

# The Visualisation Design Process

CM4125 - Week 6

Based on Chapter 1-3 of Andy Kirk's "Data Visualisation" book



### **Announcements**

Lecture recordings with captions

Courses in Datacamp

Coursework Part 1 impressions

Coursework Part 2 clarification



# **Foundations**



### **Basic Definitions**

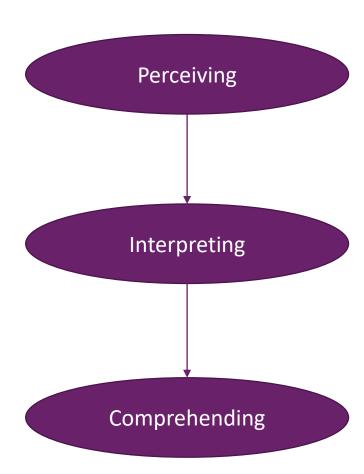
- Data viz is the visual representation and presentation of data to facilitate understanding
- It's building blocks are marks and attributes:
  - Marks: Points, lines or shapes used to represent the items of data
  - Attributes: Visual variations of the marks (scales, sizes, colours, etc.)





### **Presentation**

- How we choose to package the visualisation
  - Interactivity
  - Features or annotations
  - Colour usage
  - Composition of the work
- Connection between presentation and representation!
- Facilitate understanding







#### Total sightings of Winglets and Spungles





## Coming back to the first example...

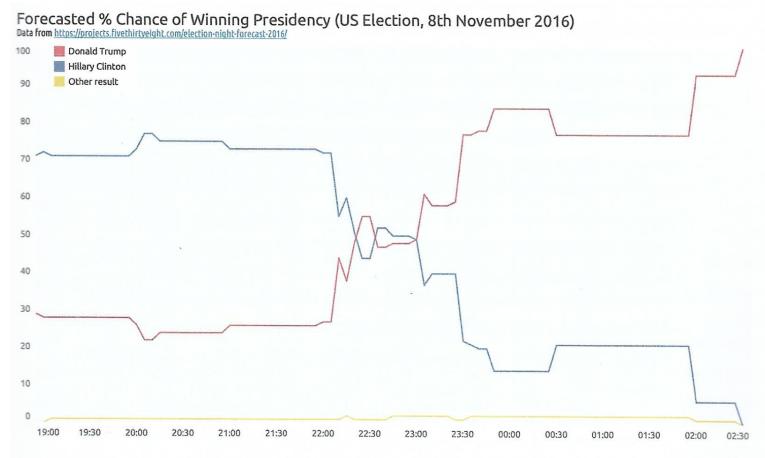


Figure 1.7 Forecasted % Chance of Winning Presidency (US Election, 8 November 2016)



# The Process



### The perfect vis doesn't exist!

- It is an iterative process
- It may never please everyone
- Effective decisions efficiently made





## Some observations (the 12 steps?)

- 1. Reducing the randomness of your approach
- 2. Every project is different
- 3. Adaptability
- 4. Protect experimentation
- 5. The first occasion, not the last (unless you are doing your coursework at 11 pm one day before the deadline)
- 6. Time mgmt.
- 7. Mindsets
- 8. Documenting
- 9. Communication
- 10. Attention to detail
- 11. Kill your darlings
- 12. Learn



### The 3 Principles of Design

- Good visualisation is trustworthy
  - Is it reliable?

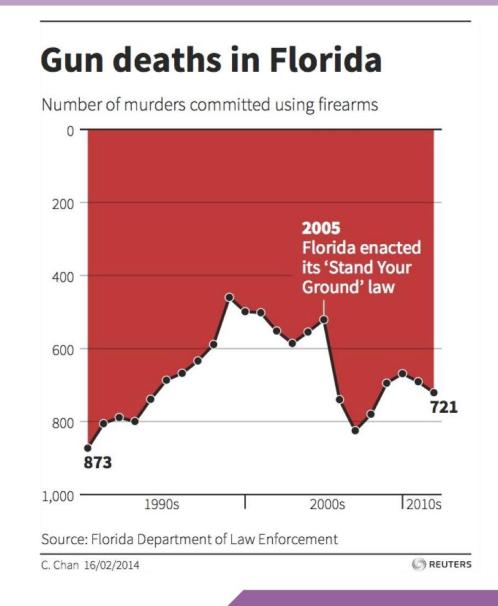
- Good visualisation is accessible
  - Is it usable?
- Good visualisation is elegant
  - Is it aesthetic?



