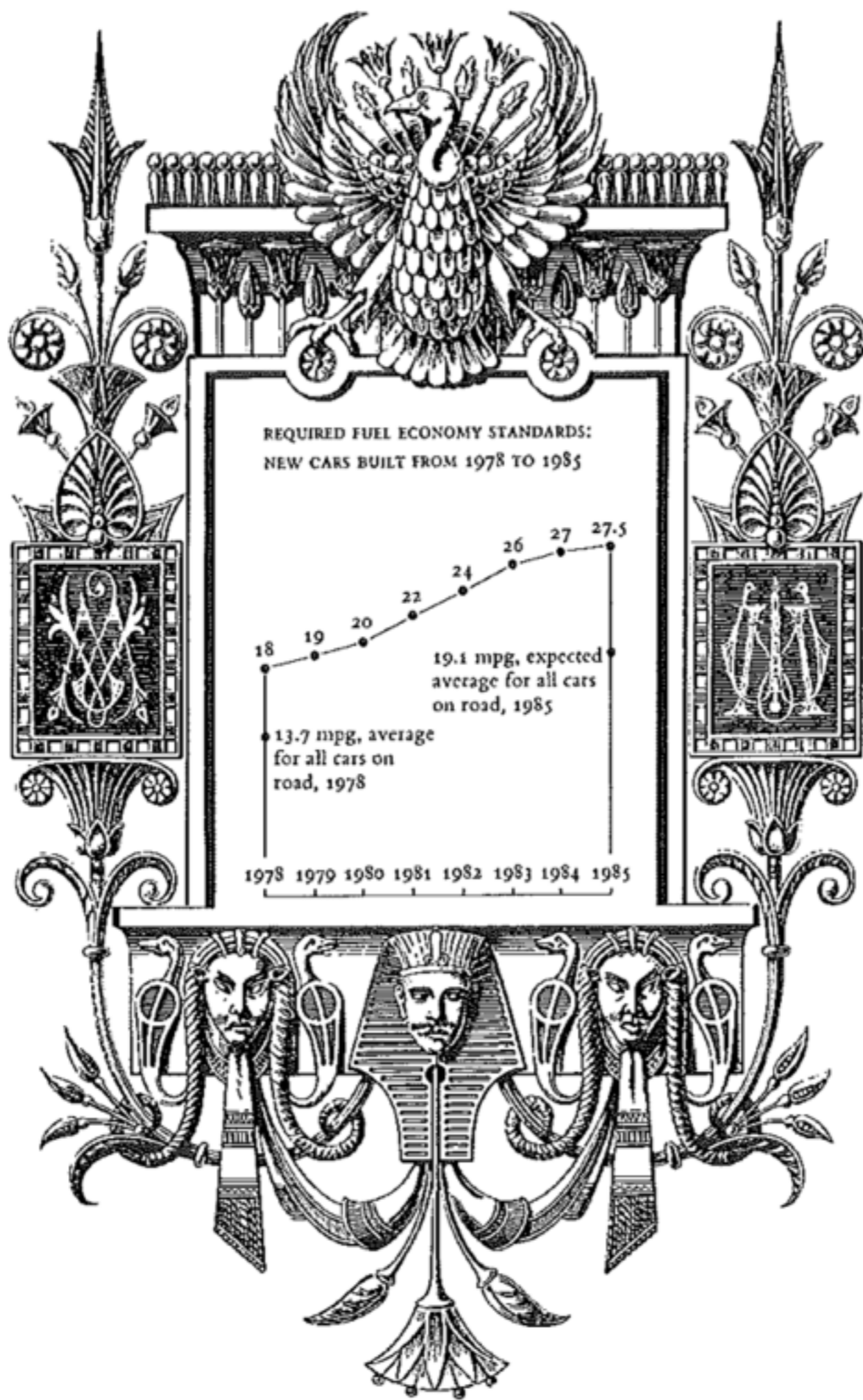
# CHART JUNK? IT DEPENDS

- persuasion
- memorability
- engagement

PROS

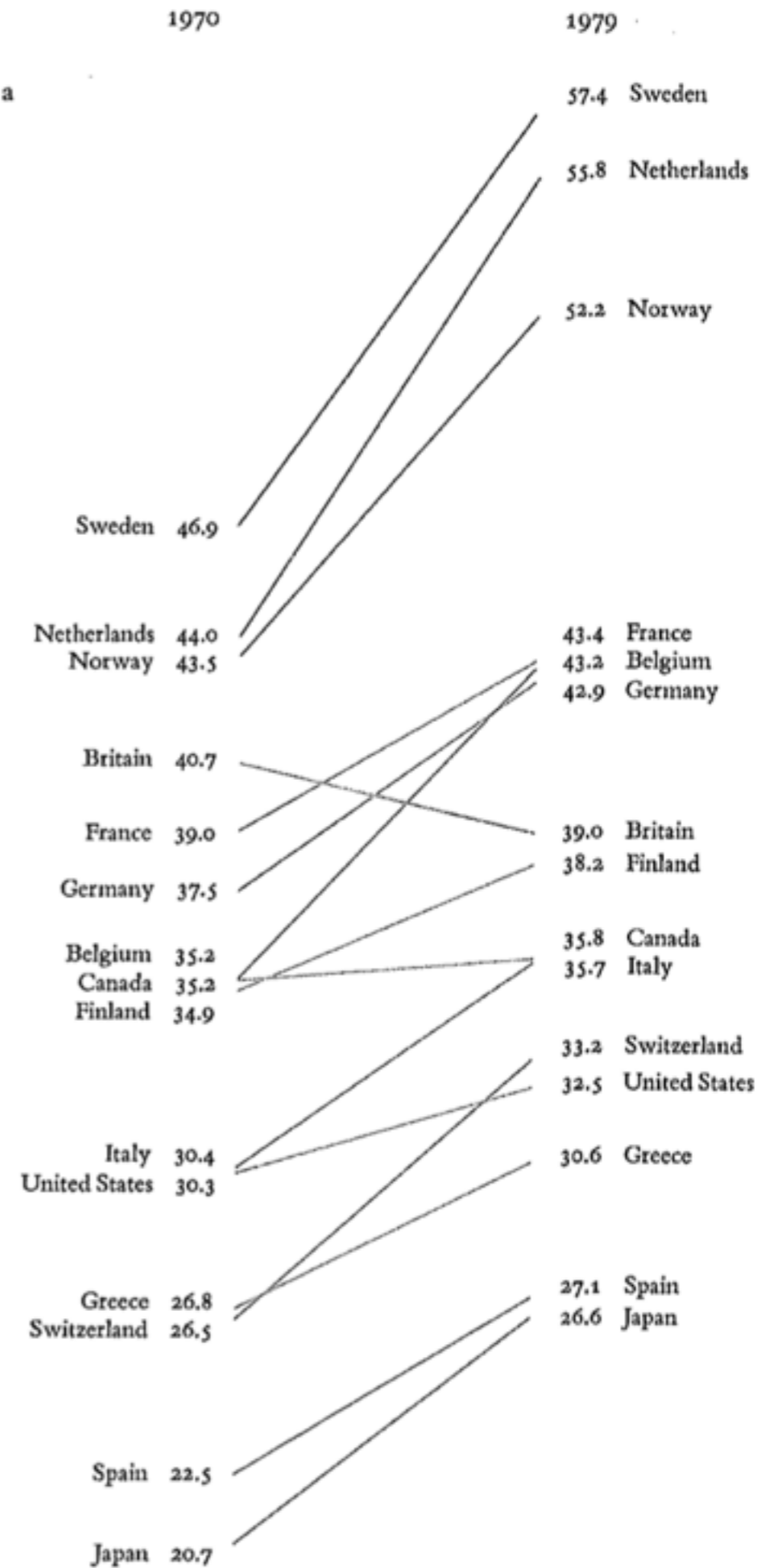
- unbiased analysis
- trustworthiness
- interpretability
- space efficiency

CONS



