DATA VISUALIZATION AND STORYTELLING

HYPER ISLAND

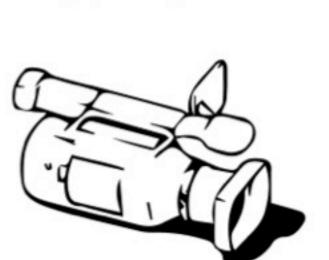
2014.12.09

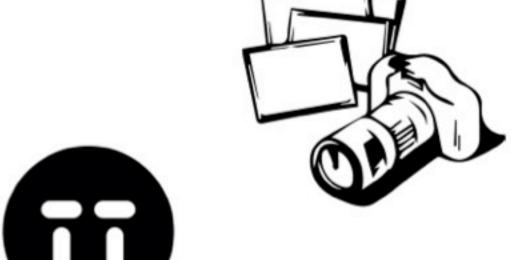


Paloma.Perez.Lucero@tt.se Malin.Nyqvist@tt.se



Infographic department



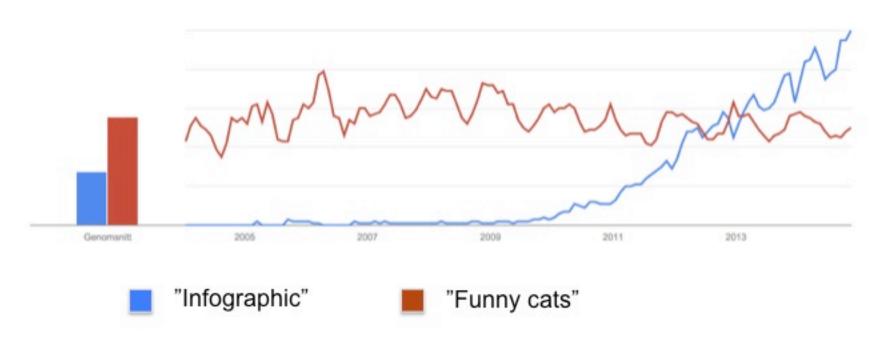


NYHETSBYRÅN



A COMPARATION OF GOOGLE TRENDS

Can you guess which two keywords?



SO WHAT IS INFOGRAPHIC?

ONE DEFINITION

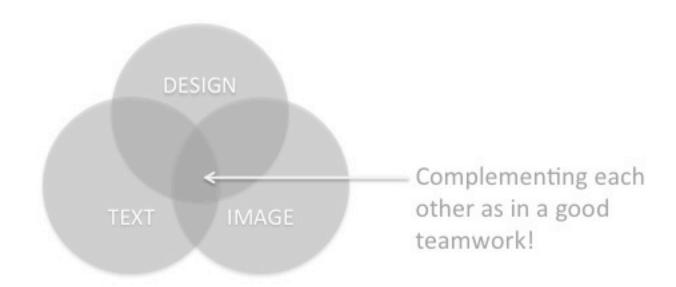
INFOGRAPHIC IS A VISUALLY BASED
PRESENTATION OF FACTS, MADE IN A WAY
THAT THE SUM OF THE PARTS SAYS MORE
THAN THE PARTS SEPARATELY.

