

Displace

Current visualizations

Observations

- Visualizations have a scientific feeling
- Visualizations lack humanism and emotion
- Visualizations lack narrative

Goals

- Visualization should not feel scientific
- Visualizations should convey humanism and emotion
- Visualizations should have narrative

New Displacements from 2008 to 2020

200

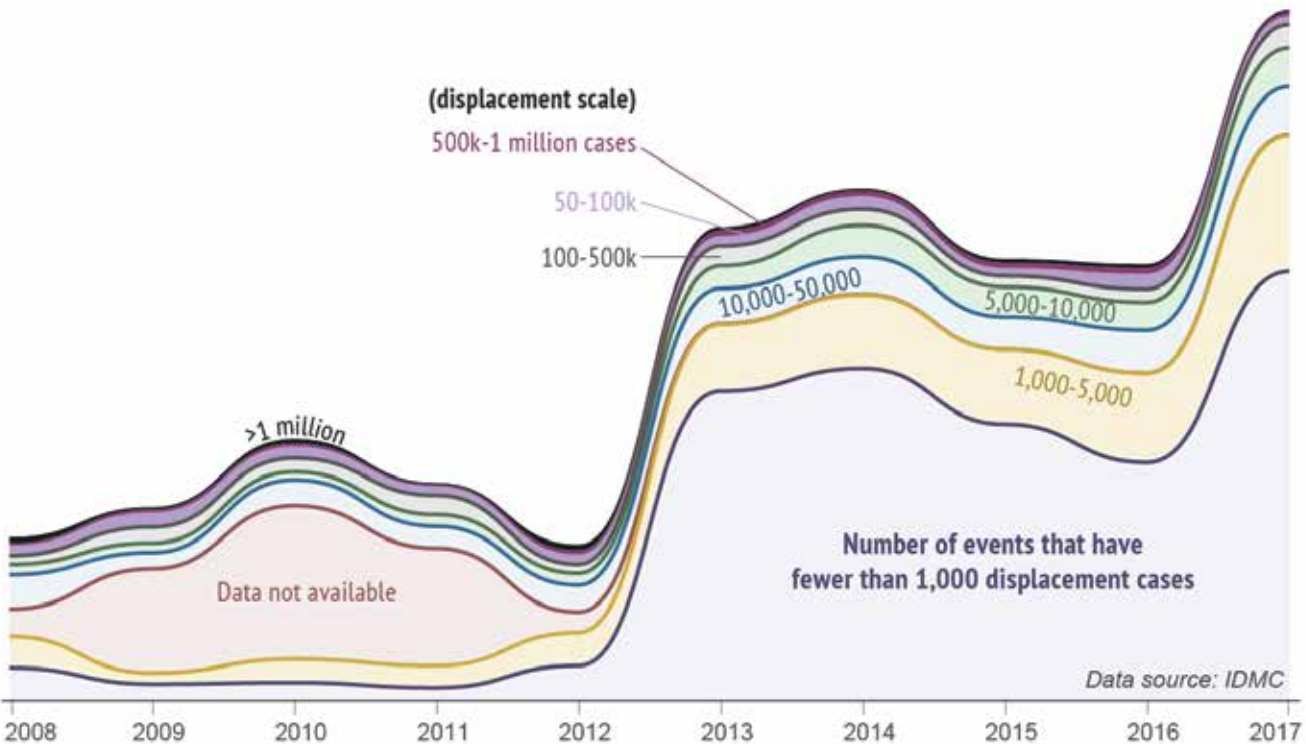
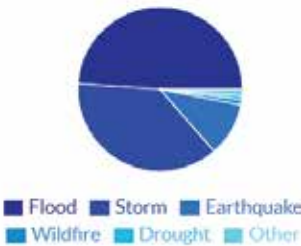
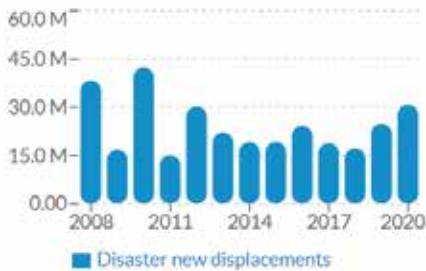
Countries and territories