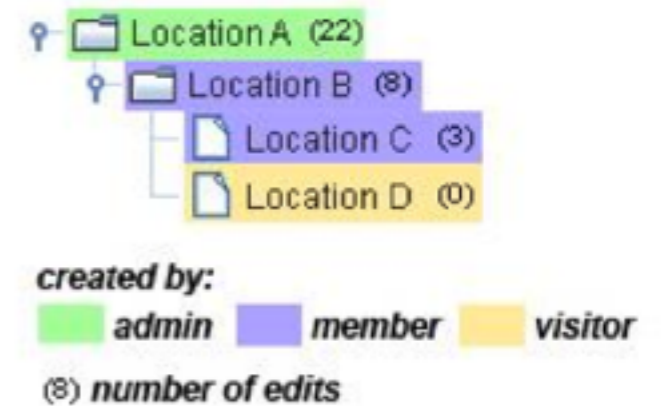
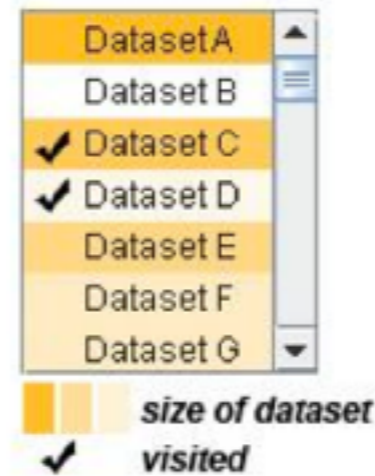
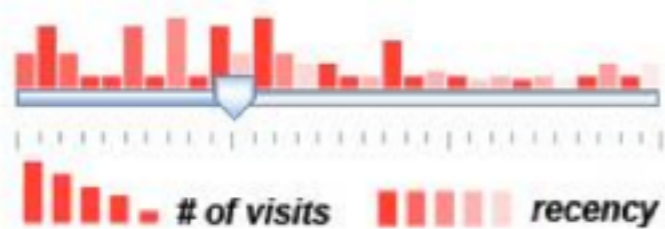
# multifunctioning elements

Current Receipts of Government as a Percentage of Gross Domestic Product, 1970 and 1979

