



Visualization System Design

John C. Hart

Department of Computer Science

University of Illinois at Urbana Champaign



User Interfaces

- Data visualization systems are graphical user interfaces
- User interface design
 - System, User
 - Tasks, goals
 - Dialog, interaction

System Design

- **Requirements Specification** – What specific problems will the system solve? Who will the system serve? How will a user use the system to make a decision?
- **Architectural Design** – Decompose the problem and the system into components, e.g. elements of a dashboard
- **Component Design** – Select the best tools, visualizations, interactions for each component
- **Implementation** – Actual coding or setup
- **Component Testing** – debugging
- **User Evaluation** – user testing, statistics
- **Maintenance** – documentation, fixes

System Design

- **Requirements Specification** – What specific problems will the system solve? Who will the system serve? How will a user use the system to make a decision?
- **Architectural Design** – Decompose the problem and the system into components, e.g. elements of a dashboard
- **Component Design** – Select the best tools, visualizations, interactions for each component
- **Implementation** – Actual coding or setup
- **Component Testing** – debugging
- **User Evaluation** – user testing, statistics
- **Maintenance** – documentation, fixes

Use prototypes to simulate how a system might work with a user.

System Design

- **Requirements Specification** – What specific problems will the system solve? Who will the system serve? How will a user use the system to make a decision?
- **Architectural Design** – Decompose the problem and the system into components, e.g. elements of a dashboard
- **Component Design** – Select the best tools, visualizations, interactions for each component
- **Implementation** – Actual coding or setup
- **Component Testing** – debugging
- **User Evaluation** – user testing, statistics
- **Maintenance** – documentation, fixes

Use prototypes to simulate how a system might work with a user.

Use models of the user, task and dialog to ensure the design will work with the user.

System Design

- **Requirements Specification** – What specific problems will the system solve? Who will the system serve? How will a user use the system to make a decision?
- **Architectural Design** – Decompose the problem and the system into components, e.g. elements of a dashboard
- **Component Design** – Select the best tools, visualizations, interactions for each component
- **Implementation** – Actual coding or setup
- **Component Testing** – debugging
- **User Evaluation** – user testing, statistics
- **Maintenance** – documentation, fixes

Use prototypes to simulate how a system might work with a user.

Use models of the user, task and dialog to ensure the design will work with the user.

Don't wait until the end to test. Test after each step and iterate as necessary.

User Modeling

- Focus on user requirements, not capabilities of the computer system
- Try to “get into the head” of the user
- Know the user: familiarity, role, knowledge, motivation
- Cognitive walkthrough

Goals – What the user will hope to achieve, e.g. an informed decision

Operators – Basic user actions or thought process steps

Methods – sequences of operators used to achieve a goal

Selections – How the user decides to use one method over another

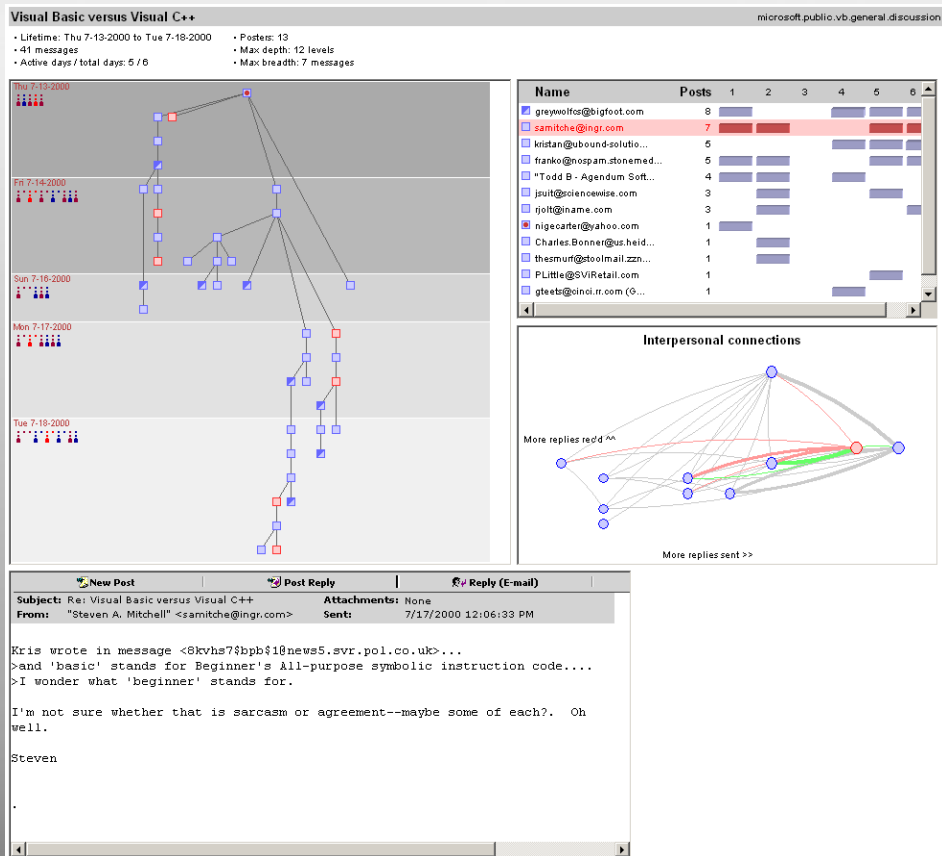
Task Analysis

- Connect system tasks to user goals (synthesizability)
- Decompose tasks hierarchically into subtasks
- Create plans out of task sequences
- Examine triggers for conditional tasks
- Also consider waiting, cycles and multitasking
- Use results for dashboard layout, organization of screens

