A Framework for Creative Visualization-Opportunities (CVO) Workshops

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Goal

• Effectively understand requirements and opportunities for a data (visualization) software development / research project

Build rapport with stakeholders

Interviews and observations

require tremendous time and energy from all stakeholders.

Creative visualization-opportunities (CVO) workshops:

structured workshops in which domain collaborators and researchers explore opportunities for a collaboration.

When to run a workshop?

- You want to develop a novel visualization / data analysis tool
- Initial couple of meetings are promising
 - Collaborators have interesting data
 - Collaborators have time to work on a project
 - Off-the-shelf tools won't suffice

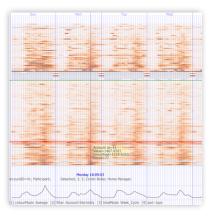
Don't use CVOs for very initial getting-to-know each other

CVO workshops are flexible:

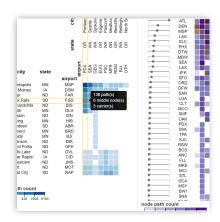
they can accelerate early stages of practically any collaboration.



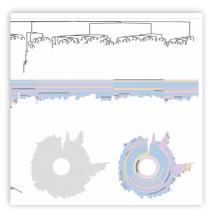
Cartography



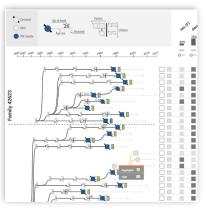
Energy analysis



Neuroscience



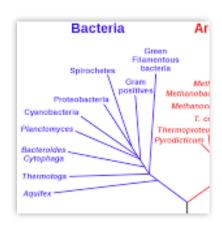
Optimization



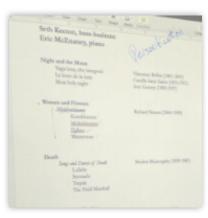
Genealogy



Human terrain



Phylogenetics



Recital composition



SEARCH Q

HOME

RESEARCH AREAS

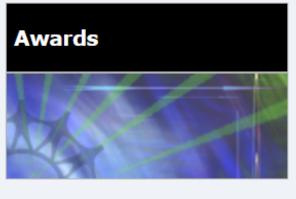
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Award Abstract #1835893

Collaborative Research: Framework: Software: HDR: Reproducible Visual Analysis of Multivariate Networks with MultiNet

NSF Org: OAC

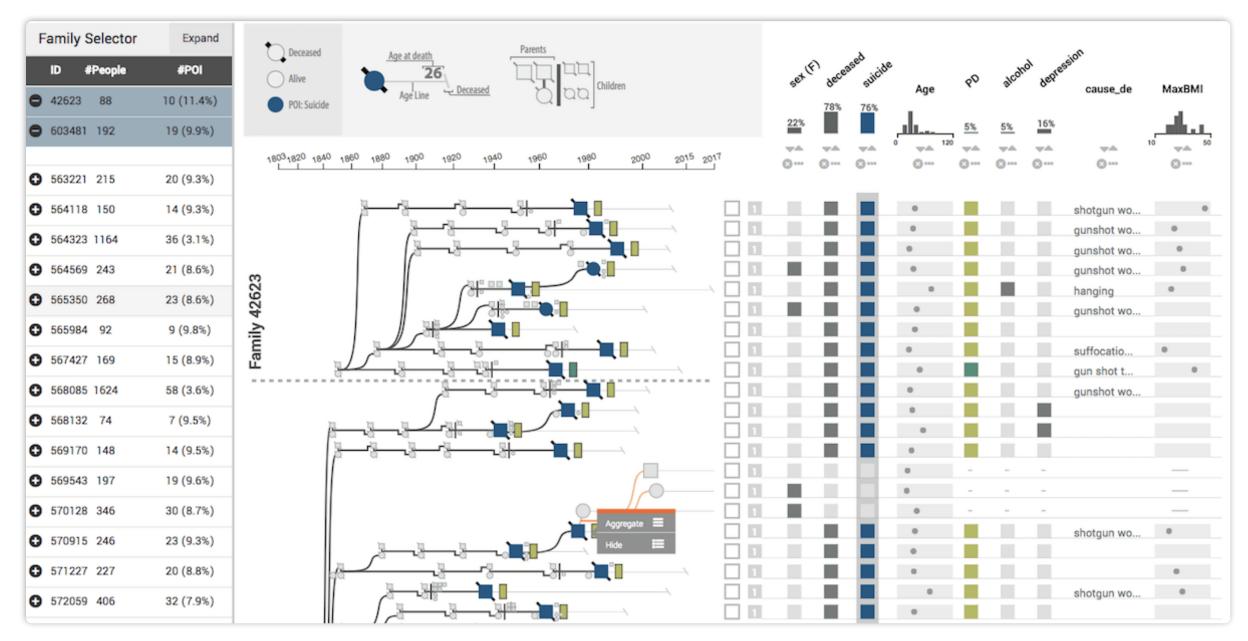
Office of Advanced Cyberinfrastructure (OAC)