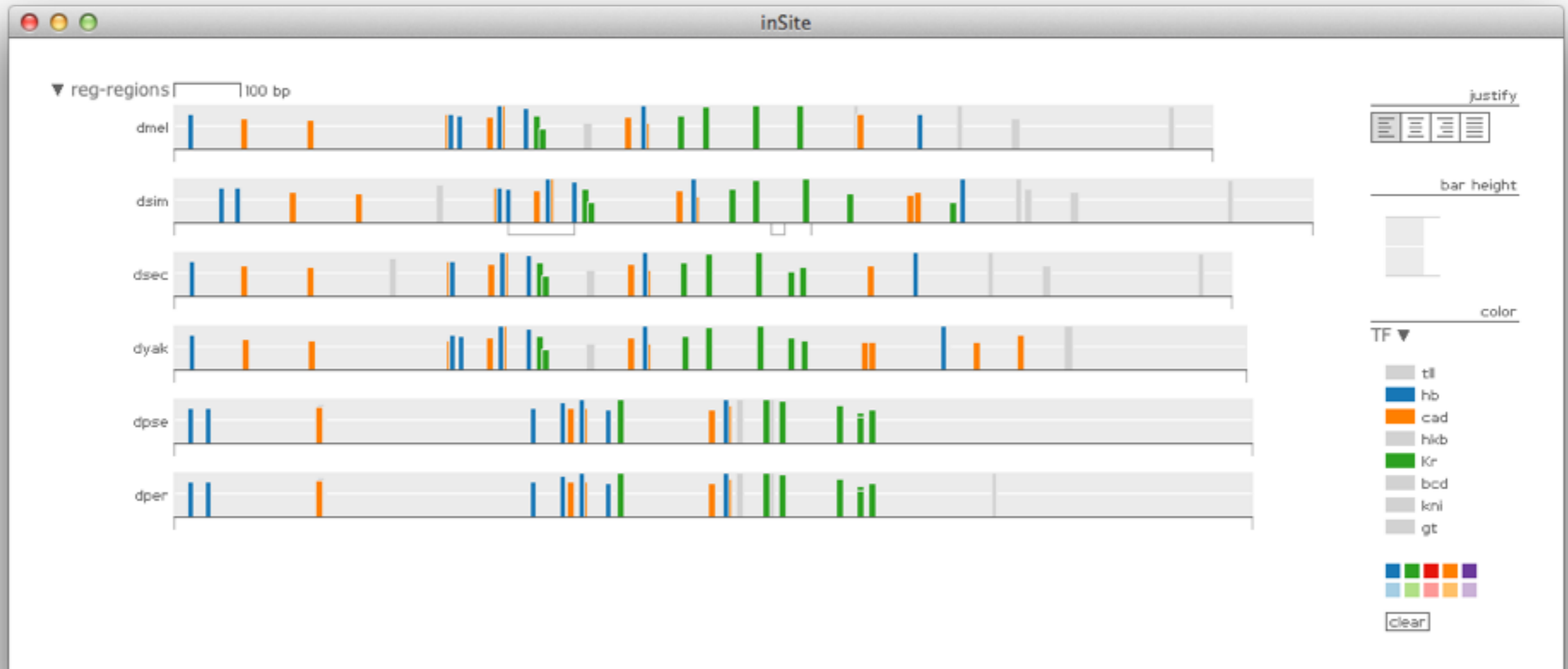




# scented widgets



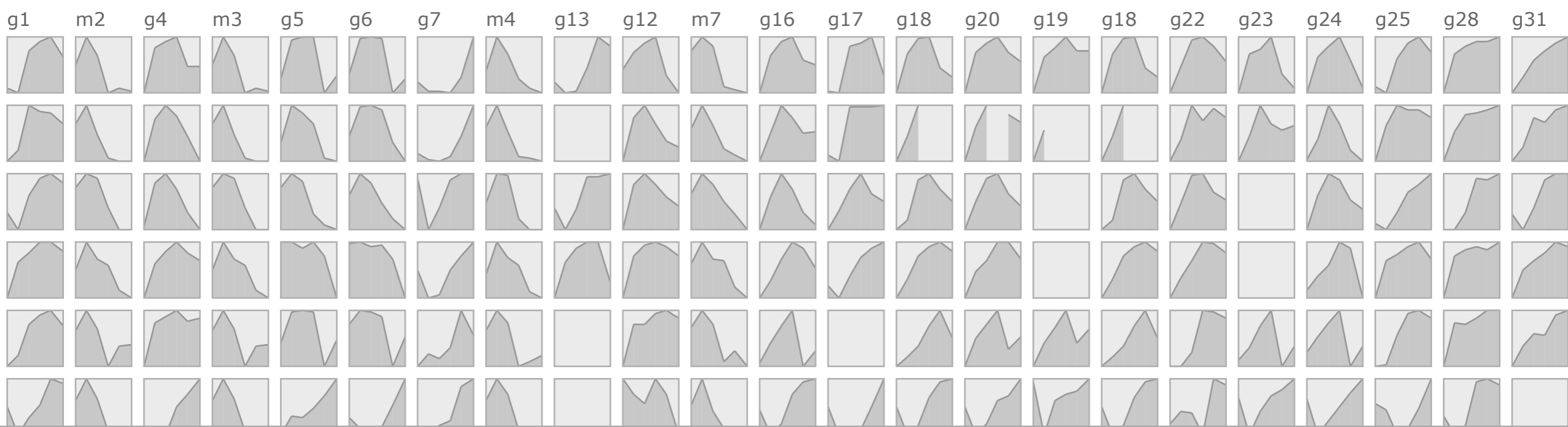
# interactive legend



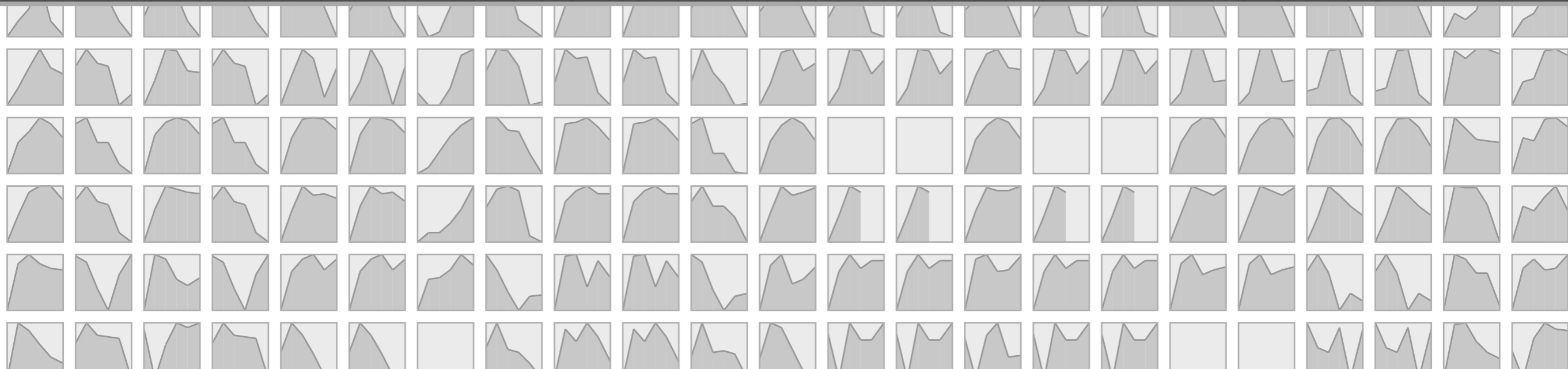
maximize the

$$\mathbf{Data\ Density} = \frac{\text{number of entries in data array}}{\text{area of data graphic}}$$

# SHRINK THE GRAPHICS



## SMALL MULTIPLES





# SHRINK THE GRAPHICS

## GRAPHIC PROBLEMS POSED BY TIME SERIES

### Scale in years

With a scale in years, a two-year total (figure 1) should be divided by 2 (figure 2). A total for six months should be multiplied by 2.

### Pointed curves

For overly pointed curves (figure 3), the scale of the Q should be reduced; optimum angular perceptibility occurs at around 70 degrees (figure 4).

If the curve is not reducible (large and small variations), filled columns can be used (figure 5).

### Flat curves

For overly flat curves (figure 6), the scale of the Q should be increased (figure 7).

### Small variations

For small variations in relation to the total (figure 8), the total loses its importance, and the zero point can be eliminated, provided the reader is made aware of this elimination (figure 9). The graphic can be interpreted as an acceleration if a precise study of the variations is necessary; here, we use a logarithmic scale (figure 10). (See also page 240.)

### Large range

For a very large range between the extreme numbers (figure 11), we must either:

- (1) leave out the smallest variations;
- (2) be concerned only with relative differences (logarithmic scale), without knowing the absolute quantities;
- (3) select different parts (periods) within the ordered component and treat them on different scales above the common scale (figure 12).

