

## **Visualization Specific Heuristics**

*Forsell and Johansson. An Heuristic Set for Evaluation in Information Visualization. AVI 2010.*

### **Information coding**

Perception of information is directly dependent on the mapping of data elements to visual objects. This should be enhanced by using realistic characteristics/techniques or the use of additional symbols.

### **Minimal actions**

Concerns workload with respect to the number of actions necessary to accomplish a goal or a task.

### **Flexibility**

Flexibility is reflected in the number of possible ways of achieving a given goal. It refers to the means available to customization in order to take into account working strategies, habits and task requirements

### **Orientation and help**

Functions like support to control levels of details, redo/undo of actions and representing additional information.

### **Spatial organization**

Concerns users' orientation in the information space, the distribution of elements in the layout, precision and legibility, efficiency in space usage and distortion of visual elements.

### **Consistency**

Refers to the way design choices are maintained in similar contexts, and are different when applied to different contexts.

### **Recognition rather than recall**

The user should not have to memorize a lot of information to carry out tasks.

### **Prompting**

Refers to all means that help to know all alternatives when several actions are possible depending on the contexts

### **Remove the extraneous**

Concerns whether any extra information can be a distraction and take the eye away from seeing the data or making comparisons.

### **Data set reduction**

Concerns provided features for reducing a data set, their efficiency and ease of use