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Questions week 6

Pick three concepts covered in Lecture 9 - Interaction (e.g., Brushing & Linking) and relate them to the taxonomy presented in Heer & Shneiderman Table

1. How do the interaction concepts fit to their taxonomy?

Answers:

I will list the 3 concepts and per concept list the parts of the taxonomy in the Heer & Shneiderman Table that I believe are related.

Linking and Brushing

1. View Manipulation -> Select
   Brushing is a way to select data which is then often highlighted to make it possible to focus on the selection. With linking and brushing data is selected in one view and linked to other views also be selection in means of zooming or applying contrast
2. View Manipulation -> Coordinate
   The process of linking views is most addressed here. There is talk of different ways to implement the linking and how it supports the finding of patterns in mulit-variate data.
3. Data & View Specification -> Sort
   Sorting might also play a role because one could display the data sorted in different ways placed next to eachother to find patterns trough brushing and linking.
4. Data & View Specification -> Filter
   Selection could be seen as a way of filtering especially in the linked views where the selection was not made directly, there filtering could be used to maybe drop non selected items all together.

Animation
This concept was explained in the lecture to be about making it easier to mentaly compare different views due to the visual animation between them. This prevents the previous view from completely leaving the visual working memory. A similar statement was not found in the taxonomy.

1. View Manipulation -> Navigate
   Here there is only one sentence about animating, it states that when zooming in different levels the items that are popping in to view or popping out of view often use an animated transition.

Filtering
This concept as explained in the lecture overlaps well with the section on filtering in the taxonomy

1. Data & View Specification -> Filter
   The same concepts are discussed here as in the lecture
2. View Manipulation -> Select
   As explained under linking and brushing selection is also a means of filtering