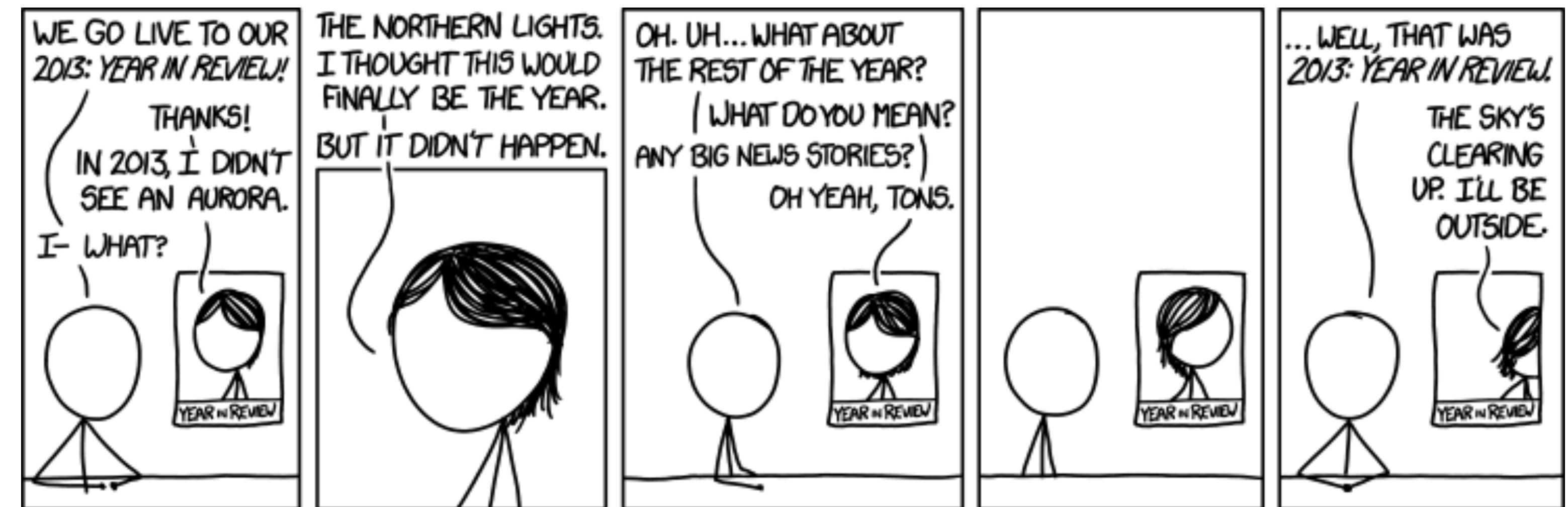


CS-5630 / CS-6630 Visualization

Best Projects, Review

Alexander Lex
alex@sci.utah.edu



Best Projects

The Process

Each TA nominates 4-5 of her/his projects

All TAs meet, watch all videos, play with all tools, and discuss which ones get a nomination

Top two:

Each TA casts a votes towards his favorite two projects

The Results

A first and a second place!

Chocolate for everyone + 120% of points

4 Runner-Ups

110% of points

For all: listed in “Hall of Fame” on website

The Runner-Ups

In no particular Order

IUCN Red List

Dart Risley, Jadon Wagstaff

https://jadonwagstaff.github.io/big_data/visualization.html

<https://www.youtube.com/watch?v=YnMnD4rHfDQ>

IAEA Reactors

Lucas Albright, Brittney Saenz, Brandon Kim

<https://brandon2016.github.io/reactor.html>

<https://www.youtube.com/watch?v=A1galqxqT1M>

Theme Park Queue Times

Tyler Jones, Spencer Purves

<http://chromoquark.github.io/Queue-Time-Visualization>

<https://www.youtube.com/embed/3faDHiHk3qw>

Insights in European League Soccer Transfers

Jiani Lin, Yi Ou

www.eng.utah.edu/~jianil/src/chord.html

<https://www.youtube.com/watch?v=9Gq-jRlakQw>

#2

840 Jobs

Matt Schroeder

<https://matthewschroeder.github.io/840Jobs/840Jobs.html>

https://www.youtube.com/watch?v=6owZNmu_kL8

#1

NBAstatsVIS

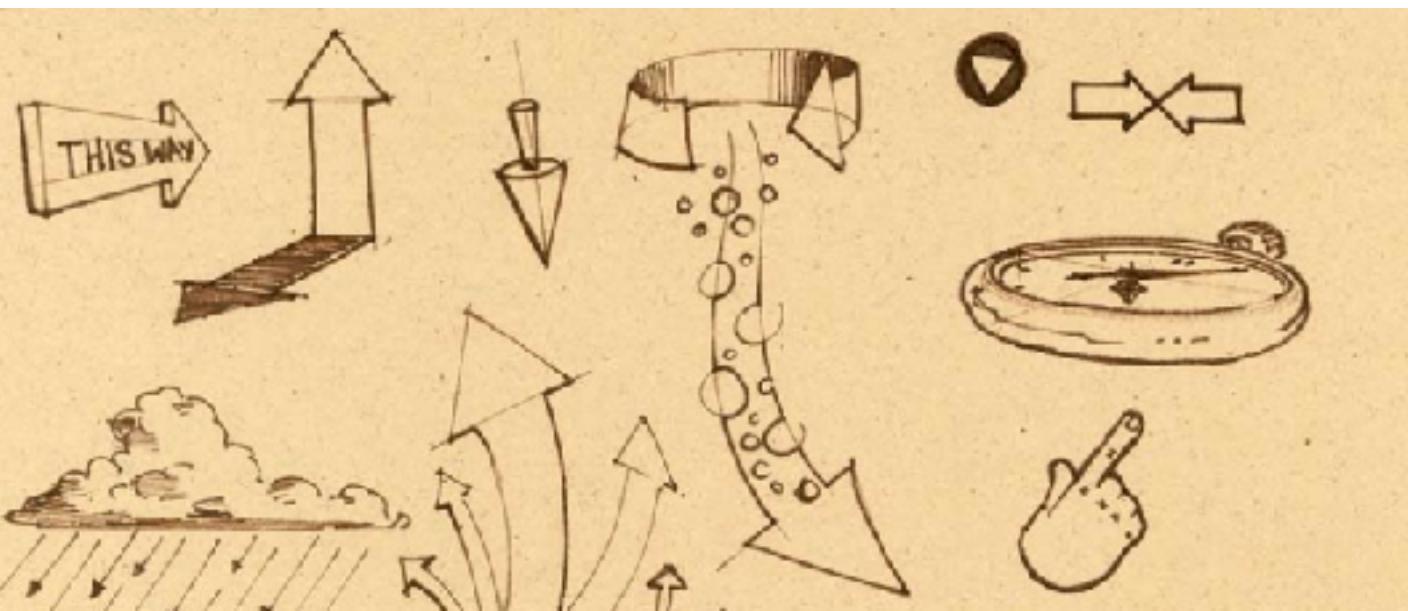
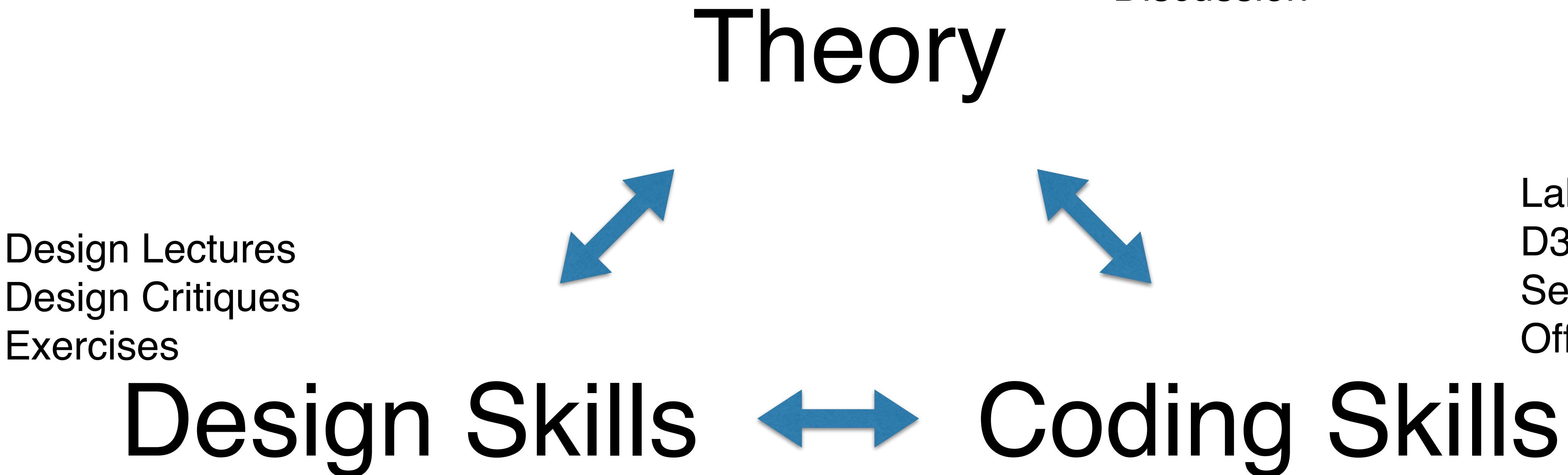
Qiuhua Sheng, Mengjiao Han, Qi Wu

<https://www.youtube.com/watch?v=2Sve10FzTQg>

<https://wilsoncernwq.github.io/NBAstatsVIS/>

Recap

Course Components



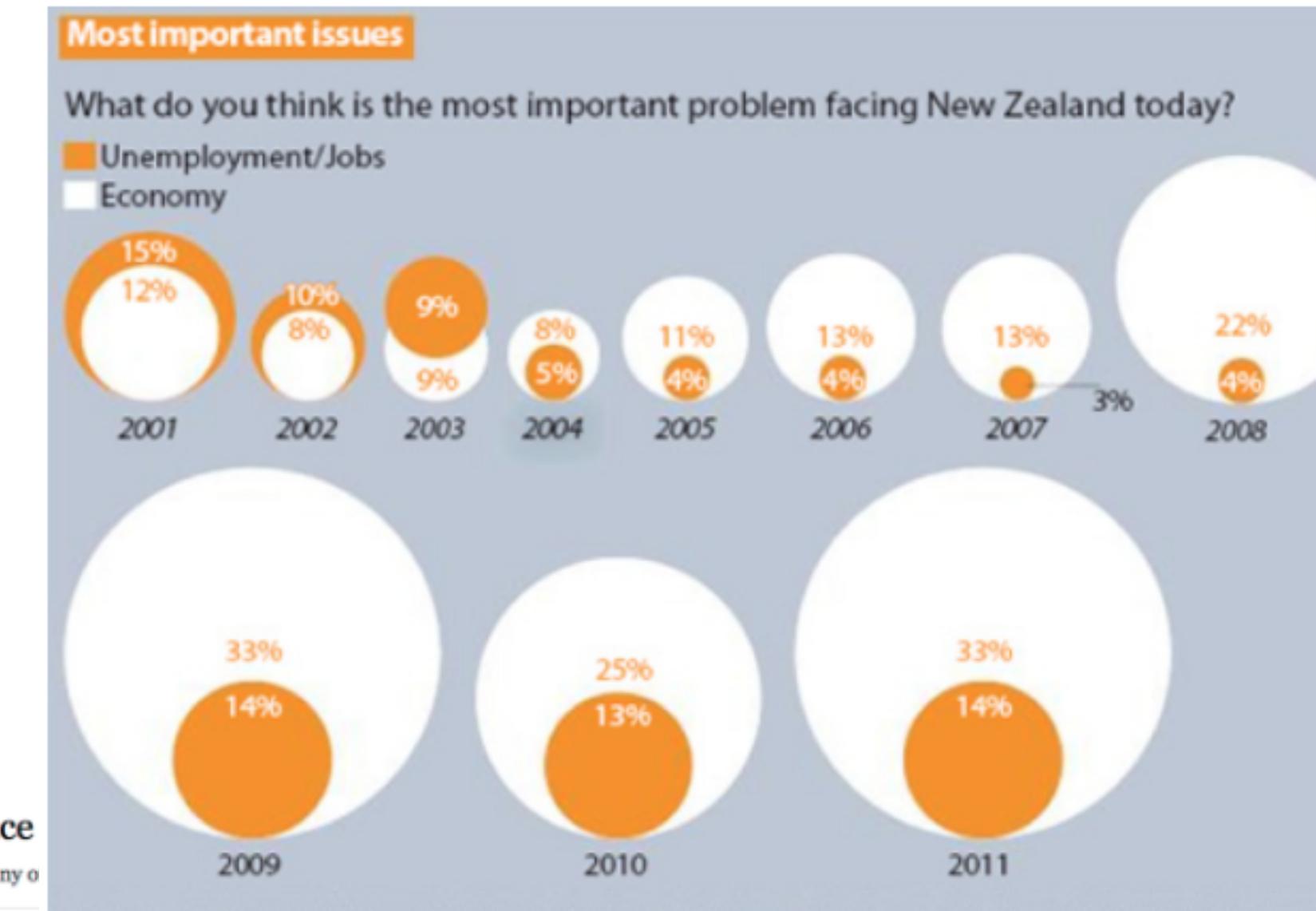
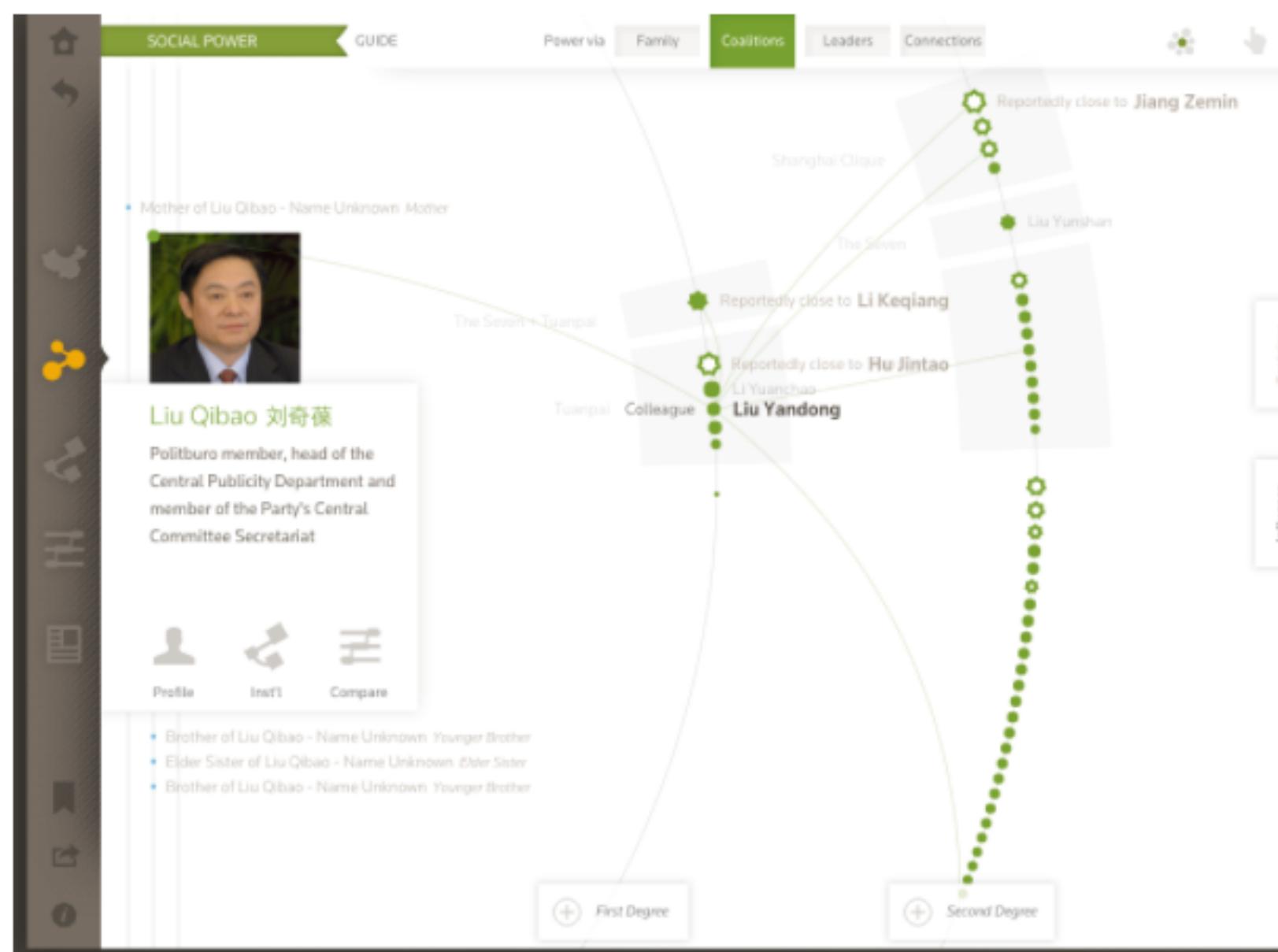
```
<!DOCTYPE html>
<meta charset="utf-8">
<style>

text {
  font: 10px sans-serif;
}

</style>
<body>
<script src="http://d3js.org/d3.v3.min.js"></script>
<script>
```

What is a good visualization?

