Data Visualization Overview for the ASSURE REU

A. Azari & L. C. Gasque

Space Sciences Lab UC Berkeley



The goal for today is to introduce you to two guiding questions when you pursue data visualization

1) How can I convey my findings (data/conclusions) most informatively (accuracy)?

2) How can I create *interesting* and *approachable* graphics (**aesthetics**)?

...with the tools we have in computing (next lesson)

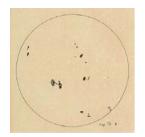
A Brief History of Visualization

Exploring information about our and other worlds in visualization is part of human

history



~16,500 years ago – interpretation of Pleiades in the Lascaux Caves



1612 AD Galileo's
observation of
sunspots



11-12th century - Mayan codex on eclipses and historical records ('Dresden Codex')



10th century, Surat al-Ard (Picture of the World) from al-Istakhri

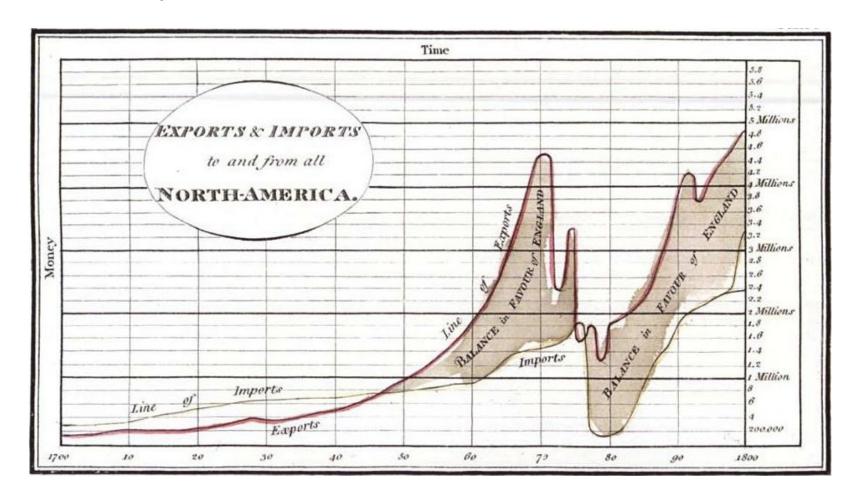
The beginning of more familiar visualizations?

With the advent of what we now term statistics and probability theory, more familiar visualizations become popular - let's take a look at these in small groups. We will assign you to Zoom rooms to discuss this.

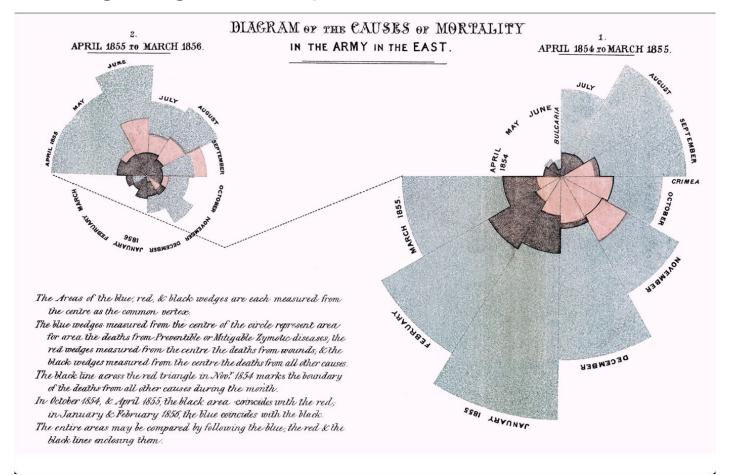
In your zoom room discuss:

- 1) What these graphics are conveying (best guess)?
- 2) What you find familiar about them / unfamiliar?
- 3) What do you find confusing, what do you find interesting?