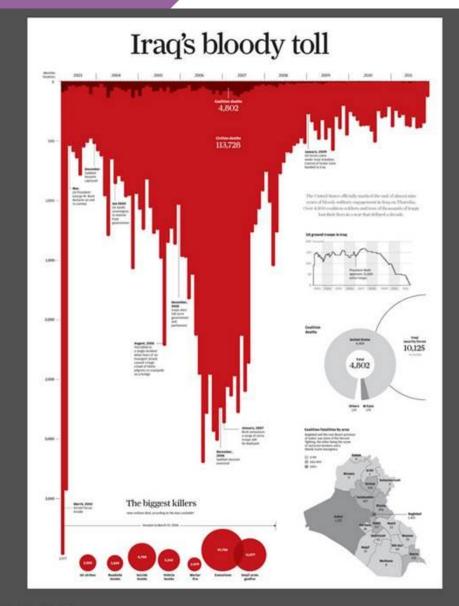
### 1. Trustworthy

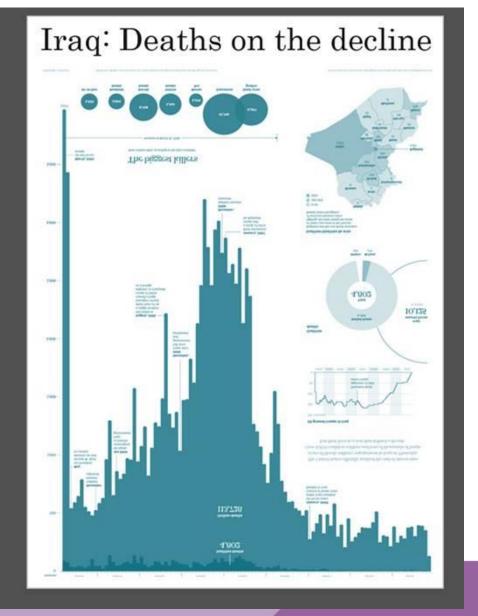
• Trust ≠ truth

- Achieving trust is an aim, presenting truth is an obligation!
- "Trust arrives on foot and leaves in horseback." (Dutch proverb)
- Mostly, this can be achieved by avoiding the bullsh\*t seen on Week 4







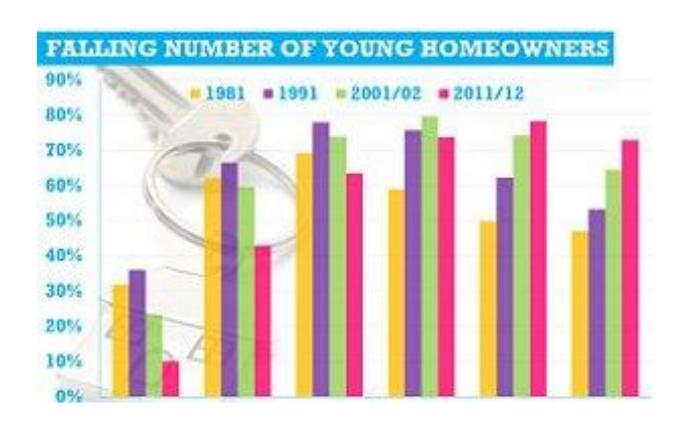




#### Percentage of each age group that are home owners<sup>5</sup>, England, 1981 to 2012









### 2. Accessible

- Relevance
  - You may not have the answer, but you may be able to guide the audience into it
- Suitability
  - Minimum friction (with the audience)
- Understanding of the subject
  - Complicated
  - Complex
  - Simple
- SIMPLIFY when the audience doesn't have the knowledge or capacity to handle a complicated subject!
- CLARIFY when the audience doesn't have the knowledge, but have the capacity to handle a complicated subject!