318.7M

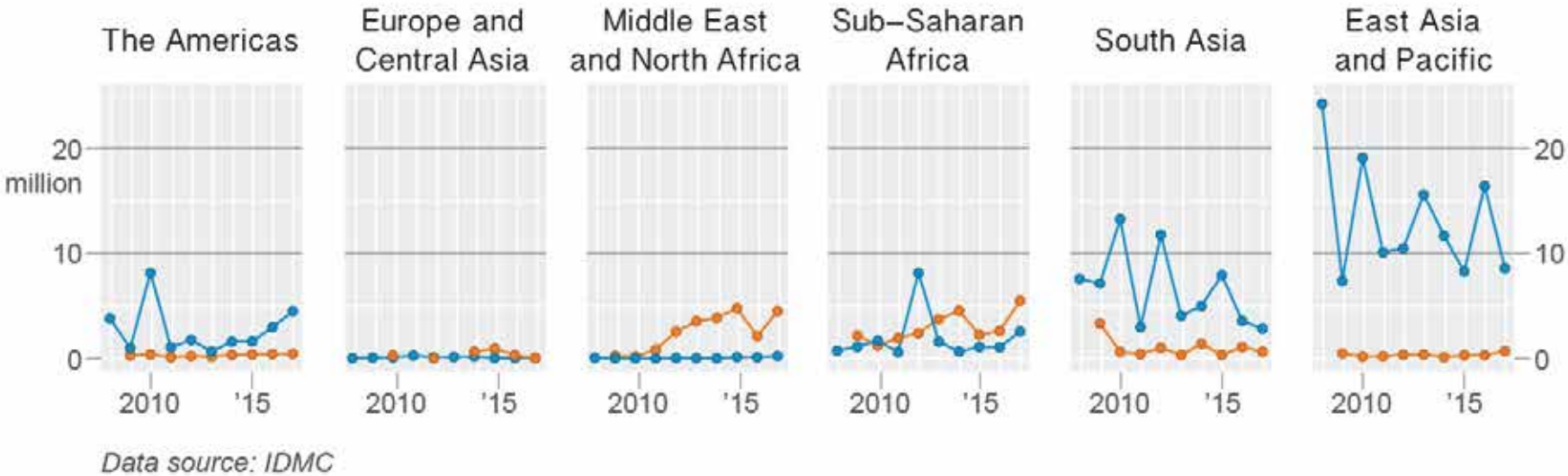
New displacements
Disasters
2008 - 2020

9.6K

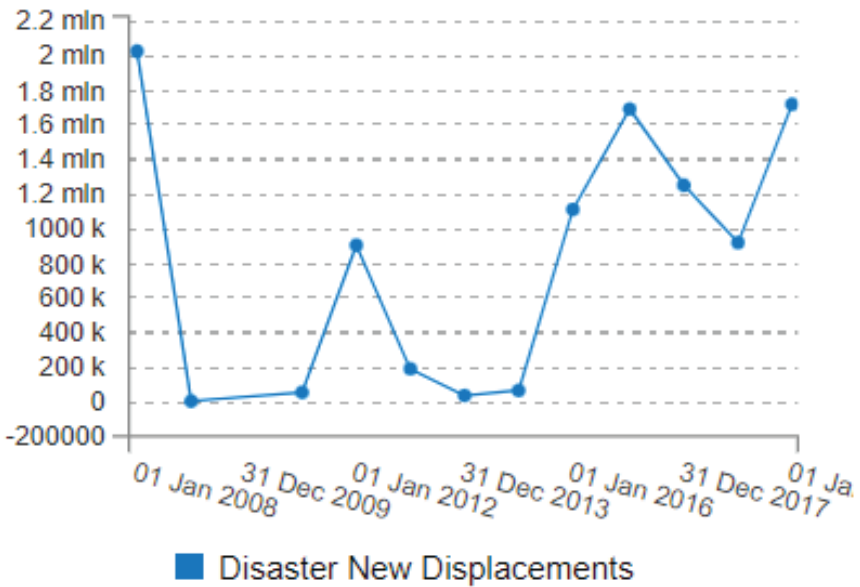
Disaster events reported
2008 - 2020



new displacements (conflict) new displacements (disaster)



