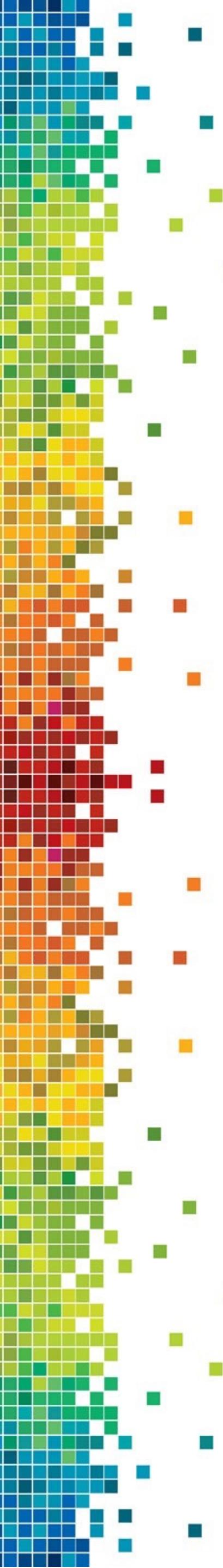


# SPEAKING WITH DATA

Jake Kaupp



5 years of visualization & data science work at Queen's

Visualization & Educational Consultant

Tools: R, Javascript, Affinity Designer, Tableau, Excel

Promoting visualization and data use for improvement in Higher Education

Encouraging adoption of analytics & data science to inform  
instructional design/educational development

**I <3 Open Source, Open Data & Open Science!**

# out·come

/'aut,kəm/ 

*noun*

plural noun: **outcomes**

the way a thing turns out; a consequence.

"it is the outcome of the vote that counts"

*synonyms:* result, end result, consequence, net result, upshot, aftereffect, aftermath, conclusion, issue, end, end product

"the future of the industry could hinge on the outcome of next month's election"