Design Critiques and Redesigns



Programming

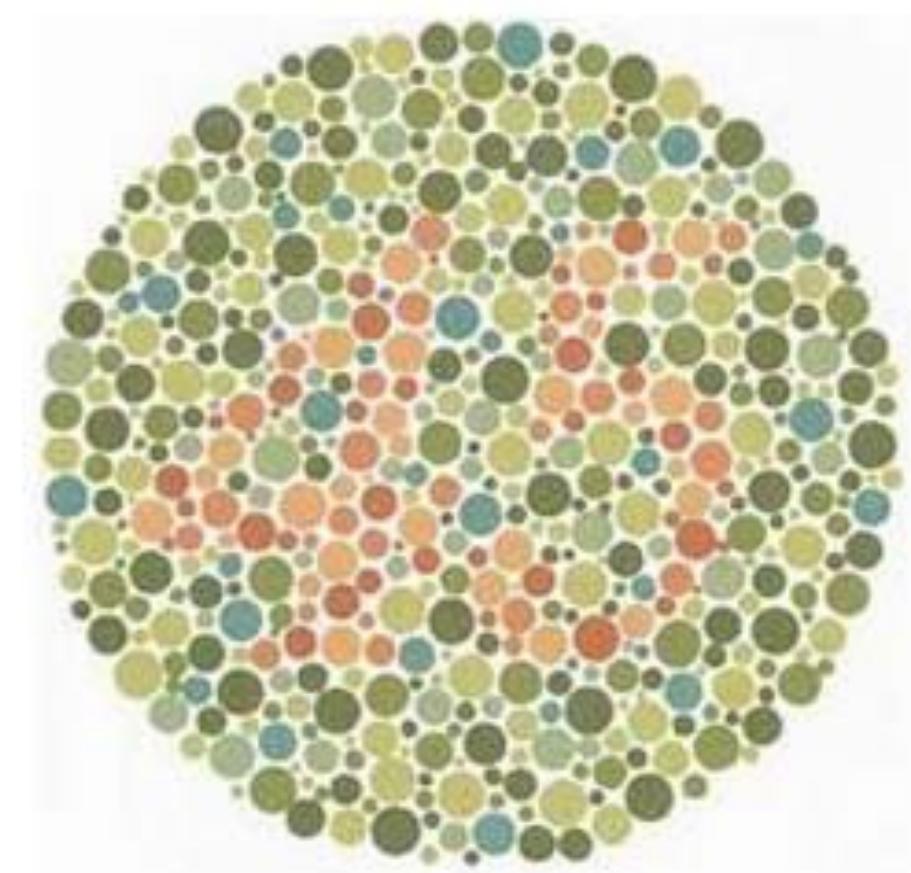
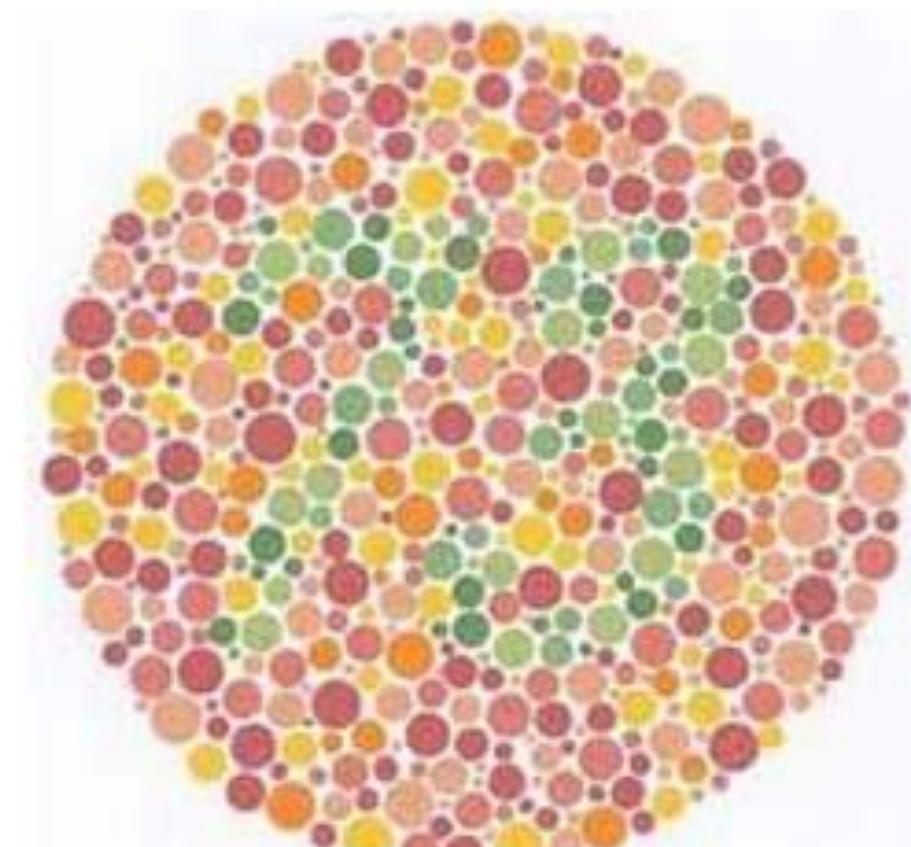
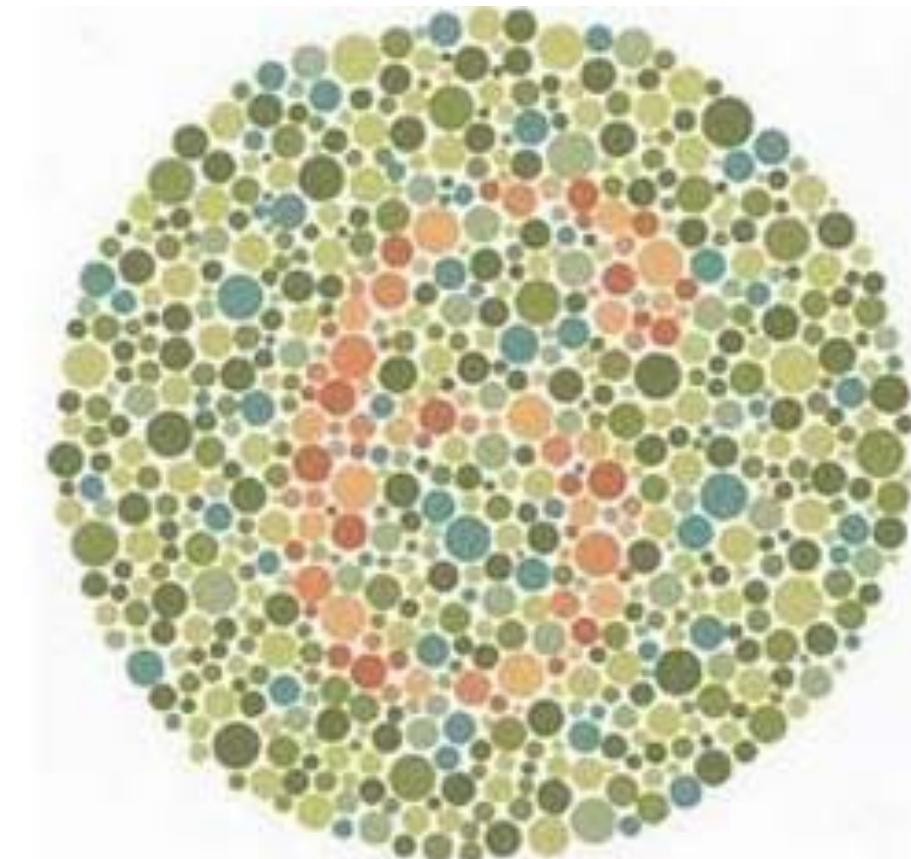
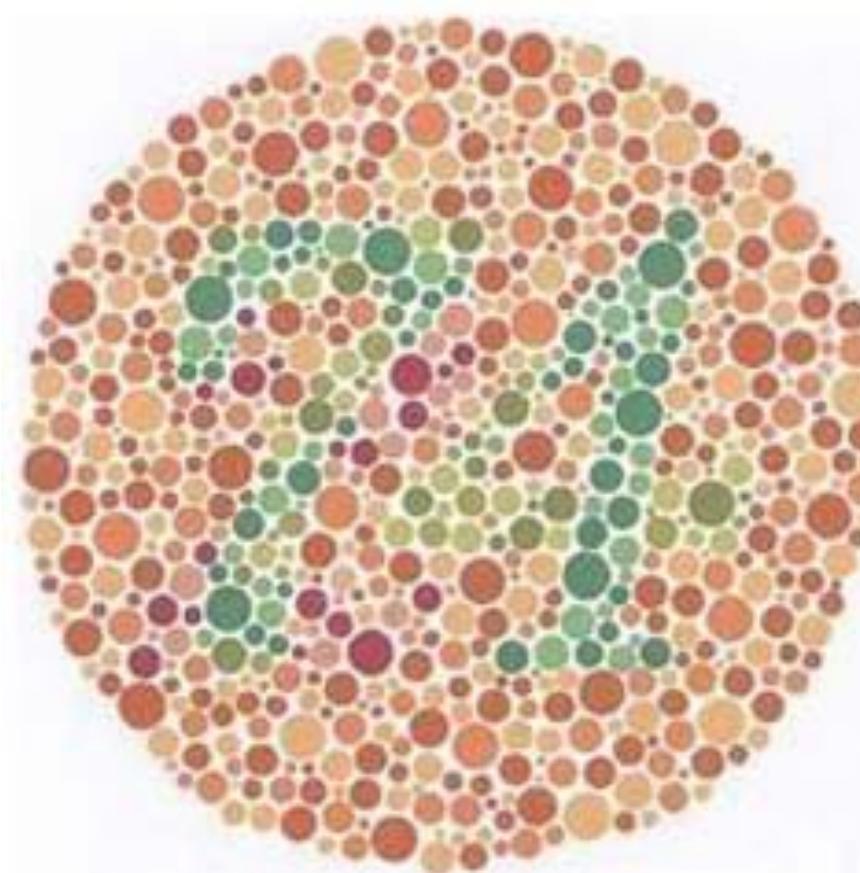
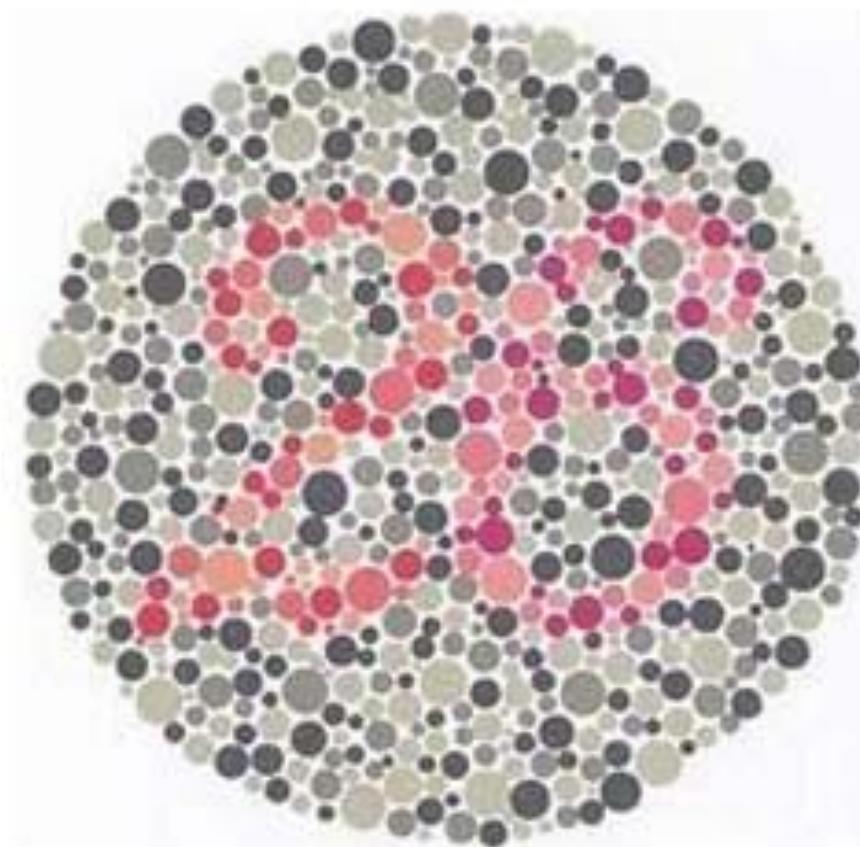
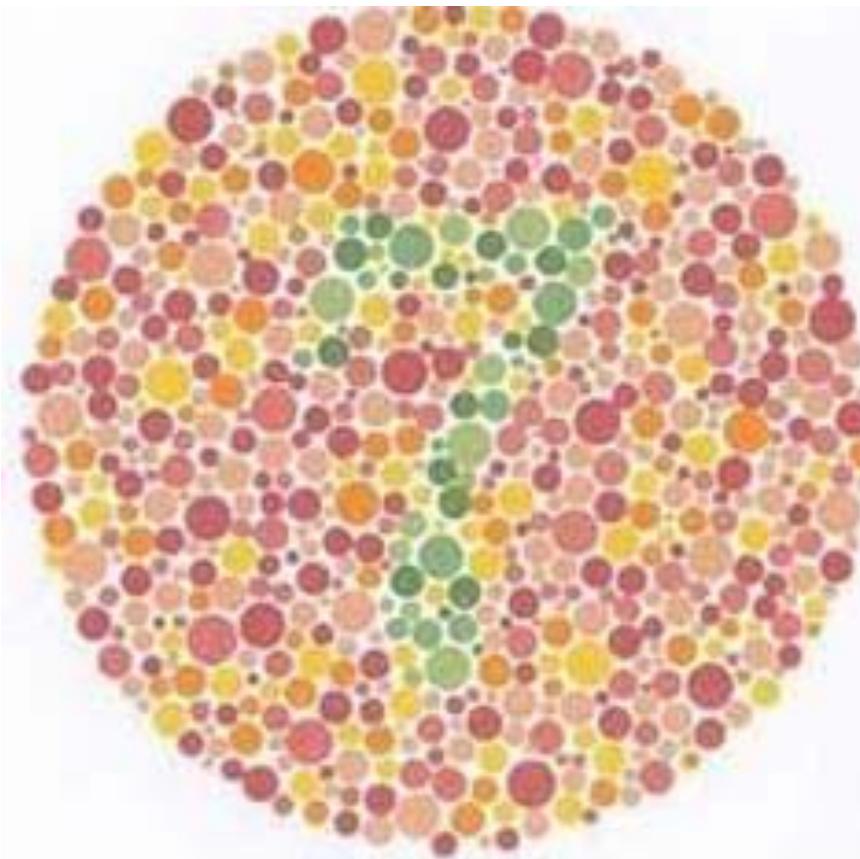
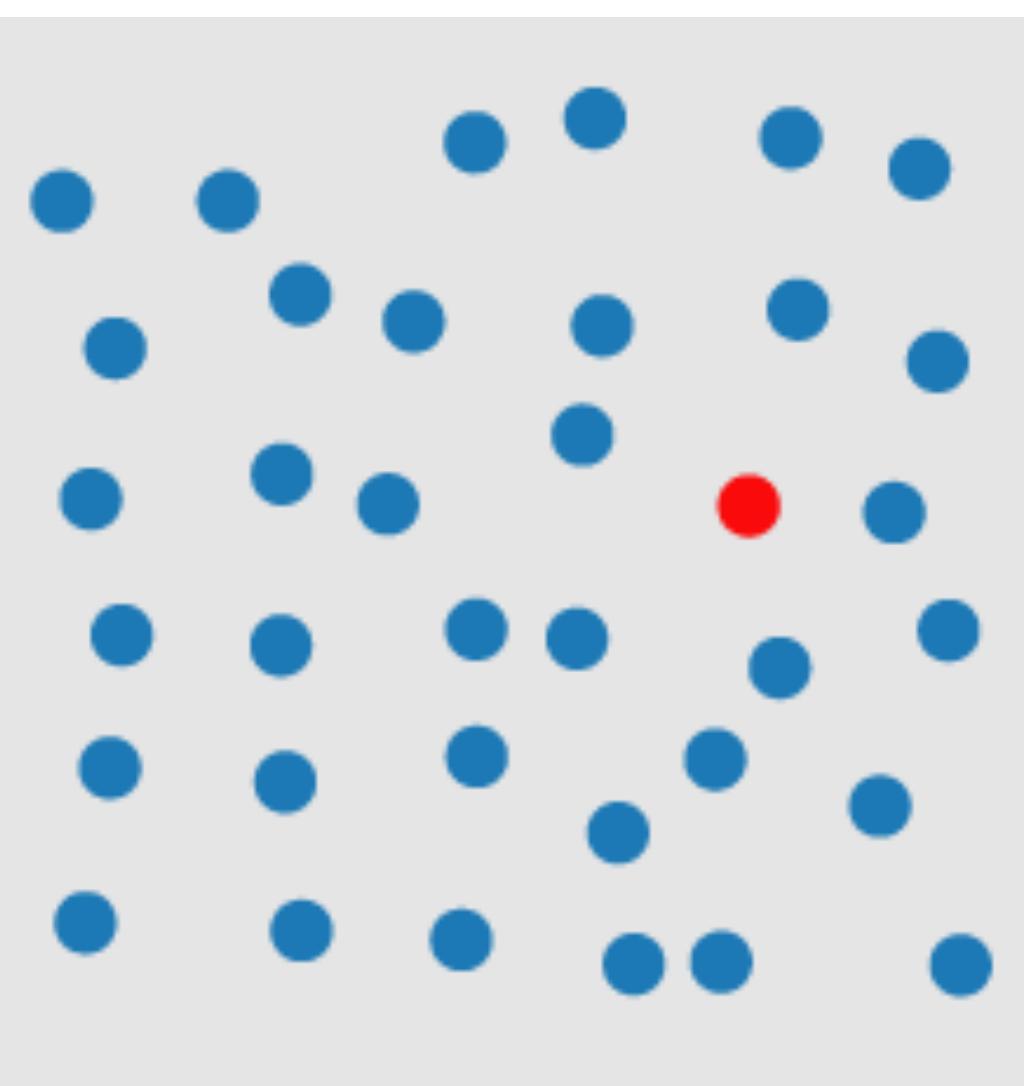
HTML



