Make

3D

goal: concretize ideas into tangible prototypes which are approximations of a product in some aspects

artifacts: prototypes

generate

1) set an achievable goal

what should the prototype achieve? what are the specific criteria for success? break a larger goal into parts with clearer feature sets.

For first prototype:
- success = working website + visualization
- can perform basic tasks (click, drag)
- can draw basic conclusions (ie, can see some kind of clustering of the data)

!! break a goal apart into multiple and create a worksheet for each sub-goal

2) plan encodings & layouts

what are good visualization encodings or layouts for which data? use the ideas you just came up with, and remember to justify for users and their tasks.

'Rely on'. (GraphViz)
- color
- position } possibly one possibly a combination

- For later prototype, use time / motion to show a story

3) plan support for interactions

what can the user do? what is required given the chosen encodings? justify your design decisions.

- choose colormap
- # of categories, what do colors represent

4) sketching additional views

what other parts of the data must be seen? brainstorm how to show this data in the tool.

!! if you are thinking up new ideas to visualize, go back to the ideate activity!

5) build the prototype and check-in

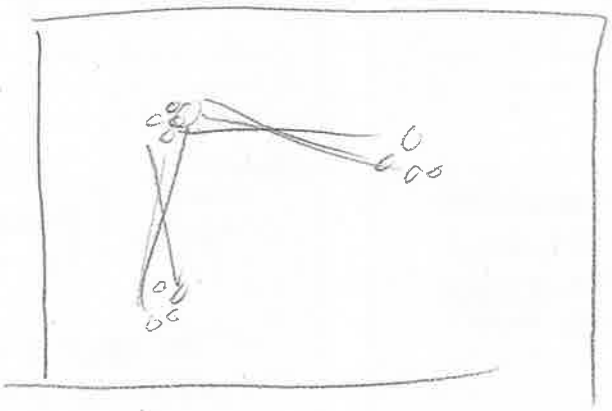
evaluate

are your goals met by the prototype? test with users if possible. are design decisions properly justified? do any need to be revisited? were any new constraints or limitations discovered? write down your progress and additional justifications below. review this progress and the prototype with a partner or your group.

!! did the prototype meet its goal? if measure its success, make sure you have addressed the design requirement. does the prototype try to do too much?

M-3-1

Initial Prototype



Success measures/questions:

- can I see clusters?
- can I click and drag to change visualization?
- if yes to above questions, try to implement popup of mousing over the node