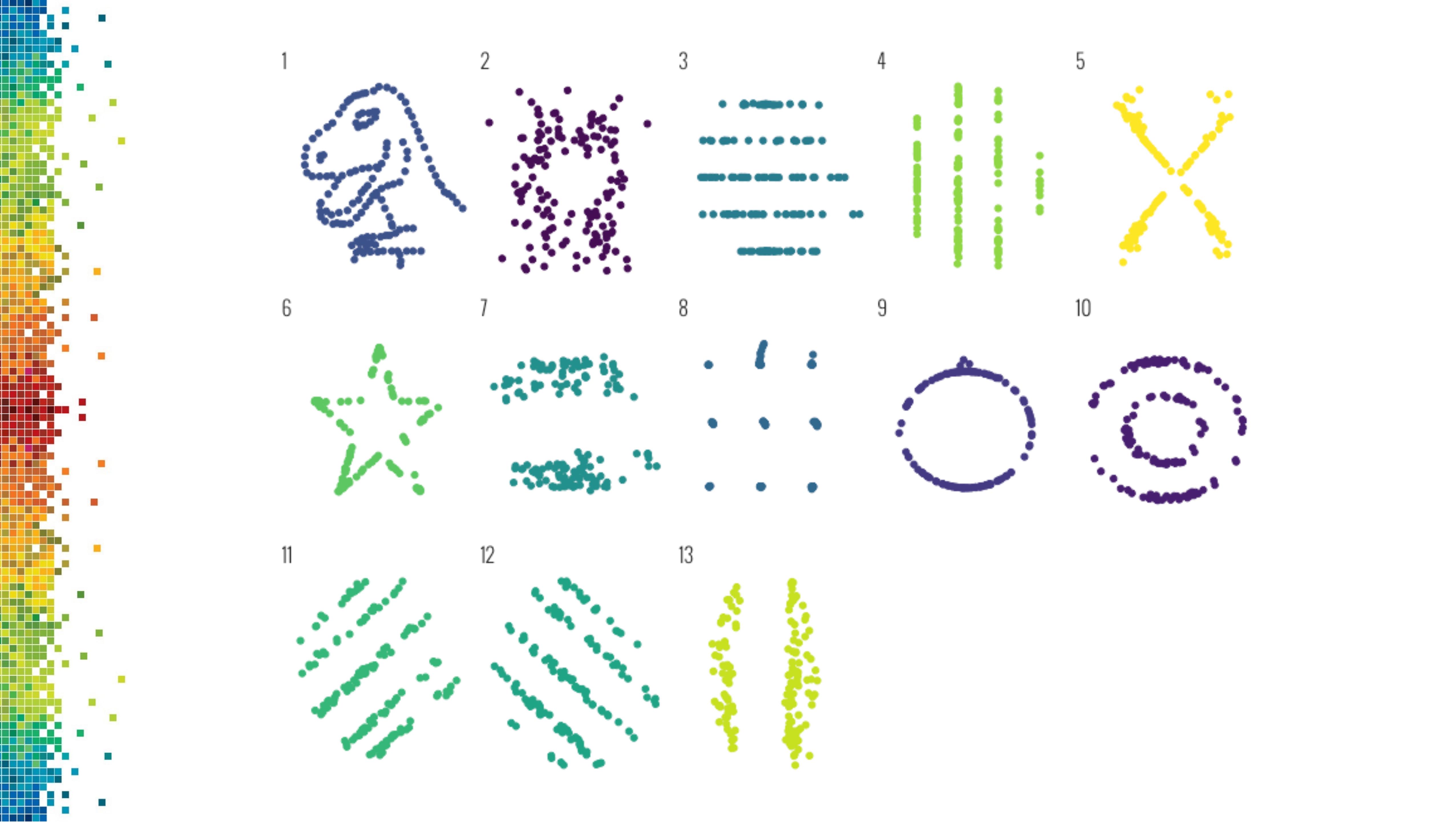


Translations, word origin, and more definitions

1. **DESCRIBE** WHY VISUALIZATION IS IMPORTANT
2. **RECALL** PRINCIPLES & THEMES OF EFFECTIVE VISUALIZATION
3. **IDENTIFY** DESIGN/PERCEPTUAL ELEMENTS USED IN VISUALIZATION
4. **APPLY** A USER-FOCUSED WORKFLOW, ALONGSIDE PRINCIPLES & THEMES TO DEVELOP VISUALIZATIONS

# WHY VISUALIZATION?

Dataset	Mean(x)	Mean(y)	SD(x)	SD(y)	Cor(x,y)
1	54.2656953	47.8350992	16.71300144	26.84776634	-0.064128352
2	54.2656953	47.8350992	16.71300144	26.84776634	-0.068586394
3	54.2656953	47.8350992	16.71300144	26.84776634	-0.068343356
4	54.2656953	47.8350992	16.71300144	26.84776634	-0.064471853
5	54.2656953	47.8350992	16.71300144	26.84776634	-0.060341442
6	54.2656953	47.8350992	16.71300144	26.84776634	-0.061714838
7	54.2656953	47.8350992	16.71300144	26.84776634	-0.068504221
8	54.2656953	47.8350992	16.71300144	26.84776634	-0.068979735
9	54.2656953	47.8350992	16.71300144	26.84776634	-0.068609206
10	54.2656953	47.8350992	16.71300144	26.84776634	-0.0629611
11	54.2656953	47.8350992	16.71300144	26.84776634	-0.06944557
12	54.2656953	47.8350992	16.71300144	26.84776634	-0.06657523
13	54.2656953	47.8350992	16.71300144	26.84776634	-0.065583337

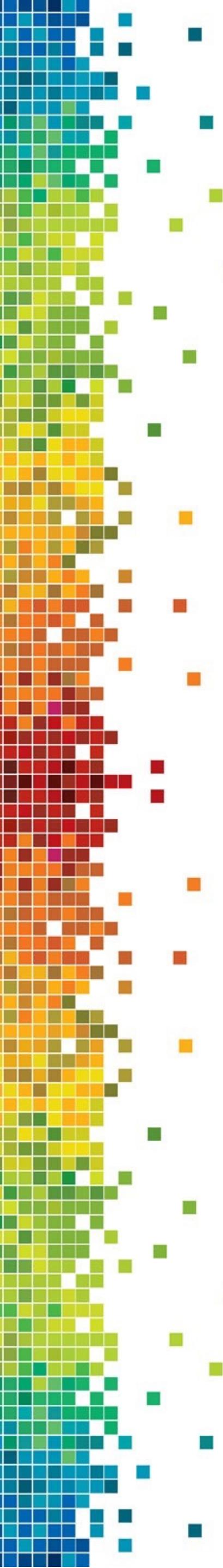


# DATA VISUALIZATION

'dadə vīZH(ō)ələ'zāSH(ə)n,

"A display of data designed to **enable analysis, exploration and discovery**. These are not intended to convey predefined messages from designers, but are conceived as tools to let people **extract their own conclusions** from the data"

