

Data Sketching & Physicalization

INFO 4602/5602: Information Visualization

Strengths of Manual Tools

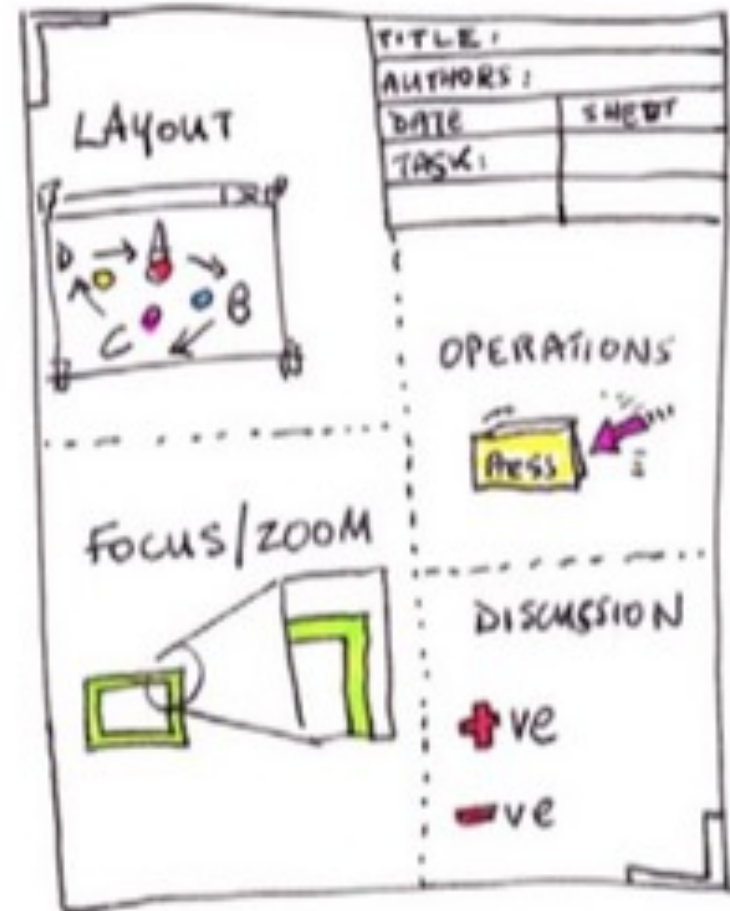
Low-fidelity prototypes

Outside-the-box techniques