### 3. Elegant

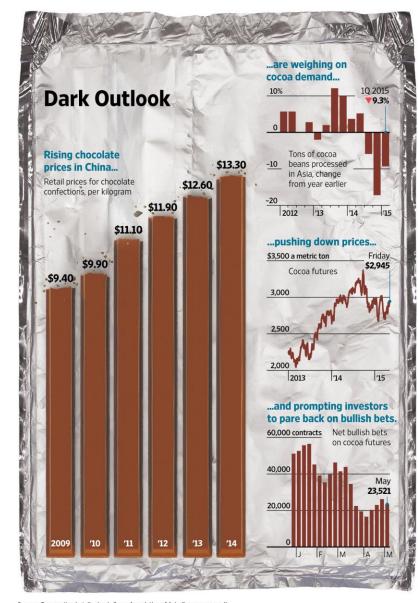
- Is the design appealing?
  - "Do not make something unless it is both necessary and useful; but if it is both, do not hesitate to make it beautiful!" (Frank Chimero, author)
- Eliminate the arbitrary ≠ Make it minimalistic

Decoration should be additive, not negative!

## ROBERT GORDON UNIVERSITY ABERDEEN



- Innovative
- Long-lasting
- Environmentally friendly!



Sources: Euromonitor (retail prices); Cocoa Association of Asia (beans processed); FactSet (futures); U.S. Commodity Futures Trading Commission (bets)

THE WALL STREET JOURNAL



# The Hidden Thinking

Step 1: Formulating your brief



## What is the motivation curiosity?

Some origin interest held by someone about a subject

 You don't (only) create a viz because you happen to have data, but also because there is a desire for you to understand something!

An example of a pet project

Do you have pet/passion projects?

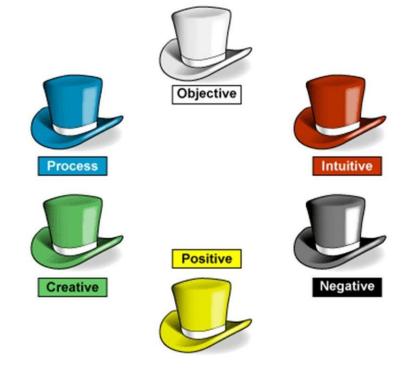
About what do you want to facilitate understanding?



## **Identifying Project Circumstances**

 Frictions and freedoms that are imposed on you or determined by you

- Think about...
  - Stakeholders
  - Audience
  - Visualisers





## The seven visualiser thinking hats

#### DIRECTOR | The coordinator, overseeing the project

Initiates and leads on gathering and understanding requirements
Identifies and establishes the project's key circumstances
Defines the purpose of the project based on desired outcome
Manages progress through the process and keeps it cohesive
The primary decision maker, often needing to compromise
Pays strong attention to detail
Gets things done: checks, tests, finishes tasks

#### COMMUNICATOR | The broker between all people

Helps to define the perspective of the audience
A good listener with the humility to defer to domain experts
Has a 'thick skin': needs patience, empathy and diplomacy
A confident communicator with laypeople and non-specialists
Possesses strong copy-editing abilities
Manages expectations and presents possibilities
Launches and promotes the final solution

#### JOURNALIST | The reporter, pursuing the scent of enquiry

Driven by a desire to help others understand
Defines the origin curiosity of the project
Has an instinct to research, learn and discover
Possesses or is able to acquire salient domain knowledge
Understands the essence of the subject's data
Has empathy for the interests and needs of an audience
Defines the editorial angle, framing and focus

#### DATA ANALYST | The wrangler, handling the data work

Has strong data and statistical literacy
Possesses technical skills to acquire data from multiple sources
Examines the physical properties of the data
Undertakes initial descriptive analysis
Transforms and prepares the data for its purpose
Undertakes exploratory data analysis
Has database and data modelling experience

#### DESIGNER | The conceiver, providing creative direction

Establishes the initial creative pathway through defining purpose Harnesses initial mental visualisations: ideas and inspiration Has strong creative, graphic and illustration skills Understands the principles of user interface design Is fluent with the full array of possible design options Unifies the decision making across the design anatomy Has a relentless creative drive to keep innovating

