1. Question 1: Analysis
   1. The goal of the graphic
   2. Dimensions visualised
   3. Important visual queries
   4. The use of visual channels
2. Use of colour
3. Use of size
4. Use of space
5. Use of depth
   1. Use of design heuristics for visualization
   2. Scene gist
   3. Perception
   4. Attention
   5. Pop-out
   6. Objects and patterns
   7. Meaning
6. Question 2: Synthesis/Redesign
   1. Improvements or redesign
   2. Why it is a better design
   3. Strengths
   4. Weaknesses
   5. Trade-offs