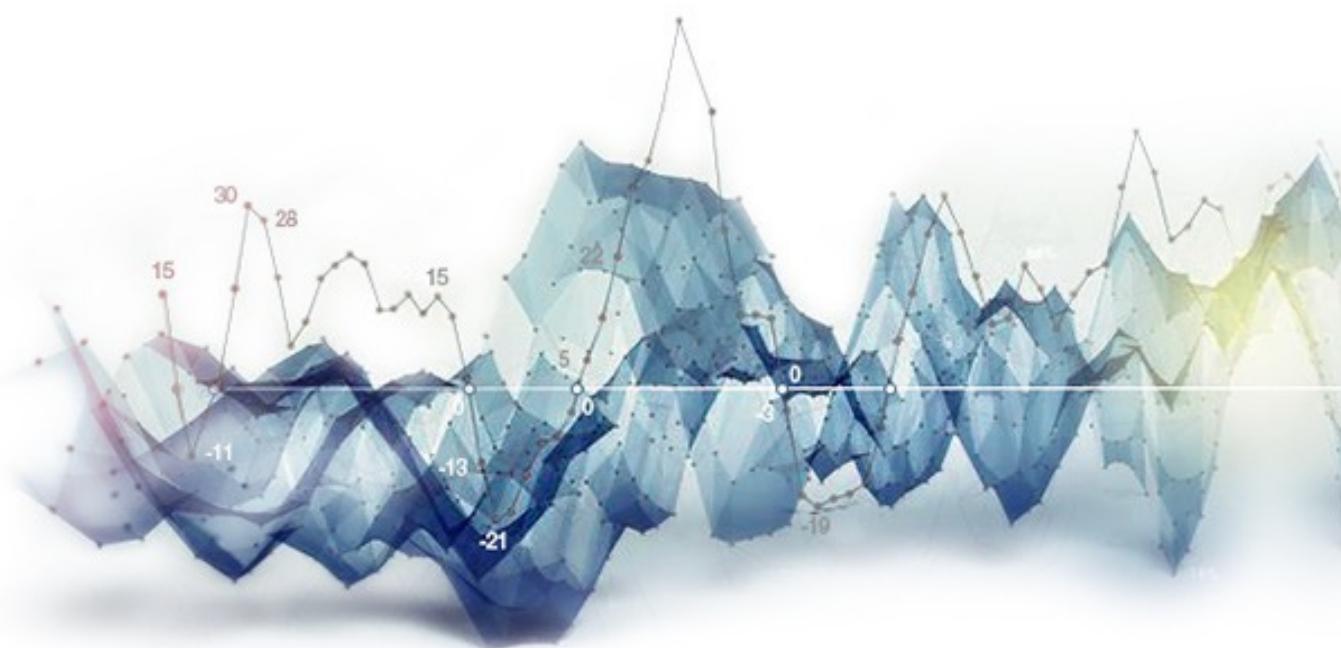
- ALBERTO CAIRO



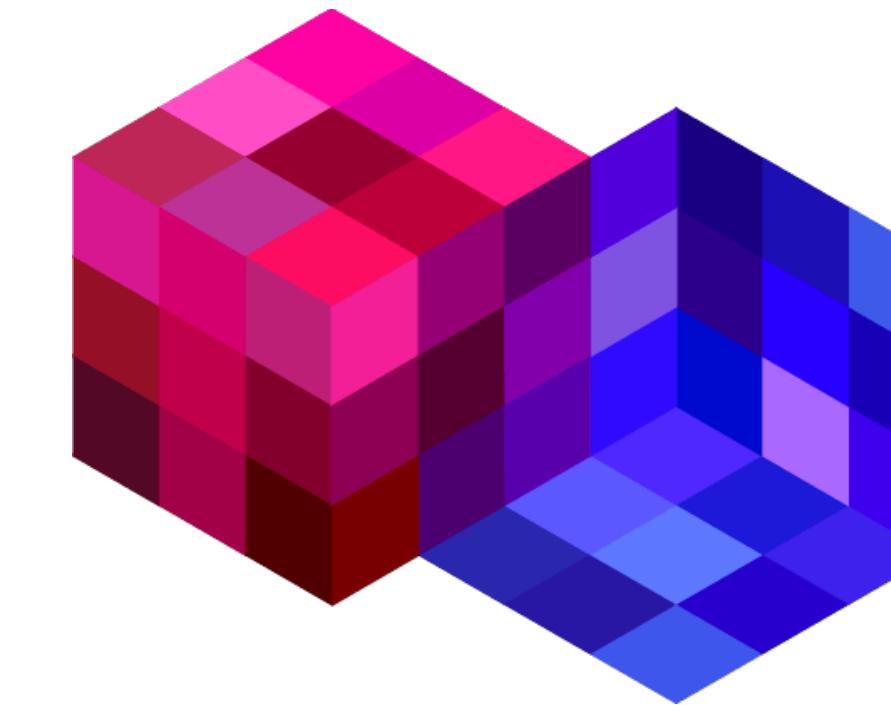
Information



Abstraction



Patterns