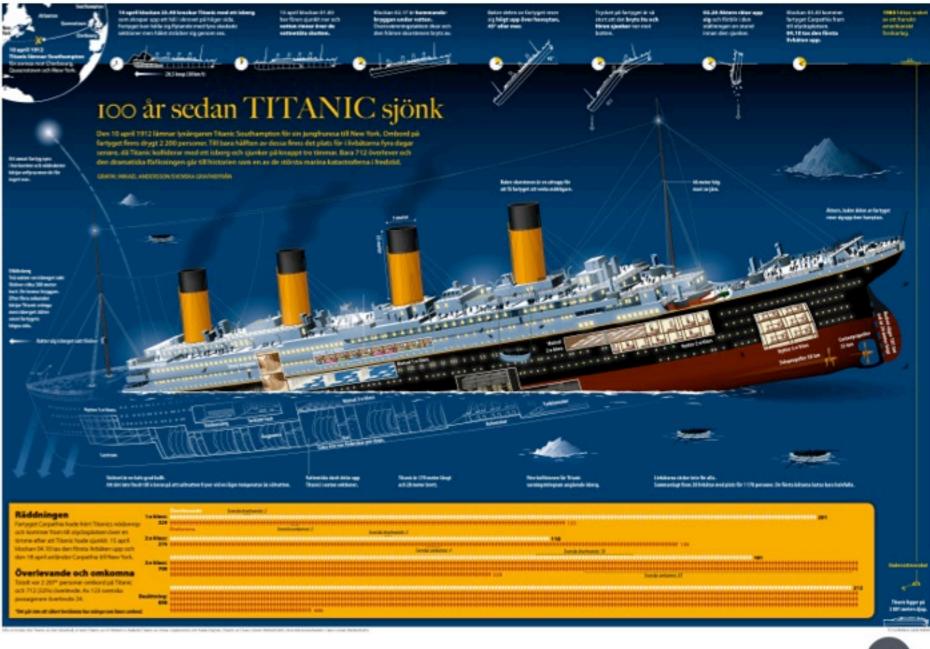
ONE DEFINITION

INFOGRAPHIC IS A VISUALLY BASED
PRESENTATION OF FACTS, MADE IN A WAY
THAT THE SUM OF THE PARTS SAYS MORE
THAN THE PARTS SEPARATELY.

$$1+1=3$$

AS IN "THE THIRD LANGUAGE" (Jan-Erik Ander)







ANOTHER DEFINITION

AS A JOURNALISTIC TOOL:

THE EFFORT OF TRYING TO EXPLAIN AND PRESENT JOURNALISTIC CONTENT WHICH BECOMES CLEARER WITH VISUAL MEANS.