Communicate uncertainty

Data storytelling

SHEET 2,3,4



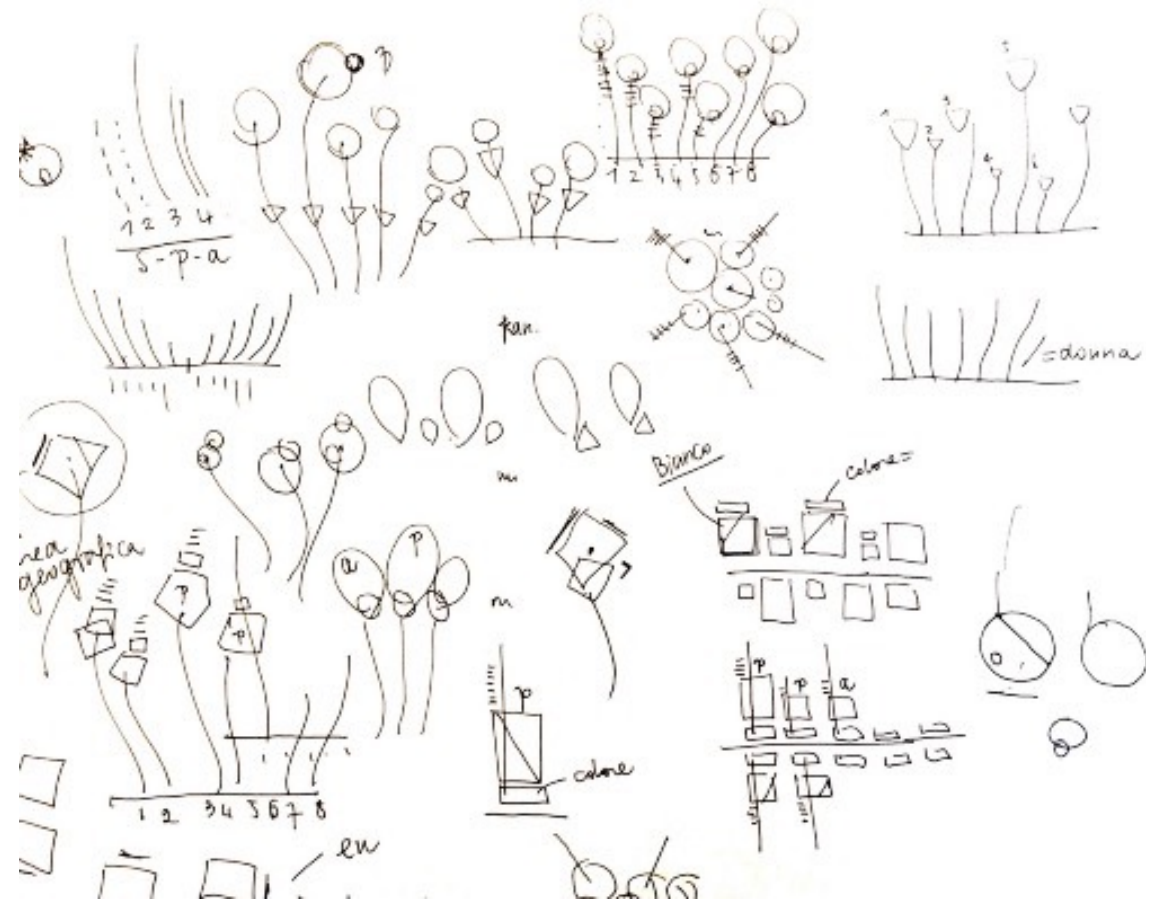
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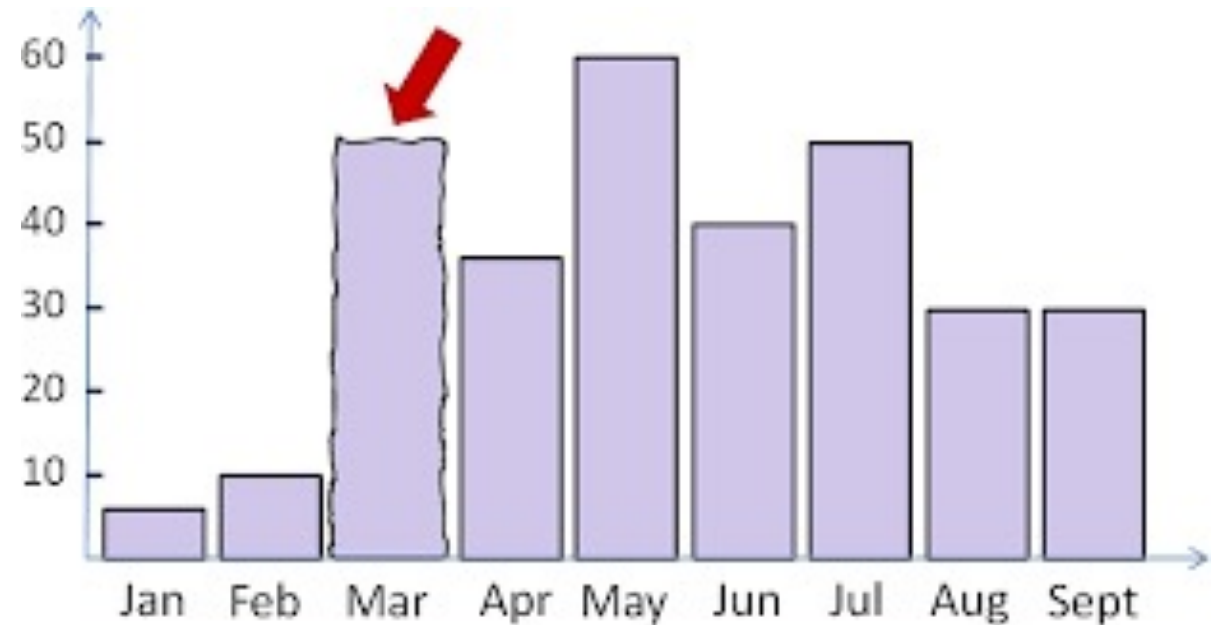
