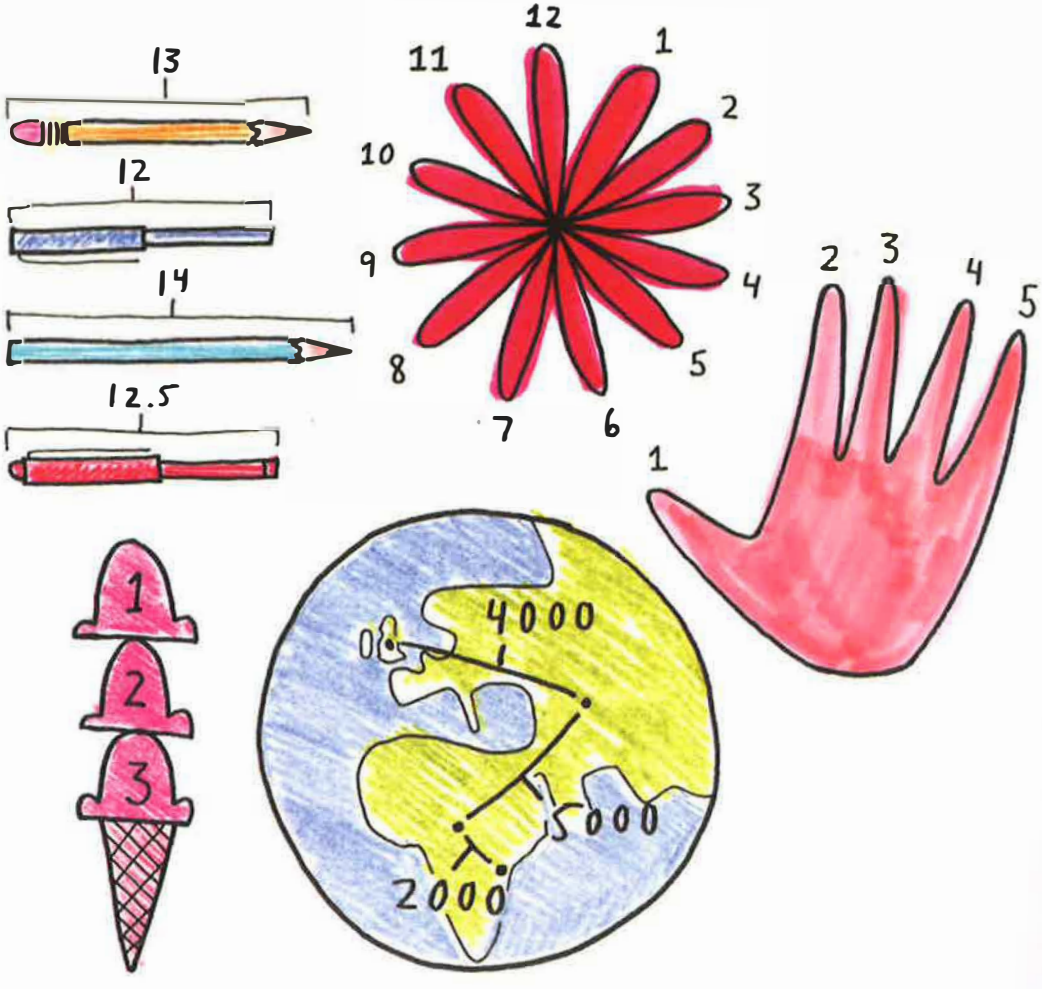
INTRODUCTION

WHAT IS DATA?

Every plant, every person, and every interaction we take part in can be mapped, counted, and measured, and these measurements are what we call data.

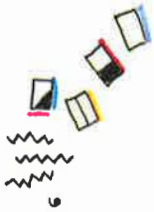
Once you know how to find these invisible numbers, you begin to see these numbers everywhere, in everything.



WHY DOES IT MATTER?

