

Design Applications: Dashboards

"A dashboard is a visual display of the most important information needed to achieve one or more objectives that has been consolidated on a single computer screen so it can be monitored at a glance."

–Stephen Few, *Information Dashboard Design*

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Implies understanding of

- Audience
- Objectives

"A dashboard is a visual display of the most important information needed to achieve one or more objectives that has been consolidated on a **single computer screen** so it can be monitored at a glance."

How big?

What is the context of use?

"A dashboard is a visual display of the most important information needed to achieve one or more objectives that has been consolidated on a single computer screen so it can be monitored at a glance."

Perceptually simple, fast

Avoid distraction

Does this definition cover all dashboards?



Doctor Strangelove, Columbia Pictures, 1964



Apple, Inc.

Needs Assessment

- Who is your audience?
- What are their goals?
- What questions do they want to find answers to?

Selecting Forms

Dashboards call for

- Multiple graphs
- Updates over time
- Choosing among text, tables, graphs

Selecting Forms

In designing dashboards,

- Facilitate quick perception
- Facilitate comparison across charts
- Use consistent scales and encodings
- Use space, and show hierarchy of importance
- Include interactivity if possible
- Allow drill-down when needed

Updating Data

- Speed requirements dependent on domain and data frame
- Streaming or periodic updates
- Consider server architecture, use of framework

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