

IF 4061  
Data and Information Visualization

**Constructing and Evaluating  
Your Design Solution**

Dessi Puji Lestari  
Sekolah Teknik Elektro & Informatika

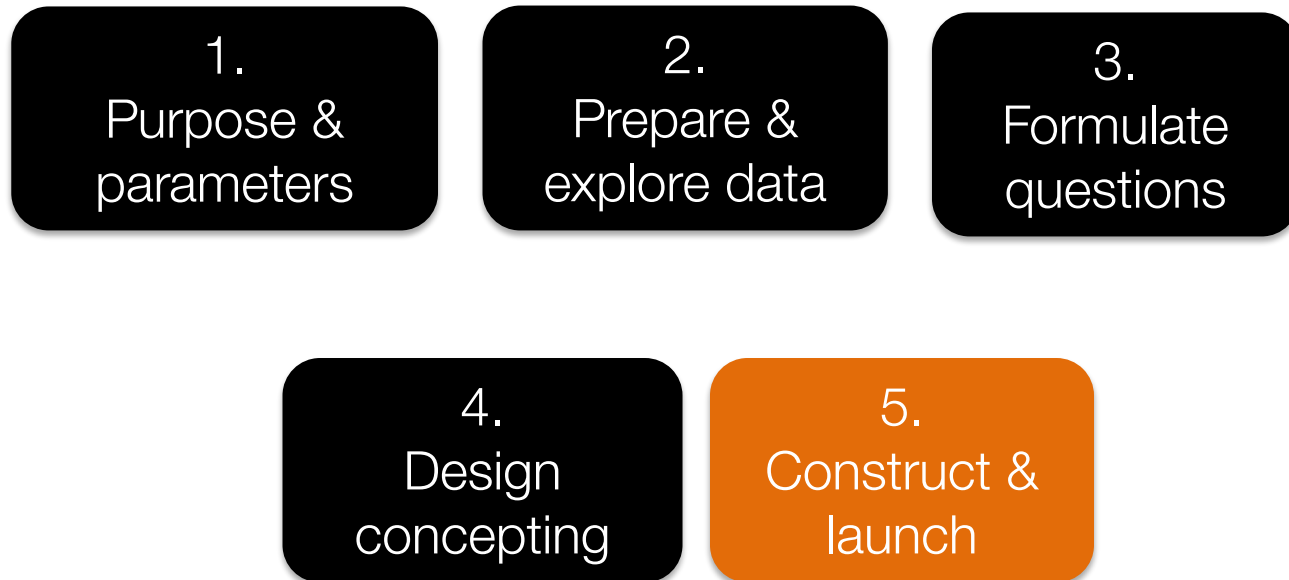
# Acknowledgement

Most of the contents of the slides were taken from  
Andy Kirk. Data Visualization: A Successful Design  
Process. Pact Publishing. 2012, chapter 6

# Content

- Visualization software, applications, and programs
- Constructing
- Evaluating
- Developing your capabilities

# Methodology



# **For constructing visualizations, technology matters**

- All advanced designers need to be able to rely on different tools and capabilities
  - for gathering data, handling, and analyzing it before presenting, and launching the visual design.
- Great concepts and creative ideas, without the means to convert these into built solutions they will ultimately remain unrealized.