#### SCIENTIST | The thinker, providing scientific rigour

Brings a strong research mindset to the process
Understands the science of visual perception
Understands visualisation, statistical and data ethics
Understands the influence of human factors
Verifies/validates the integrity of all data and design decisions
Demonstrates a systems thinking approach to problem solving
Undertakes reflective evaluation and critique

#### TECHNOLOGIST | The developer, constructing the solution

Possesses a repertoire of software and programming capabilities
Has an appetite to acquire new technical solutions
Possesses strong mathematical knowledge
Can automate otherwise manually intensive processes
Has the discipline to avoid feature creep
Works on the prototyping and development of the solution
Undertakes pre and post-launch testing, evaluation and support

Figure 3.3 The Attributes that Comprise the 'Seven Hats of Visualisation Design'

https://www.visualisingdata.com/2012/06/article-the-8-hats-of-data-visualisation-design/



### **Constrains**

Timescales

Pressures

Design

Technological

### **Deliverables**

Setting

Medium

Quantity

Frequency



## Defining your project's vision

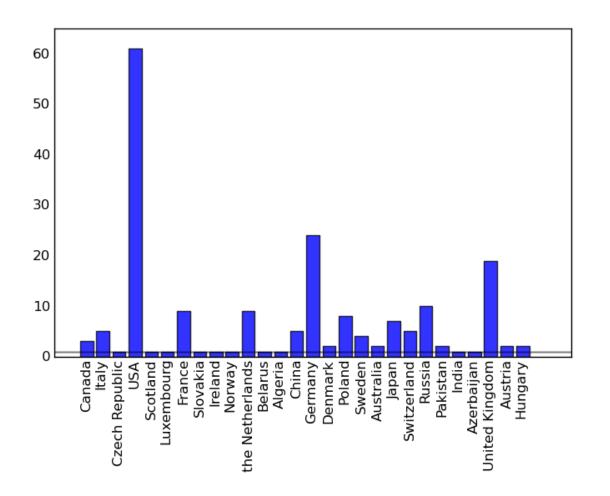
Mission ≠ Vision

- Two significant design characteristics
  - Tone: Read or Feel
  - Experience: Explain, Exhibit or Explore



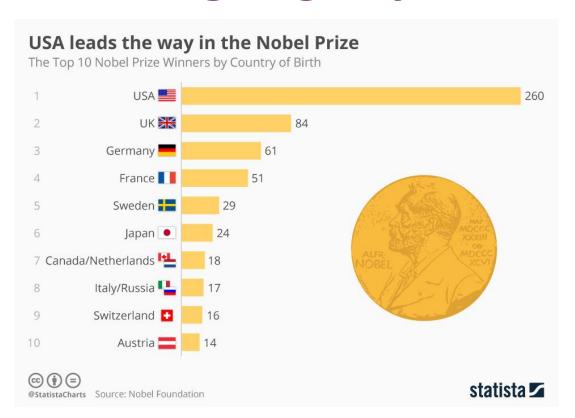
### **Reading Tone**

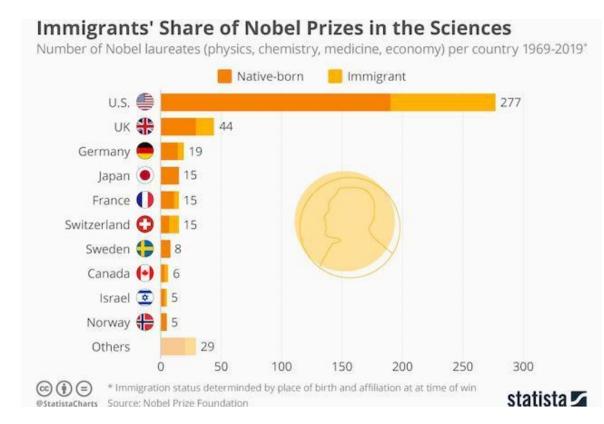
- Optimise the precision and efficiency to perceive the represented data
- Pragmatic, analytical, conservative, utilitarian, boring(?)
- Bar charts are the reading tone choice by excellence!