DD Data-Driven Documents



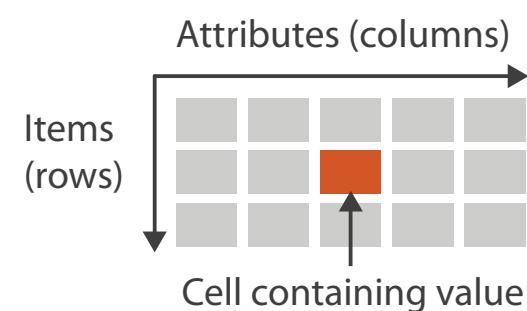
Perception



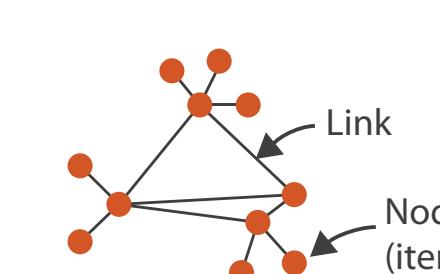
Data, Marks & Channels

Dataset Types

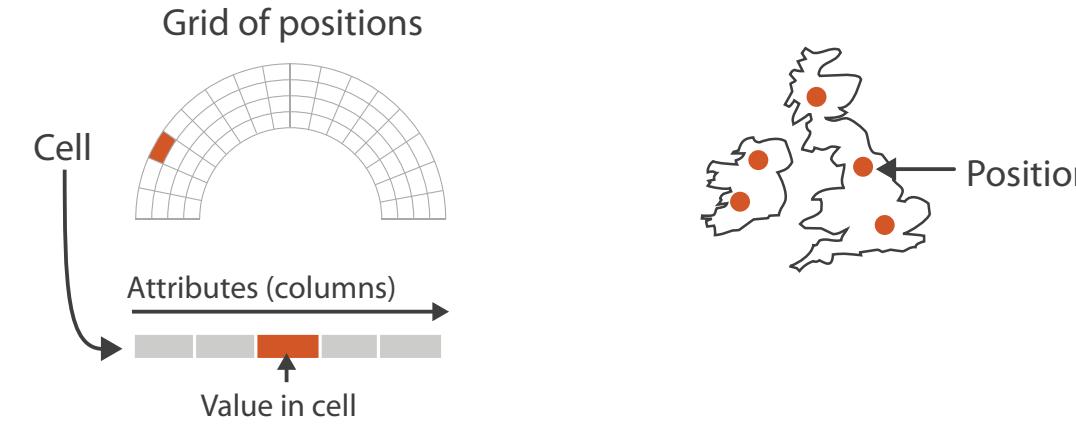
→ Tables



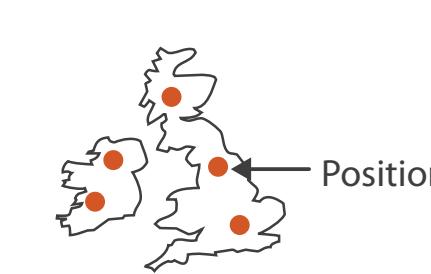
→ Networks



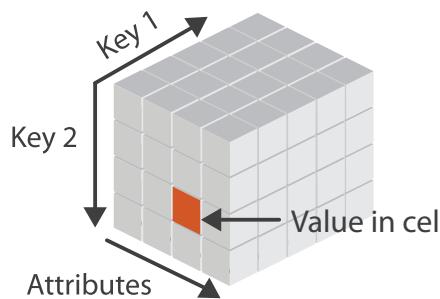
→ Fields (Continuous)



→ Geometry (Spatial)



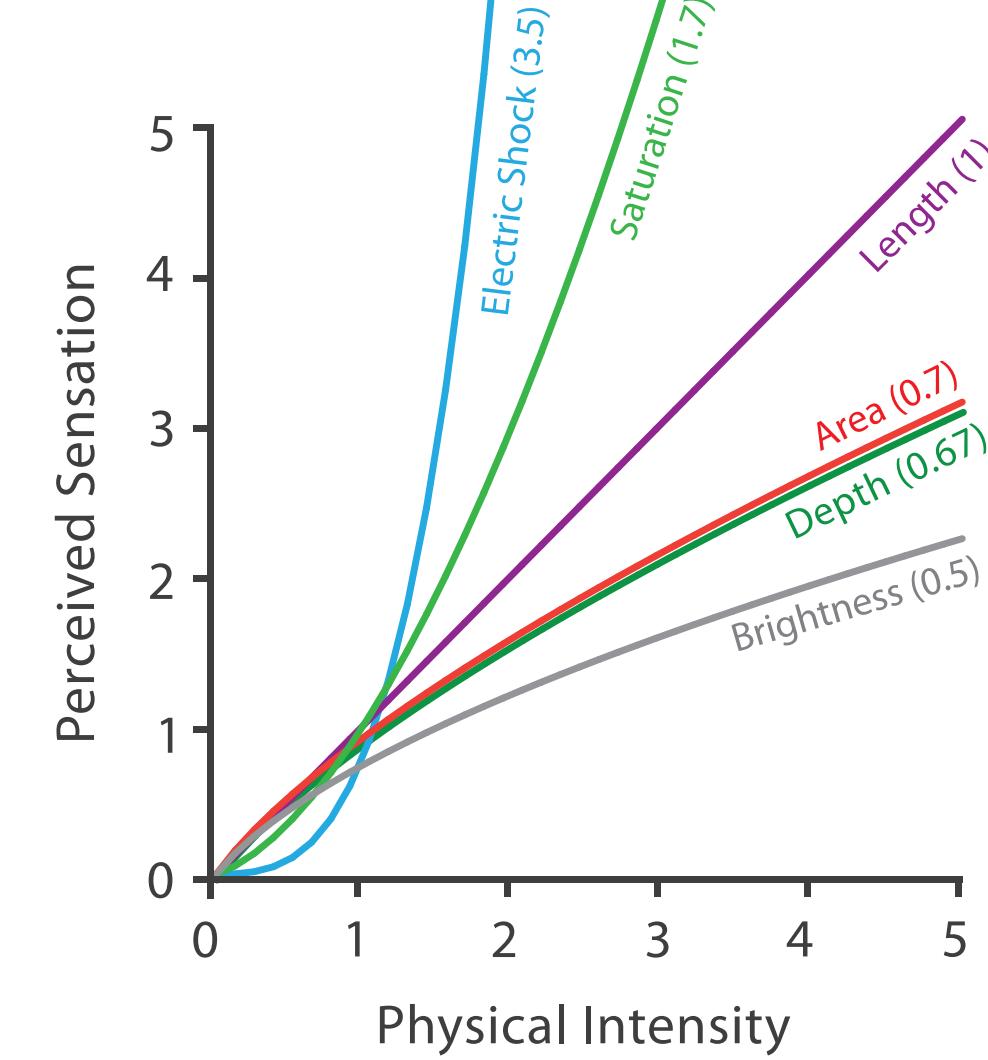
→ Multidimensional Table



→ Trees



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



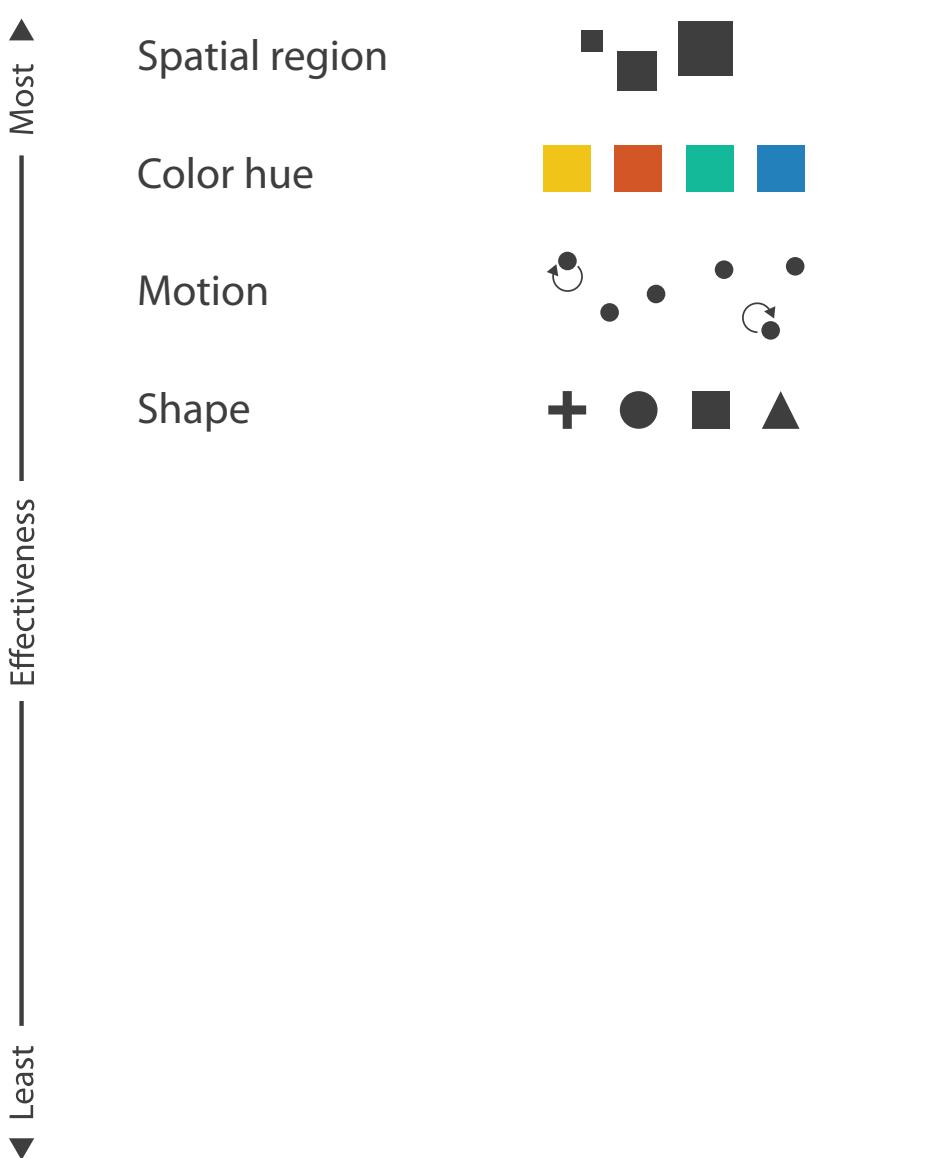
Channels: Expressiveness Types and Effectiveness Ranks

⇒ Magnitude Channels: Ordered Attributes

- Position on common scale
- Position on unaligned scale
- Length (1D size)
- Tilt/angle
- Area (2D size)
- Depth (3D position)
- Color luminance
- Color saturation
- Curvature
- Volume (3D size)