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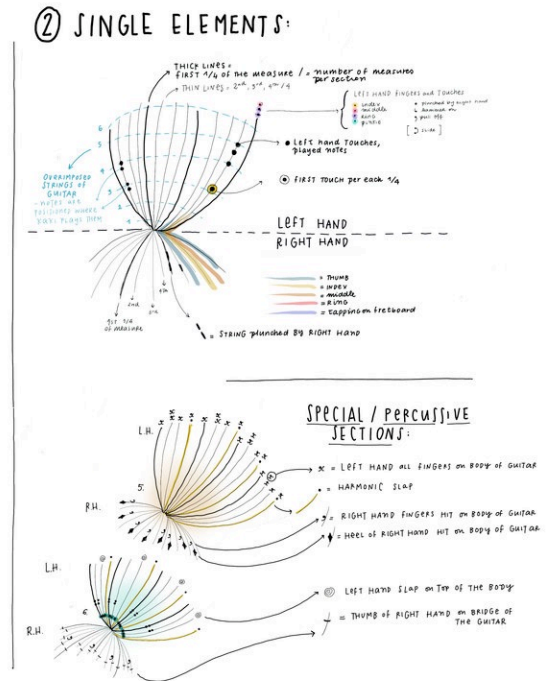
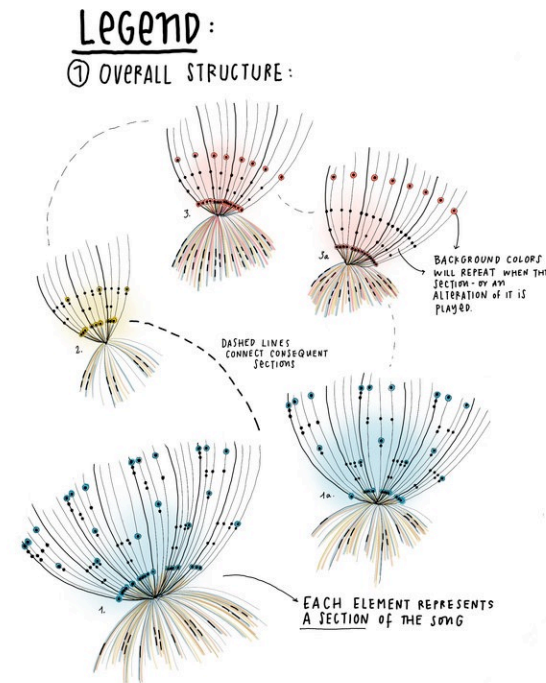
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<https://youtu.be/ThzatN2W8Zk>