Disaster New Displacements each Year



Displace

Migration flows

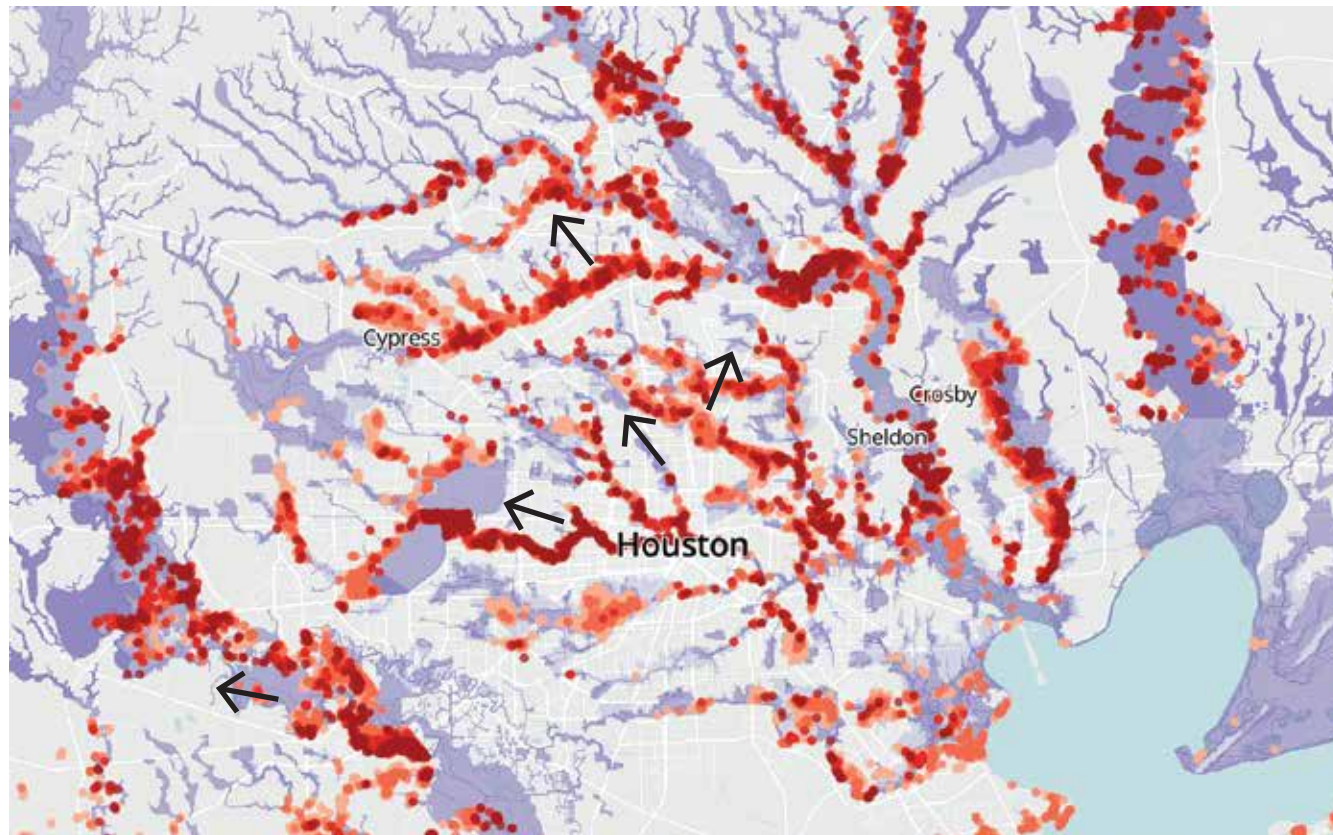


Flood simulation



Idea 1: *Flood Simulation*

Hurricane Harvey's damage



Focus

- I would focus on one major city that has experienced a major natural disaster that resulted in flooding
- I would animate “people” exiting the city in response to flood waters moving in
- I would animate the return of people to the city after the event
- The animate would take place over time (metaphorically)
- In major events such as Hurricane Harvey or Hurricane Katrina, not everyone who left Houston and New Orleans returned, so the flow of people back would be smaller
- Force-directed graph to create illusion of people being forced out?