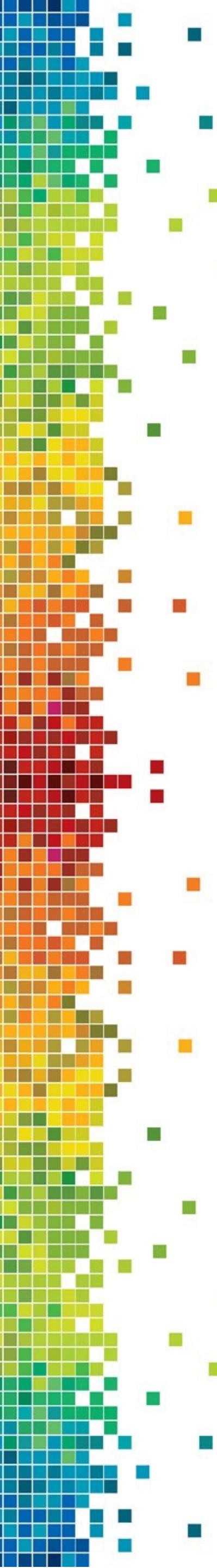


Meaning



USE & APPLY

DISCERN & ENHANCE



Information



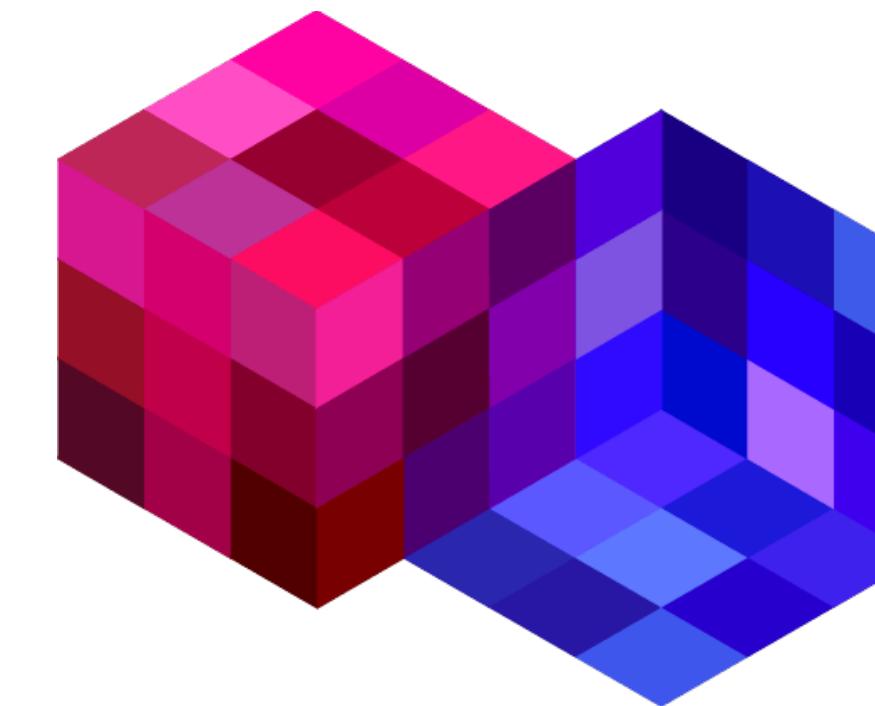
DATA

PRICE OF  
DIAMONDS VS.  