DATA COLLECTED FROM LIFE CAN BE A SNAPSHOT OF THE WORLD IN THE SAME WAY THAT A PICTURE CATCHES SMALL MOMENTS IN TIME, AND IT CAN BE USED TO DESCRIBE THE HIDDEN PATTERNS FOUND IN EVERY ASPECT OF LIFE, FROM OUR DIGITAL EXISTENCE TO THE NATURAL WORLD.

BY SEEING THE WORLD THROUGH THE LENS OF DATA, AND SKETCHING THE PATTERNS YOU DISCOVER IN THE DETAILS OF YOUR LIFE, YOU CAN ENCOURAGE YOURSELF TO NOTICE MORE CLOSELY THE LIFE UNFOLDING AROUND YOU, AND BECOME MORE IN-TUNE WITH YOUR WORLD AND YOURSELF IN THE PROCESS.

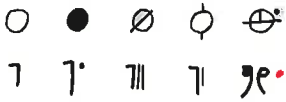


BUILD YOUR OWN VISUAL VOCABULARY

DID YOU KNOW THAT EVERYTHING YOU SEE AND LIKE CAN BECOME DESIGN MATERIAL FOR YOUR DATA?

COLOR VARIATION

TO INDICATE GROUPS OF CATEGORIES OF ELEMENTS



SYMBOL VARIATION

TO INDICATE DIFFERENT INSTANCES of THE SAME TYPE WITH TINY EXTRA SYMBOLS TO REPRESENT A SPECIAL ENTRY

THICKNESS and LENGTH

TO VISUALIZE INCREASING DURATIONS OR INTENSITIES

LEFT AND RIGHT

FOR INDICATING A BEFORE-AND-AFTER SITUATION

SHAPE VARIATION

LOOK AT HOW MANY VARIATIONS THERE ARE FOR A LINE, A SQUARE, A CIRCLE, OR A TRIANGLE!

BY STARTING SIMPLE, YOU CAN

DRAW AS MANY SMALL CIRCLES AS YOU CAN FOR...

10 SECONDS

45 seconds

1 minute 30 seconds

2 minutes 15 seconds

DRAW YOUR BREATH

Set a timer for THREE minutes.

Start the timer and for every full inhale and exhale of breath, draw a  .

DRAW EVERY BLINK OF AN EYE

Set a timer for THREE minutes.

Start the timer and every time you blink your eyes, draw a  .

FOLLOWING THE RULES (USING YOUR DATA)

Add your data in the blanks and then draw it following the drawing rules listed below!

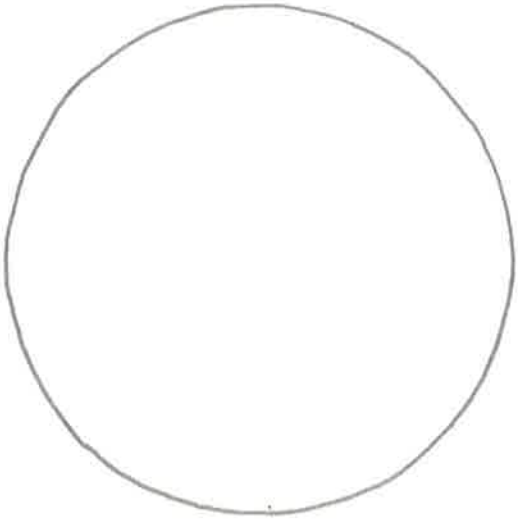
DRAWING ONE

YOUR DATA

My age is _____.

DRAWING RULES

For every year, draw a .



