# **Graphical Theory**

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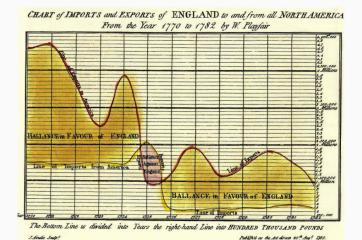
## Visual Displays – Theory of Data Graphics

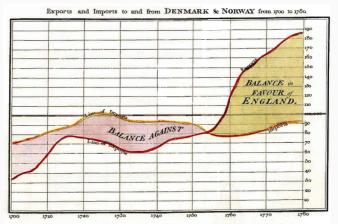
- Data Ink and Graphical Redesign
- Data-Ink Maximization and Graphical Design
- Aesthetics and Technique in Data Graphical Design

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- Main Principle: Show the data.





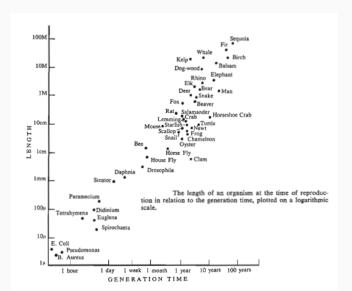
The Bottom line is divided into Years, the Right hand line into L10,000 each.

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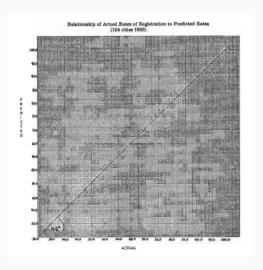
 $\mathsf{DIR} = (\mathsf{amount} \ \mathsf{of} \ \mathsf{data}\text{-}\mathsf{ink}) \ / \ (\mathsf{total} \ \mathsf{ink} \ \mathsf{in} \ \mathsf{the} \ \mathsf{graph})$ 

Example: Electroencephalogram where all lines are relevant.

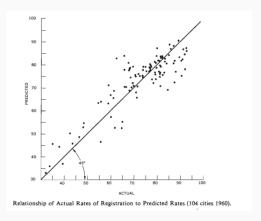
Another example: almost all ink shows relevant information



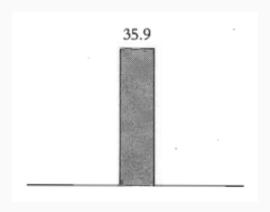
Principle of graphic design: Maximize the Data-to-Ink Ratio.



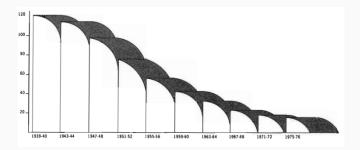
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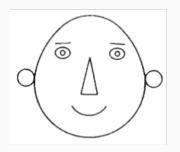
Another principle: Erase Non-Data Ink.



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Bilateral symmetry can redundancy.

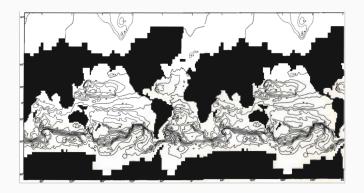




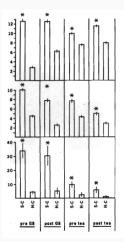
(However, in some cases maintaining symmetry avoids confusion.)

Another principle: Erase Redundant Data-Ink.

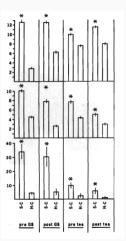
Exception: redundancy to show patterns and cycles

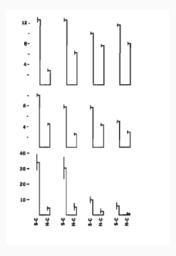


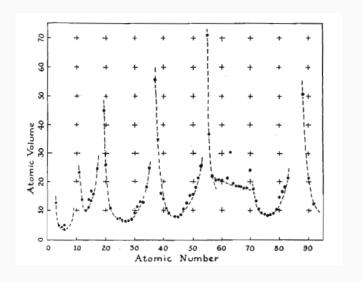
Edit and redesign to minimize redundant, non-data info.

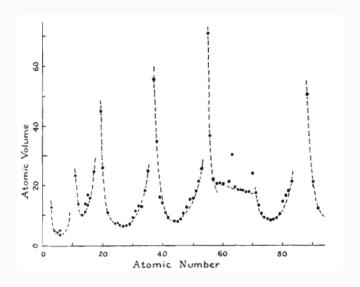


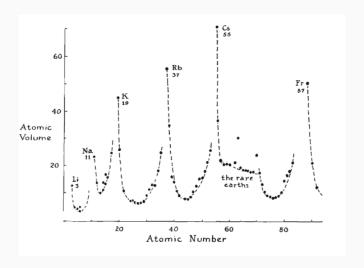
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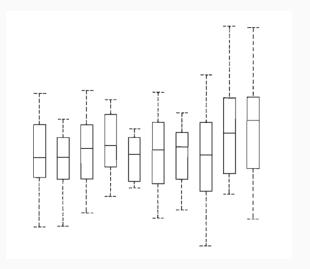