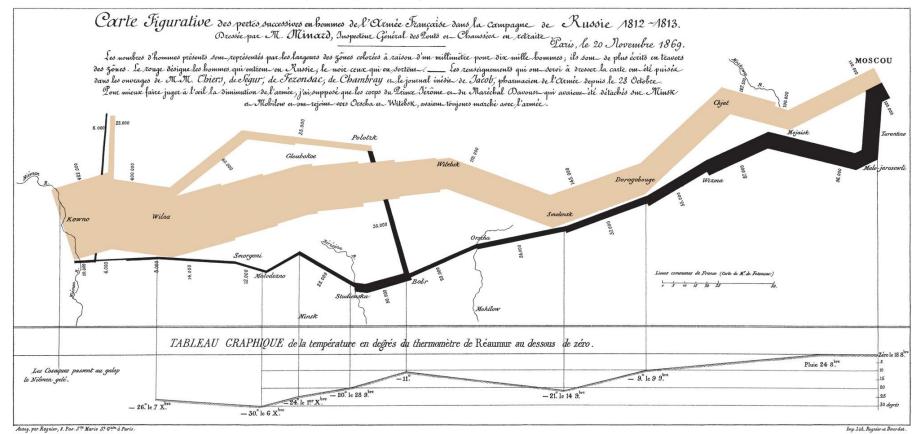
William Playfair's Charts - 1786



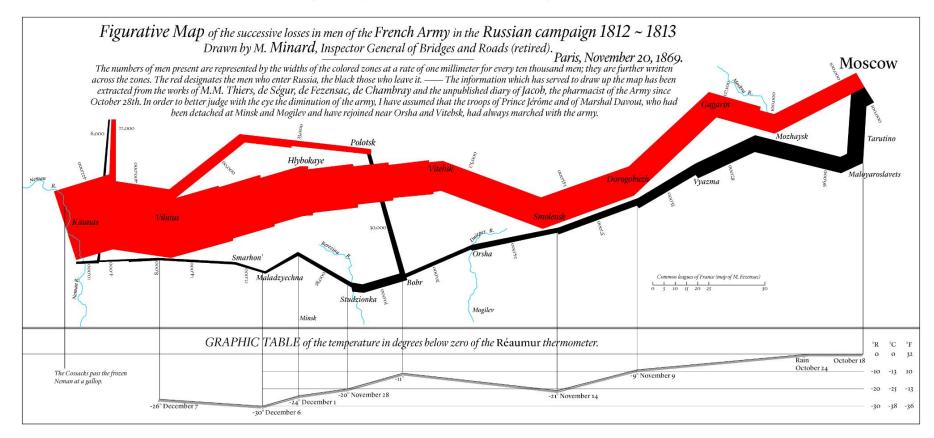
Florence Nightingale's Report ~1858



The "Minard Map" (original) - 1869



The "Minard Map" (English version) - 1869



What did these all have in common?

Why do you think these were made?

What did these all have in common?

Why do you think these were made?

- The main point of these data graphics were to convince someone (mostly a government) of certain ideas or realities to push forward a policy
- Their choice of presentation is made to create conversation around a certain topic.

Most real life visualizations are made for a purpose - and how we tell these stories about our work has impacts on the communication of our findings.

What did these all have in common?

Why do you think these were made?

- The main point of these data graphics were to convince someone (mostly a government) of certain ideas or realities to push forward a policy
- Their choice of presentation is made to create conversation around a certain topic.

Most real life visualizations are made for a purpose - and how we tell these stories about our work has impacts on the communication of our findings.

How can we implement "good design" as we make our own visualizations and infographics for research?

A rather subjective question to ask people, but what do YOU think?

Does use of color matter?

- Does use of color matter?
- If so, then which ones?

- Does use of color matter?
- If so, then which ones?
- Is 3D better than 2D?

- Does use of color matter?
- If so, then which ones?
- Is 3D better than 2D?
- What about interactive graphics? Are these better?

A rather subjective question to ask people, but what do YOU think?

- Does use of color matter?
- If so, then which ones?
- Is 3D better than 2D?
- What about interactive graphics? Are these better?

The answers to these lie in who is your audience, and what point are you trying to make.

As we make visualizations then, instead we should ask ourselves...

1. Is the graphic explanatory or exploratory?

 Explanatory – you are trying to make a point, ask yourself what is the point you are trying to make?

Exploratory – you are inviting the viewer to explore the dataset,
 make their own inferences

Often the very first graphics you make in your work and research will be exploratory and then you finalize into an explanatory graphic.

2. How will this graphic be used?

 In an oral presentation you want something understood without much staring at the data – simplicity is best in this case

 In a paper or a written document – perhaps more detail that invites the viewer to explore is better.

Know your audience, what do they know? What do they need explained?

