User(who)

Individual

Group

Public

Topic (what)

Entertainment
Sports & Culture

Industry
Architecture & Engineering

Society & History

Environment
Geography & Ecology

Science

Health
Life & Emotion

Unspecified
& Mixed Topics

Representation form (how)

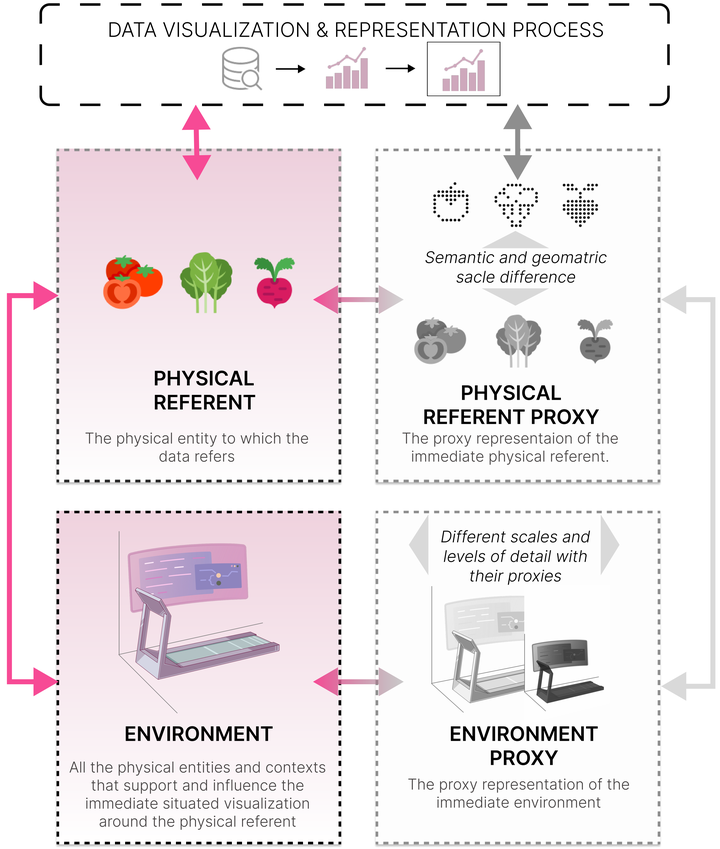
Visual

Haptic

Sound

Other (taste, smell)

Situatedness（where&how)



Relationship(s) in between

*Taking ***the food calorie dataset*** as an example

Physical world

Proxy world

Data origin (when)

Environmental data
Data collected in real time pertaining to the current environment or phenomena

Participant-generated
A series of data generated by user participation in interaction

Collected&Uploaded
Historical, non-real-time data

Unspecified
A series of cases where the source of the underlying data is uncertain

Goal (why)

Comprehension
Increasing intuitive perception and understanding of external knowledge

Archive
Preservation and recording of data for purposes of nostalgia and commemoration

Communication
Exchanging information to the audience and sharing ideas

Reflection
The audience's access and retrospective of their internal knowledge

Engagement
Emphasizing more on mobilization, participation and interaction of the audience

Analysis
Facilitating the work of obtaining data insights and results of rational and comprehensive data facts

Presentation (how)

XR
Including VR, AR, MR, projection mapping.....

Event
Allowing users to establish cognitive connections through data experiences

Artifact
Handmade or 3D-printed data products

Installation
Relying on interactions among space, environment, and audience within exhibition spaces