CARATS

Abstraction

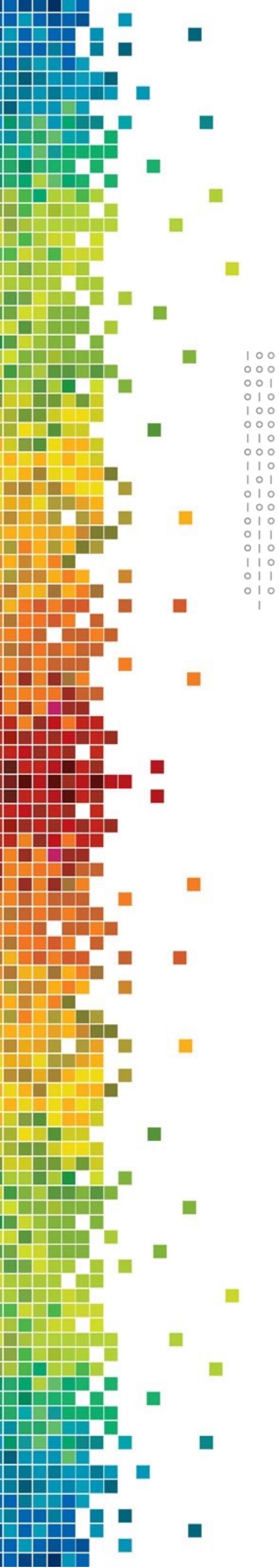


Patterns



Meaning





Information



DATA

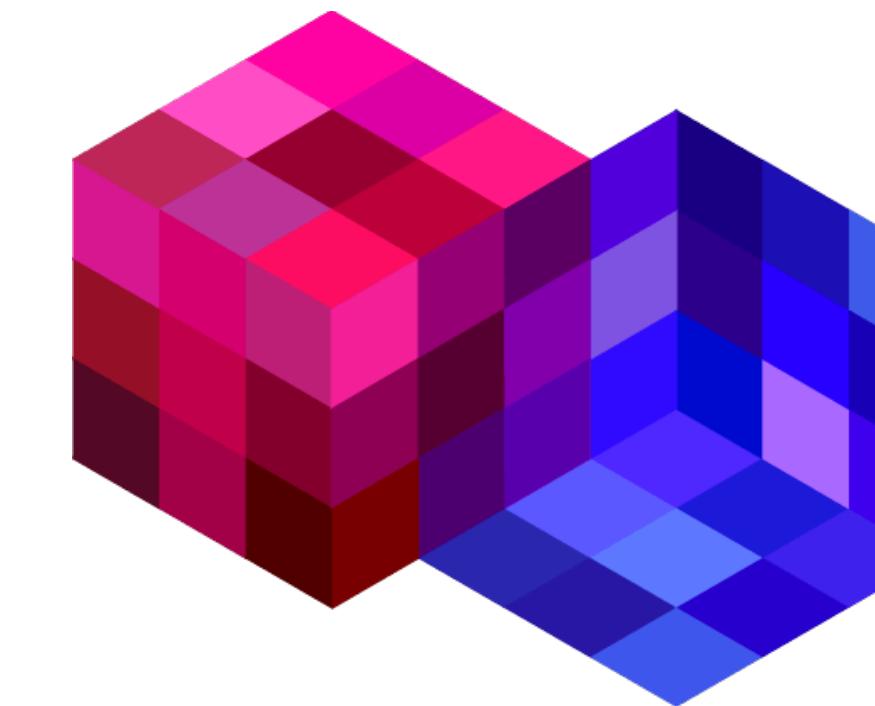