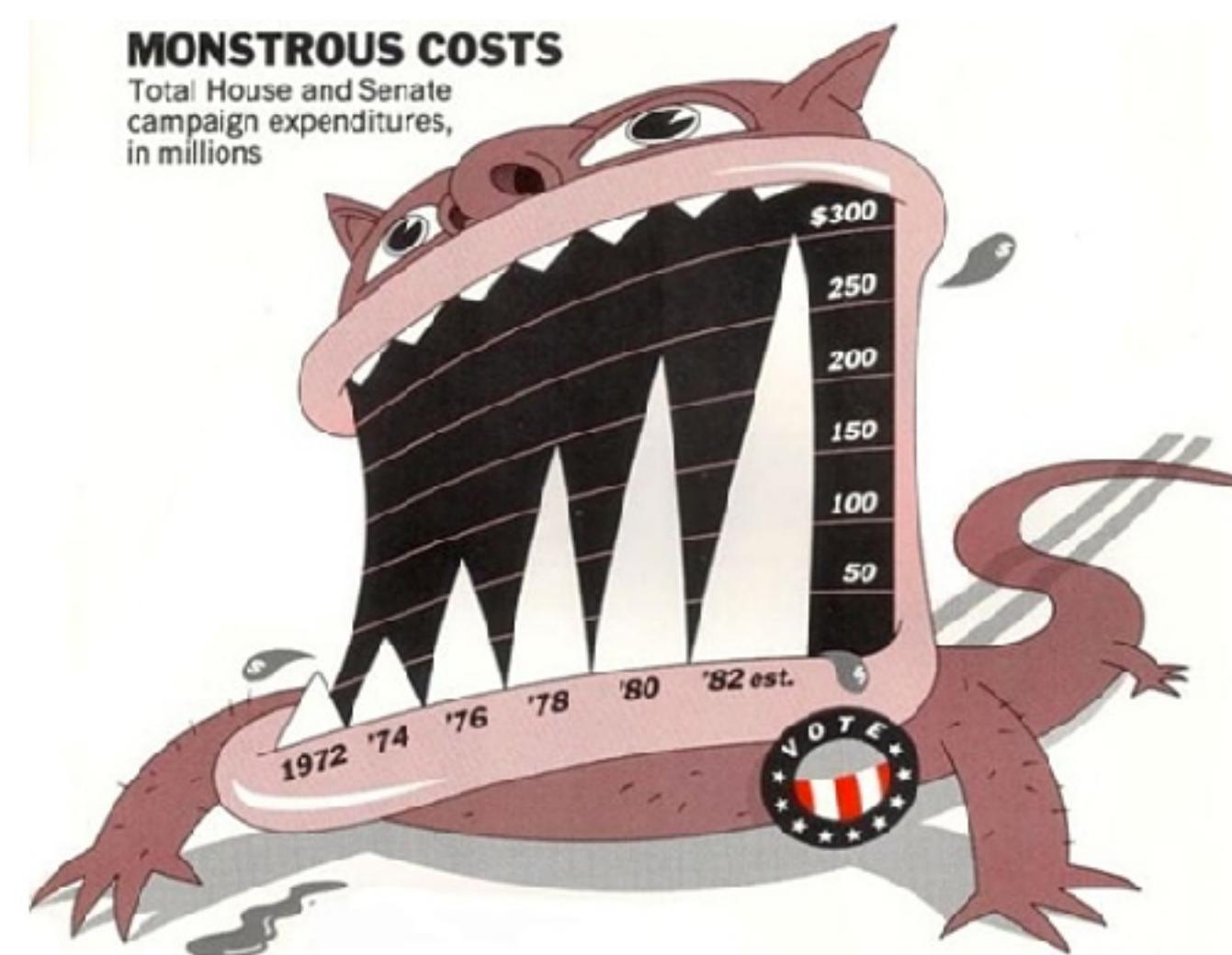
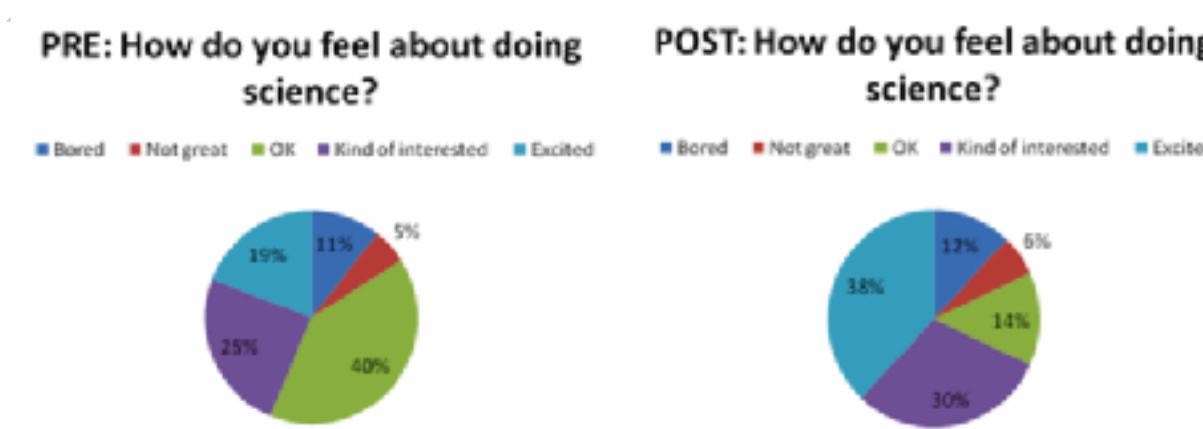
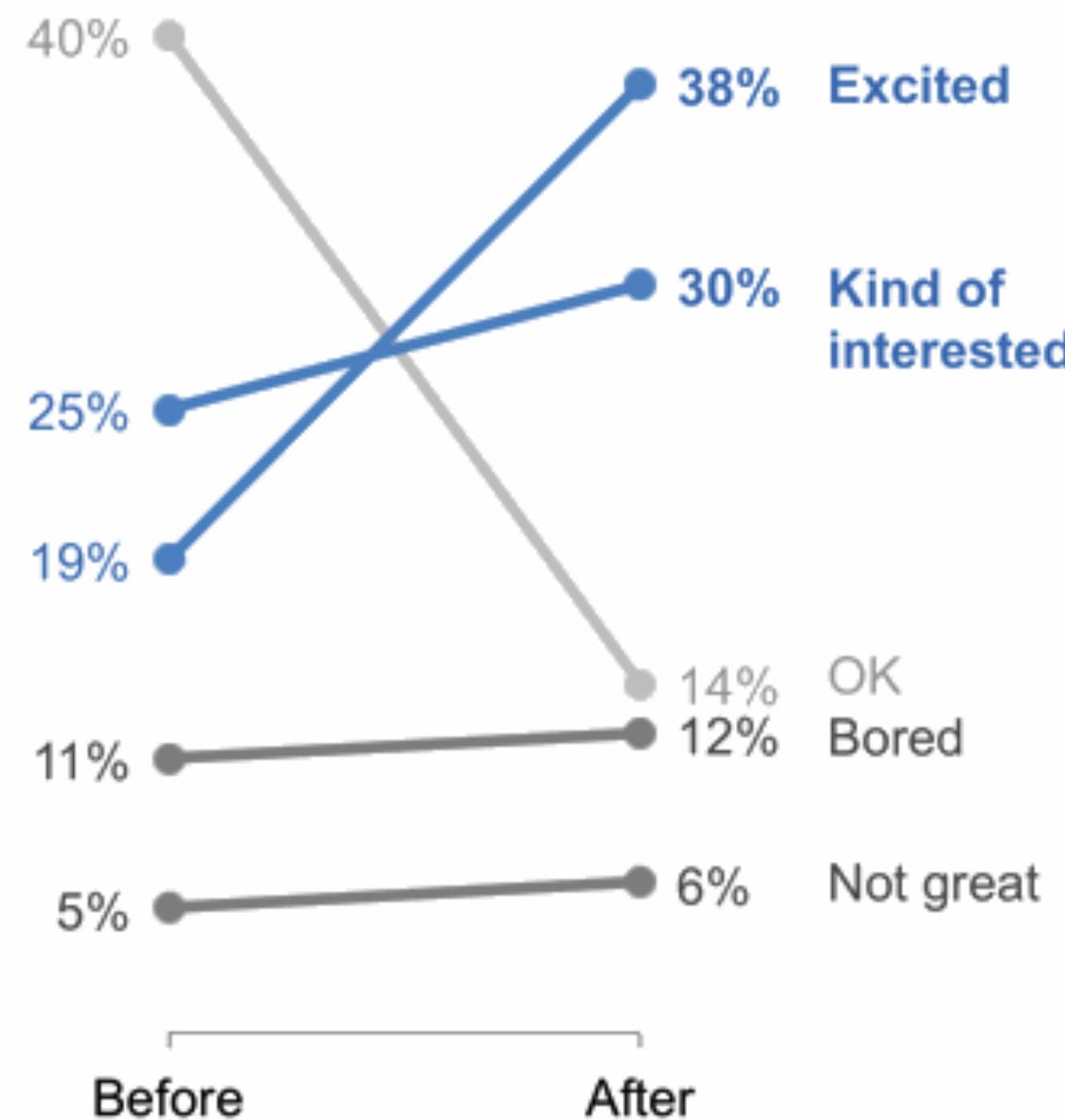
⇒ Identity Channels: Categorical Attributes

- Spatial region
- Color hue
- Motion
- Shape



Design Guidelines

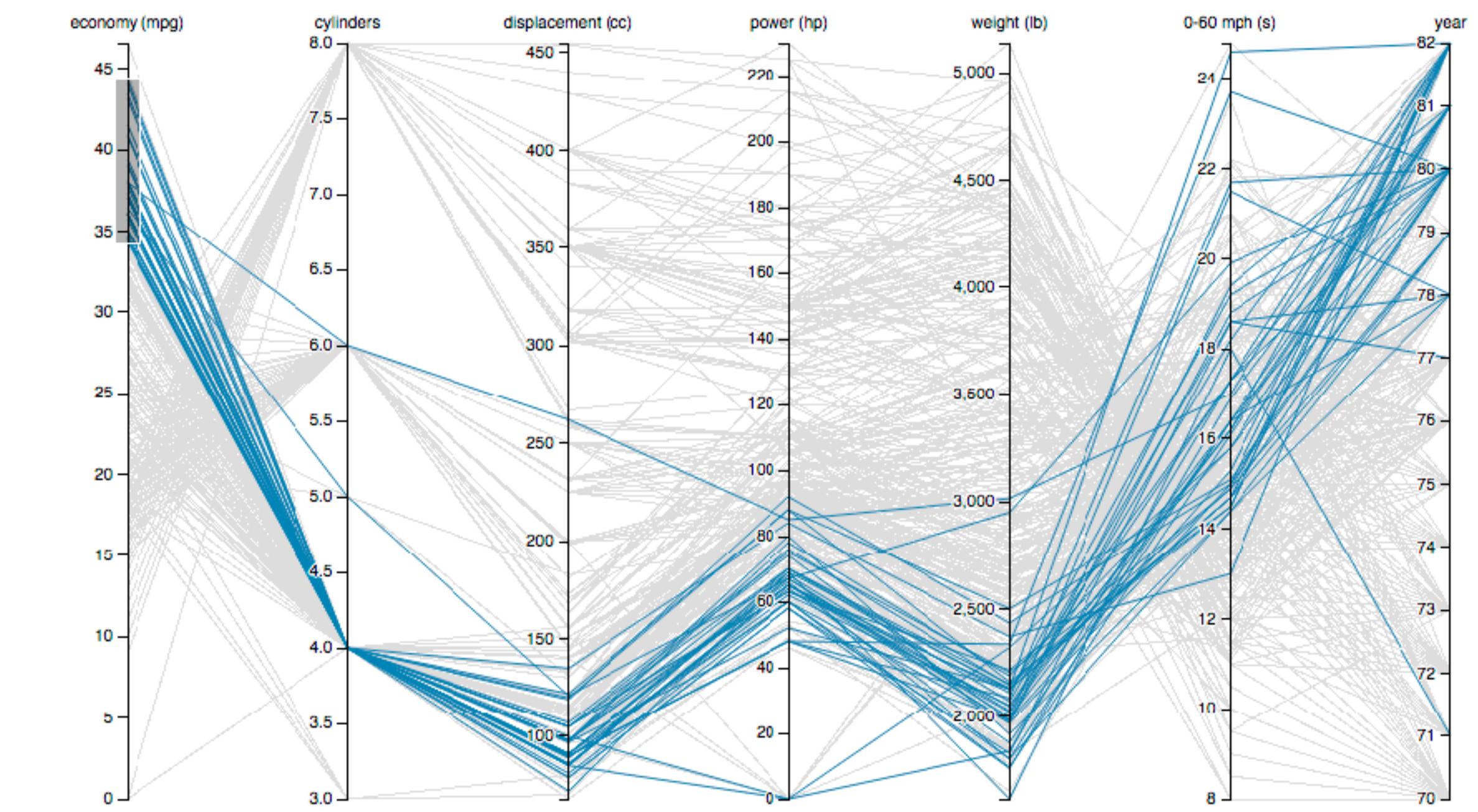
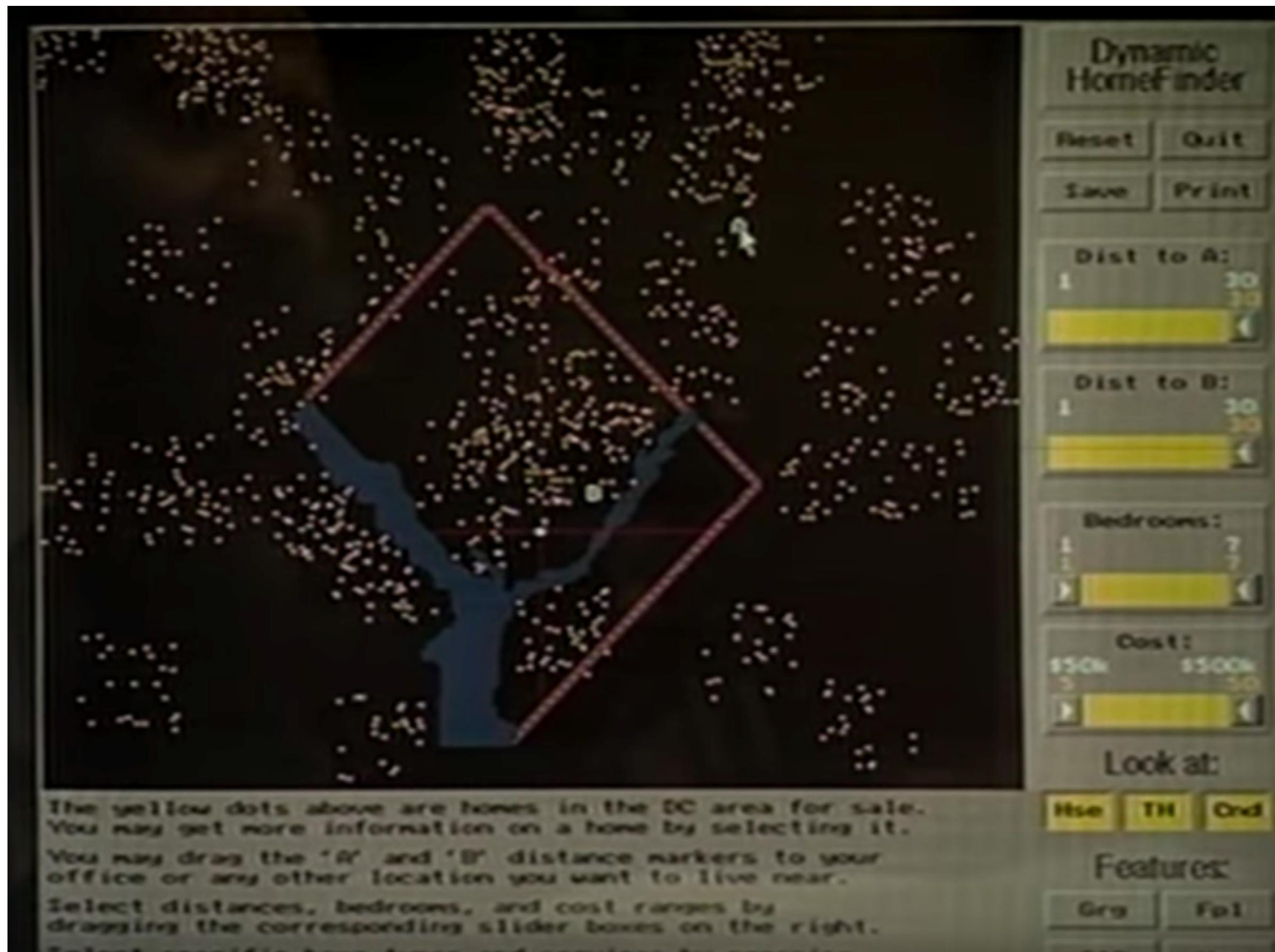
How do you feel about science?



Convictions in England and Wales for class A drug supply.