### Moving slightly to the "feel" area







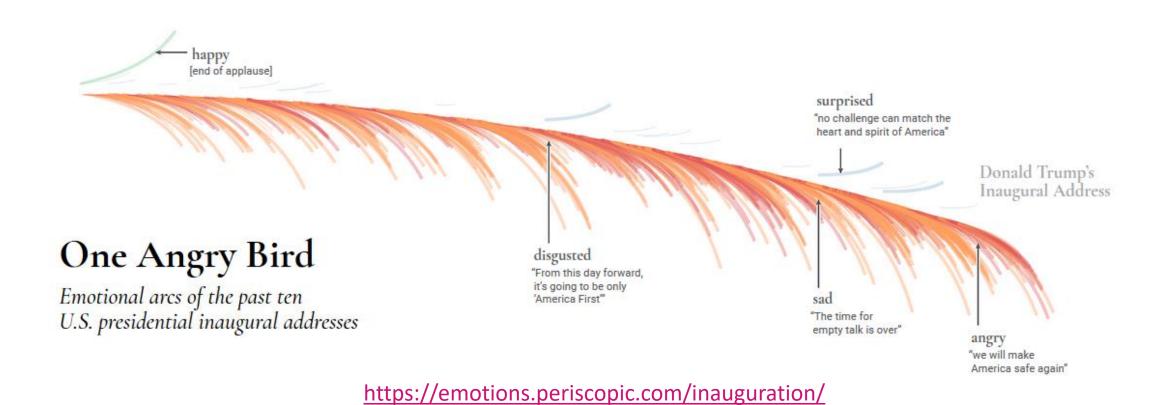
## **Feeling Tone**

• Emotive, figurative, seductive, big-picture, fun and dramatic

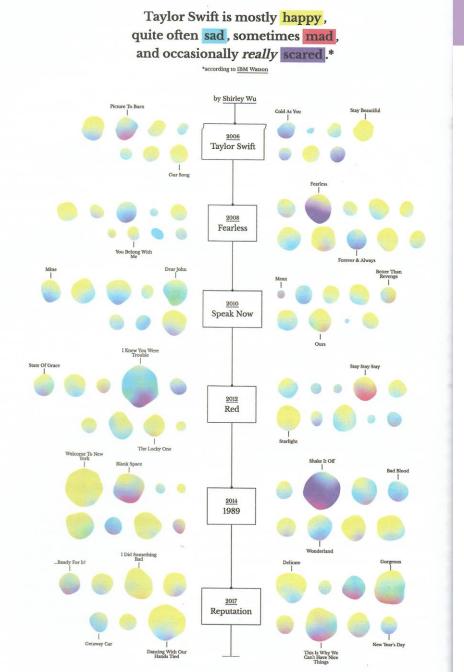
Need more in-depth analysis

But that doesn't mean that you can have a glance!









**Figure 3.8** Taylor Swift is Mostly Happy, Quite Often Sad, Sometimes Mad, and Occasionally Really Scared, by Shirley Wu

https://sxywu.com/





https://www.nytimes.com/interactive/2015/10/11/us/politics/2016-presidential-election-super-pac-donors.html



## Experience

- Different methods of enabling interpretation
  - Explanatory
  - Exploratory
  - Exhibitory

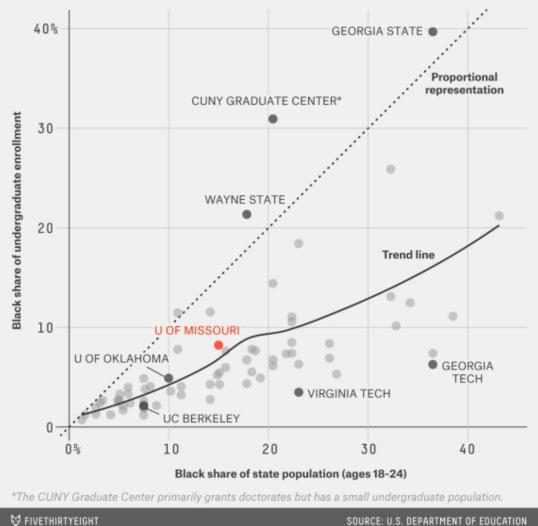


## **Explanatory**

https://fivethirtyeight.co m/features/mizzousracial-gap-is-typical-oncollege-campuses/