PRICE OF  
DIAMONDS VS.  
CARATS

Abstraction



VISUALIZATION

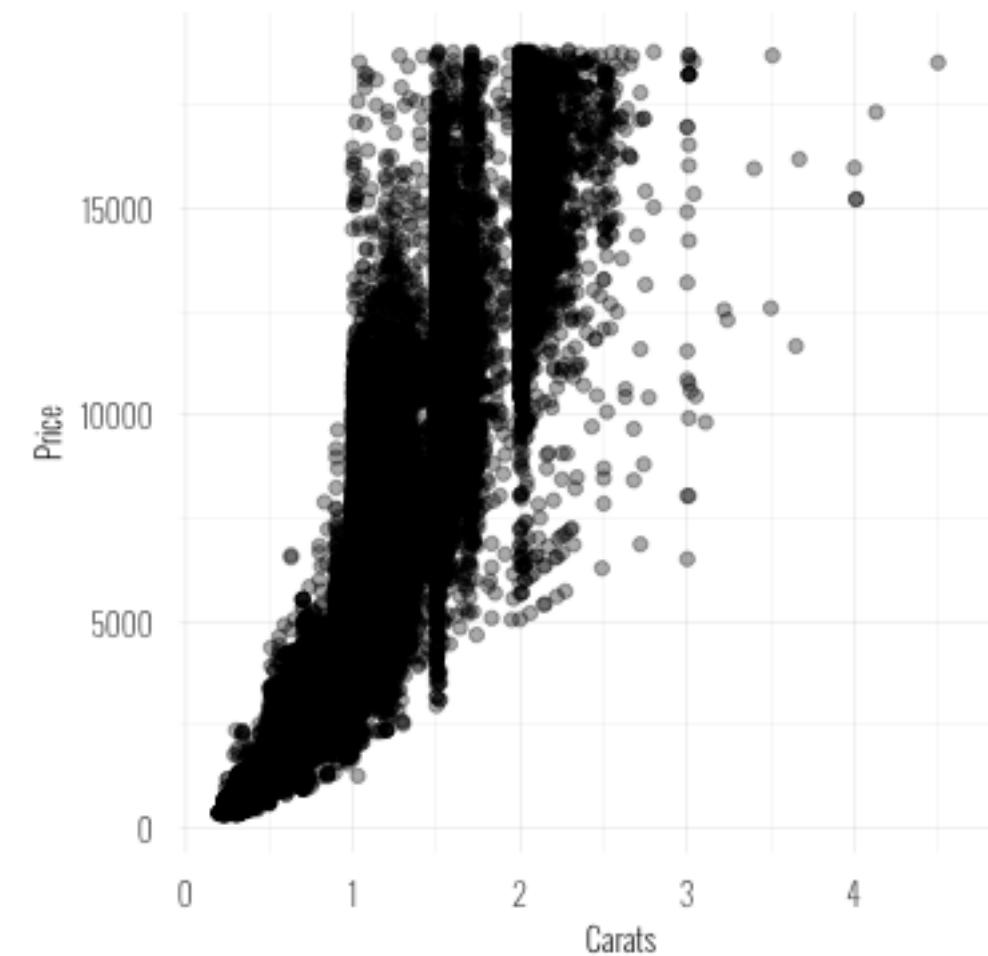
Patterns

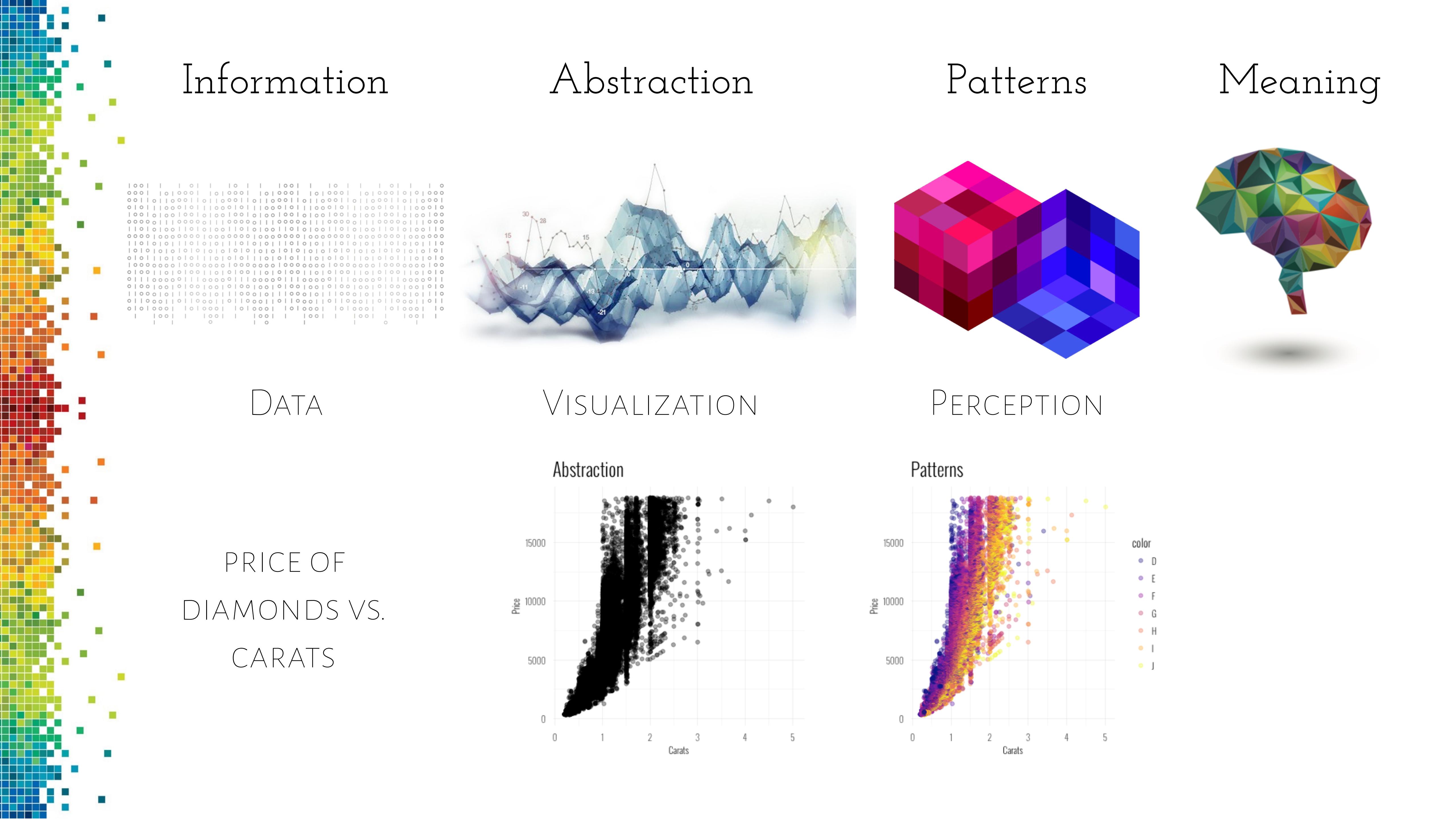


