

Assignment 2.3

Posted March 8
Due before next class

Overview

This assignment asks you to consider your data visualization project critically, and to incorporate visual and interactive design concerns such as readability, legibility and purpose. Your goal is to go beyond the mere visual representation of the data, and reveal something in an interesting/beautiful/useful way. I will evaluate your project on three main topics: a) visual quality, b) quality of the interaction/experience, and c) critical use of data. Naturally, the code must work properly.

Part One

Taking the basic visualization you presented on March 5, bring your project to the next level. Be prepared to show substantial progress regarding its use of data, visual technique, and interactivity.

Part Two

To Read

Drucker, Johanna. "Humanities Approaches to Graphical Display." *Digital Humanities Quarterly* 5, no. 1 (2011).
<http://www.digitalhumanities.org/dhq/vol/5/1/000091/000091.html>.

To Do

Answer the following questions:

- Consider your data visualization project in light of Drucker's distinction between *data* and *capta*. In what ways, if any, is your data constructed? In what ways the visualization strategy you chose shapes the knowledge it displays? Use images and videos of your datavis as illustrations.
- Drucker's project is to create a critical language that re-frames data visualization, a practice rooted in the sciences, for the humanities. Consider whether design fields such as architecture, media, landscape and urban design can benefit from this reframing? Explain how you see datavis in your own field of practice.

Write your response as a brief essay (between 600 and 1000 words), and post to the blog.