#### **Black Students Are Underrepresented On Campus**

Black enrollment at public research universities vs. black college-age state population, 2013



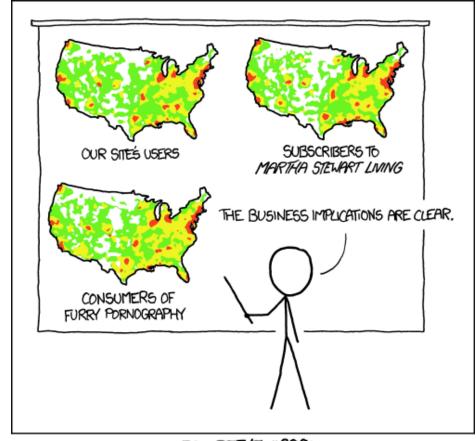


### **Exploratory**

 Focused on helping the viewers discover and form their own interpretations

Simple interpretation and manipulation of data

 https://luiscarli.com/2012/09/01/ wood-changes/



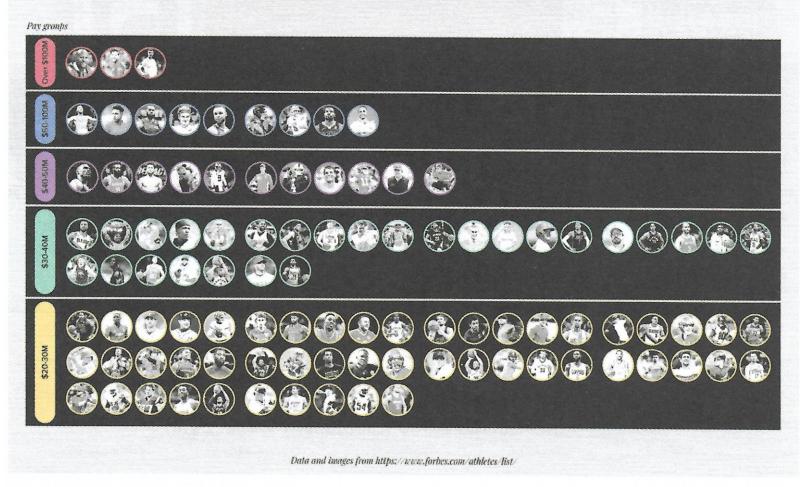
PET PEEVE #208: GEOGRAPHIC PROFILE MAPS WHICH ARE BASICALLY JUST POPULATION MAPS

https://xkcd.com/1138/



## **Exhibitory**

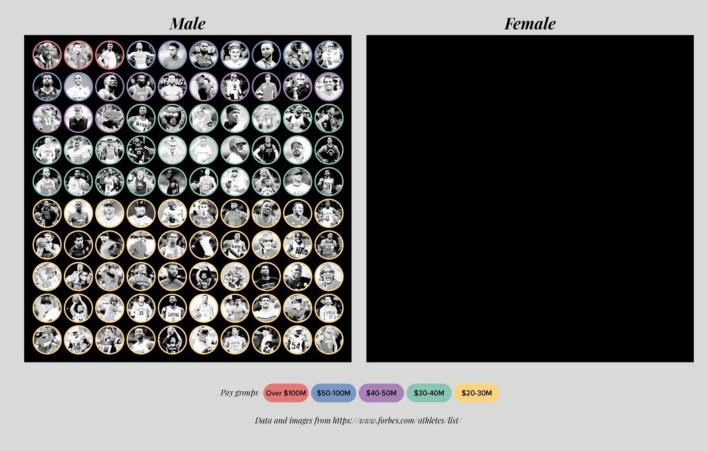
### Forbes: The World's 100 Highest-Paid Athletes





## **Exhibitory**

### Forbes: The World's 100 Highest-Paid Athletes



Another example:

https://informationisbeautiful.net/visualizations/the-billion-dollar-o-gram-2009/



# Conclusions



# Lab time