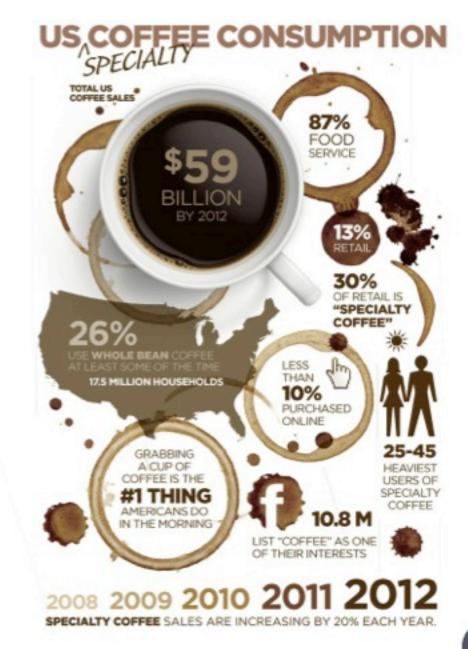
A JOURNALISTIC TOOL

✓ ILLUSTRATIVE

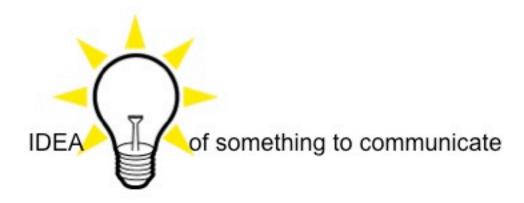
✓ INFORMATIVE

✓ HELP US TO

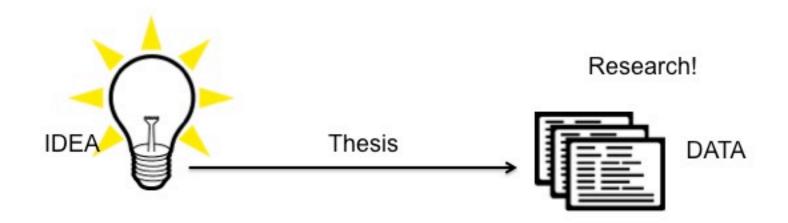
COMMUNICATE FACTS /
A STORY

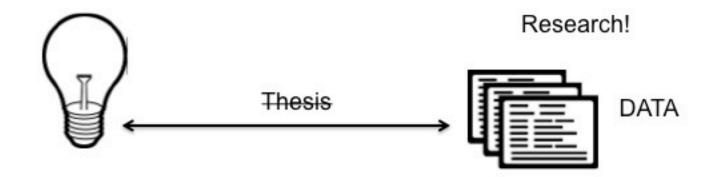


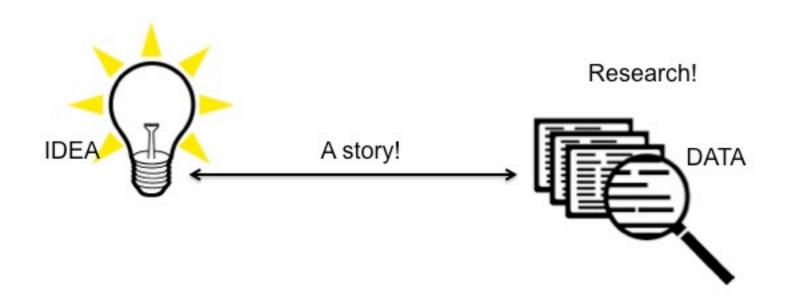
DATA VISUALIZATION STARTS IN YOUR MIND

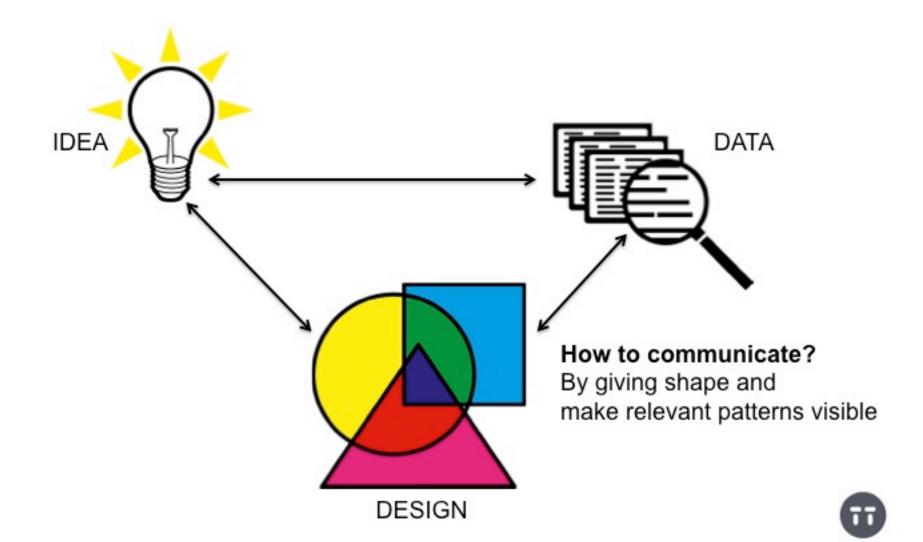