### Obvious periodicity

If there is obvious periodicity (figure 13), and the study involves a comparison of the phases of each cycle, it is preferable to break up the cycles in order to superimpose them (figure 14). A polar construction can be used, preferably in a spiral shape (figure 15), but we should not begin with too small a circle. As striking as it seems, it is less efficient than an orthogonal construction.

### Annual curves

For annual curves of rainfall or temperature, if a cycle has two phases (figure 17), why depict only one (figure 16)?

### A contrast

Unlike what we see in figure 18, the pertinent or "new" information must be separated from the background or "reference" information. The background involves: (a) the invariant, highlighted by a heading (Port St. Michel); (b) the highly visible identification of each component (tonnage and dates). The new information (the curve) must stand out from the background (figure 19).

### Reference points

It is impossible to utilize a graphic such as figure 20, except in a general manner. There is confusion concerning the position of the points, and no potential comparison is possible, as it is in figure 21.

### Precision reading

A precision reading (utilization on the elementary level, as in figure 24) is difficult in figure 22, which results in a poor reading of the order of the points, and in figure 23, where there is ambiguity concerning the position of the points. On the other hand, figure 22 does favor overall vision (correlation).

### Null boxes

Curves accommodate null boxes poorly (figure 25). Columns (figure 26) are preferable.