Interaction



MidTerm Relevant

Views

Multiple Views

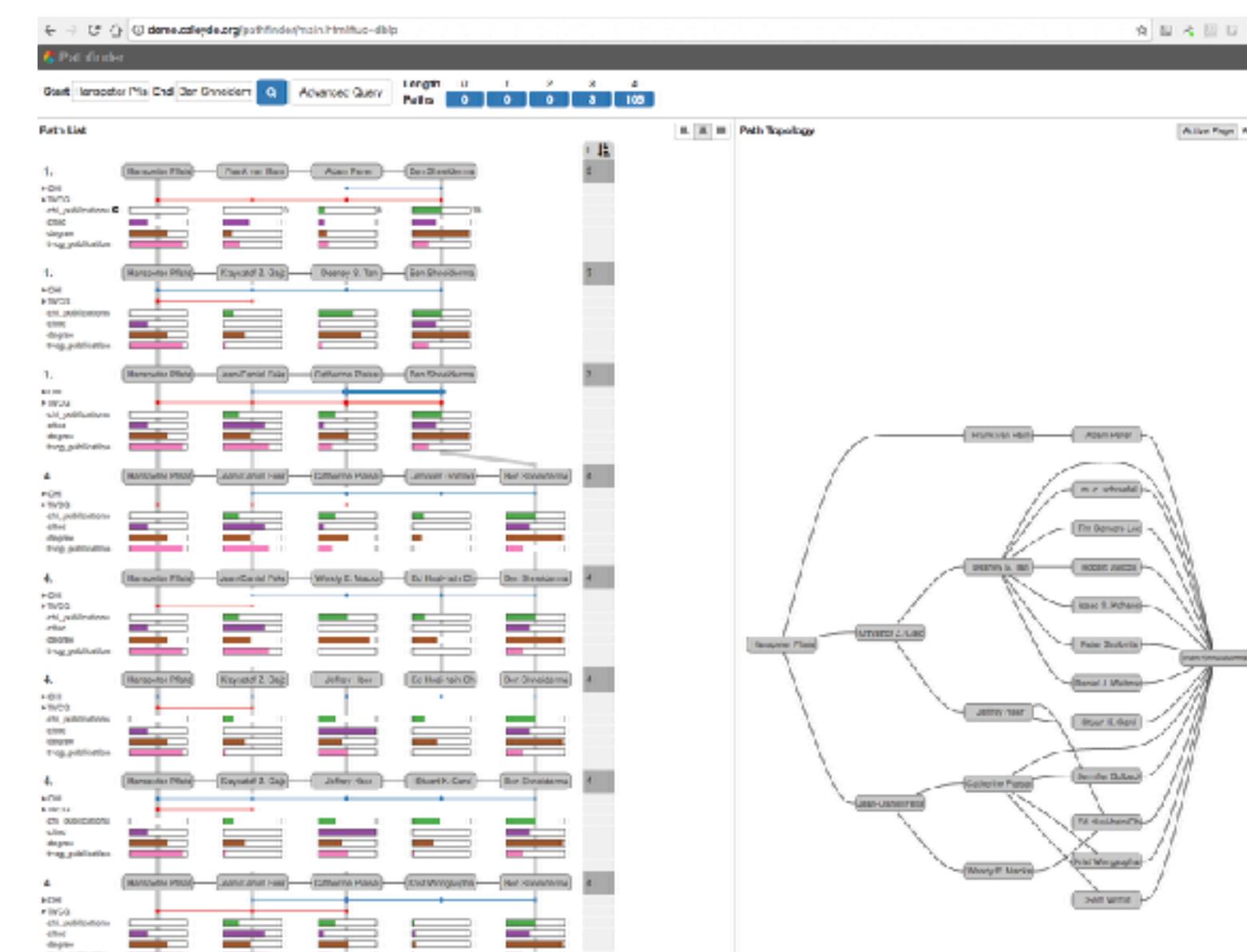
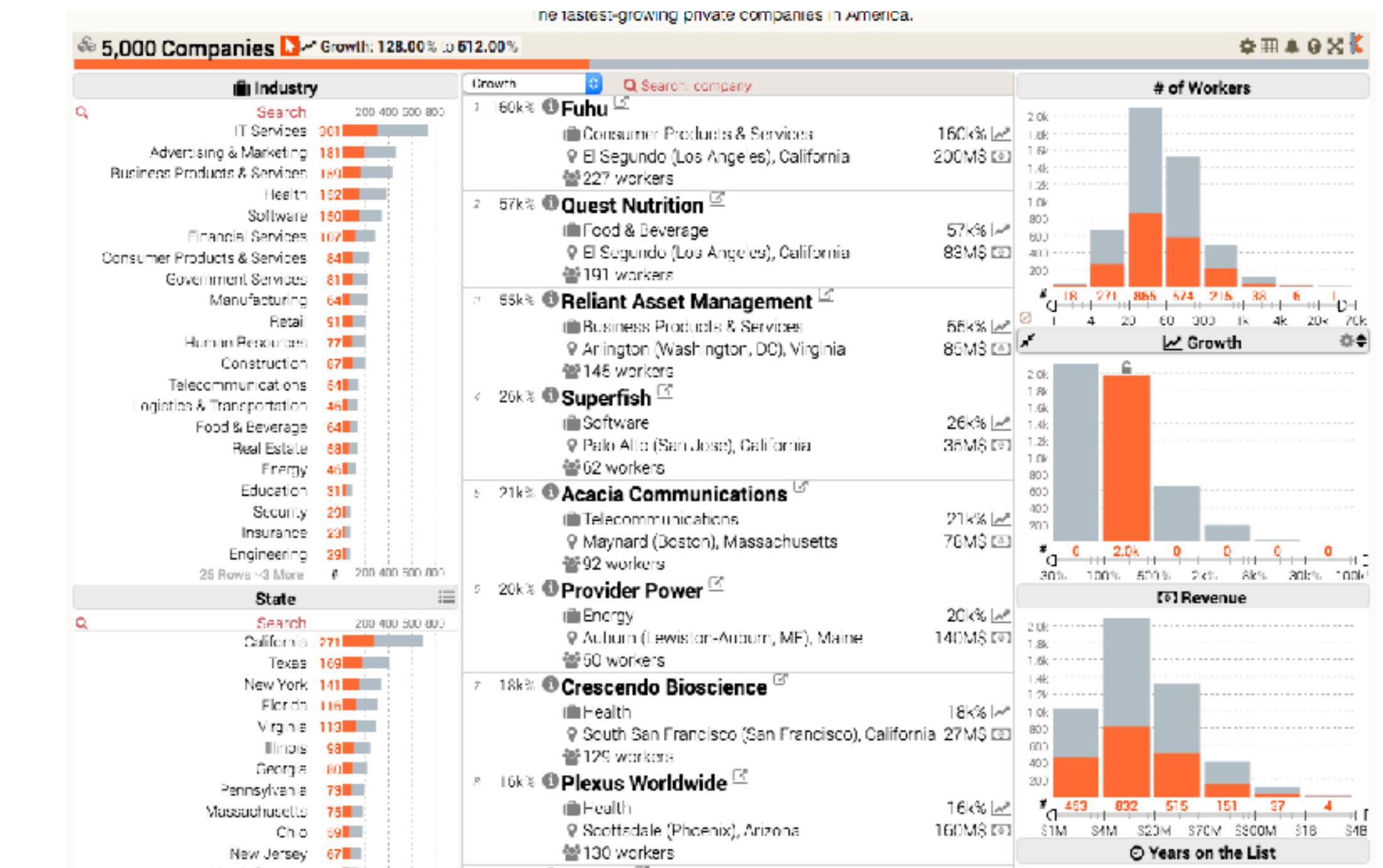
Linked Highlighting

Same Data Different View

Different Data

Small Multiples

Partitioning

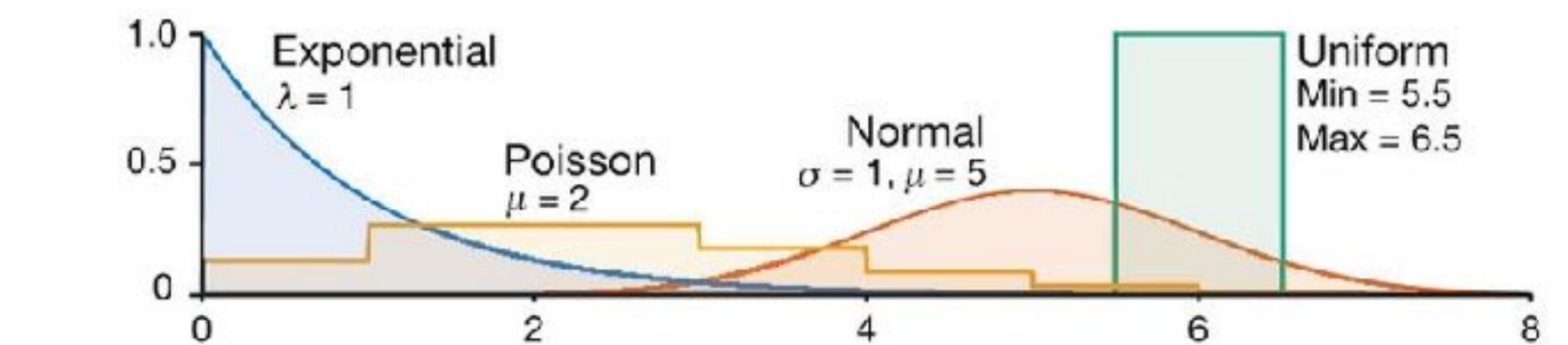
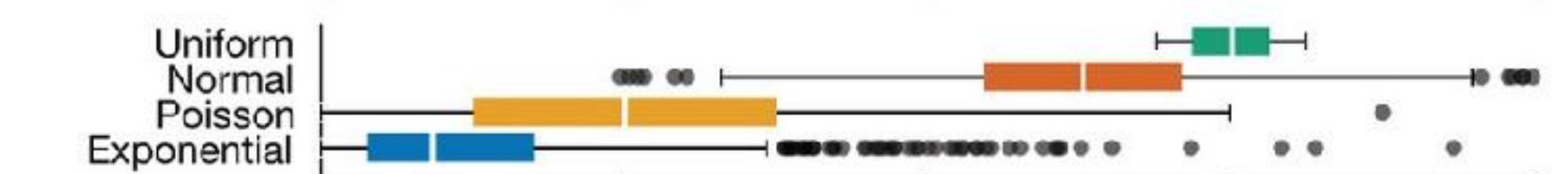
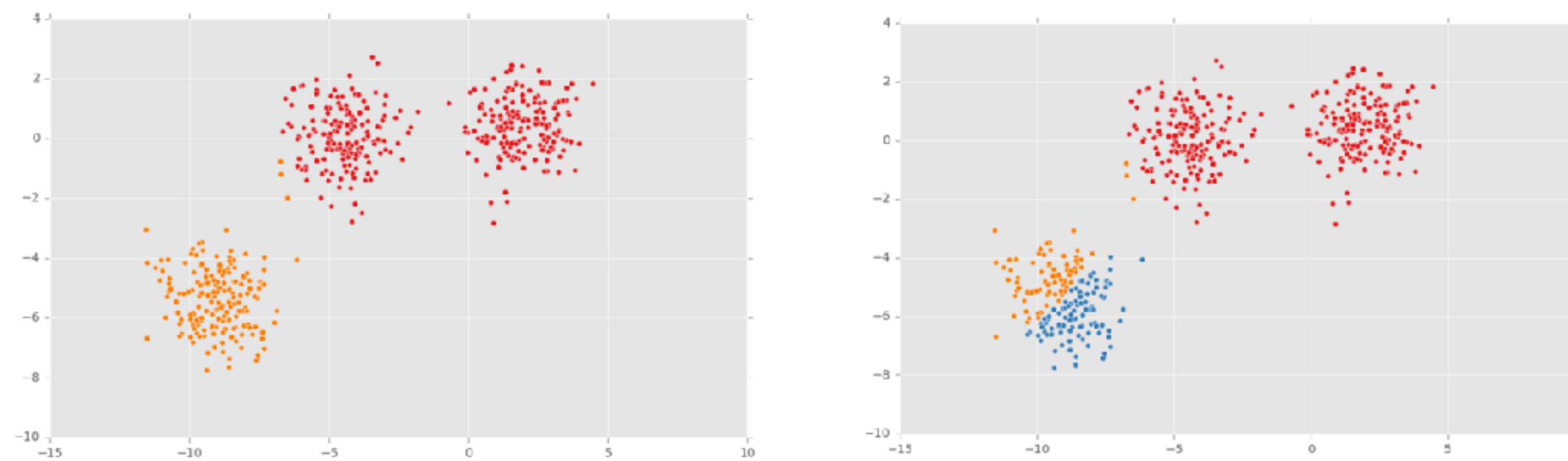
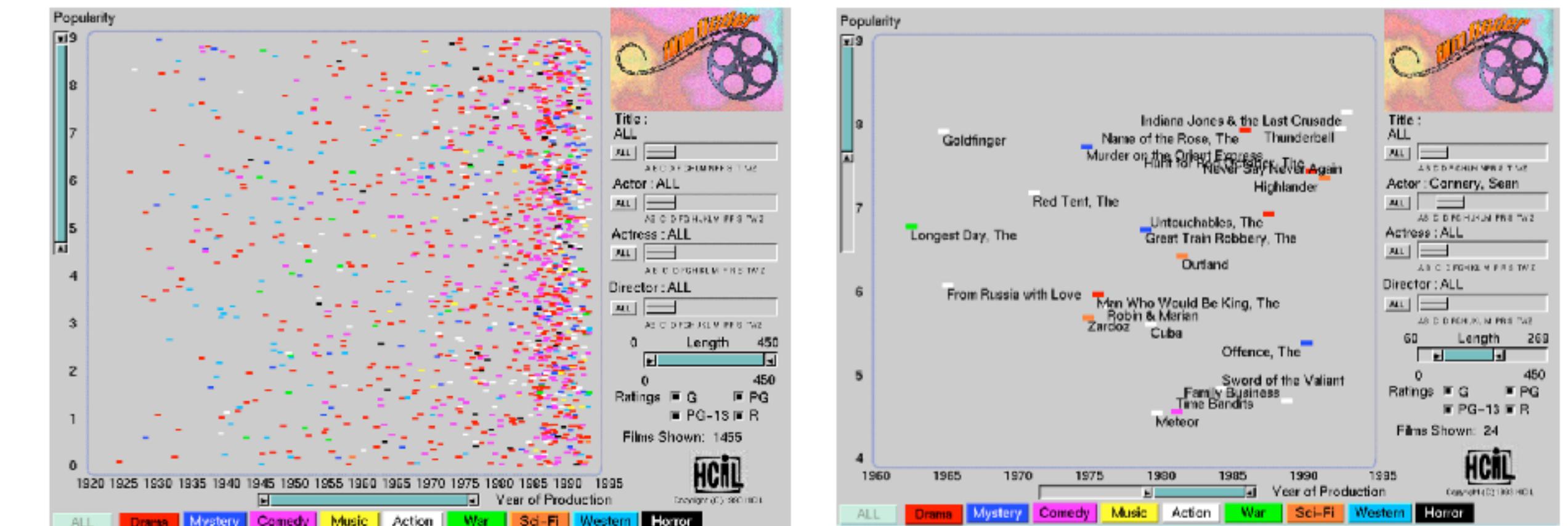


