## 2020 IDEAS FSS-Vis Syllabus

Sept. 3 – 18, Zoom and Slack

Instructor: Aaron Geller: a-geller@northwestern.edu

Materials available on Aaron's GitHub site: https://github.com/ageller/IDEAS\_FSS-Vis

## Course Schedule Summary:

Part 1 (Sept. 3 – 10) : Instructor led learning (required attendance)

- 10am 12pm : lecture / discussion / hands-on tutorials
- 1pm 4:30pm: independent work and (short) "show and tell"

Part 2 (Sept. 11 – 17): Independent projects

- 10am 12pm : Zoom check-ins, required attendance
- 1pm 4:30pm: open Zoom, optional attendance on Sept. 14 17

Sept. 18, 3pm - 5pm: Final Demos = 10 minutes per student, including questions

## Part 1 Schedule Detail:

Thursday Sept. 3 : Introduction, Creating an effective graph, & matplotlib

- 10:00 10:15 : Course introduction
- 10:15 11:15: Introduction to visualization design + How to create an effective graph (Adam Miller)
- 11:15 12:00 : Hands-on python+matplotlib
- 12:00 1:00 : Break
- 1:00 2:00 : Hands-on python+matplotlib, continued
- 2:00 3:00 : Student projects with python+matplotlib
- 3:00 4:30 : Students "show and tell", and discussion

Friday Sept. 4 : 2-D interactive visualizations with Bokeh and Plotly

- 10:00 12:00 : Introduction and hands-on with to Bokeh and Plotly
- 12:00 1:00 : Break
- 1:00 3:00 : Student projects with Bokeh or Plotly
- 3:00 4:30 : Students "show and tell", and discussion

Tuesday Sept. 8 : 2-D interactive visualizations with D3.js

- 10:00 12:00 : Introduction to web and D3
- 12:00 1:00 : Break
- 1:00 3:00 : Student projects with D3
- 3:00 4:30 : Students "show and tell", and discussion

Wednesday Sept. 9: 3-D Interactive visualizations with ParaView and WebGL (using three.js)

- 10:00 11:00 : Introduction to ParaView
- 11:00 12:00 : Introduction to WebGL and three.js
- 12:00 1:00 : Break
- 1:00 3:00 : Student projects with ParaView or WebGL
- 3:00 4:30 : Students "show and tell", and discussion

Thursday Sept. 10 : Survey of other useful visualization software (+bagels)

- 10:00 12:00 : 15 minute hands-on demos of many of the following
  - Volumetric Data : Vislt
  - o Web-facing Tools: x3dom, shiny, datawrapper
  - o General Interactives: OpenGL, Processing, Unity
  - o Artist Tools: Photoshop, Illustrator, Maya, Blender, ffmpeg, Image Magick
  - o Python Tools: Seaborn, Glue
  - Mapping: GMT, NASA WorldWind, cartopy, basemap
  - o R: ggplot2
  - o Other utilities: WebPlotDigitizer, Fiji
- 1:00 2:30 : Student exploration of these tools
- 2:30 4:00 : Students "show and tell", and discussion
- 4:00 4:30 : Discuss expectations of final project

Friday Sept. 11 : Student project proposals

• 10:00 – 11:00 : Free time to brainstorm and explore

• 11:00 – 12:00 : Propose projects to Aaron / work on project

• 12:00 - 1:00 : Break

• 1:00 – 3:00 : Propose projects to Aaron / work on project

• 3:00 – 4:30 : Students "show and tell", and discussion

## Part 2 Schedule Detail (required hours in red):

Monday Sept. 14 : Continue working on visualization projects

• 10:00 - 12:00 : AG meets 1-on-1 with students to discuss projects ; students work independently

• 1:00 – 4:30 : students work independently, AG available for questions

Tuesday Sept. 15 : Continue working on visualization projects

• 10:00 – 12:00 : AG meets 1-on-1 with students to check in; students work independently

• 1:00 – 4:30 : students work independently, AG available for questions

Wednesday Sept. 16: Half of visualization project must be completed before noon

• 10:00 – 12:00 : AG meets 1-on-1 with students to check in; students work independently

• 1:00 – 4:30 : students work independently, AG available for questions

Thursday Sept. 17 : Final day before demos

• 10:00 – 12:00 : students work independently, AG available for questions

• 1:00 – 4:30 : AG meets 1-on-1 with students to discuss demos; students work independently

Friday Sept. 18 : Final Demos

• 1:00 : Final Products due to AG (1-page description + picture/video/website + all files)

• 3:00 – 5:00 : Final Demos on Zoom: 7+3 minutes per student