**Designing for Mobile and Immersive Visual Analytics in the Field (**[**DOI: 10.1109/TVCG.2019.2934282**](https://doi.org/10.1109/TVCG.2019.2934282)**)**

This paper discusses the importance of visualizing data with respect to immediateness of the data source. They discuss two main problems: analyzing data significantly after it happens, and visualizing the data without being at the location. Both of these scenarios take you away from the immediate scenario and prevent you from being able to be fully immersed. They discus a pipeline of data to their data center, then to visualization apps on the phones of the people who are there and to VR headsets for more in depth visualizations.