3. What is the first thing you want them to see?

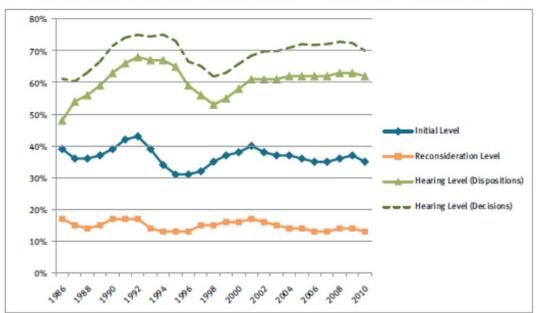
• Graphics have a "flow" to them. Most audiences are familiar with bar charts, line plots etc – if you want to get creative try to make the viewer know where to look and what the message is for them.

For example...

Example of accentuating communication

Integrate Text and Graphics

Combined DI and SSI Allowance Rates at Each Level of Adjudication—Fiscal Years 1986-2010

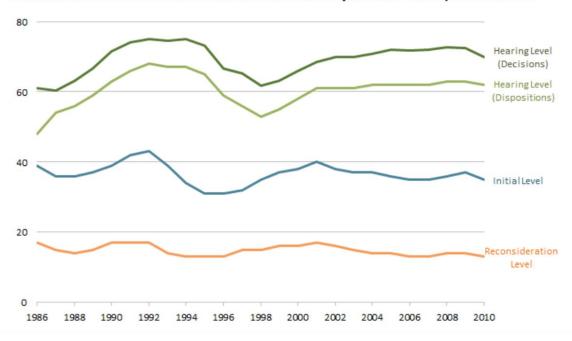


Adapted from Telling Visual Stories About Data, Congressional Budget Office, Fontaine, 2014.

Example of accentuating communication

Integrate Text and Graphics

7. Combined DI and SSI Allowance Rates at Each Level of Adjudication—Fiscal years 1986-2010



Adapted from Telling Visual Stories About Data, Congressional Budget Office, Fontaine, 2014.

Once you've an idea of what you are presenting, and to whom

Consider the following design elements

Compose

Organizing elements, defining relationships

Abstract

Define and represent meaning

Color

Choose your color(s) to highlight relationships, label, attract or downplay interest

Layer

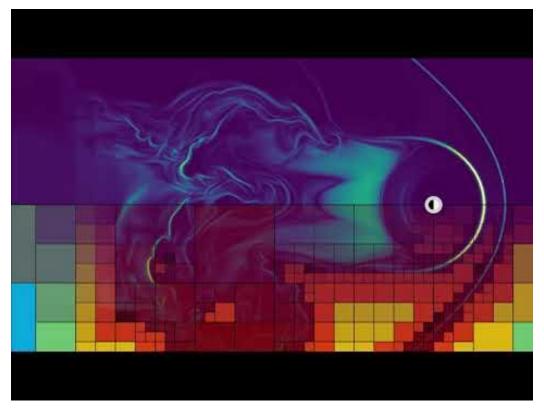
Overlap multiple levels to represent relationships

Refine

• Edit and simplify to the most direct communication possible

Element 1. Composition

What relationships are you highlighting?

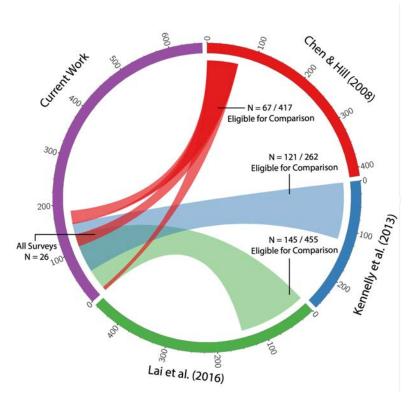


You can multiple aspects used together to highlight specific interesting findings.

Source: D. Welling, UT Arlington. https://www.youtube.com/watch?v=8bgkgQITFO8

Element 1. Composition

What relationships are you highlighting?



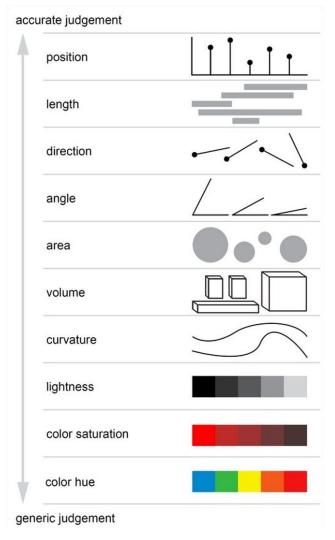
You can have a single figure display a flow

This is a relational diagram, made with a program called Circos – here the flow is first circular then across as designated by the connection lines.

Element 2. Abstraction

How are you representing relationships?

