

# ARTICLE TITLE

ALI UL HAQ<sup>1</sup>

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## CONTENTS

1	Problem 1: Design critique	1
2	Problem 2: Rainbow color map	3
3	Appendix 1	3

## ABSTRACT

### 1 PROBLEM 1: DESIGN CRITIQUE

An short critique will be written for the Confluence visualisation by Harshawardhan Nene and Kedar Vaidya<sup>1</sup>

The visualisations will be critiqued against the following points also shown in appendix 1

1. What is the problem domain or context of the visualisation?
2. Which tasks can be achieved with this visualisation
3. Consider Tufte's principles of graphical integrity
4. Which of Tufte's visualisation design principles are adhered
5. Describe how graphic design principles are used
6. Comment on the visual encodings that are used
7. Comment on subjective dimensions
8. What is the intended goal of the visualization and is it achieved?
9. Are there any things you would do differently, and why?

1

This visualisation visualises the differences of opinion between the audience and critics and attempts to map the financial succes of a movie to its ratings.

2

The following tasks can be achieved:

- Find a correlation between high approval ratings from critics and the audience to the financial success.
- Relate if the critics are being over critical regarding different rating given by the audience.
- Find out if there is a relation between high financial budeting and high rating.

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<sup>1</sup> <http://iibh.apphb.com/>

3

The scale of the visualisation is unlabeled and there is no given legend to understand what the colors mean.

Furthermore there is no horizontal dimensions regarding in which year the movies are released.

There is not a significant lie factor due to the fact that there is sufficient separation between the user and critic rating and illustrates if the rating overlap or is significantly separated.

4

When the option for fan art is disabled there still exist a high data ink ratio, meaning that there is a lot of data shown but for that data needs a lot of ink. Furthermore only one movie can be chosen. There is barely any chart junk and there exists a high data density.

5

In this visualisation the contrast is used to show the differentiation between ratings. Due to the fact the same color is used for every movie there may exist a high repetition.

The data is closely shown and there also exists overlapping for some movies.

6

The visual codings which is used primarily is color value and size. The color value is used to show the different ratings given by critics and the audience. The size is used to visualize the financial success.

7

Regarding the aesthetics, style, playfulness and vividness I would say that this visualisation is pretty dull and does not show a lot of variation.

8

The intended goal was probably to provide the reader information about the discrepancy between critic rating and audience rating. In my opinion it is achieved but it is not clear immediately.

9

I would change the way the movie is represented and show it more along the lines of financial success, with an option to filter it through different genres. When the movie is clicked upon it may show the difference between audience and critics rating. Furthermore I would set the movies in chronological order of release.

## 2 PROBLEM 2: RAINBOW COLOR MAP

This figure shows the world elevation found on <https://commons.wikimedia.org/wiki/File:Elevation.jpg>. This visualisation's purpose is to inform about the world height difference and may be aimed for people interested in typography, flight planing, mountain climbing. It does not fail to convey the information and shows a difference between the elevation due to the fact that it represents the height different with a texture and more warmer color. The rainbow color in this case does not represent a clear visualisation in my opinion. This is because the color red and green have no added value regarding the elevation difference. Furthermore in this case the map gives of a loud feeling.

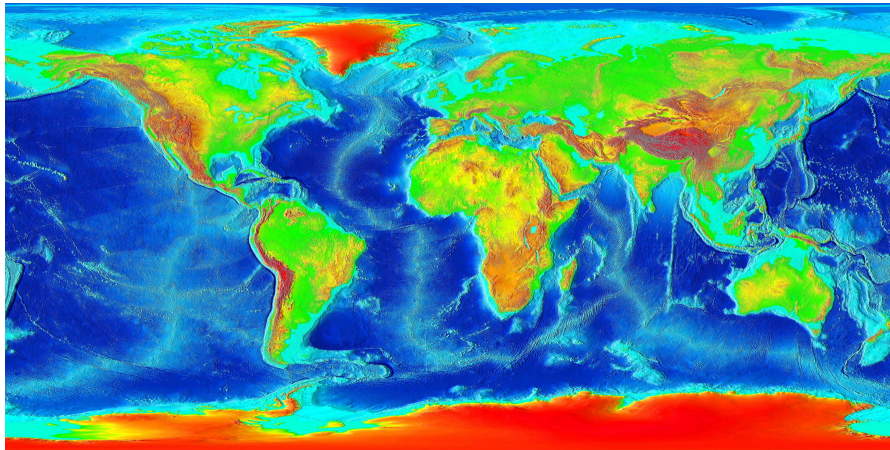


Figure 1: World elevation map

## 3 APPENDIX 1

- What is the problem domain or context of the visualization under consideration?
- Which tasks can be achieved with this visualization?
- Tufte's principles of graphical integrity:
  - Are the scales appropriately labeled?
  - Is the Lie factor high?
  - Does the visualization show data variation and not design variation?
- Tufte's visualization design principles, are they adhered to?
  - Maximize the data-ink ratio.
  - Avoid chart junk.
  - Increase data density.
  - Layer information.
- Graphic design principles:
  - How is contrast used? What kind of contrast is used?
  - How is repetition used?
  - How is alignment used?
  - How is proximity used?

- Comment on the visual encodings that are used.
  - Which visual encodings are used?
  - Are the visual encodings appropriate?
- Comment on subjective dimensions such as aesthetics, style, playfulness and vividness.
- What is the intended goal of the visualization and is that goal achieved?
- Are there any things you would do differently, and why?

## REFERENCES