Initial Amendment Date: September 6, 2018

Latest Amendment Date: September 6, 2018

Award Number: 1835893

Award Instrument: Standard Grant

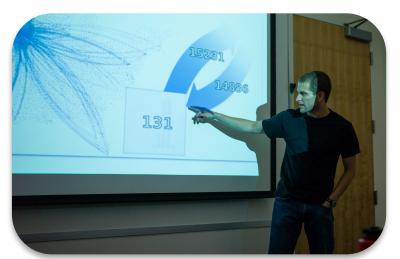


[Nobre et al. 2017]

CVO workshops are effective:

they provide tremendous value, both intellectually and interpersonally.

CVO workshops explore a wide range of possible directions for collaborations.









"The interpersonal leveling and intense revisiting of concepts made more progress in a day than we make in a year of lab meetings ... [the workshop] created consensus by exposing shared user needs."

- Workshop participant [Kerzner et al. 2017]

A framework provides understanding, instead of causal or predictive knowledge.

How to Run A Workshop

Six TACTICs for effective CVO workshops:

- (T) opic
- (A) gency
- (C) ollegiality
- (T) rust
- (I) nterest
- (C) hallenge

Before: define & design

Define the theme.

Recruit diverse and creative participants.

Design within constraints.

Pilot the methods and materials methods.

flexible plan: methods and alternatives

During: execute & adapt

Prepare to execute.

Limit distractions.

Guide gently.

Be flexible.

Adapt tactically.

Record ideas collectively.

output: artifacts and documentation

After: analyze & act

Allocate time for analysis — soon.

Create a corpus.

Analyze with an open mind.

Embrace results in the vis. design process.

Revisit, reflect, and report on the workshop.

Planning a workshop is a design problem.

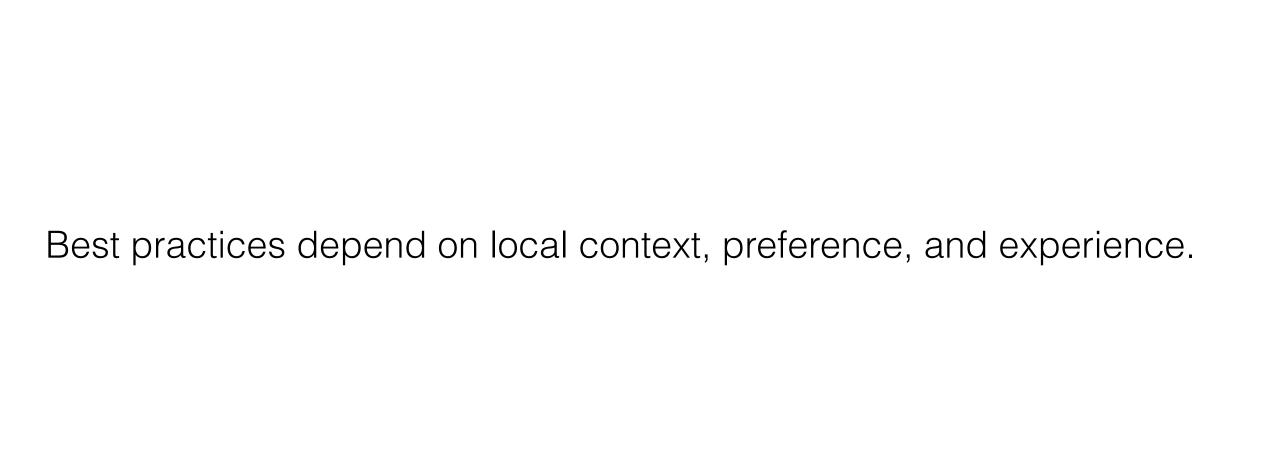
A workshop theme, its central topic or purpose, must be defined and iteratively refined.

Workshop Format

• Opening: pulling people in, making them comfortable, setting up a creative mindset

- Core: generating and evaluating ideas
- Closing: prioritizing, reflecting

https://bit.ly/CVOworkshops



Example Workshop

In effective CVO workshops, methods work in concert to explore visualization opportunities.

