Perceptual Benefits of Animation are Task-Dependent: Effects of Staging and Tracing in Dynamic Displays





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Background

Dynamic data visualizations can convey a lot of information across time, yet our visual system is limited when perceiving motion.

When tracking multiple objects across space and time, we can typically track up to **four objects**, and the capacity is even lower if we also need to remember the objects' features.

Techniques to improve the processing of dynamic displays:

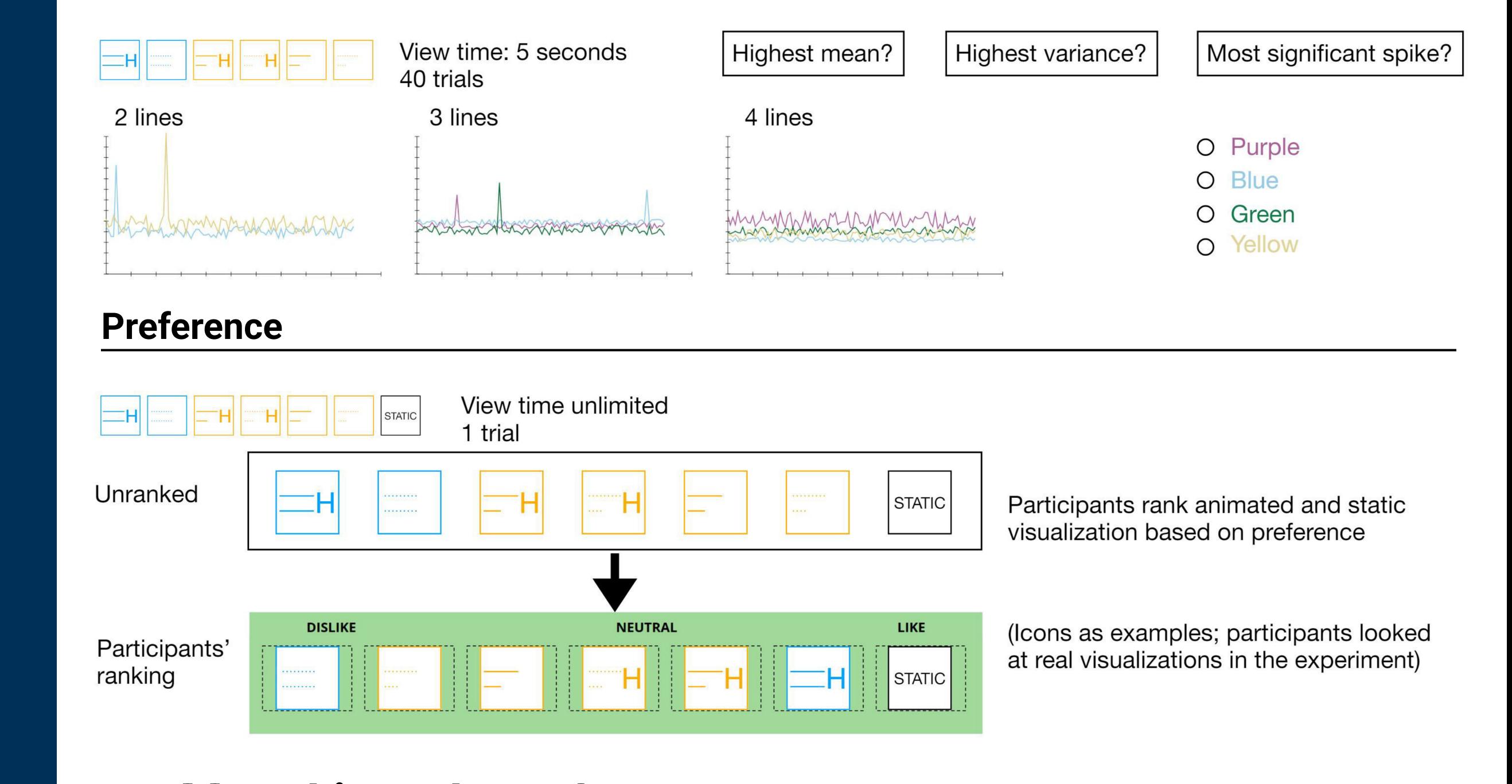
- 1. Staging the animation to sequentially show steps in a transition.
- 2. Tracing object movement by displaying trajectory histories.
- 3. History preservation that keeps the movement trial of objects

In this work, we examine their effectiveness in dynamic displays:

- We showed participants animated line charts with four lines and asked them to identify the line with the highest mean, variance and the most significant outlier.
- We manipulated the animation to display the lines sequentially or synchronously, either with or without tracing and history, and compared the results to a static chart as control.