Data sources

- IDMC
- HUM
- US Census (est of pop flows)
- FEMA flood map/shape files

Narrative

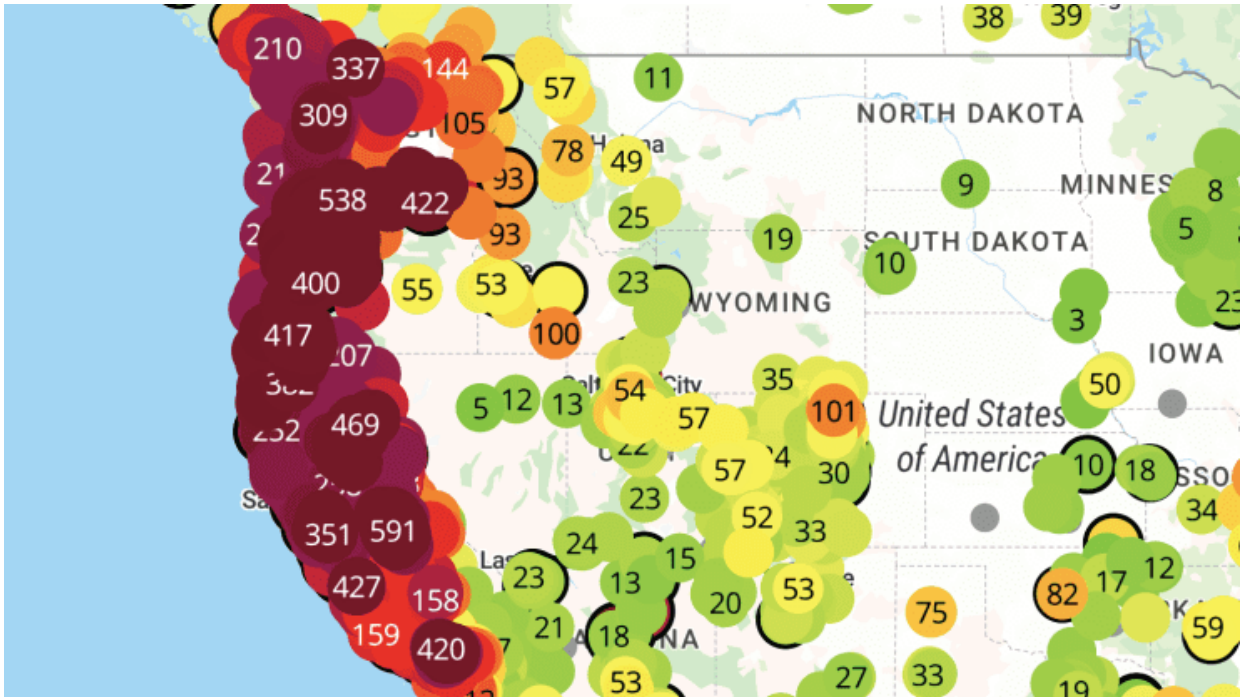
- Gulf Coast Disporia
- Homecoming
- Place
- Climate Refugee
- Refuge
- Flee/flight
- Temporary housing/ trailers