5 - 10 min Introduction presentation (interpersonal, passive) opening Establishing shared context and guidelines for effective participation. 10 - 20 min **Analogy introduction** (interpersonal, active) Promoting a creative atmosphere and interpersonal leveling. Wishful thinking (divergent, active) 45 - 60 min Identifying aspirations and opportunities for visualization software. **Visualization analogies** (divergent, passive) 45 - 60 min Inspiring requirements-by-example from existing visualizations. **Reflective discussion** (convergent, active) 20 - 30 min Reflecting on key ideas for validation and continued collaboration.

Analogy Introduction

- Playful introductions-by-analogy to prime for creative thinking and to support interpersonal leveling.
- For example:
 - "If you had a superpower, what would it be?"
 - "If you were an animal, what would it be?"

Wishful thinking: elicit shared domain challenges.

Think about aspirations for your data...

What would you like to **KNOW**?

What would you like to DO?

What would you like to **SEE**?



Individually...

Visualization Analogies

 A curated presentation of visualizations inspires requirements-byexample.

• Ask participants to individually record analogies to their domain and to specify aspects of the visualizations that they like or dislike.

Reflective Discussion

- "What has surprised you most today?"
- "What do you know now that you did not know this morning?"
- "What will you do differently tomorrow?"

core, convergent, active 1 hour

Storyboarding

Creating a graphical story can synthesize and summarize ideas from the workshop.

Other Methods

Visual Improv

opening, interpersonal, active 5 - 15 min

Rapidly drawing ideas of increasing complexity helps to prime for sketching and to suspend judgement.

Description

A facilitator reads a list of prompts, allowing participants 5 - 10 seconds to draw each idea. The prompts gradually increase in challenge, and include both concrete and abstract ideas. For example, we may ask participants to draw a line, a squiggle, a shape ... then turn one of those drawings into a mountain, mode of transportation, a pet, a meal ... Then, turn one of those drawings into a friendly mode of transportation, a helpful pet, a friendly meal...

After a few minutes of drawing, participants can be asked to find three pictures from around the room and create a story to introduce themselves or tell a story.

When facilitated effectively, this is a high-energy method that can engage participants — garnering *interest* in the workshop. It encourages *agency* as participants express themselves through sketching. Importantly, it also prepares participants to think visually, a key part of the *topic*.

Materials

- markers for drawing
- butcher paper or poster board

Visual Ranking

core, convergent, active 45 - 60 min

https://bit.ly/CVOworkshops

Post-Workshop Data Analysis

- Transcribe and Code artifacts
- Tangible Outcome: Prioritized Lists of Requirements, Problems, Ideas...
- Check back with participants

ARUP CVO Workshop, October 9, 2018

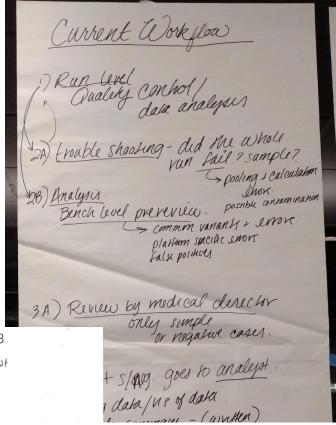
Adam Clayton Churcal variant Scientist Genomics and cytogentics

Workflow Walkthrough

Prompt: So we can get a better understanding of your workflow at the process of generating tasks, we want you to walk through the of a typical analysis. **Please answer the below questions as you w through.**

Presenting complex results

- . What are the most important tasks? Meetily TATS of CI
- . What are you looking for? Most chinically reuvant findings
- What are the good/bad aspects of your current workflow
- What are some constraints you have with your current workflow? The convering people that another way might be beginn. I
- How do you expect this to change in the future?
 common platform / fample specific enough are massed. Provide ad variable that need meetinging facilitate / automate the exception property to grading that seem property to grading that seem property to grading that seem provided in the seem of the seem property to the seem of the



Post-it Notes

What would like to know from this data
What would you like to be able to do
What would you like to see

Group 2

Algorithm:

1

Exon /gene level CNV's (without false positives or negatives)

Quality of the call

View of raw data

View of supporting reads of CNV, translocation, etc

Algorithm for detecting deletions/duplicates with confidence score

Pitfalls

- Recruit diverse and creative participants.
- Know the Domain
- Create physical and visual artifacts.
- Promote continued collaboration.

• ...