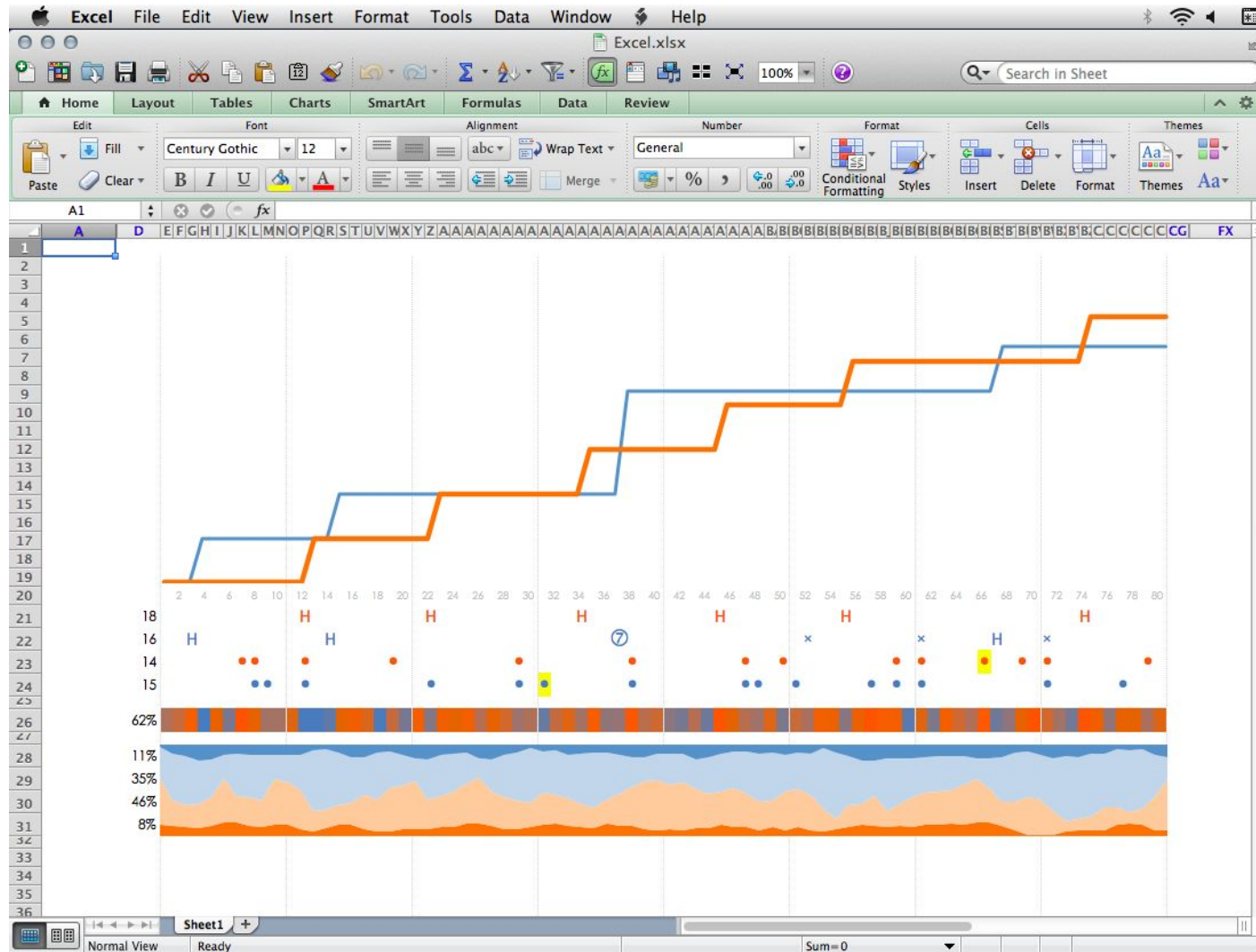
# Visualization software, applications, and programs

- Charting and statistical analysis tools
- Programming environments
- Tools for mapping
- Other specialist tools