This Time

Manual Tools

Physicalization

(Time Permitting) WYSIWYG Tools

Physical Tools

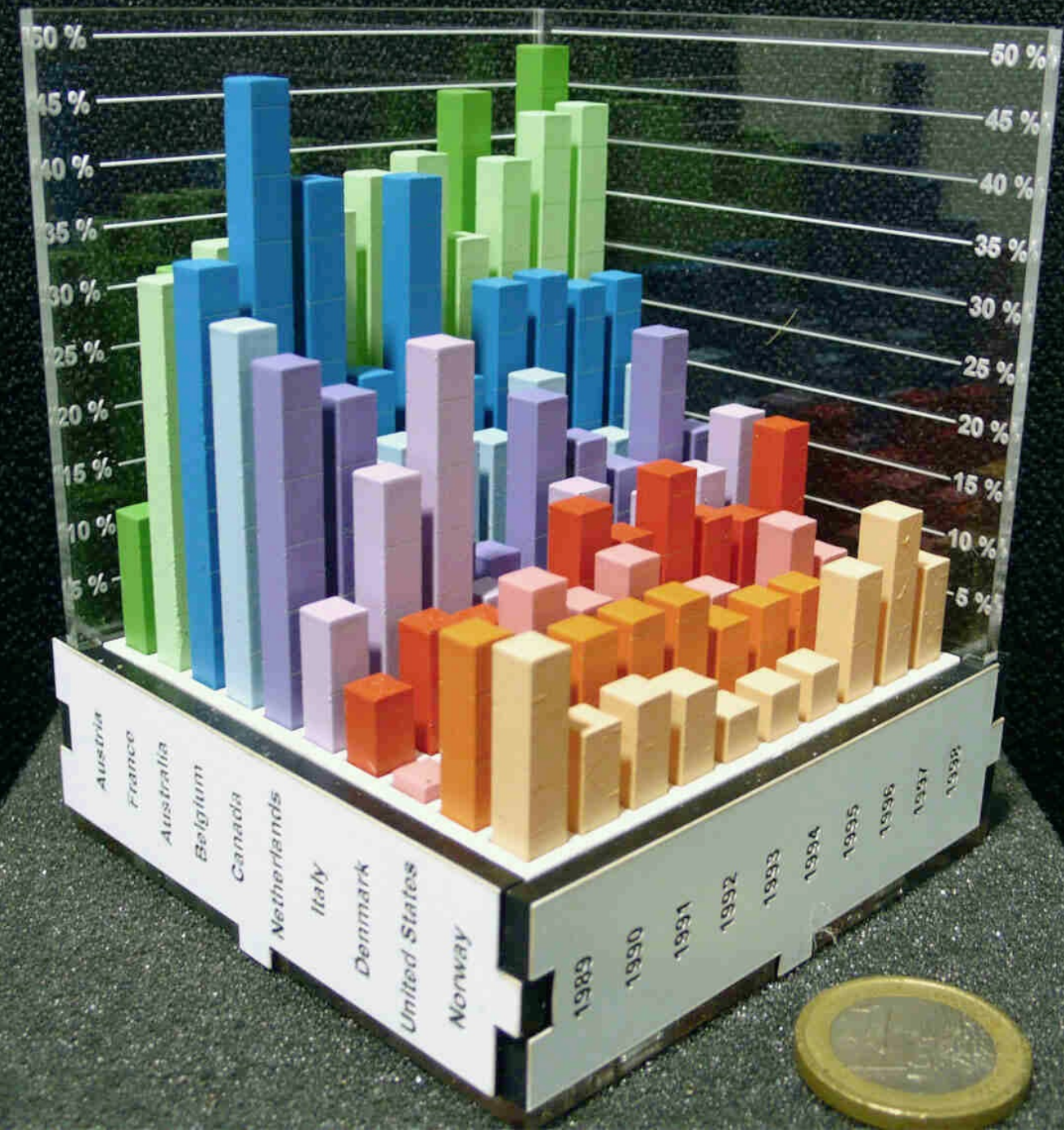
“Physical Visualization”

