**Investigating Direct Manipulation of Graphical Encodings as a Method for User Interaction (**[**DOI: 10.1109/TVCG.2019.2934534**](https://doi.org/10.1109/TVCG.2019.2934534)**)**

This paper goes into detail about the different ways users can interact to manipulate a program. They discuss check boxes, sliders, and widgets. They conducted studies to see how each property of a program and way to interact with it affects users. They also did this across several types of data representations. The paper discusses lots of results drawn from the experiment from many different facets, but all would be important if on were to want to use them.