Netscan Dashboard

THREADDREE
DISPLAY OF
SELECTED THREAD,
ORGANIZED
CHRONOLOGICALLY
AND BY THREAD
HIERARCHY

DETAIL OF
SELECTED
MESSAGE FROM
THREADDREE



PIANO ROLL (GANTT CHART) OF
USERS COMMENTING IN THREAD.
ORDERED VERTICALLY BY NUMBER
OF POSTS. SELECTED USER
HIGHLIGHTED IN THREADDREE.

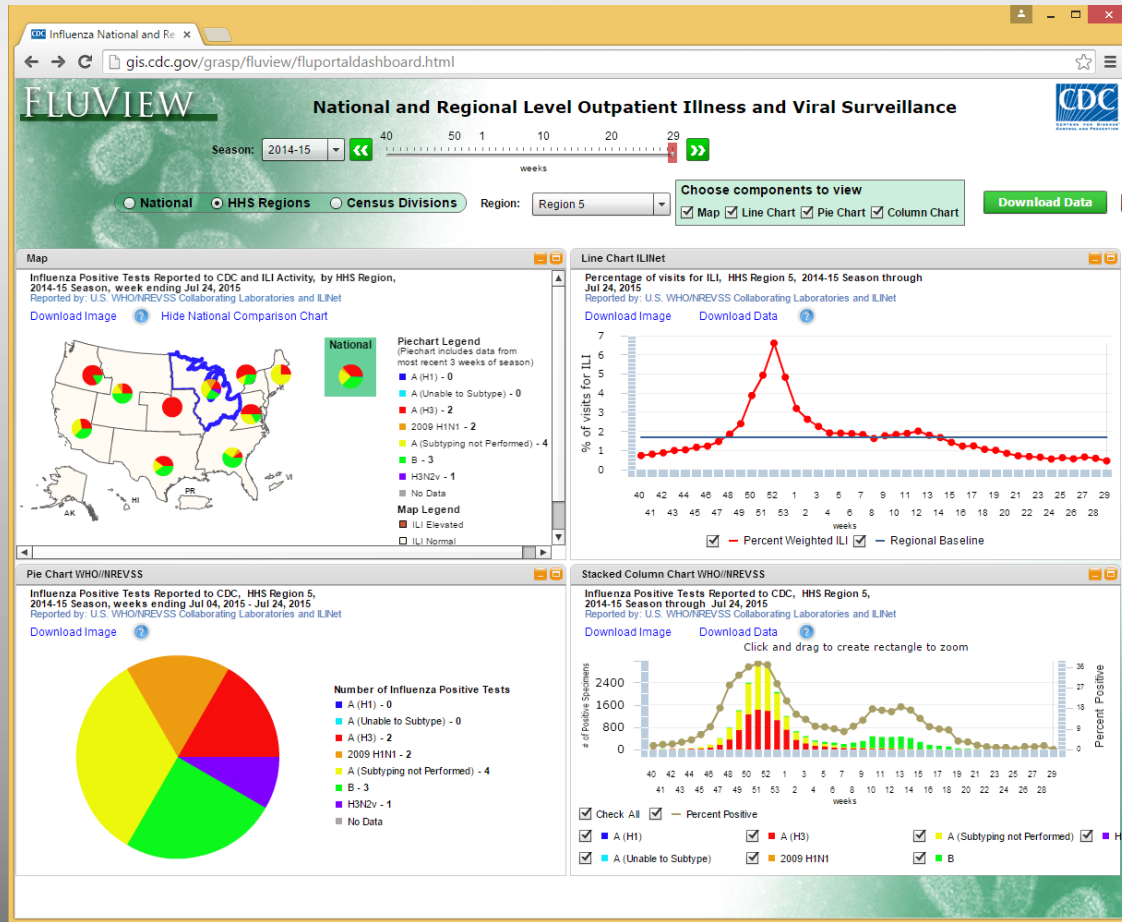
SOCIOGRAM INDICATING WHO
USERS REPLY TO AND WHO
REPLIES TO THEM.
X = # OF RESPONSES THEY SEND
Y = # OF RESPONSES THEY GET

Smith & Fiore, Visualization
Components for Persistent
Conversations, Proc. SIGCHI 2001

CDC FluView

FLU STRAIN
DISTRIBUTION BY
REGION

FLU STRAIN
DISTRIBUTION IN
SELECTED REGION



FLU VISITS FOR
SELECTED REGION

FLU CASES BY
TYPE FOR
SELECTED REGION

UIUC Strategic Plan Dashboard

STRATEGIC PLAN
ELEMENTS

GOALS

PERFORMANCE
DATA