# Charting and Statistical Analysis Tools

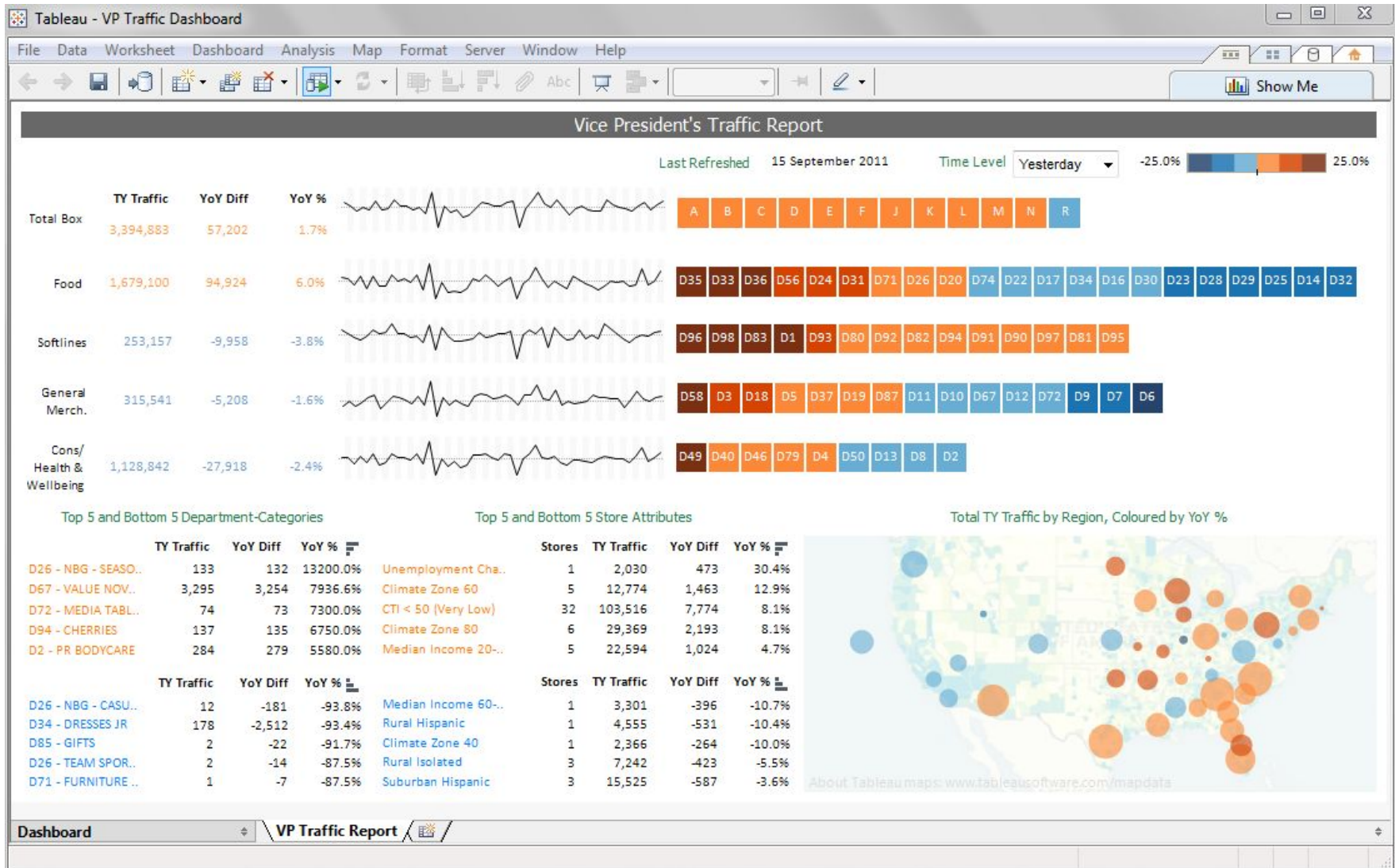
- **Microsoft Excel**
- **Tableau**
- **Google Chart Tools**
  - (<https://developers.google.com/chart/>)
- **Google Visualization API**
  - (<https://developers.google.com/chart/interactive/docs/reference>)
- **Google Fusion Tables**
  - (<http://www.google.com/drive/start/apps.html>)
  - for publishing simple choropleth maps timelines, and a variety of reasonably interactive charts.
- **Wordle** (<http://www.wordle.net/>)
  - a popular tool for visualizing the frequency of words used in text via "word Clouds"
- **R** (<http://www.r-project.org/>)
  - an open source language for statistical analysis and graphical techniques.