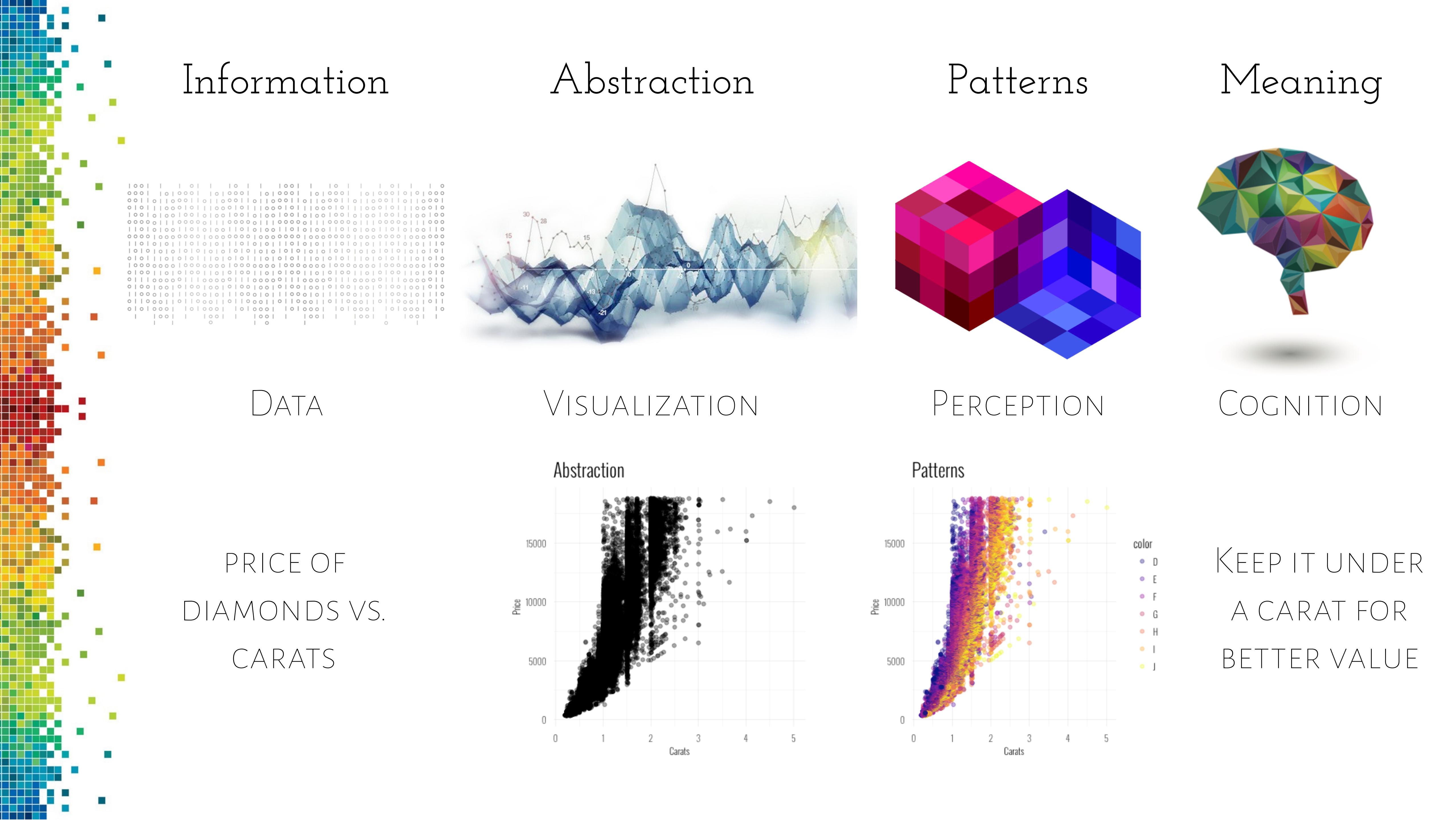
Meaning

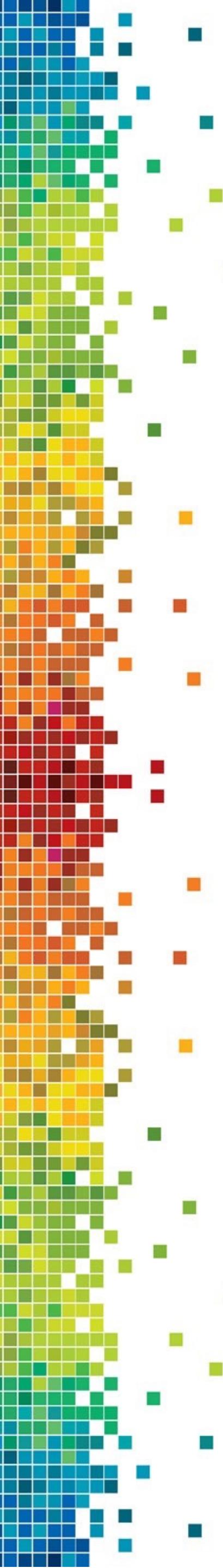


Abstraction









“Visualization is surprisingly difficult.”