### Unknown boxes

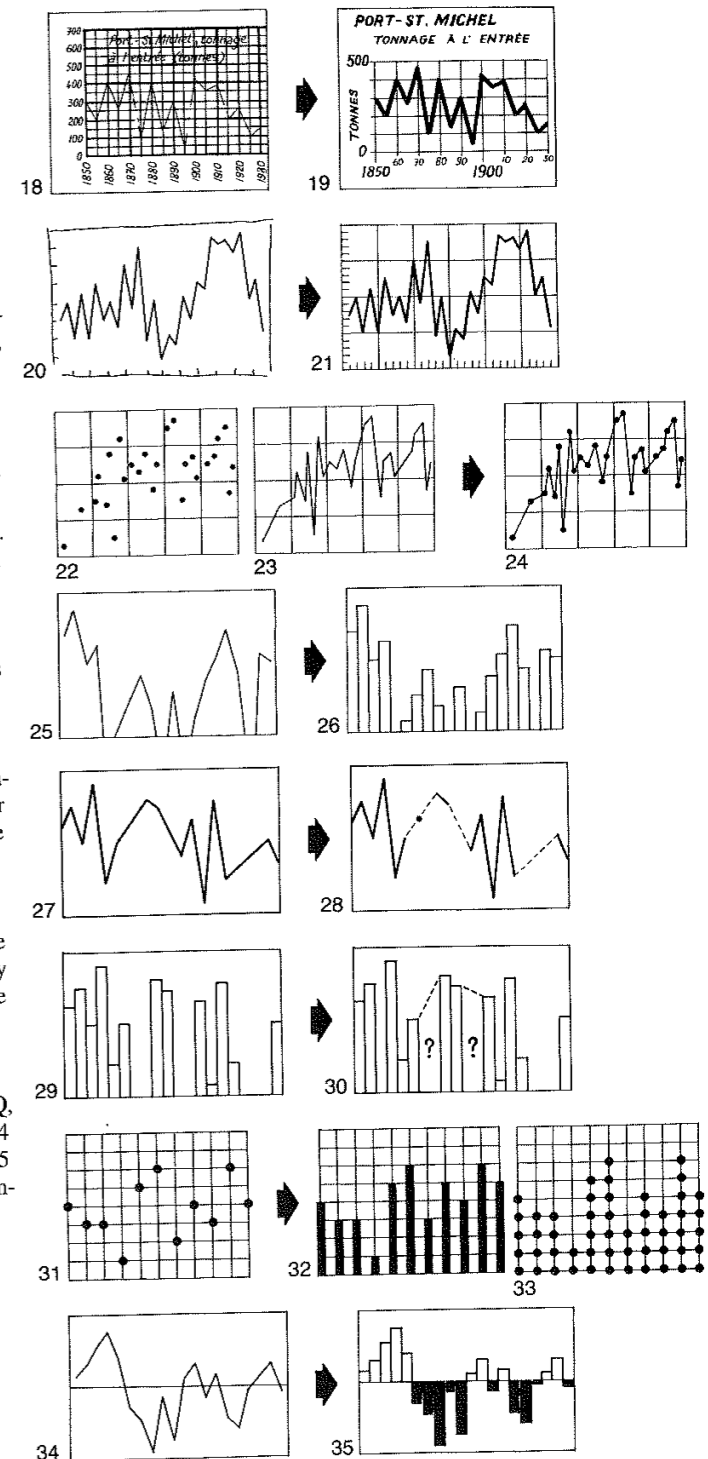
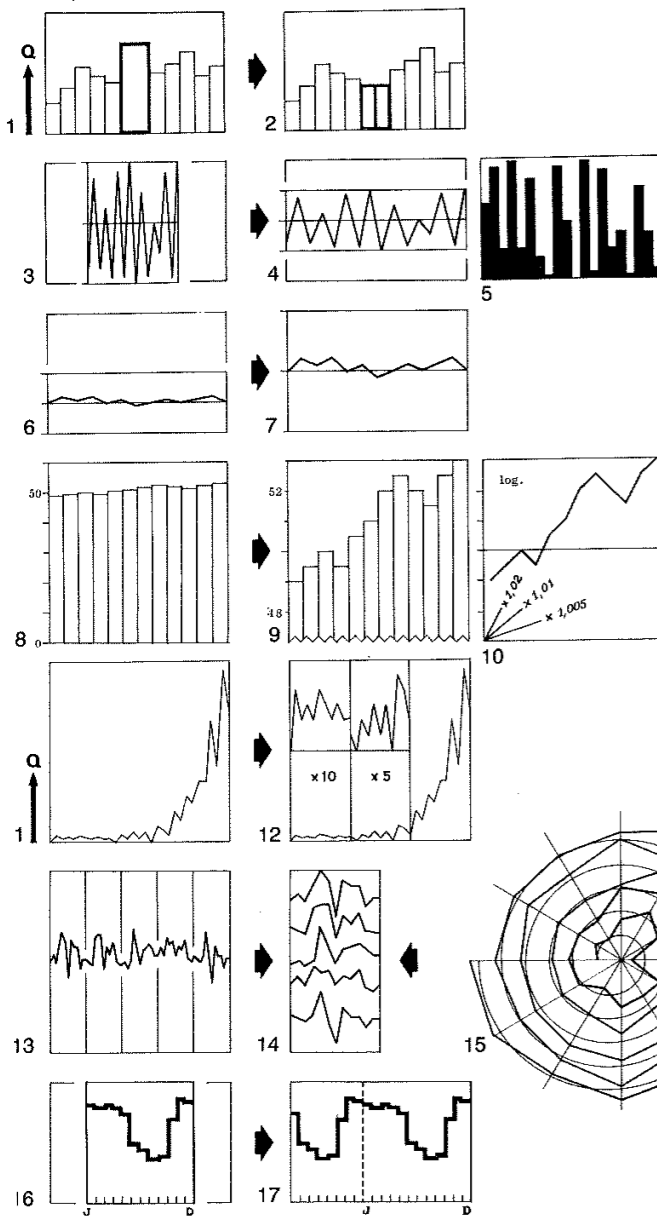
The drawing must indicate the unknowns of the information in an unambiguous way (figures 28 and 30). The reader might interpret figure 27 as a change in the structure of the curve and figure 29 as involving null values.