# Excel





# Tableau



# Google Fusion Tables

Google fusion tables Arab Spring Mapped

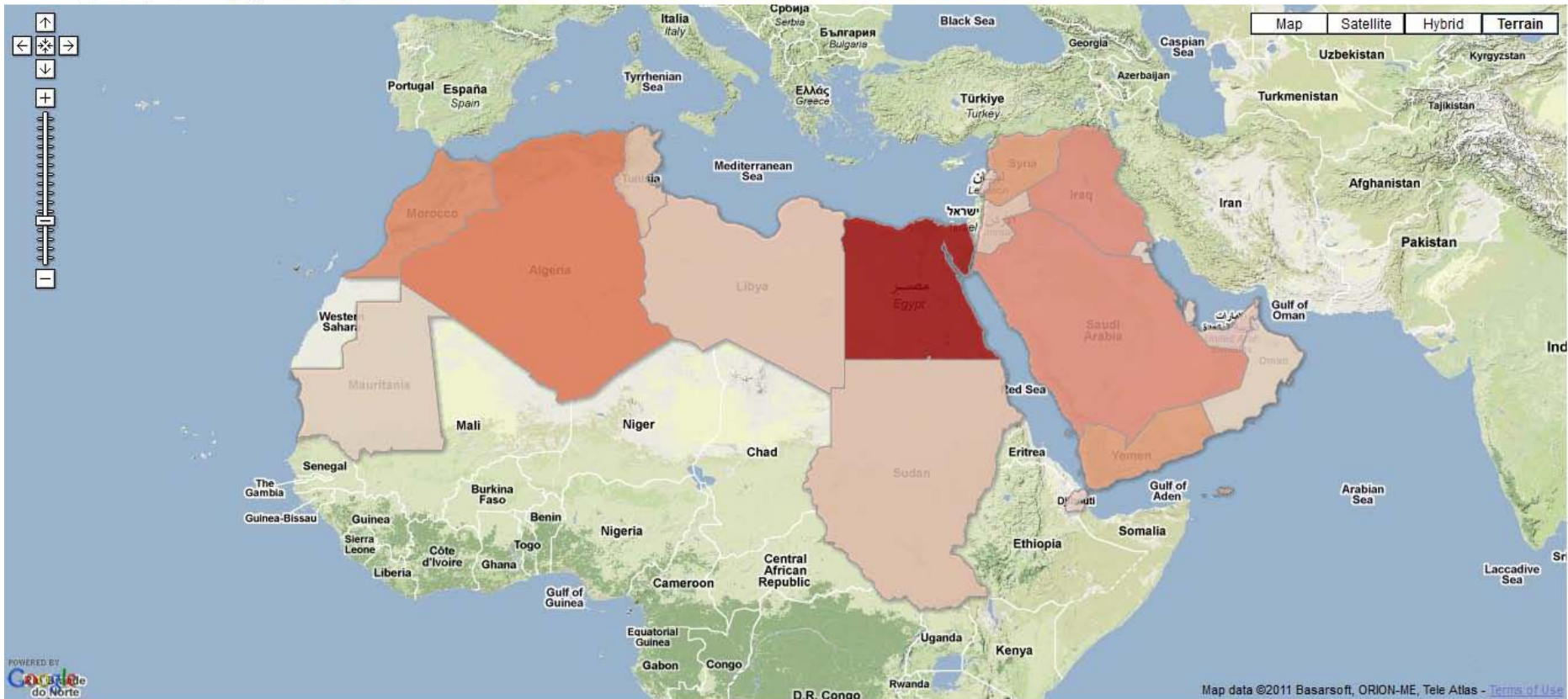
[Discussions \(0\)](#)

[Get link](#) [Share](#)

File View Edit Visualize Merge

Current view: All - [Show options](#)

Location  ☐ Display as heat map [Configure info window](#) [Configure styles](#) [Export to KML](#) [Get KML network link](#) [Get embeddable link](#)