Dichotomy

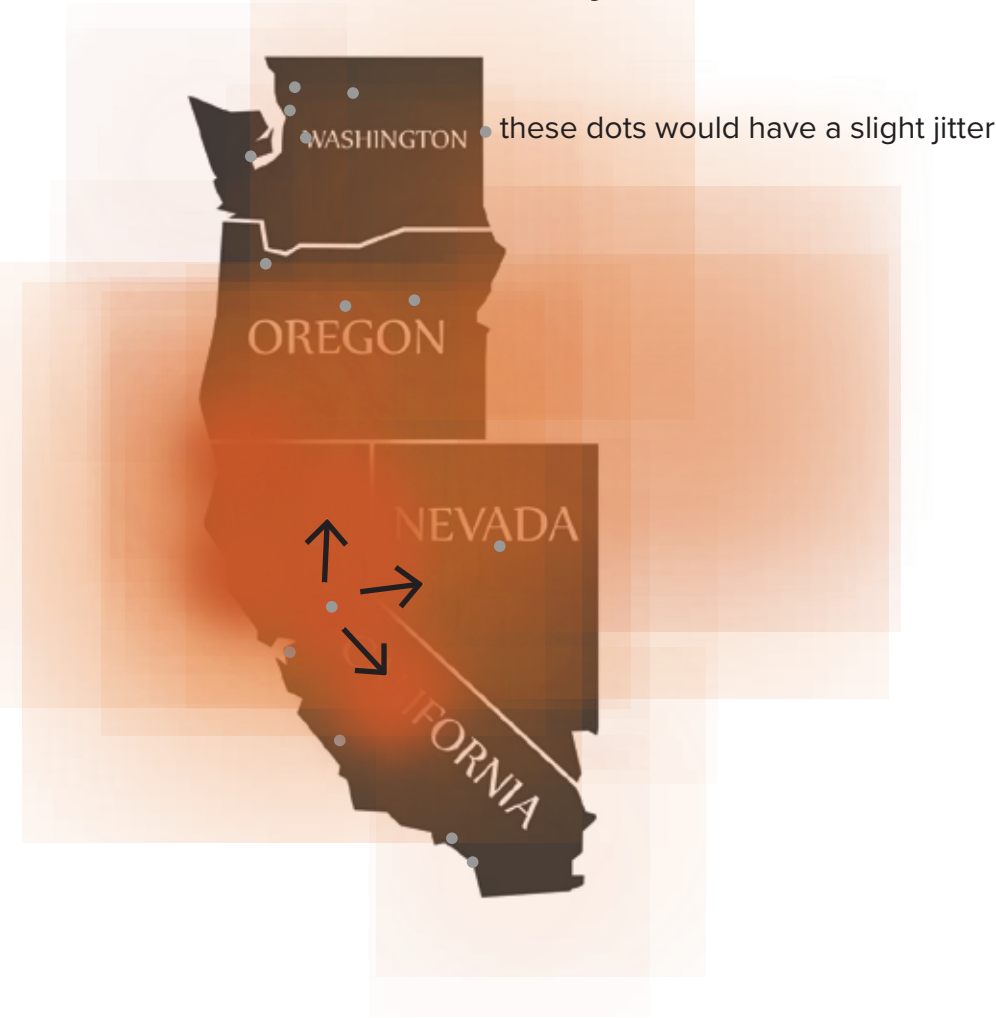
- Home and refuge
- Entry and exit
- Home and safety
- Permanence and impermanence

Displace

Smoke density level



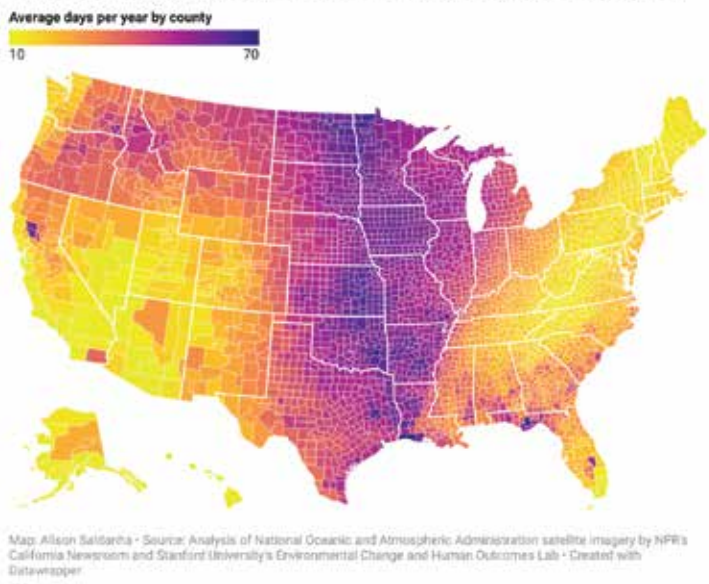
Idea 2: Smoke density simulation



Disneyland during Anaheim Wildfires



Wildfire smoke exposure across U.S. counties, 2009-2013



Focus

- Fires force people out and destroy homes, but unlike water which is more contained by land, smoke can travel across regions, affecting far more people than just those initially impacted
- For many, migration isn't an option
- In this visualization I would focus on a particular fire event, such as the California Camp fires and visualize the people that fled as well as the ones who had to stay put
- The people who stayed put would have a slight jitter (under or above the smoke)
- The people who fled would physically move to simulated refuge places (that would also still be affected by smoke, most likely)

Data sources

- IDMC
- HUM
- US Census (est of pop flows)
- NOAA

Narrative

- Homecoming
- Place
- Climate Refugee
- Refuge
- Flee/flight
- Temporary housing/trailers

Dichotomy

- Home and refuge
- Entry and exit
- Home and safety
- Permanence and impermanence