### Very small quantities

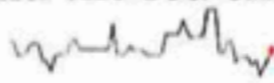

Except in seeking a correlation (quite improbable here) the number of ships entering into a port is represented better by figure 33 than by figures 31 or 32. The reader can perceive the numerical values at first glance.

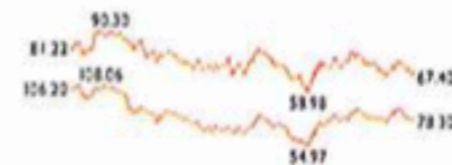
### Positive-negative variation

This is in fact a problem involving three components O, Q,  $\neq$  (+ -), and it must be visually treated as such. Figure 34 can be improved by utilizing a retinal variable (in figure 35 a value difference: black-white) to differentiate the  $\neq$  component and thus highlight positive-negative variation.



# SHRINK THE GRAPHICS

*Dequantification* In exchange for an enormous increase in graphical resolving power, the wordlike size of sparklines precludes the overt labels and scaling of conventional statistical displays. Most of our examples have, however, depicted *contextual methods* for quantifying sparklines: the gray bar for normal limits and the red encoding to link data points in sparklines to exact numbers  glucose 6.6 ; global scale bars and labels for sparkline clusters; and, probably best of all, surrounding a sparkline with an implicit data-scaling box formed by nearby numbers that label key data points (such as beginning/end, high/low) 1.1025  1.1907 1.0783 | 2858. And now and then sparklines might be scaled by very small type:



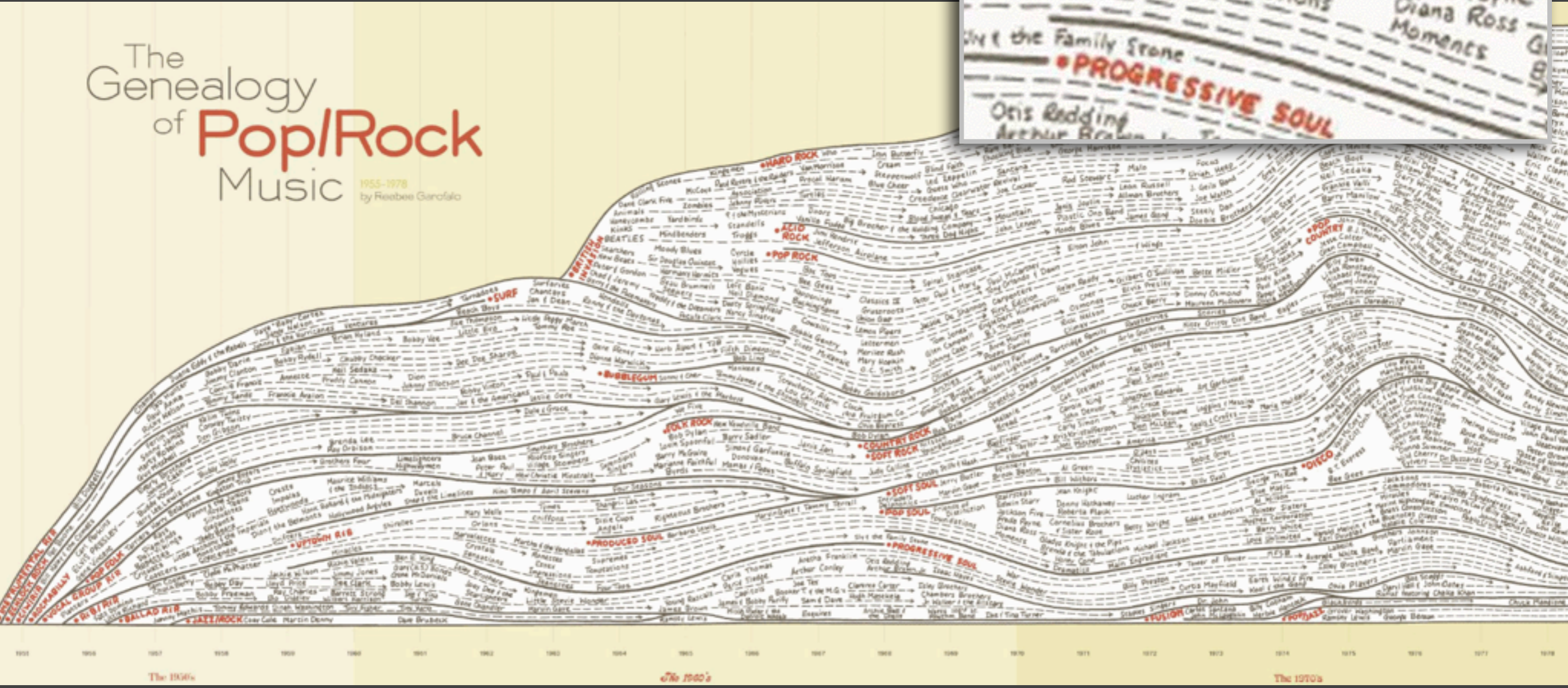
*Production methods* Data lines produced by conventional statistical graphics programs must be gathered together, rescaled, and resized into sparklines. Sometimes this can be quickly done by cutting and pasting data lines, then resizing the printed output to sparkline resolutions.