# Programming environments

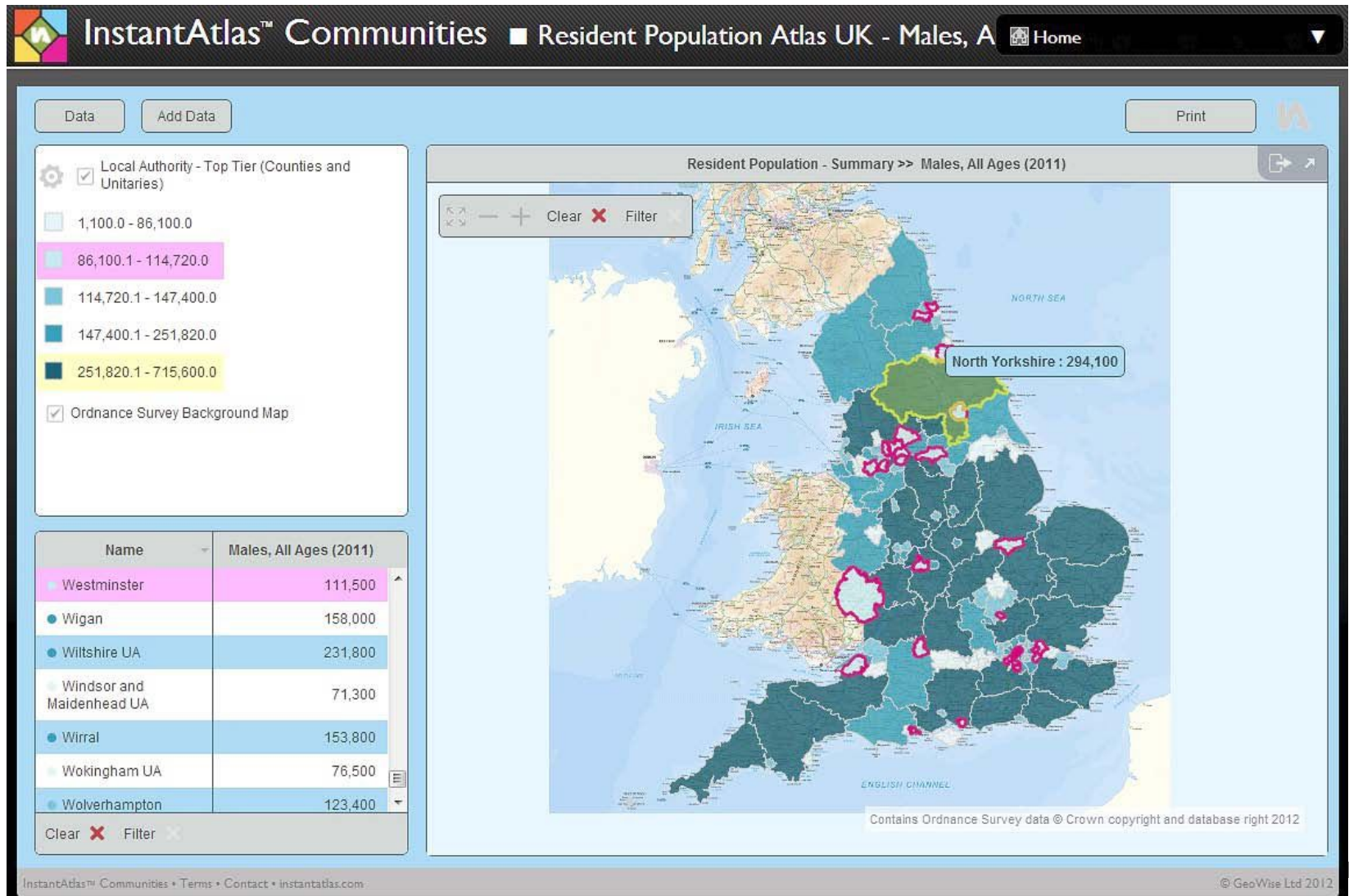
- Most popular: **Adobe Flash**
  - a powerful and creative environment for animated and multimedia designs.
- Most contemporary visualization programmers employ a range of powerful JavaScript environments and libraries:
  - **D3.js** (<http://d3js.org/>).
  - **Protovis** (Stanford Visualization Group )
- **Processing**
  - one of the most important solutions for creating powerful, generative, and animated visualizations that sit outside the browser
    - as video, a separate application, or an installation.

# Tools for mapping

- **Arc GIS**
  - (<http://www.esri.com/software/arcgis>)
- **Indiemapper**
  - (<http://indiemapper.com/>),
- **Instant Atlas**
  - (<http://communities.instantatlas.com/>)
- **Geocommons**
  - (<http://geocommons.com/>)
- **CartoDB**
  - (<http://cartodb.com>)
- **TileMill**
  - (<http://mapbox.com/tilemill/>)
- Some open source mapping frameworks and libraries:
  - **Polymaps** (<http://polymaps.org/>)
  - **Kartograph** (<http://kartograph.org/>)
  - **Leaflet** (<http://leafletjs.com/>)
  - **OpenStreetMap** (<http://www.openstreetmap.org/>)



