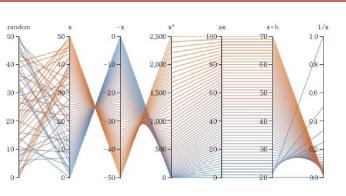
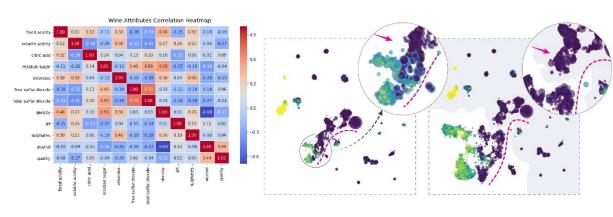
JBI100 Visualization

VISUALIZATION DESIGN AND ENCODINGS





Anna Vilanova, Prof. dr.



Analysis framework

- What is shown? data abstraction
- Why is the user looking at it?
 task abstraction
- How is it shown?visual encoding and interaction

domain situation - problem characterization

data/task abstraction design

visual encoding/interaction idiom

Marks & Channels

Marks: geometric primitives

- Points • •
- Lines \
- Areas
- 3D Marks: Volume, ...



Marks & Channels

Containtment Connection Links Son of Bob Bob: Child of Top Node Top Node Daughter of Bob Sally: Child of Top Node

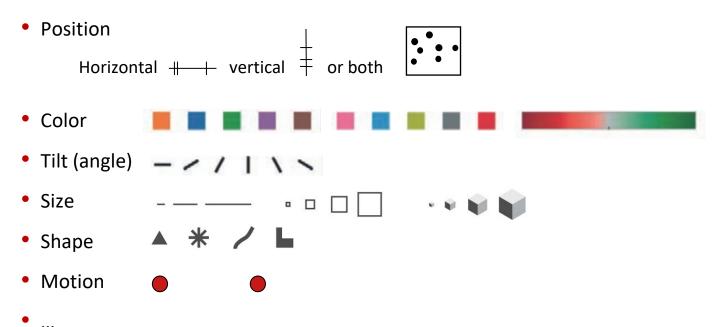
https://github.com/vasturiano/circlepack-chart

http://www.d3noob.org/2014/01/tree-diagrams-in-d3js_11.html



Marks & Channels

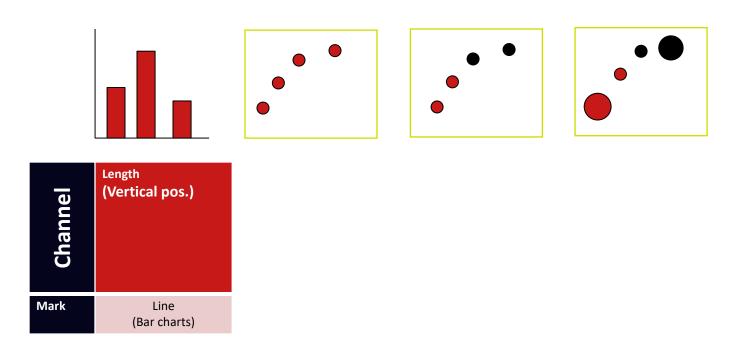
Visual channels: control appearance of marks





Visual Encoding

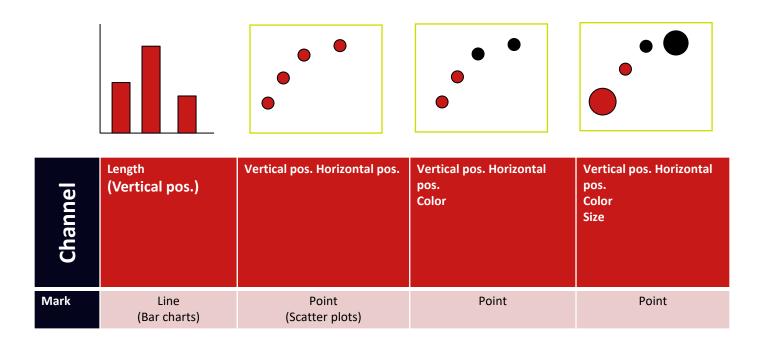
Analyze as combination of marks and channels showing data attributes