To produce and display well-scaled sparklines, however, currently requires elaborate software. (1) A *statistical analysis* program that gives complete control over type, tables, linework, and (3) a *statistical analysis* program to generate hundreds of chartjunk-free sparklines for export into design and layout operations. Once the basic templates for sparklines are worked out, then ongoing production and

## SPARKLINES

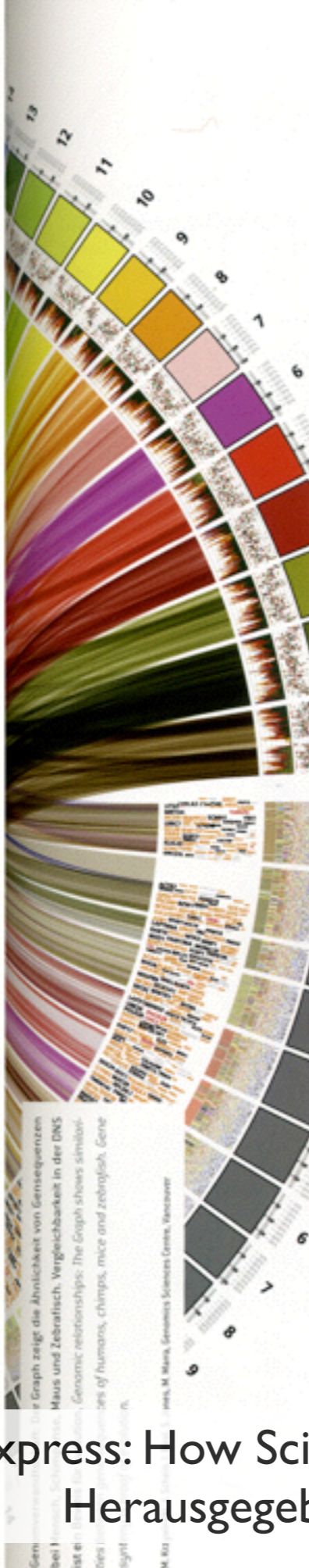
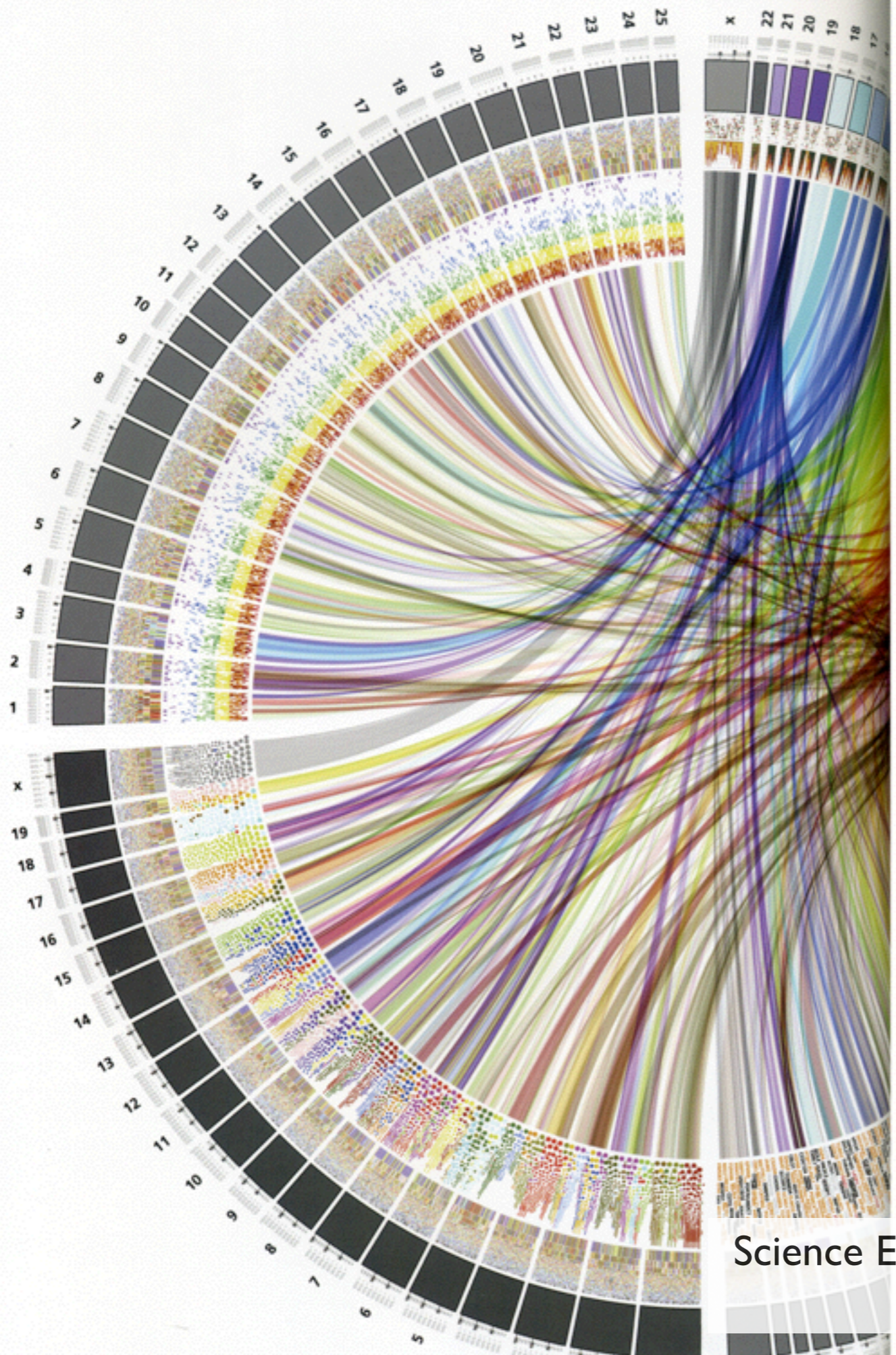