# Instant Atlas



# Other specialist tools

- Infographics are typically manually crafted designs
  - comprising a blend of different visual design elements (charts, illustrations, and diagrams):
    - The vast majority of statics are produced using **Adobe Illustrator**
    - Open source alternative called **Inkscape**

# Things to do Before Launching

- Paying attention to the finer details:
  1. Data and statistical accuracy
  2. Functional accuracy
  3. Visual Inference
  4. Formatting accuracy
  5. Annotation accuracy
- Getting feedback from your peer

Paying attention to the finer details:

## **Data and Statistical Accuracy**

- Scan through a good-sized sample of all your visualized data values to ensure:
  - there aren't any erroneous items or incorrect outliers.
- Check the rigor of all your statistics and calculations.



Paying attention to the finer details:

## **Visualization Accuracy**

- Make sure all your representation:
  - *accurately portray the data values* they're associated with
  - functioning effectively
  - does not mislead the user or reader.

Paying attention to the finer details:

## **Functional Accuracy**

- More concerned with interactive pieces:
  - Make sure all the functions and features on perform as we intended?

Paying attention to the finer details:

## **Visual Inference**

- Visual inference should equal data inference:
  - If it looks like data, it should be data.
- If something looks significant through its positioning or color choice:
  - it should be significant.
- If there is any decorative element or other artifact that appears to be implying something it is not meant to:
  - remove it.

Paying attention to the finer details:

## **Formatting Accuracy**

- Check the consistency of your typography :  
*type, style, and size.*
- Make sure your color usage is consistent down to the RGB or CMYK (cyan, magenta, yellow, key) code level.

Paying attention to the finer details:

# **Annotation Accuracy**

- Read through:
  - all titles
  - Labels
  - introductory text
  - Credits
  - Captions
  - units
- Checking spelling or grammatical errors
- checking to see if things make sense and are succinctly expressed.

# Feedback before Launching

- What is their instinctive reaction?
  - Positive, negative, intrigue, confusion, or just a plain "so what?"
- Can they understand how to read the graphic or use the tool?
- Does it have clear explanations and intuitive design
  - in terms of visual hierarchy and structural arrangement?
- Can they derive insight from it?
  - By throwing some test questions to assess the visualization's ability to effectively inform.
- Does it work functionally?
  - any errors, mistakes, programmatic errors, or any other design flaw

# Approaching The Finishing Line

*"You know you've achieved **perfection in design**,  
not when you have nothing more to add, but  
when you have **nothing more to take away**."*

Antoine de Saint-Exupery

# Things to do After Launching

- Post launch evaluation
- Personal point of view



# Post-Launch Evaluation

- Was there a positive reaction to the piece we created?
- Did it deliver the appropriate tone of voice?
- Did it reach the intended audience type and volume?
- Were users able to effectively consume or discover insights?
- Were the user experienced the intended consequences of this work?
- What problems did people experience, if any?

# Multiple feedback channels (1)

- **Metrics and benchmarks:**

- For web-based:

- page views, visits, and visitors, supplemented with social media metrics such as Tweet counts, Facebook likes, Google+ shares, ...

- **Client or customer feedback:**

- fell short, matched, or exceeded their expectations.

# Multiple feedback channels (2)

- **Peer review:**

- Most important and constructive evaluation can come from peers: expert practitioners or thought leaders.
- There are many examples of bloggers who will conduct a review and critique of new work.
- Positive review and mention from a peer is worth its weight in gold.

# Multiple feedback channels (3)

- **Unstructured feedback:**
  - online comments forms
  - reaction on social media
  - through anecdotal channels (e-mails, in-person conversations, perhaps overheard comments)

# Multiple feedback channels (4)

- **Invite user assessment:**
  - You could be more proactive by offering simple mechanisms for users to provide more structured qualitative responses
    - through small-scale questionnaires.

# Multiple feedback channels (5)

- **Formal case studies:**
  - Taking things to a more advanced level of evaluation (almost academic in its nature)
  - Using many techniques:
    - Interviews
    - Observations
    - controlled experiments (set tasks, manipulate conditions, and record responses).
  - Often be undertaken by an independent observer for integrity.

# Personal Point of View

- Did you accomplish the outcomes you wanted?
- Did you create something you were satisfied with?
- Were you satisfied with how you rationalized the choices?