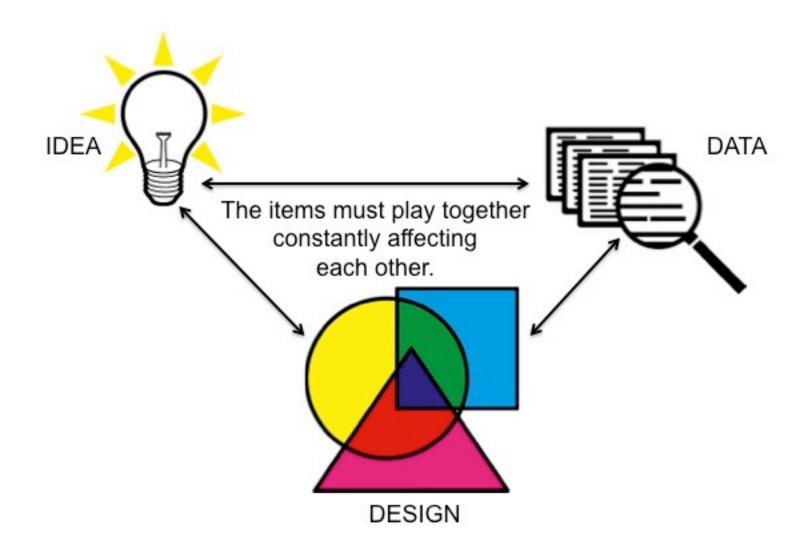


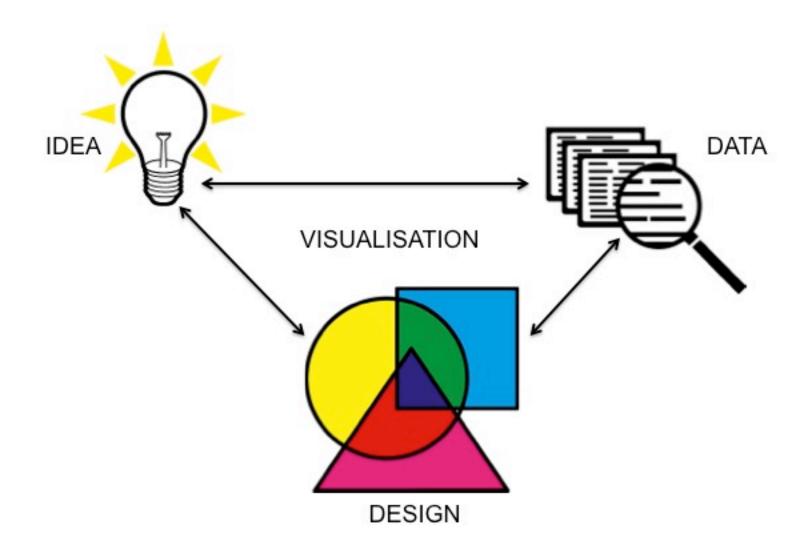






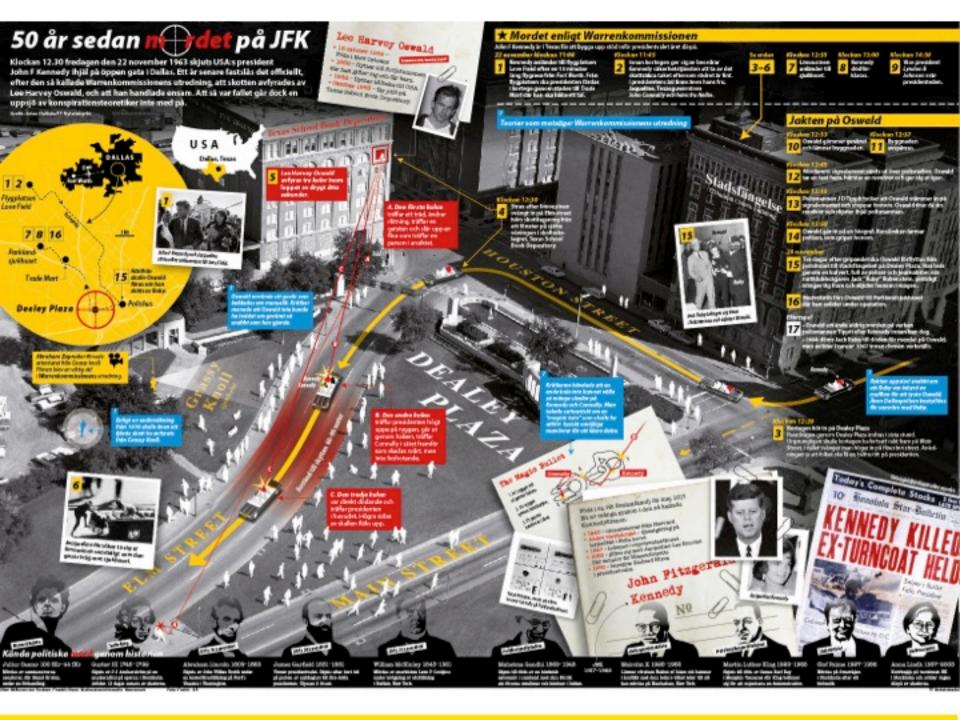


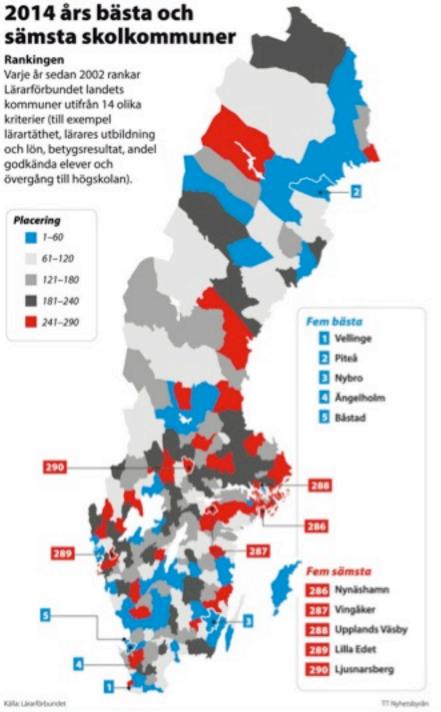




PICTURE TRIGGERED AN IDEA







THE PROCESS

DURING THE PROCESS - ALWAYS KEEP IN MIND

THE PURPOSE

THE TARGET GROUP (READER)

ACHIEVE A SUCCESSFUL APPROACH

- What?
- Why?
- Research: put time and effort to it!

- Who?
