

Week 8 Notes

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Evaluating Engines: -

Cost: - includes processing, memory, pixel color etc.

Functionality: - features provided by the engine.

Aesthetics: - Interface of the engine

Choices: -

- 1: - You want to install or not. E.g. you have Microsoft excel, so why go for spreadsheet.
- 2: - Google Spreadsheet is an example of using on remote server, while excel is an example of using on local machines.
- 3: - Interface is user friendly or not.
- 4: - Declarative (Function prebuilt) vs. imperative (function needs to build)

License

- 1: - Allowed (features) to do with software. E.g. educational, corporate or free. Educational license will give you more features than using the free version of the same software.
- 2: - Documentation availability for the use of the software
- 3: - How much other people will take from your work or derive and promote ahead.
- 4:- share-alike: - if others like your work, then they have to share as well.
https://wiki.creativecommons.org/wiki/ShareAlike_interpretation

Accessibility

Locally: - hard for the people across the world to have access to. Environment setup issues, different systems etc.

Remote: - Easier to share and reach out. Functionality can be defined for multiple systems accessing it.

Interface

Declarative: - Goal oriented. Built in attributes for function and easier to use.

Imperative: - step wise step building plot from scratch.

Costs Evaluation

Includes processing, memory, pixel color mapping, transmission, loading etc.

Aesthetics

Right infrastructure (Choice of graph, color scheme, complexity assessment)

Understand the audience (complexity depends on the target audience. E.g. Scientific audience can understand complex graph pertaining to their field but the same graph can't be understood by normal audience.)

Simple and informative (Not very fancy or animated, which makes it difficult to digest for the target audience)

Idyll

Jackal usually used for slideshow and idyll used for interactive data blogging

Projections

Three main characteristics: -

Area: - maintain the size

Shape: - preserve the look

Distance: - maintain meaningful distance between objects

Difficult to maintain all three in one graph but couple of them can be maintained.