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Appendix A

Guidelines used in the design process

This appendix summarises the guidelines that were implemented or considered in the design process. These guidelines are also presented in Chapter 2. Furthermore, how these guidelines are represented in the prototype, see Chapter 4, Appendix B, and Appendix C.

- Narrative guidelines:
 - Reader-driven narrative [30],
 - Linking text with symbols in a horizontal layout [50].
 - When highlighting, use the feature dimension that is used the least in other parts of the design [5].
- STC techniques:
 - Animated time cutting [7],
 - Discrete time juxtaposing [7],
 - Interactive time cutting [7],
 - Repeated drilling [7], and
 - Space flattening [7].
- Glyph and symbol design:
 - Use position on a scale for greater accuracy [8],
 - Use length coding instead of area coding for greater accuracy [8],
 - Use a 2D representations instead of a 3D representation for avoiding occlusion and promoting accuracy [1],