Questions Data Processing, Week 2

Caroline Azeau, 10334858

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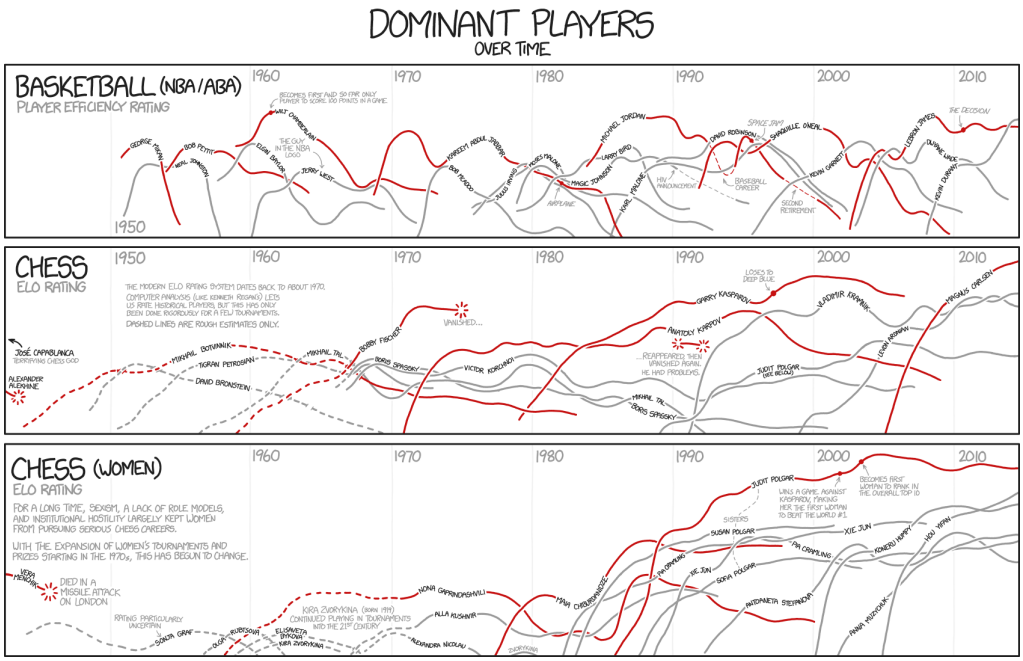

Opgave 1. *Consider Bertins characterization of visual variables (position, size, shape, value, color, orientation, and texture). Pick 2 of Bertins visual variables, and discuss them in relation to your visualization.*

Oplossing.

- Position:
  The x location of the lines show what year we are looking at. The y location of the lines show the player efficiency rating or the ELO rating of a player in that specific year. The positioning of the lines makes it very clear which player is better. The change in efficiency of a player through several years is also very clear because of the positioning. It is a quantative visual variable.
- Color:
  There are red and grey lines. The visualisation does not make clear what the difference between these colors in the data is though. The red players seem more important than the grey players because they pop out more. They also seem to have higher scores overall. But the difference that the visualisator tries to show between the two colors is nog clear. It it a selective visual variable.

□

Opgave 2. *Munzner proposed a nested model for visualization design and validation. Discuss/validate your visualization with respect to domain problem characterization and data/operation abstraction design.*

Oplossing. This visualisation is very appealing for the large public. Most people like sports and theiy should understand what the visualisator is trying to show them. So the texts are simple and clear. Only what the graphic must represent is not clear at first sight. A lot of people will not see the connection or difference between basketball players and chess players. □

Opgave 3. *Based on Cleveland and McGills results, does your visualization embody good practices (i.e. can people accurately perform the tasks based on the encodings?)*

Oplossing. People can accurately perform the tasks based on the encoding. Length and curvature take a large part in this matter. □

Opgave 4. *Do you agree that visualization is a functional art? Explain.*

Oplossing. Yes, I agree that visualisation is a functional art. For people to look closer at a visualisation they have to be triggered to do so. So the visualisation has to be appealing enough to get people‘s attention. They have to make art of it. □

Opgave 5. *Ask yourself what the designer is trying to convey and think of three to four possible tasks this visualization should help you with. Does the visualization achieve any of your tasks?*

Oplossing.

1. The graphic should allow comparisons. It shows me different dominant players over time and can tell me in a glance which players are the most dominant ones.
2. It should present me several variables. It should show me which players played in which years and when their ups and downs are.
3. It should show me the difference between basketball careers and chess careers.
4. It should show me how long players are in the running

The visualisation achieves task one two and four. These tasks are very clear in the visualisation. Task four could be more clear. □