Some **general guidelines** from graphics study on accuracy perception by Cleveland & McGill 1984



Source: Adapted from Cleveland & McGill – From https://www.gabrielaplucinska.com/blog/2017/8/7/pie-charts

Element 2. Abstraction

How are you representing relationships?

You can get creative in this space about representing data, for example this visualization is inspired by abstract art.

The phenomenon of so-called «brain drain» is explored through a mar showing incoming and outgoing flows of researchers in 16 countries. Using a series of parametres, the map is an attempt to discover the motivations that move researchers from one country to another Each country is visualized through the representation of: GDP per capita, female employment rate, overall unemployment rate, university rankings. percentage of foreign researchers, percentage of overall foreign population percentage of emigrant researchers, percentage of overall emigrant population percentage of researchers returning to their country of origin, and the main countries researchers come from and move to. The countries are positioned according to: % of GDP invested in R&D (x axis + n. of researchers per im people (v axis The analysis is based on the following data sources (1) World Bank (2005-2010, worldbank.org) (2) Foreign Born Scientists: Mobility Patterns for Sixteen Countries (2012 paper by Chiara Franzoni, Giuseppe Scellato and Paula Stephan, nber.org) (3) Times Higher Education World University Rankings (2011-2012 x axis: % of GDP invested in R&D (1)

Source: The global Brain Drain — Accurat for La Lettura, Corriere della Sera

Use color to highlight, show relationships, convey meaning

Often we spend the most time in visualizations on color, as we have shown there are other elements but color tends to be one of the first things we notice.



We will explore how to generate this visualization in the lab afterwards.

Use color to highlight, show relationships, convey meaning

There are some general guidelines: Mars makes sense to be red, but usually red means something is "hot", blue means "cold"

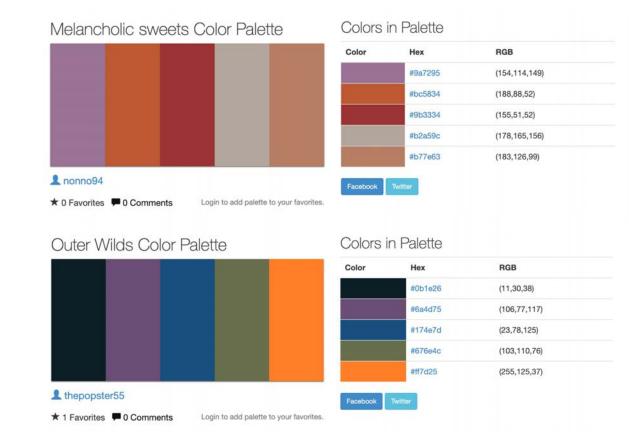
When dealing with land vs ocean you want to be careful which is blue, etc



Old Guitarist – Pablo Picasso

Suggestions for building color harmony

- Choose a primary color and then accent around it
- Do not overload on colors, usually 5 or less is good enough
- Play around what looks good? What accentuates difference?

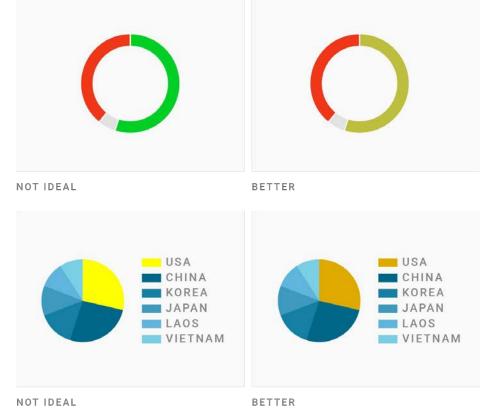


Examples from color-palettes/

People see, and process information, differently from each other.

Some general guidelines

- Try to avoid red and green colors in combination
- Bright and harsh color contrasts (e.g. bright green vs muted green) can be challenging for sensory sensitivities

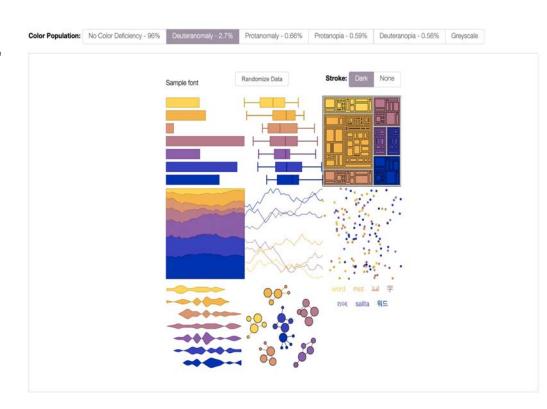


From Rost, 2020 - blog.datawrapper.de/beautifulcolors/

People see, and process information, differently from each other.