Filter & Aggregate

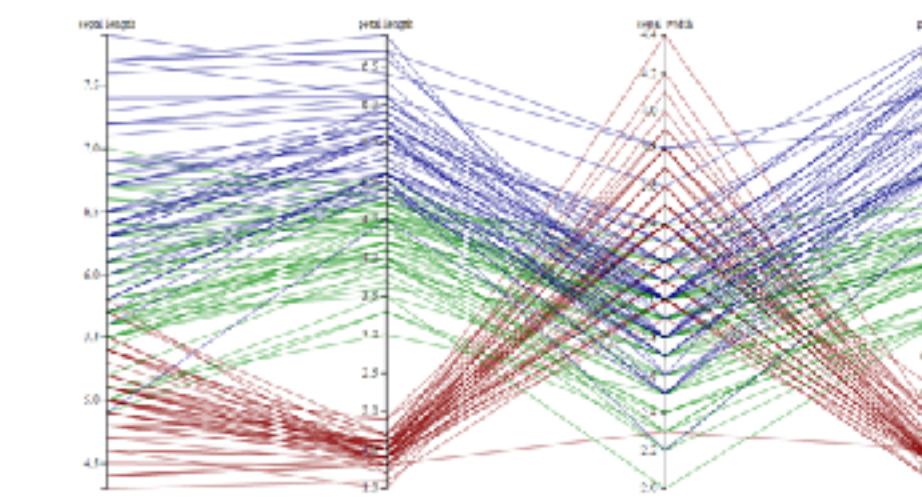
Eliminate Uninteresting Items

Group similar items

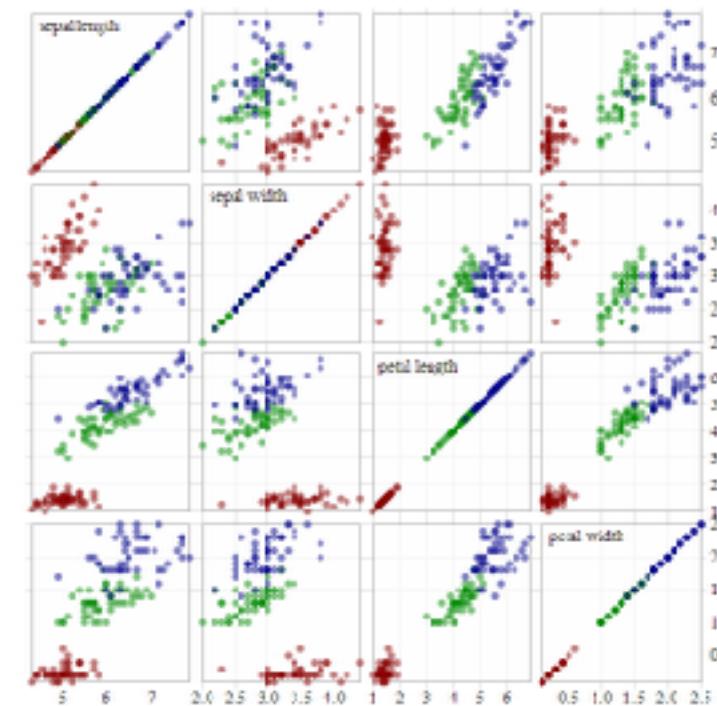
Clustering



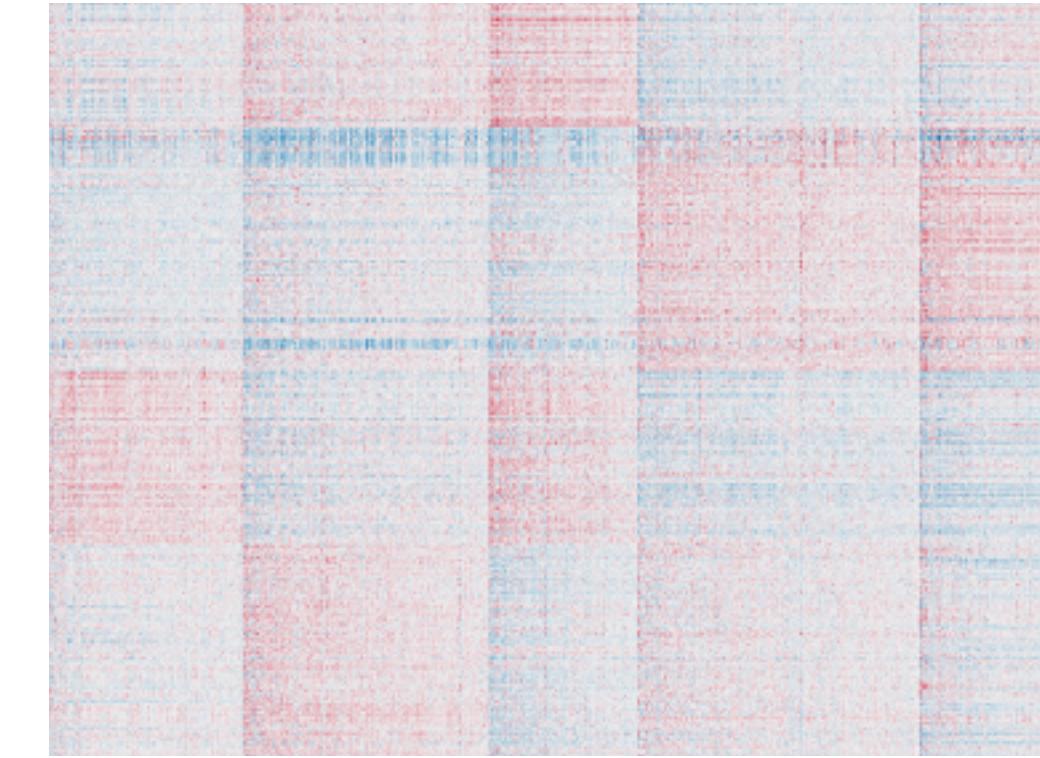
Tables



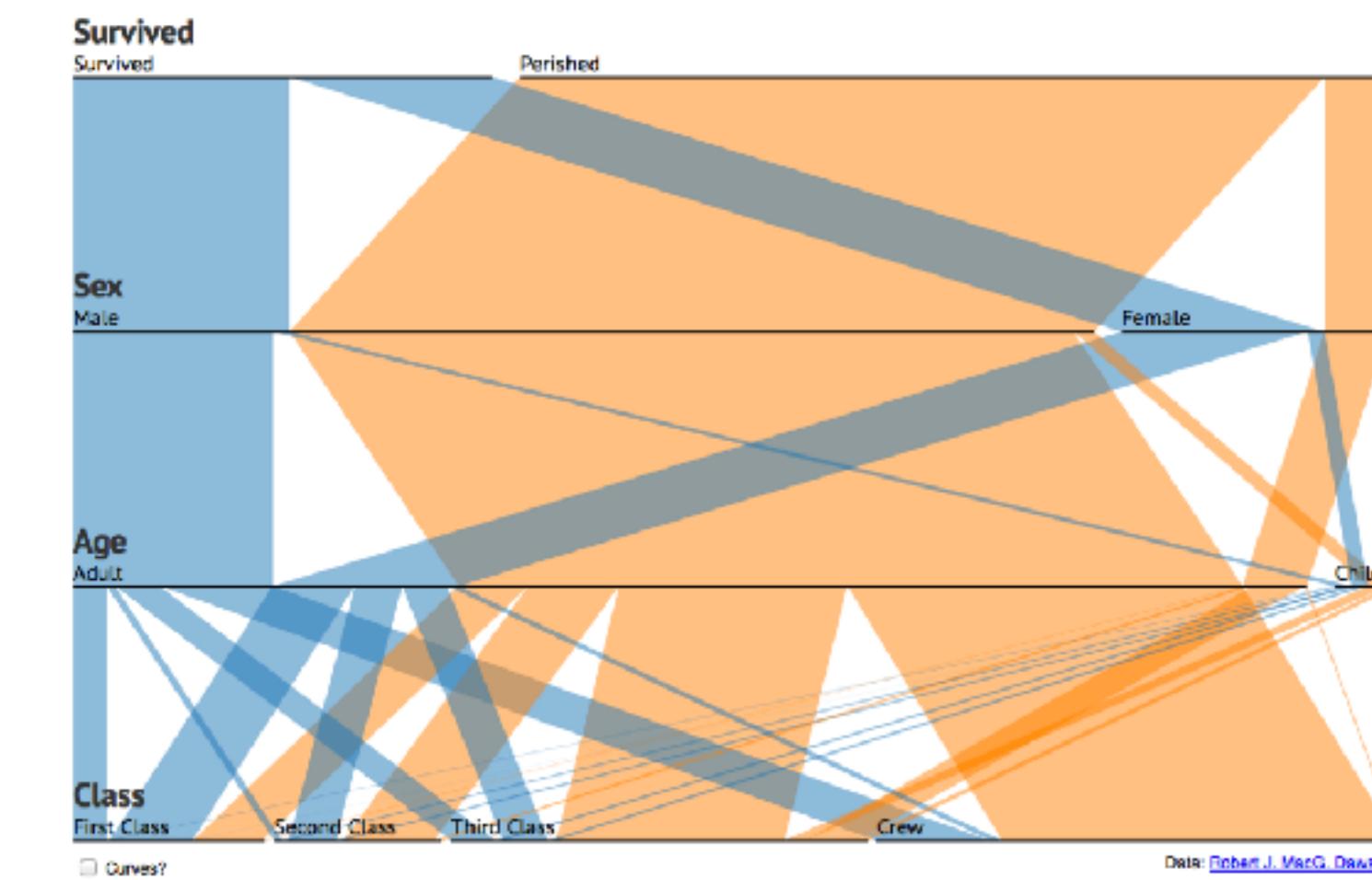
Parallel Coordinates
[Bostock]



Scatterplot Matrices
[Bostock]



**Pixel-based visualizations /
heat maps**

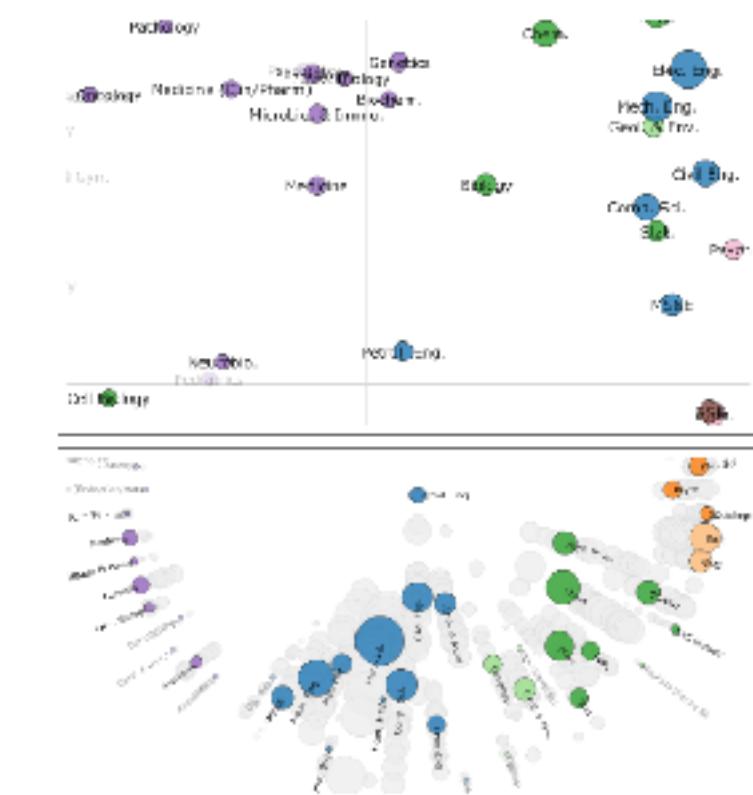


Parallel Sets

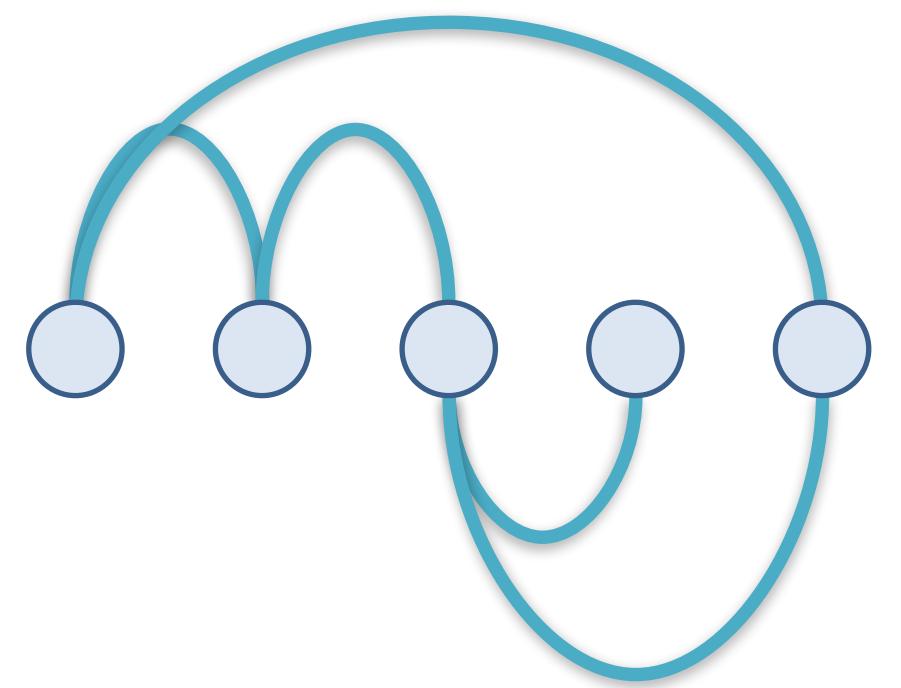
A visualisation technique for multidimensional categorical data.



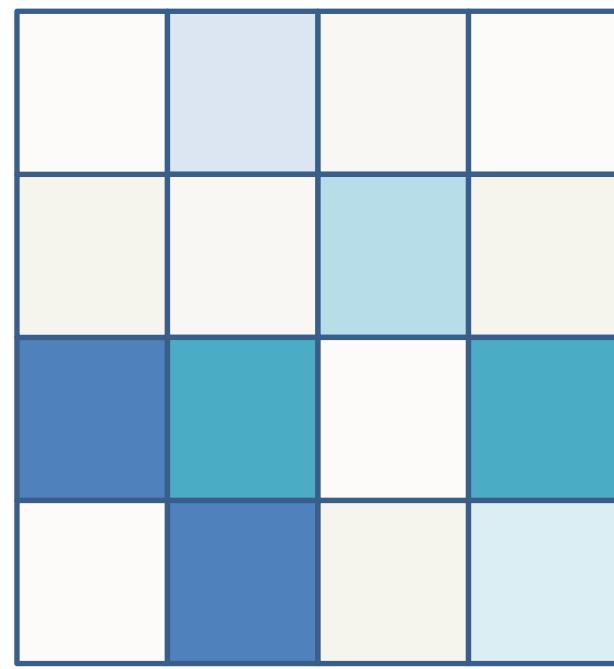
Multidimensional Scaling
[Doerk 2011]



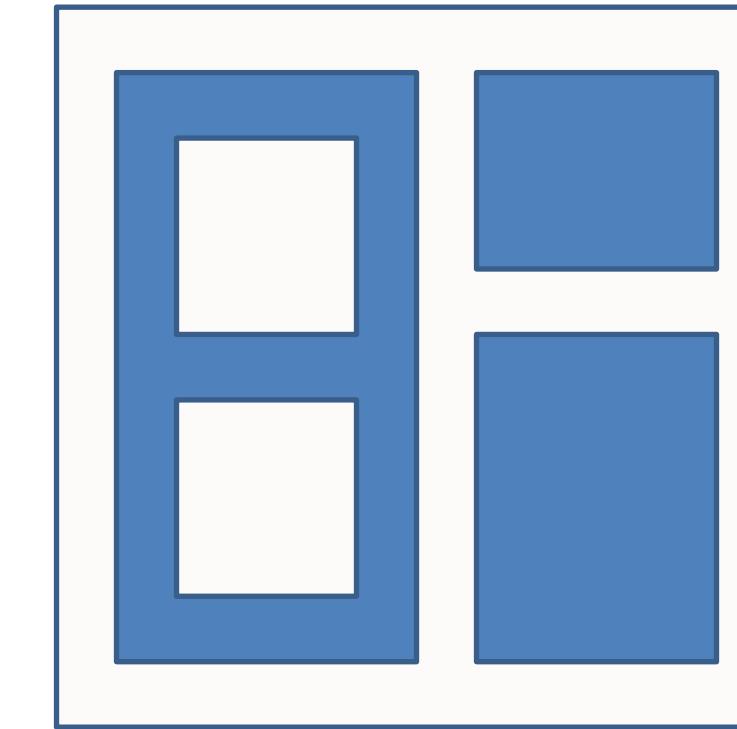
Graphs



Explicit
(Node-Link)