Physical media used to create a visualization

E.g., 3D printing, food, sculpture

+ Expressive and immersive, natural interactions

- Not super scalable or portable



Physicalizations come in a variety of forms

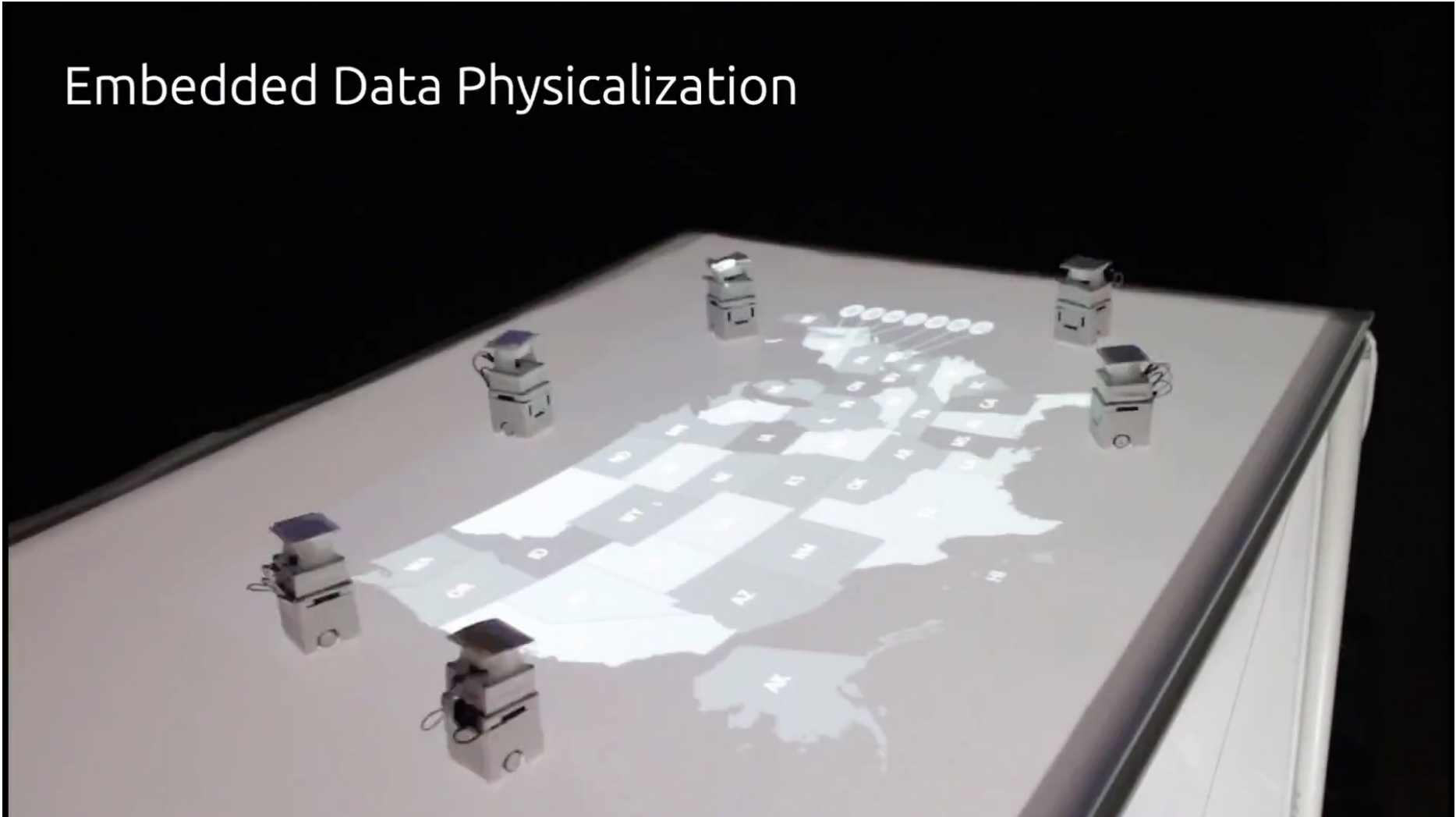
Static or dynamic

Interactive or passive

Explanatory or exploratory

ShapeBots