- What do they know?
- What's their interest?
- Get to know them!



SKETCHING YOUR IDEAS



- Organize
- Make a hierarchy
- Select



QUESTIONS WITH A FOCUS ON THE PURPOSE AND THE READER

What is the story? What do you want to communicate?

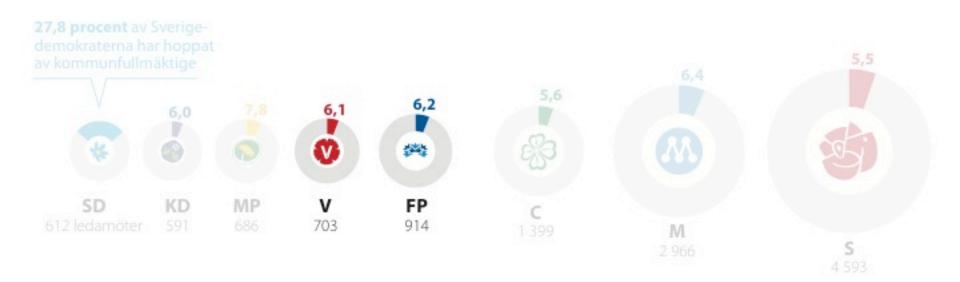
What's interesting about this? What questions would the reader ask?

Do the reader even care? If not, what am I doing?