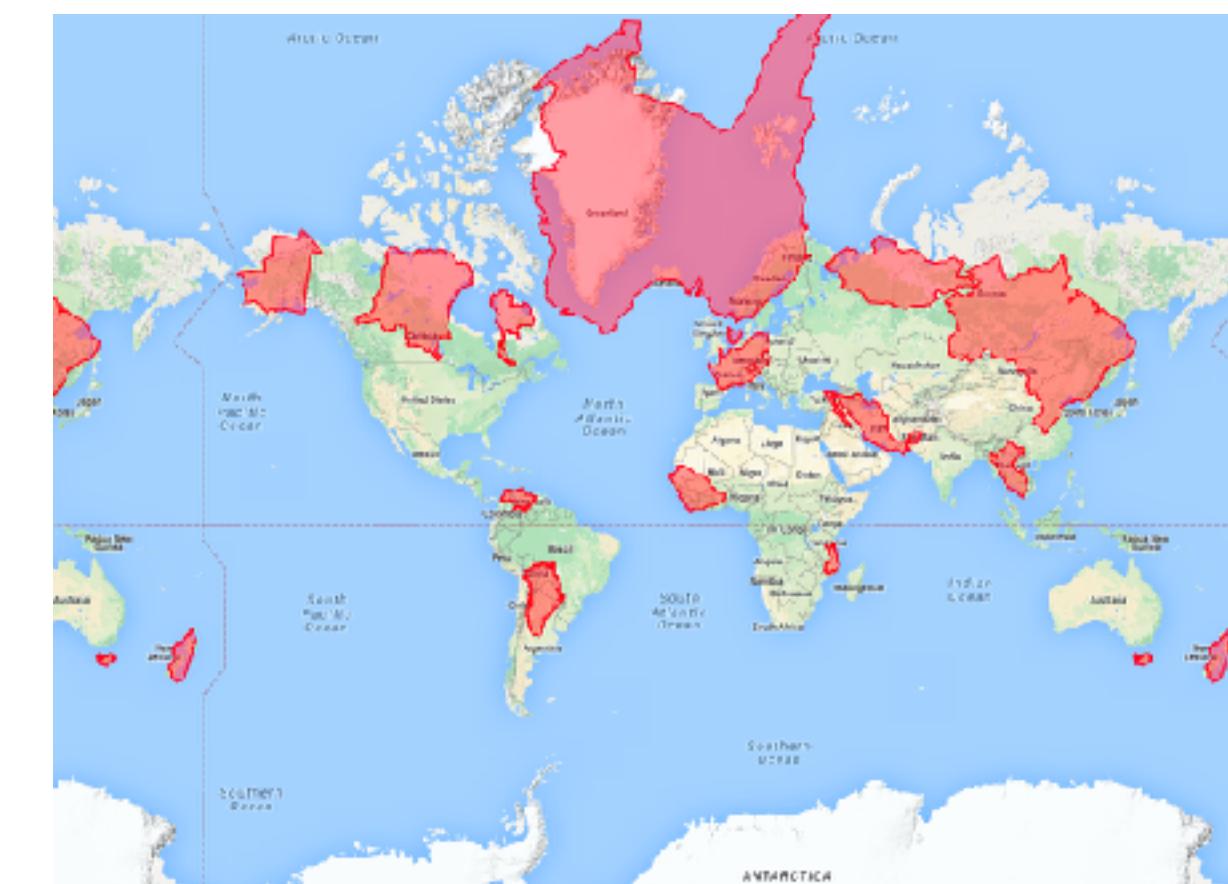
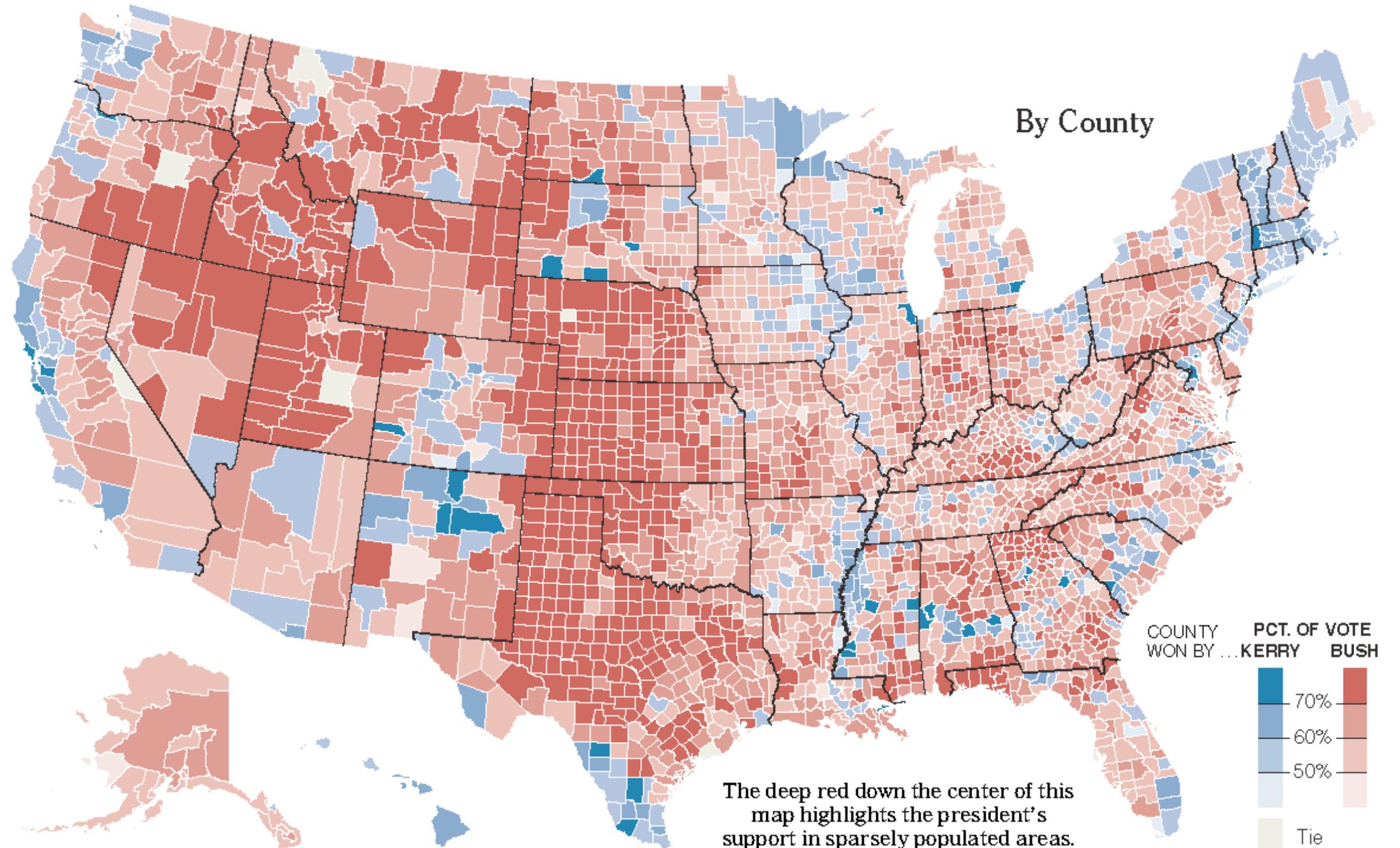
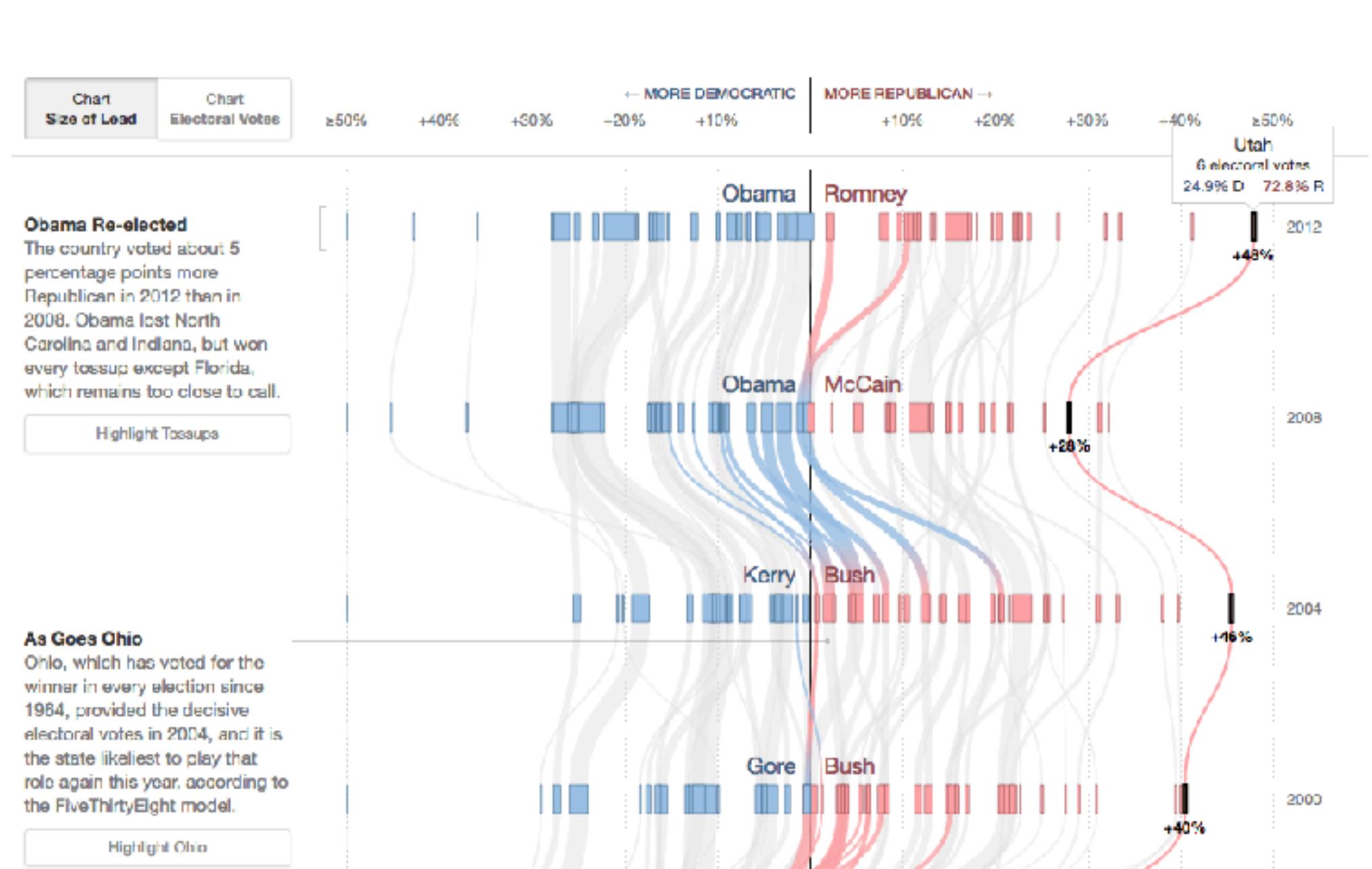


Matrix



Implicit

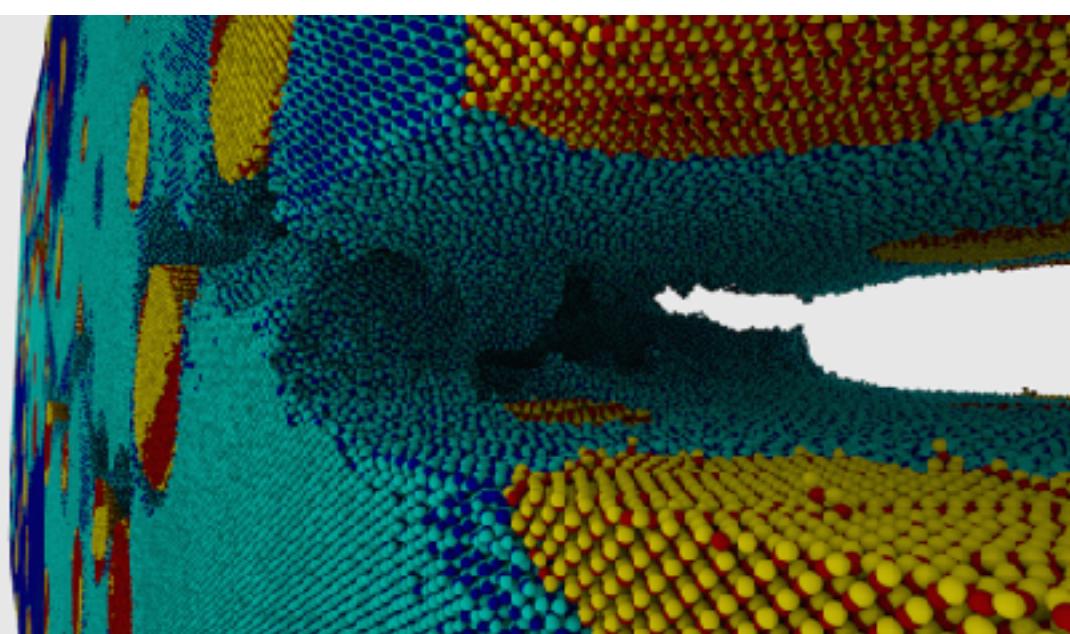
Geospatial VIS



Scientific Visualization

Scanned Data

Computational Data

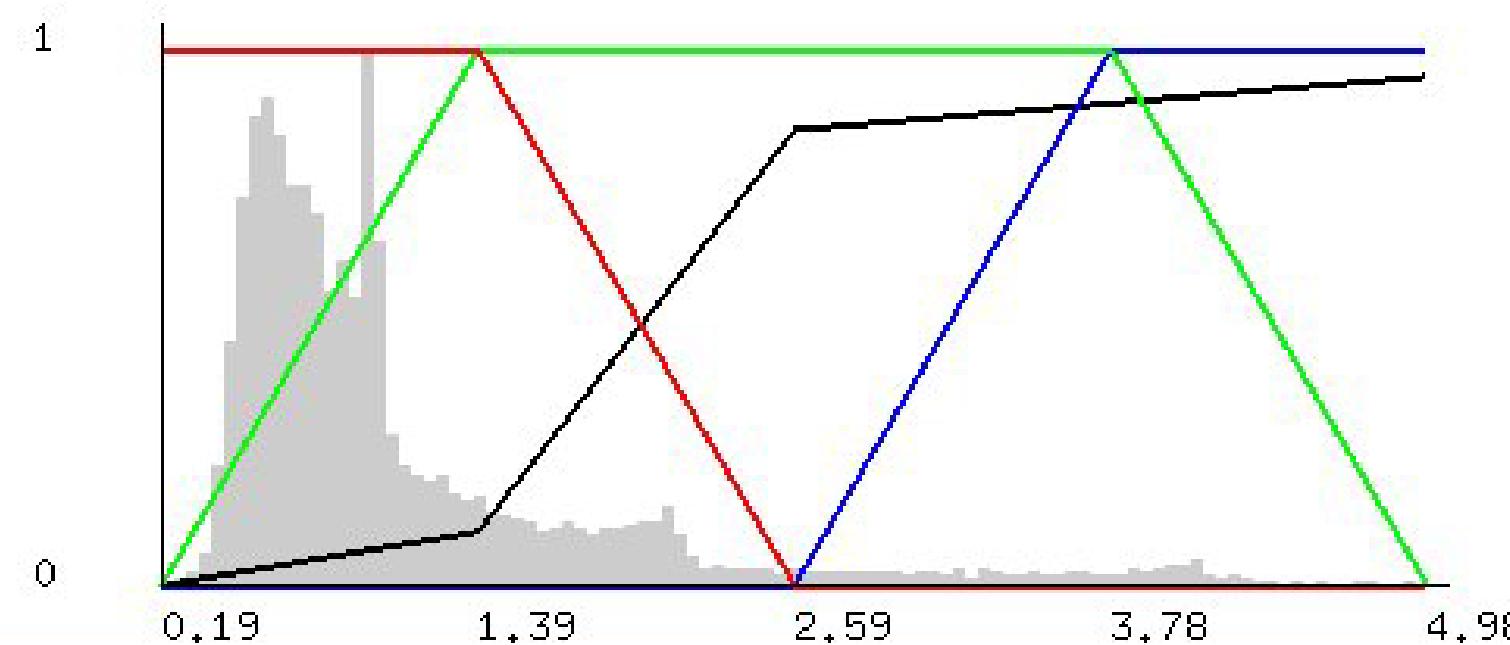
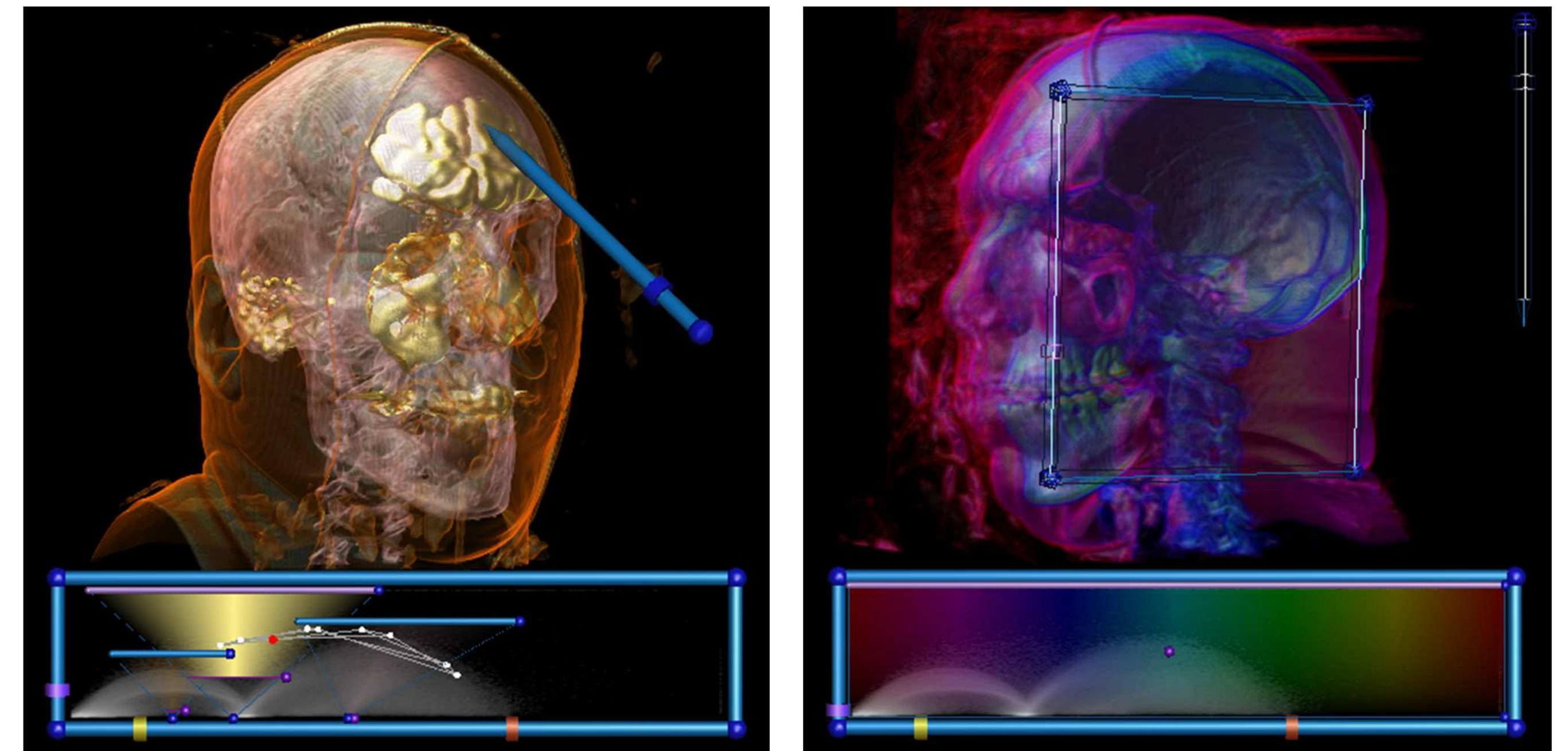