DRAWING TWO

YOUR DATA (circle which applies)

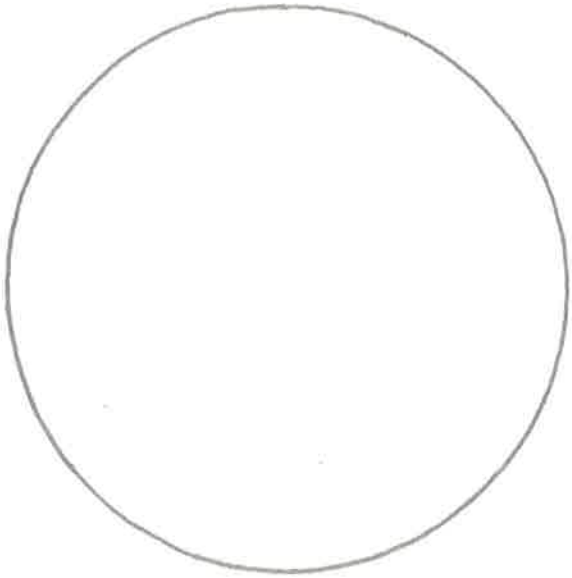
Right now I feel... a little / somewhat / very happy. / sad.

DRAWING RULES

1. If you are sad, pick up a BLUE pen, and if you are happy, pick up a RED pen.

2. Draw a , where SIZE = how happy or sad you feel.

a little Somewhat very



DRAWING THREE

YOUR DATA

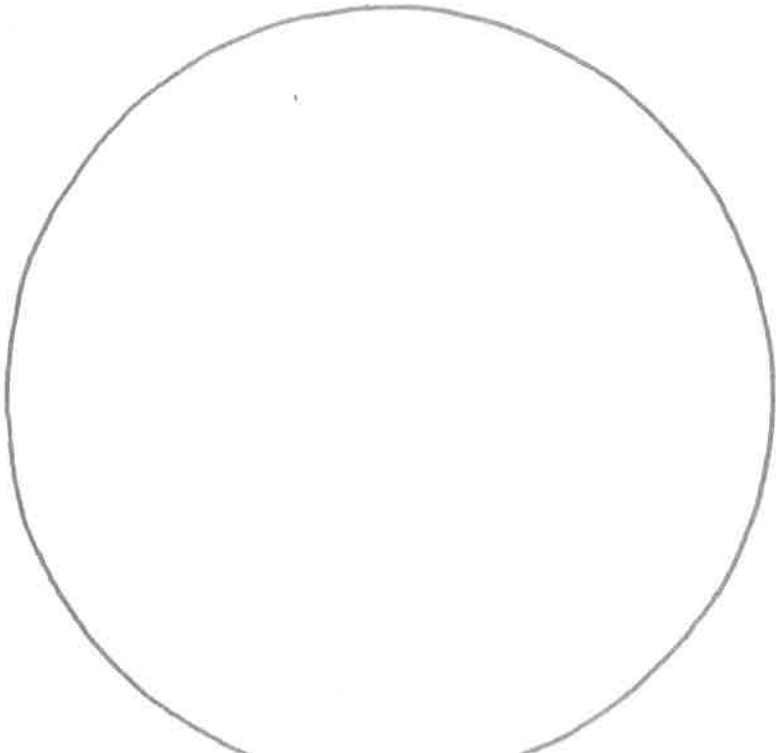
There are _____ people in my immediate family (parents, siblings, my partner, and children).

Of these family members,
_____ live in the same house as me.
_____ live elsewhere.

Of these family members,
_____ are younger than me.
_____ are older than me.

DRAWING RULES

1. Draw family members that live with you inside the circle, and draw members who live elsewhere outside the circle.
2. Draw a ▲ to represent family members who are older than you, or a ◯ to represent members who are younger than you.



DRAWING RULES + DATA = VARIABILITY!

Drawing with data requires setting up drawing rules that work well to represent any data, from a very small to a very large number.

Test how this works on the page by following the rules below to draw the outcomes for the remaining five numbers.

AS THE VALUE INCREASES...

1 2 3 4 5 6

the dot gets bigger

the line gets thicker

the circle gets darker

the square grows redder

AS THE VALUE INCREASES...

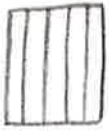
1 2 3 4 5 6

the shape has more sides

the line gets wobblier

the star has more points

the square's pattern becomes more crosshatched



the flower grows more petals