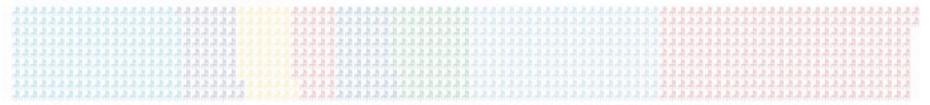
The power of Visualization

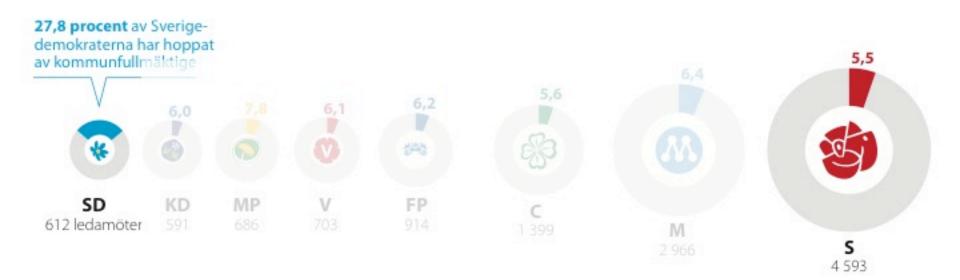


LOOKING AT TWO EXAMPLES

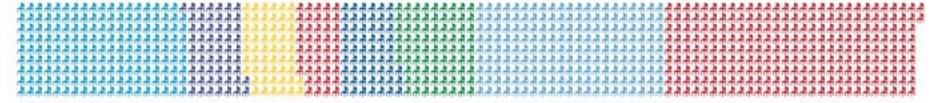


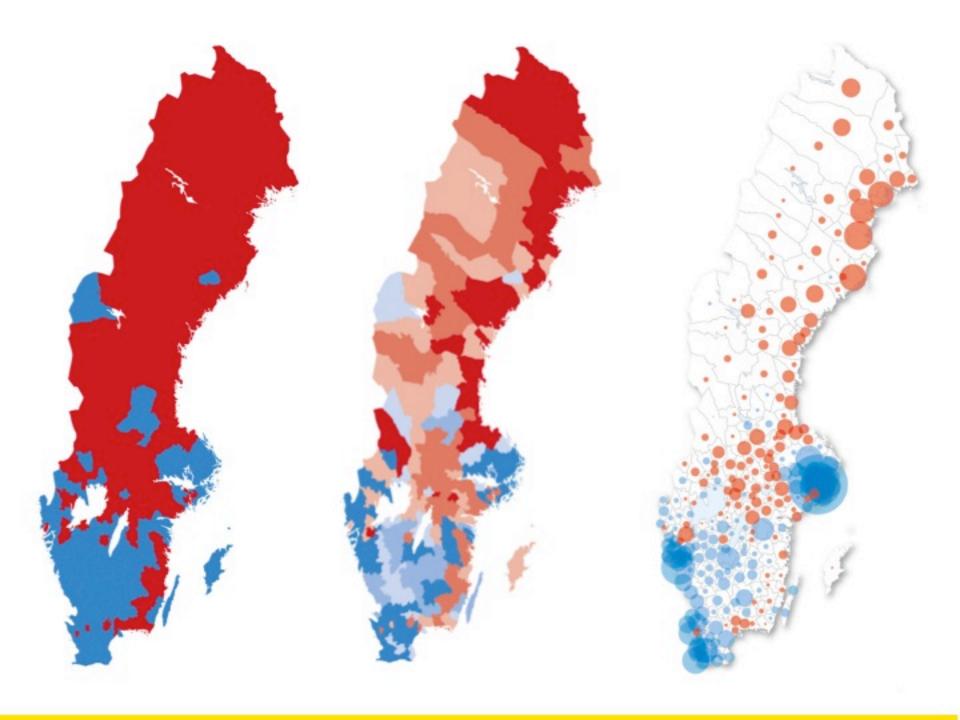
Totalt 902 tomma stolar



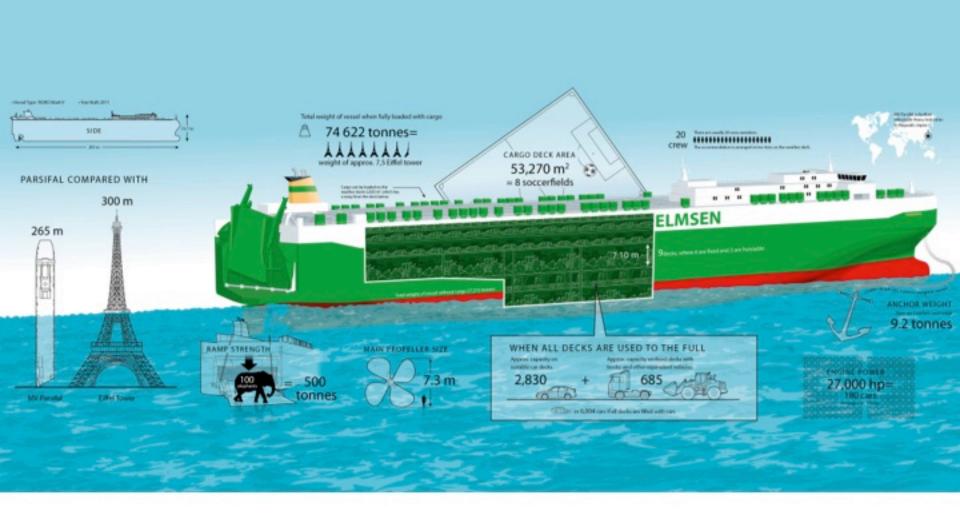


Totalt 902 tomma stolar



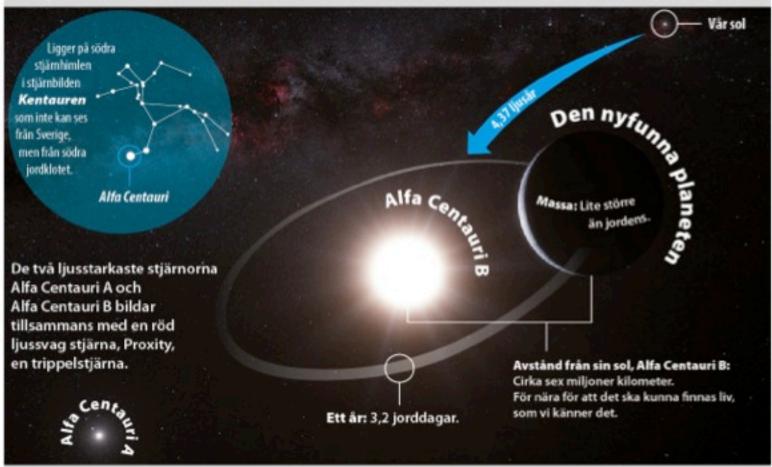


NUMBERS CAN BE HARD TO UNDERSTAND





Vårt grannsystem Alfa Centauri-systemet är det solsystem som ligger närmast vårt eget.



Vårsol Voyager 1

Rymdsonden Voyager 1 har färdats i 17 km/sek under 35 år och nått 18 miljarder kilometer.

Det skulle med samma hastighet ta ytterligare 78 235 år att komma fram till alfa Centauri.

För att visa det skalenligt: Tänk dig en punkt 760 meter bort.

DO NOT FORGET TO SKETCH!

During the design process, do not rush to the computer. The most obvious idea is not always the best.

IF YOU'RE LOST – SO WILL THE READER BE...

QUESTIONS?

Paloma.Perez.Lucero@tt.se Malin.Nyqvist@tt.se

grafikbloggen.wordpress.com

YOUR TASK

HOW DID YOU GET HERE TODAY?









HOW DID YOU GET HERE TODAY?



 You can compare: for example in time, distance, transport, cost, mood, fellow passengers...? (with each other or historically in time)

Unsure about the facts? Use your imagination

PRESENTATION

- Make simple sketches of your idea.
- Explain the purpose.

What do you want to communicate to the reader. Why?

One person or the whole group.

Also! Think about how you could take this futher. How could you make your small data into big data?







Thank you!

Paloma.Perez.Lucero@tt.se Malin.Nyqvist@tt.se

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