Structured & Unstructured Grids



Volume Rendering

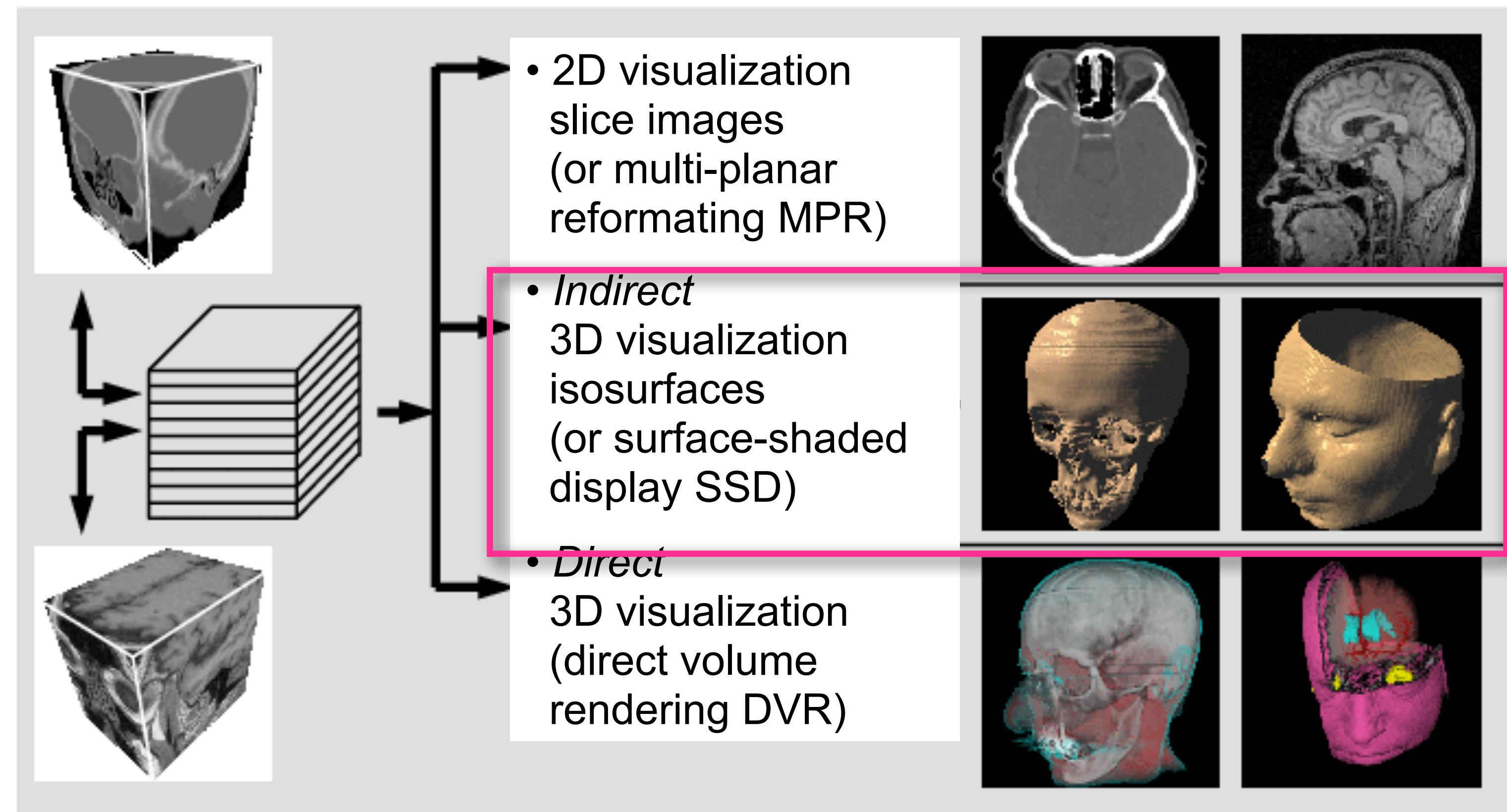
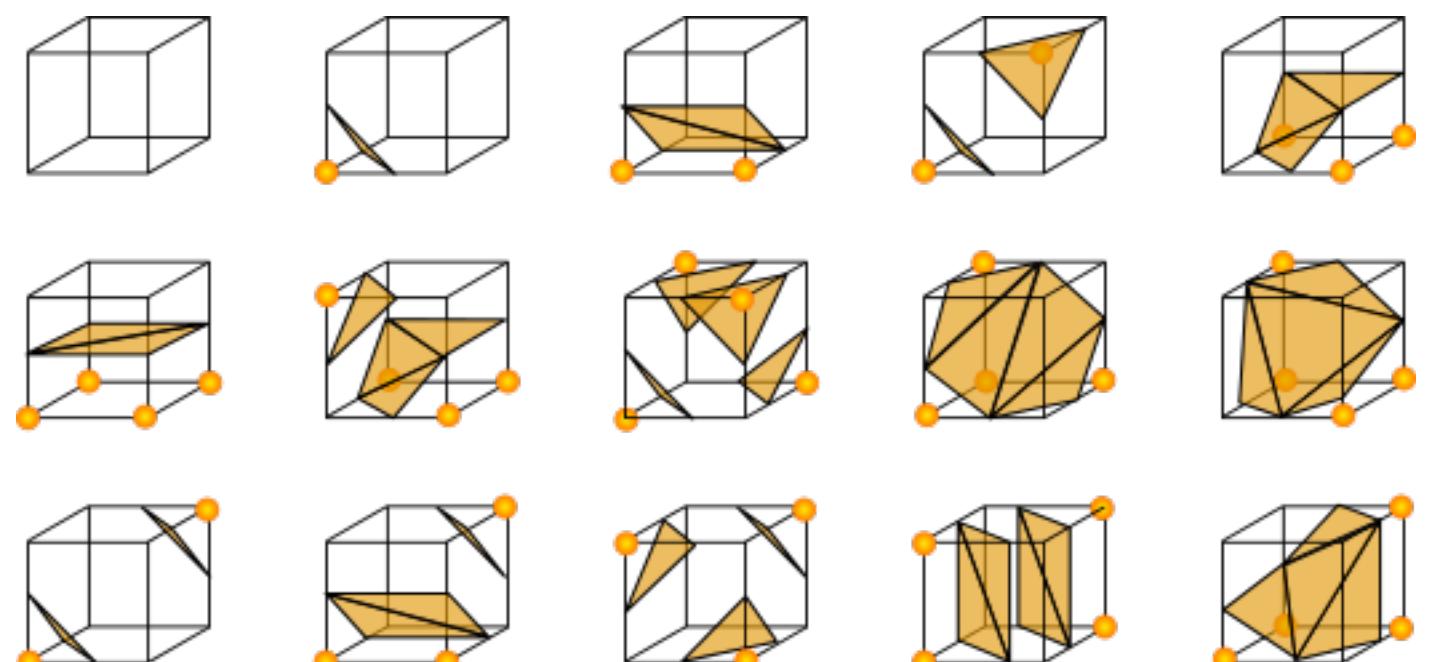
Ray Casting
Transfer Functions



Isosurfaces

Direct vs Indirect Visualization

Marching Cubes



Vectors, Tensors, Flow

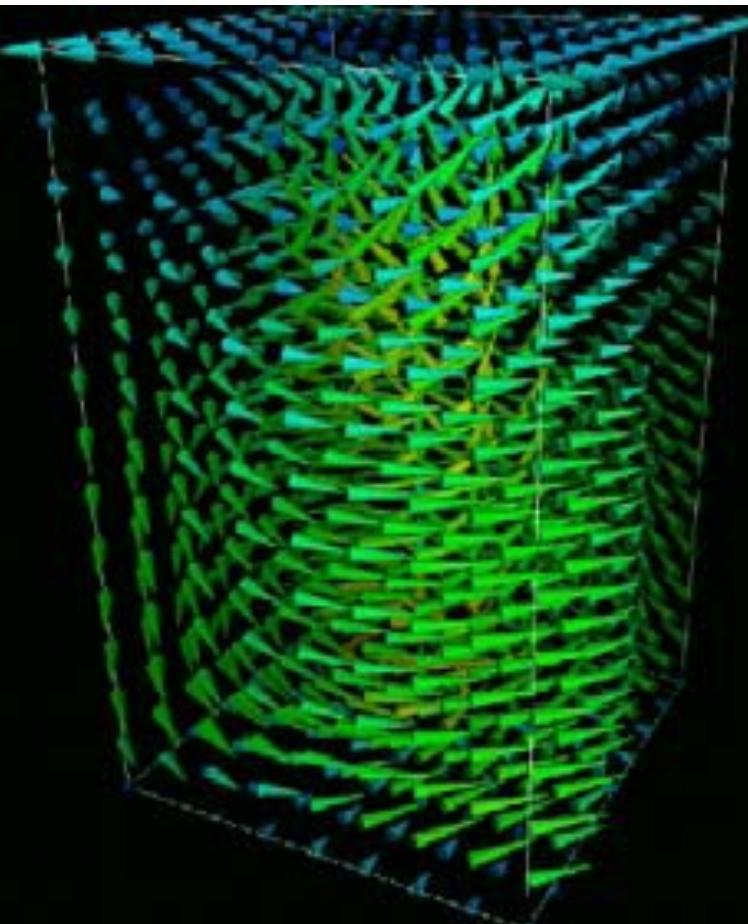
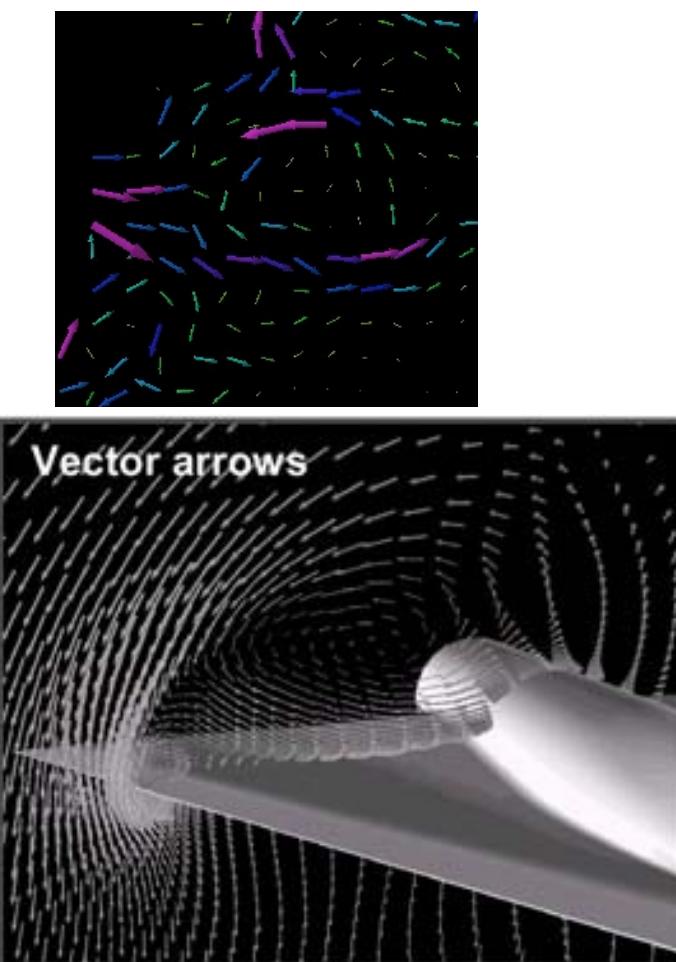
Curves

Streamlines (tangents), Pathlines (time), ...

Line Integral Convolution

Direct + Geometry Based (Glyphs)

...



vector field on surface
(often called 2.5D)



Opportunities

Classes & Other Opportunities

Visualization Seminar - CS 7942

Human-Centered Computing Seminar - CS 7940

Advanced Research Methods for Visualization - CS 7962

Independent Study in VDL:

<http://vdl.sci.utah.edu/>

VIS 2017, October, Phoenix

CHI 2017, May, Denver

Data Science Day @ Utah

Friday, Jan 13, 2017

Data Science Day welcomes all students, staff, and faculty at the University of Utah to present a poster or demo at the Utah Data Science Day 2017.

Consider presenting your class projects!

[http://datascience.utah.edu/
dataday/](http://datascience.utah.edu/dataday/)

Data Science Job Fair

Welcome: Data Science at Utah

Panel: Data Science in Industry

Posters and Demos

Data Science + X Talks

Keynote

Poster Awards !!

Feedback

Feedback Please!

Were your expectations met?

What else would you have liked to learn about?

Did you feel prepared? Are the prerequisites appropriate?

Was it too much work? Was it too easy?

Too little programming? Too much programming?

Did you like JS/D3?

Did you enjoy the project?

Course Evaluation

<https://goo.gl/lbhkEr>

Please Take 5 Min now to evaluate
this course!

Evaluations are important for us to
improve the course and our teaching!

Thanks!

To you for participating and coming to lectures!

To Aaron and Janet for their guest lectures!

To our TAs Carolina, Vinitha, Yogesh!

See you next week for project presentations!