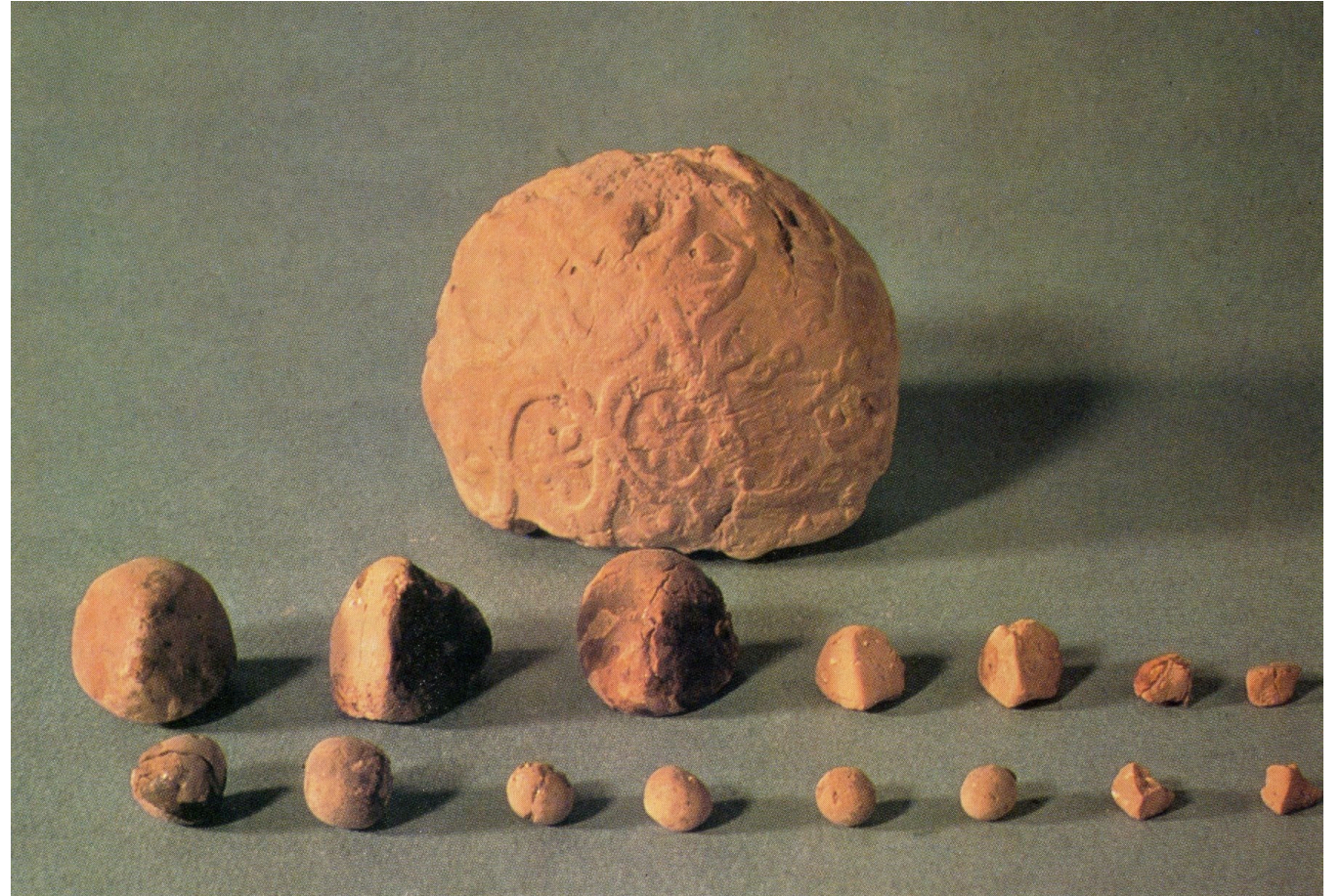
Embedded Data Physicalization



Mesopotamian Clay Tokens

~5500 BC

Clay tokens that could be ordered and manipulated to assist in visual thinking

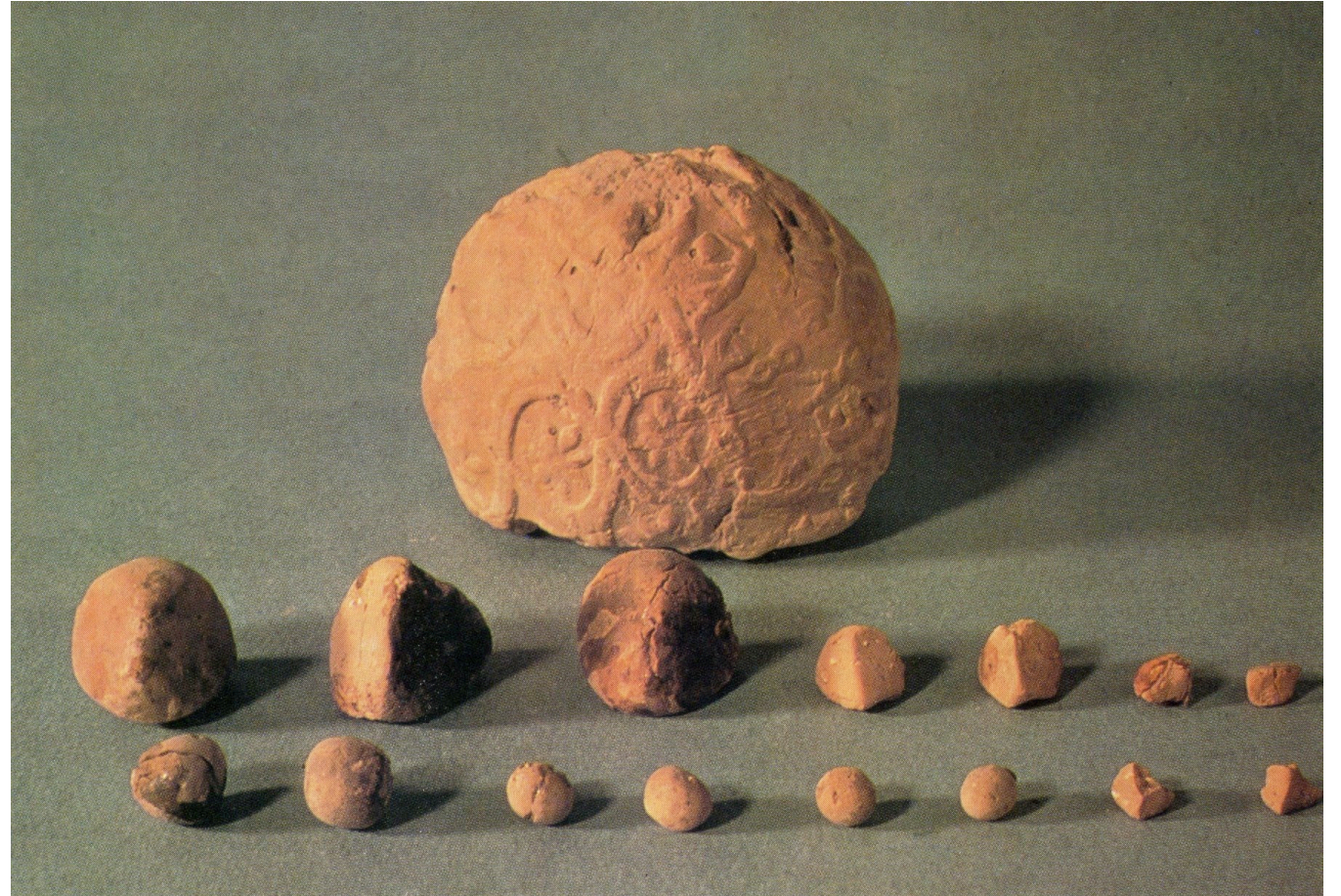


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~5500 BC

Clay tokens that could be ordered and manipulated to assist in visual thinking

For reference, first writing systems were around 3400BC



Tangible Tokens



Huron et al, 2014



Legos

- <https://www.bloomberg.com/news/articles/2015-04-14/a-new-video-from-the-brookings-institution-uses-legos-to-explain-taxes-and-economic-inequality>

Charticulator demo

- <https://charticulator.com/>