## Assignment 6

Exercise 1 – Case study (application example)

In this final assignment, we want to evaluate the resulting visualization/interaction tool.

A way to achieve this is with the use of case studies, showing examples to illustrate the usefulness of the tool. Go back to your goal and tasks and try to achieve the (domain) tasks through the visualization and interactions you have designed and implemented. Try to find a case that illustrates that you can develop (or not) the task thanks to the visualization you created (effective). Document how efficiently it was achieved, and whether you achieved it as you expected.
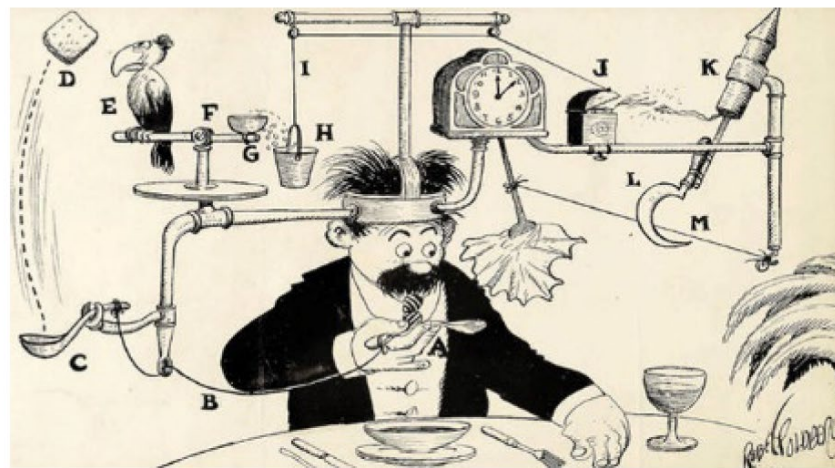
self-operating napkin (Rube Goldberg cartoon with caption)

Make screenshots of the visualizations and process, for example in which you find an interesting visual pattern, manually annotate this pattern, and provide 1 or 2 sentences of textual descriptions/hypotheses about your findings. It is very important to explain how the visualization has helped to achieve this result. This assignment can also be used as the application case example in your final report. Try to write it down in a structured way.

Note: For your final report you should have at least two cases. You can take multiple cases to illustrate the different tasks you have defined. It is not meant to be a case per task. You can, of course, also think about other validation/evaluation methods that might be possible and apply them to your project.