Some useful tools for simulating various color blindnesses:

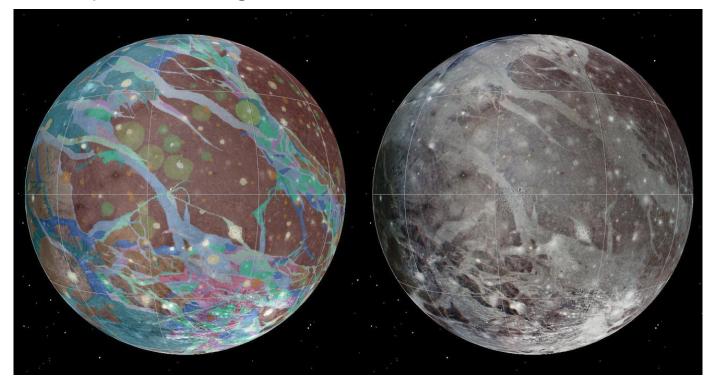
- ColorOracle colororacle.org
- VizPalette
 projects.susielu.com/viz-palette



Element 4. Layering

Add layers to express meaning

These mosaic and geologic maps of Ganymede (a moon of Jupiter) were made with a compilation of spacecraft images.

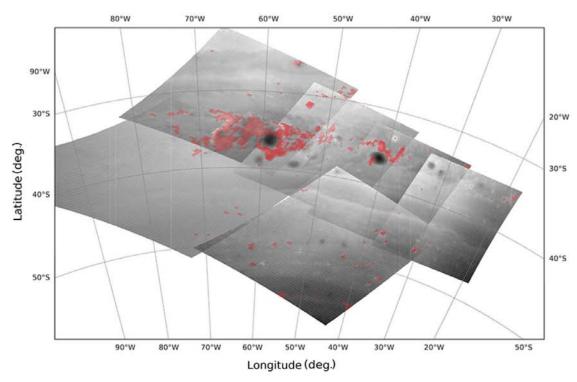


Source: USGS Astrogeology Science Center/Wheaton/NASA/JPL-Caltech

Element 5. Refining

Simplify to focus meaning

Layered composite highlighting specific locations at Saturn that were identified as stormy regions.



What have we learned so far?

When starting a visualization - consider what is the main point and who is my audience?

- Is my graphic **explanatory** or **exploratory**?
- How will it be used?
- What is the first thing I want my audience to see?

When making visualizations, consider how to use these elements to impart meaning:

- Composition
- Abstraction
- Color
- Layering
- Refining

Let's put this into action -

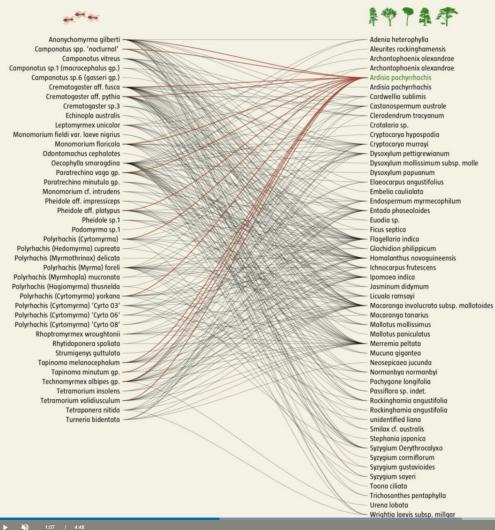
We will first watch this video:

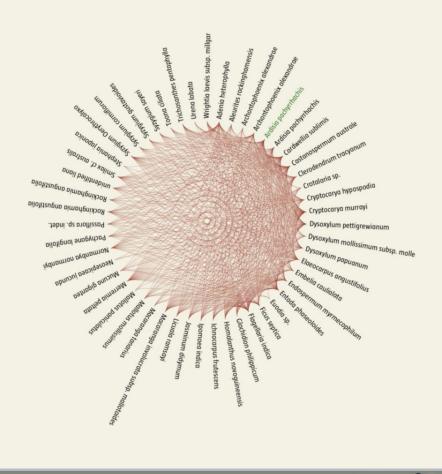
http://players.brightcove.net/679256133001/NkgrDczuol_default/index.html?videoId=5373954480001

