

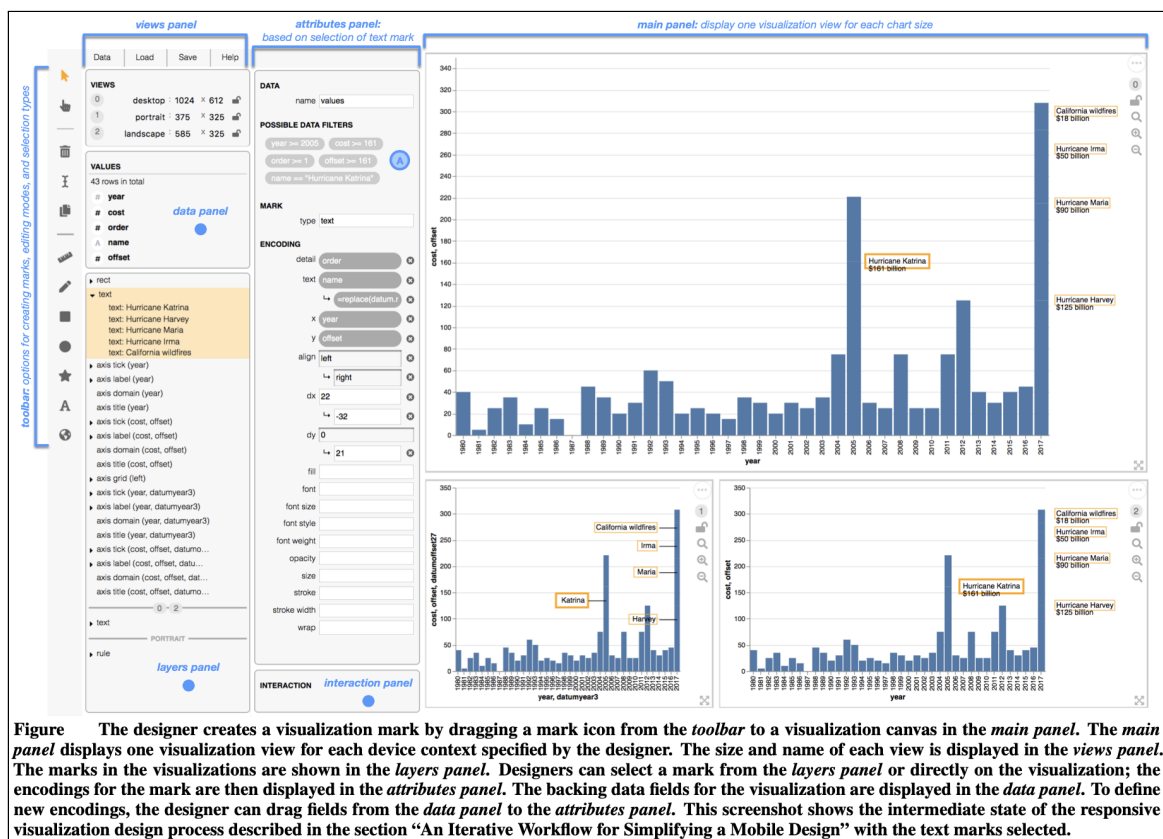
## Week (13) - “Techniques for Flexible Responsive Visualization Design”

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Building responsive visualizations is very important now as mobile devices are used more than computers for viewing news articles. In this paper, the researchers analyzed many responsive visualizations from different news articles to learn the common design practices of designing responsive visualizations. Not only that, but also they interviewed some of the designers of these visualizations. As a result, they specified four design guidelines and built a design tool that facilitated the design of across-device visualizations. These guidelines are:

- **Enable simultaneous cross-device edits** to make the process of exploring multiple devices easy.
- **Facilitate device-specific customization** to facilitate customizing a specific part of visualization for a particular device.
- **Show cross-device previews** to view the customization across different devices.
- **Support propagation of edits** to reduce both time and effort in designing responsive vis.

The proposed tool allows designers to have multiple views. Each view for a particular device size. Also, they can propagate changes to multiple views or customize them for a specific view. The following figure explains the details of the tool.



Using the proposed design tool, the researchers recreated some of the visualizations they got from the news articles. Their goal was to show the efficacy of their proposed system.

All the features provided by this tool are fascinating. The designer no longer needs to repeatedly change the screen's width to ensure that things look good for all sizes or make customization for each screen separately.

**Sources:**

1. Jane Hoffswell, Wilmot Li, and Zhicheng Liu. 2020. Techniques for Flexible Responsive Visualization Design. DOI:<https://doi.org/10.1145/3313831.3376777>