# maximize the amount of data shown



Steve Chappel and Reebe Garofalo in Rock 'N' Roll is Here to Pay: The History and Politics of the Music Industry, 1977





On the road to a digital society \_\_\_\_\_ Computer technology is an ubiquitous element of our world, and fast networks are spanning the globe. This is changing the way we live and work and communicate. A new digital world is emerging, an environment in which creativity and innovation can flourish in many new ways. As a result, science and research have a greater influence on our life in the 21st century than ever before. This is attributable to massive investments in research and development, but also to intensive cooperation and tough competition. The convergence of nano-, bio-, information- and neurotechnologies facilitates completely new applications. Taking its place beside the more traditional factors of land, capital and employment, knowledge is fast becoming the decisive factor for prosperity – and also for the resolution of global problems. In this, the appropriate balance between digital freedom and digital security must be maintained. \_\_\_\_\_ **Science 2020: Systematically surveying the world** Millions of scientists are getting to the bottom of the secrets of our world, across the whole spectrum of space, time, energy and complexity. Fundamentally new knowledge is emerging from research into inter-disciplinary topics or extreme states of matter. Science long ago escaped the constraints of working only in the realm of our natural living conditions and our perceptions. Considerable investment is flowing into efforts to decode the smallest building blocks of our world and to understand how their interplay produces brand new qualities. The drivers of innovation in research today are data capture via digital sensors; storage, analysis and visualisation via computer and software; and the global exchange of information and knowledge. \_\_\_\_\_ **The cost of new knowledge is rising** There is now no part of our life that is not the subject of research. At the same time, it is becoming ever more difficult to generate new knowledge. These days, new research methods and technologies enable us to study even the ›farthest frontiers‹ of the world: extremely fast or slow processes, the tiniest building blocks or the largest structures, extreme cold or extreme heat. \_\_\_\_\_ **Networked knowledge takes on global challenges** Thanks to worldwide information and communication networks, the challenges our civilisation faces in the long term are known to us sooner and more clearly than ever before. We can start developing solutions together at an earlier stage. Research on many topics is global – taking place in close cooperation or in international competition for the fastest and best solutions. National boundaries are becoming irrelevant. Millions of scientists work across countries, continents and time zones in thousands of labs. Their global networking enhances the diversity and efficiency of science and technology. And this, in turn, reinforces globalisation and networking. In a world changing at such a pace, each country must redefine its place. \_\_\_\_\_ **The end of distance** Mankind faces enormous challenges both locally and globally – the challenge of using resources sustainably and of organising a global economy. Across the globe, complex processes are being recorded in detail, collated in databases and analysed in computer networks. New visualisation techniques make it possible to analyse larger and larger data records and to draw conclusions from the results. \_\_\_\_\_ **Global networking as the driving force of science** In the early days, the Internet linked up scientists, large-scale equipment and information; now it networks computational power and enormous amounts of data through grid and cloud computing. A global Semantic Web is emerging, bringing together data, expertise and knowledge that had previously been distributed among virtual libraries and observatories. The information is being intelligently developed, new forms of cooperation are arising, and research is becoming more productive

Science Express: How Science and Technology change our life. Herausgegeben von der Max-Planck-Gesellschaft



# **Unseen and Unaware: Implications of Recent Research on Failures of Visual Awareness for Human–Computer Interface Design**

**D. Alexander Varakin and Daniel T. Levin**  
*Vanderbilt University*

**Roger Fidler**  
*Kent State University*

## **COUNTER-POINT**

### **ABSTRACT**

Because computers often rely on visual displays as a way to convey information to a user, recent research suggesting that people have detailed awareness of only a small subset of the visual environment has important implications for human–computer interface design. Equally important to basic limits of awareness is the fact that people often over-predict what they will see and become aware of. Together, basic failures of awareness and people’s failure to intuitively understand

# ILLUSIONS OF VISUAL BANDWIDTH

people over-predict what they will see and  
become aware of

**next time...**



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**A survey of powerful visualization techniques,  
from the obvious to the obscure.**

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**BY JEFFREY HEER, MICHAEL BOSTOCK, AND VADIM OGIEVETSKY**

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# A Tour Through the Visualization Zoo

THANKS TO ADVANCES in sensing, networking, and data management, our society is producing digital information at an astonishing rate. According to one estimate, in 2010 alone we will generate 1,200



-homework

-assignment 12 due Tuesday