Experiment Methods & Takeaways

Exp #1 Accuracy & Preference by Design

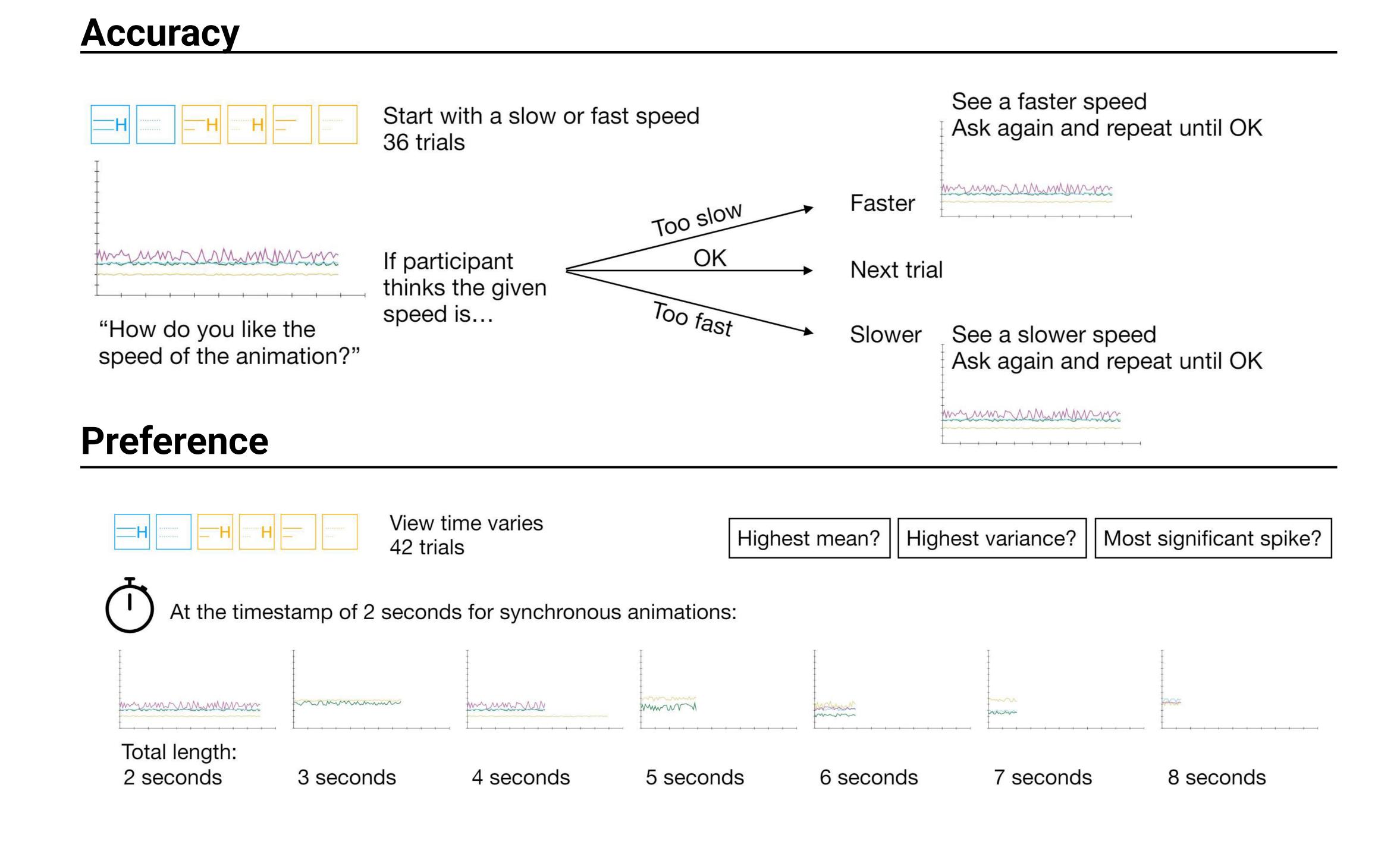


- More Lines, Less Accuracy
- Outlier <u>easier than</u> Mean <u>easier than</u> Variance
- Staging <u>hindered</u> task performance.
- Tracing had no effect.