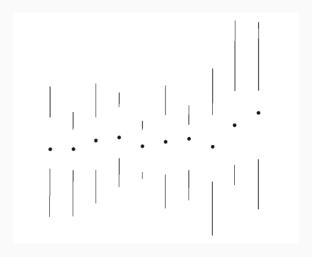
#### Conclusion

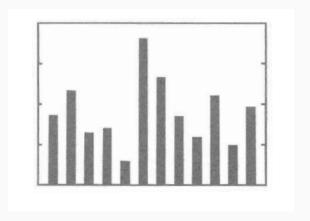
#### Principles to remember:

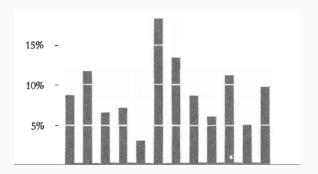
- Show data-related information
- Maximize data-ink ratio
- Erase non-relevant data
- Erase redundancies
- Practice the idea of editing and revisiting.

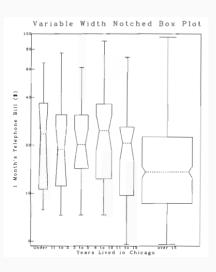
Consider applying these principles to NEW designs.

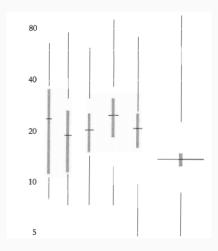


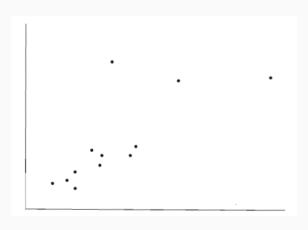




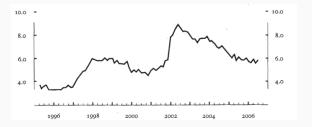












#### **Conclusions**

- Graphical design eliminates unnecessary information.
- It adds new ideas to maximize efficiency (leading to new designs).
- Data-Ink ratio should be close to 1.
- Efficiency should be gained in communication and production.
- Consider that some designs may be hard to understand.
- Use your criteria to decide how to present a graph according to the audience.

Graphical design should look for elegance and simplicity.

This is particularly important when the data are complex.

#### Guidelines:

- Combine words, numbers and graph together.
- Provide a story behind the data.
- The design should avoid irrelevant information and be done professionally.

Combine graphical elements when appropriate.

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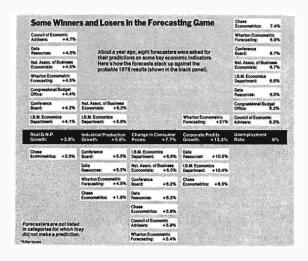
Tables are:

- ideal for small datasets.
- preferable to pie charts.

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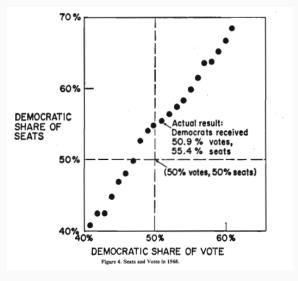
ave figurare Come sell'occhio fusse, o, c'la busa dun quavio di bvaccio equale alla cua tauola dipinta sia, a, b; discosta m\_\_\_\_\_n dal'occhio mezo livaccio allova tu cio tutte le cose che .6 La ueder si portifi den d'une orizonte de ivo alla lungheta cento miglia in tunca confusa diminuttione che no che figurar di quelle alcuna parte c'habbia figura ma apena potrai parre si piccolo punto di penello che non sia maggiore chogmi gran casamento posto in dica miglia de distantia gerche li monti in langha distunció si dimostrono piu scuri nella cima che mella basa \_ avia c'acquista gradi di grossezza in ogni grado de la sua basjezza e della sua distanzia e causa chefe cime de monti che biu s'in alzano bin mostrano la (ua naturita per soño impe-AVOSSOZZAV mella ama

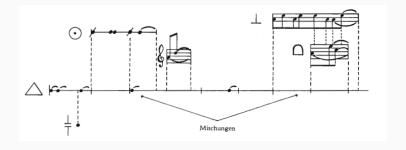
#### Friendly Graphs:

- Words are clear and informative (avoid abbreviations).
- Words should be read left to right (not vertically).
- Avoid legends or elaborated colors. Put clear labels.
- Graph is attractive.
- Use a few colors (clearly distinguishable).
- Type clearly and precisely (avoid all capitals).

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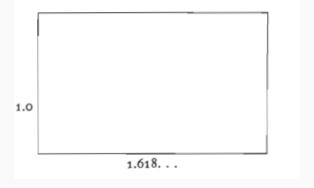




Graphs should tend toward the horizontal direction (wider not longer), because humans process information in the horizontal direction.



An ideal example is the Golden Rectangle:



Labeling should also tend toward the horizontal line:

			some labels	
some labels	inste	ad of		
	some other labels			some other labels

#### **Epilogue**

"What is to be sought in designs for the display of quantitative information is the clear portrayal of complexity. Not the complication of the simple; rather the task of the designer is to give visual access to the subtle and the difficult – that is,

the revelation of the complex.