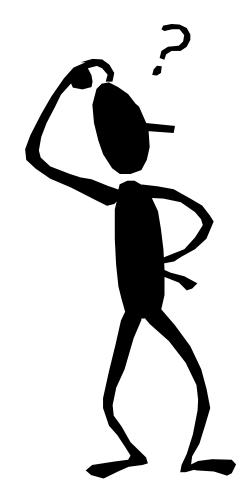


Visual Encoding

Analyze as combination of marks and channels showing data attributes









How can we select Visual Encodings?

Expressiveness principle

show all but only what is in the data.

match the channel/mark to data characteristics.

• Effectiveness principle (salience):

encode most important attributes with highest ranked channels

• Rankings based on:

accuracy, discriminability, separability, popout



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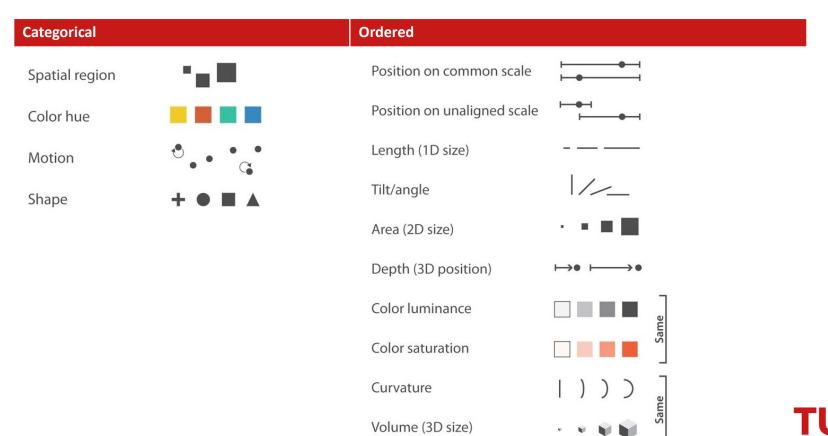
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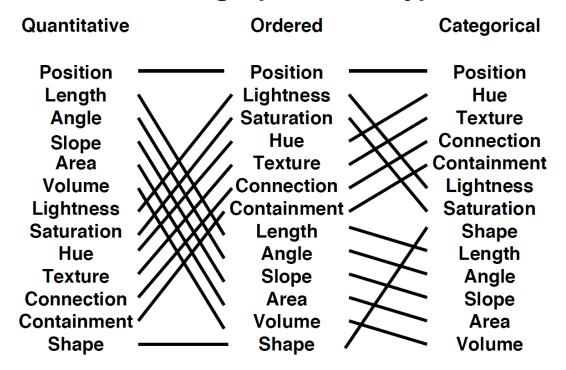
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Visual Channel Rankings (Munzner's)



Visual Channel Rankings (Mackinlay)





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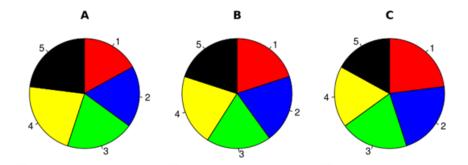
Accuracy: experiments

Cleveland & McGill's Results T2 Positions T3 1.5 2.0 1.0 2.5 Log Error T4 Crowdsourced Results T5 al Angles T6 Circular T7 areas T8 Rectangular areas (aligned or in a T9 treemap) то

[Crowdsourcing Graphical Perception: Using Mechanical Turk to Assess Visualization Design. Heer and Bostock. Proc ACM Conf. Human Factors in Computing Systems (CHI) 2010, p. 203–212.]



Angles





Steven's Psychophysical Power Law: S= I^N

Accuracy

S – perceived sensation

I-intensity stimuli