Accuracy

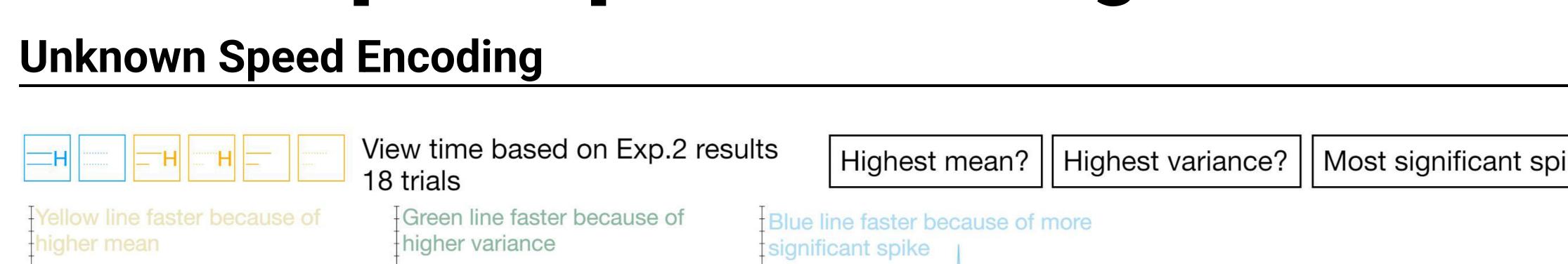
• History improved task performance.

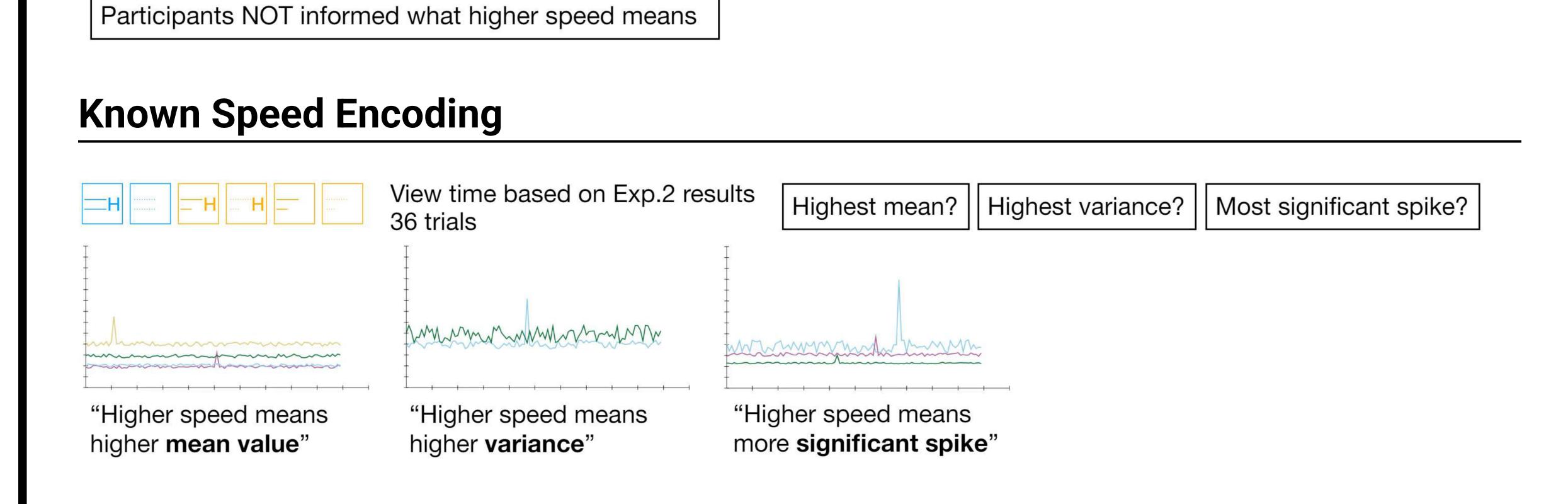
Exp #2 Accuracy & Preference by Speed



- Synchronous speed per line = 3x Sequential
- Longer display time increases accuracy
- Staging decreases accuracy.
- Tracing <u>increases</u> accuracy.
 Showing history <u>increases</u> accuracy.