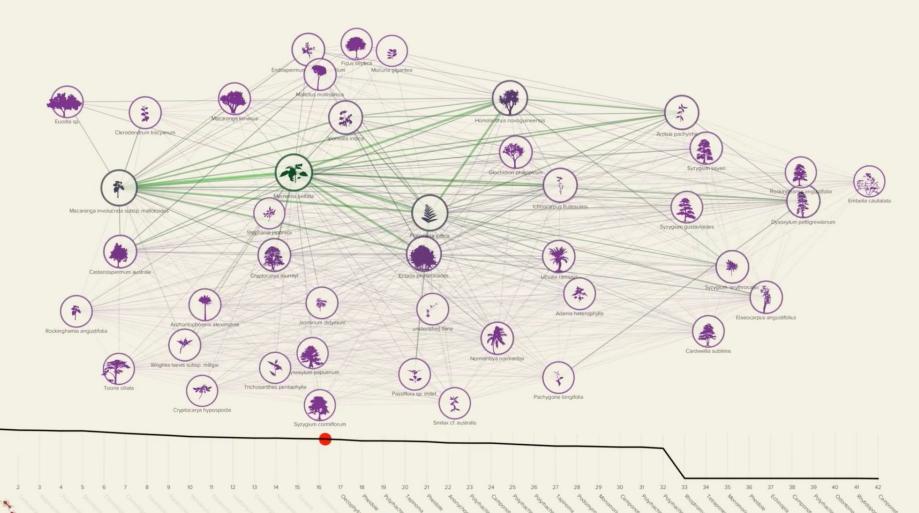
This won the NSF Expert's Choice award in 2017 for best video visualization.

Then we will split into small groups to discuss how the designers of this video used for various aspects of this video.

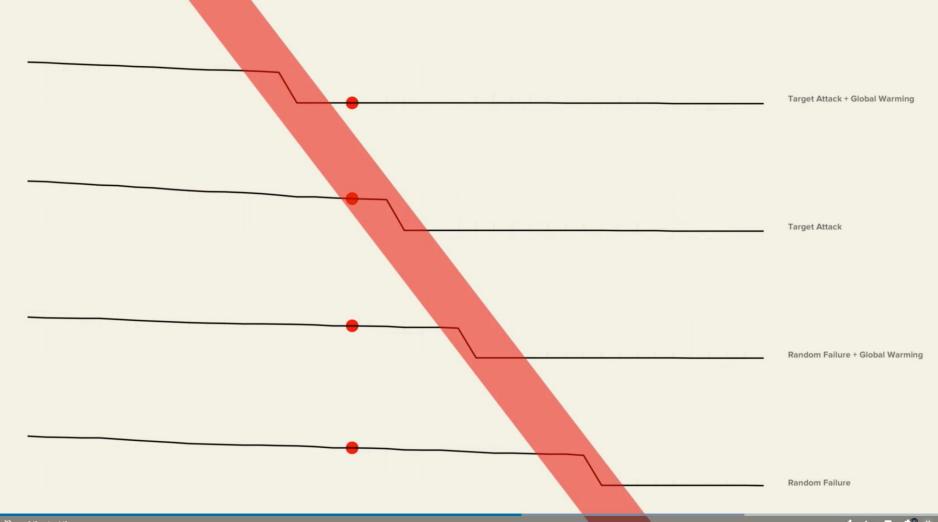
- Composition
- Abstraction
- Color
- Layering
- Refining







< 1x □ 🍁 #



Some additional informative resources

- Visual Strategies: A Practical Guide to Graphics and Engineers, Frankel and Depace 2012.
- Color Design Workbook: A Real World Guide to Using Color in Graphic Design, Sean Adams, 2008.
- Milestones in the History of Thematic Cartography, Statistical Graphics, and Data Visualization, Friendly & Denis <u>euclid.psych.yorku.ca/SCS/Gallery/milestone/</u>
- Graphical Perception: Theory, Experimentation, and Application to the Development of Graphical Methods.
 Cleveland & McGill 1984.
- W.E.B. DuBois' Visualizations and Infographics at the World Fair <u>www.smithsonianmag.com/history/first-time-together-and-color-book-displays-web-du-bois-visionary-infogra</u> <u>phics-180970826/</u>
- Articles within www.pictureasportal.com/pages/resources

That's it! We will take a break before going to the lab

session