Exp #3 Speed Encoding Effects

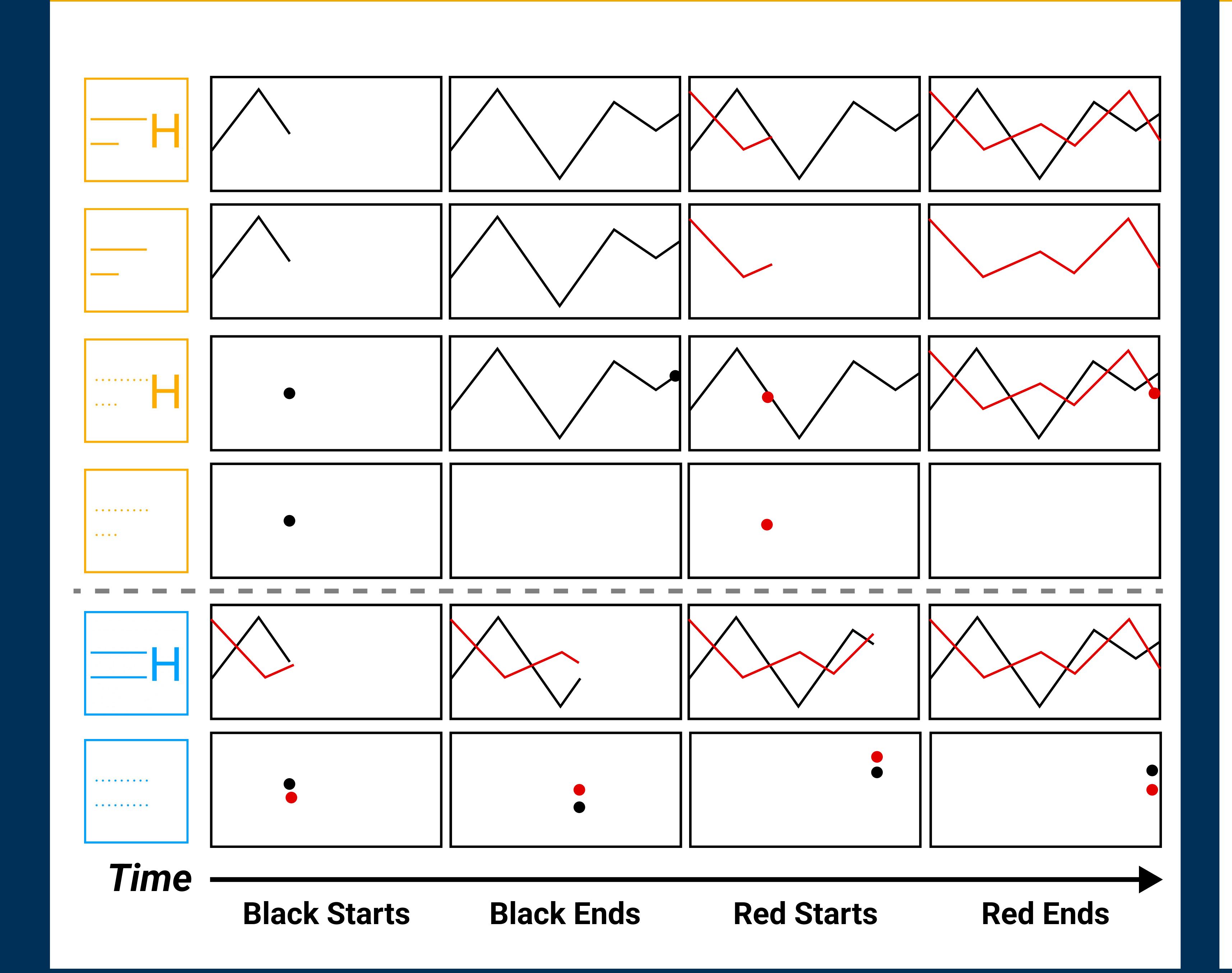




Situations that speed encoding helps

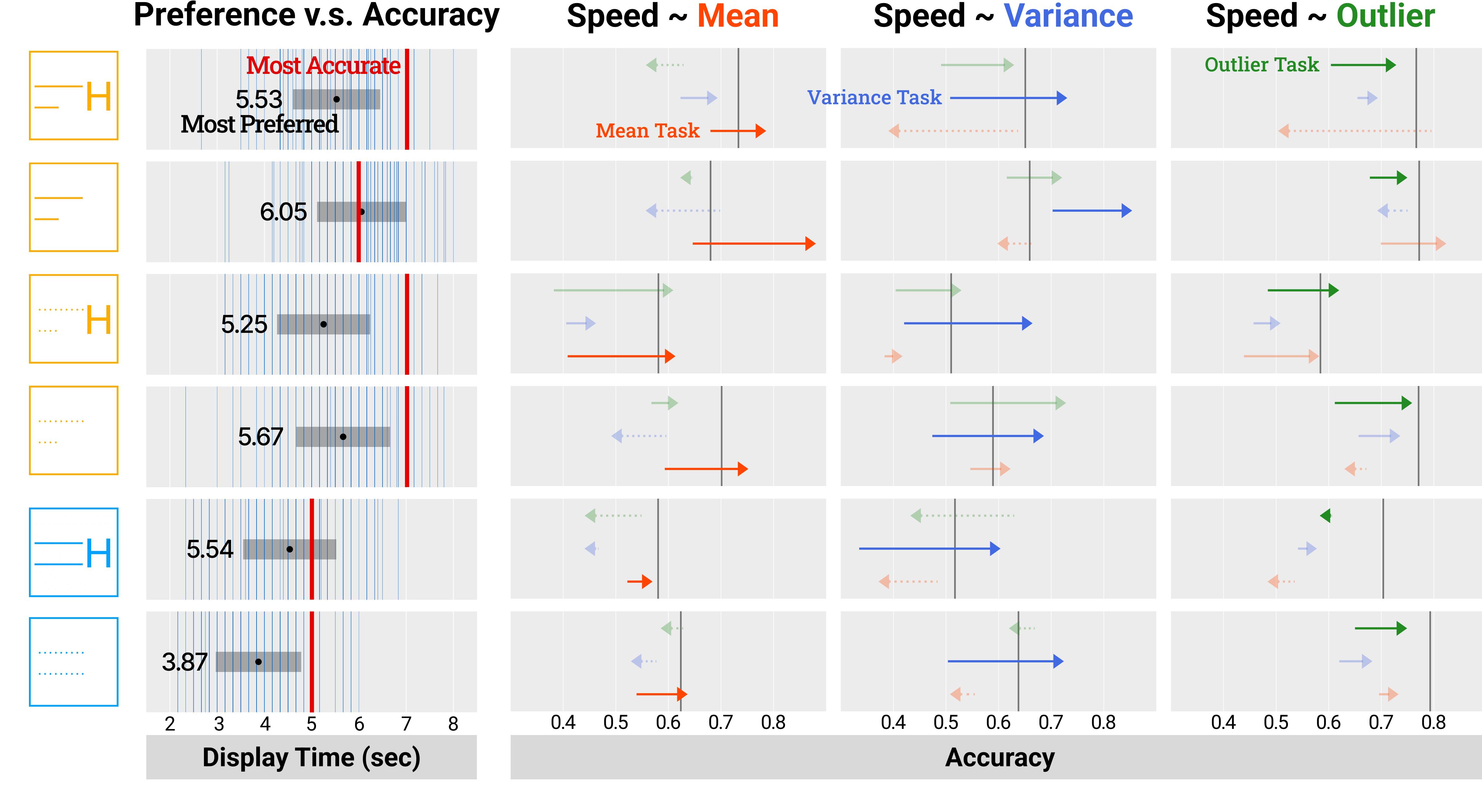
- Task: recalling mean value and variance
- Encoding: encoding being congruent with the goal
- Awareness: participants <u>being told</u> explicitly what speed represents

Animation Breakdown



Experiment Results





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