- WILLIAM CLEVELAND

# THE 3 LITTLE ERRORS

Data



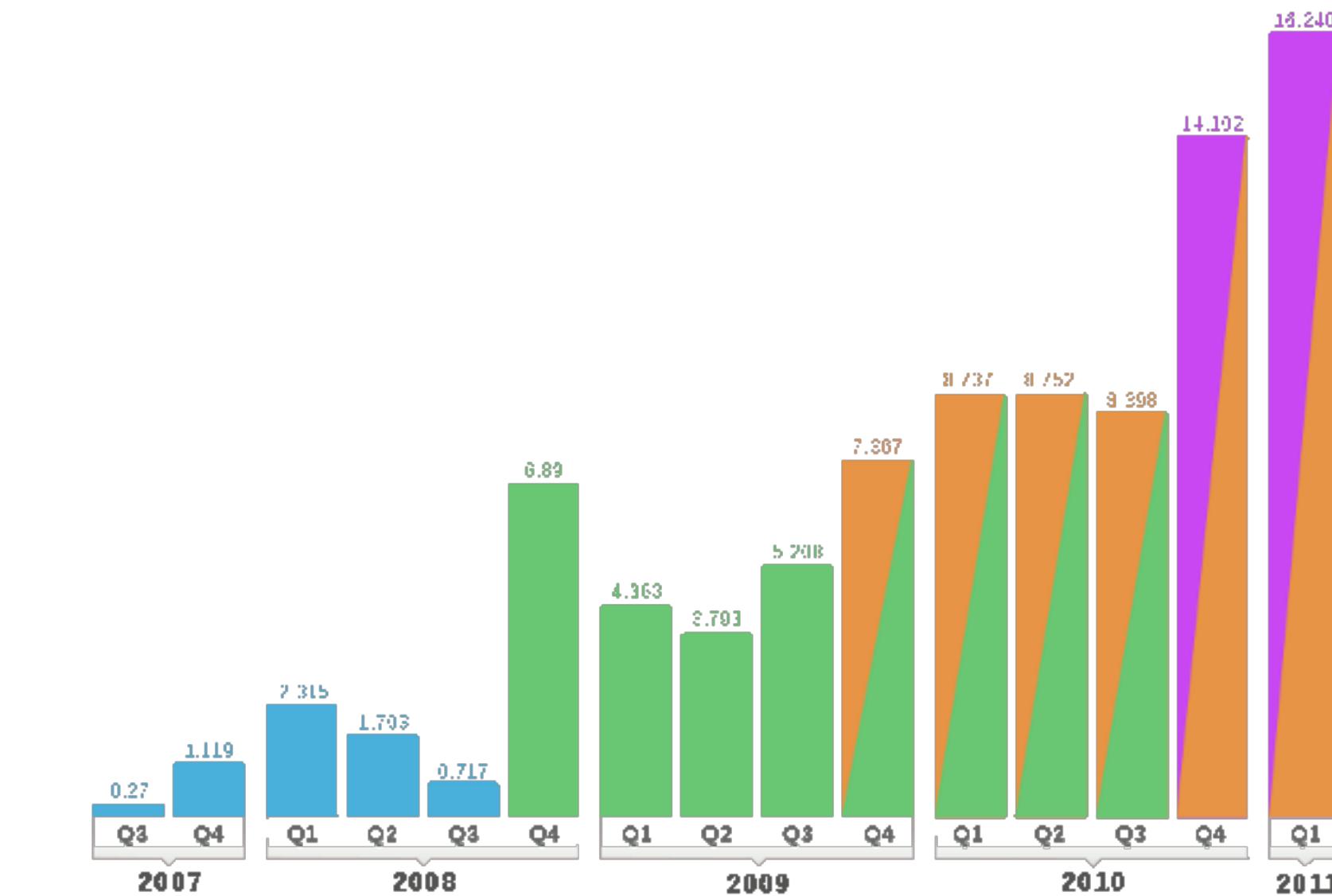
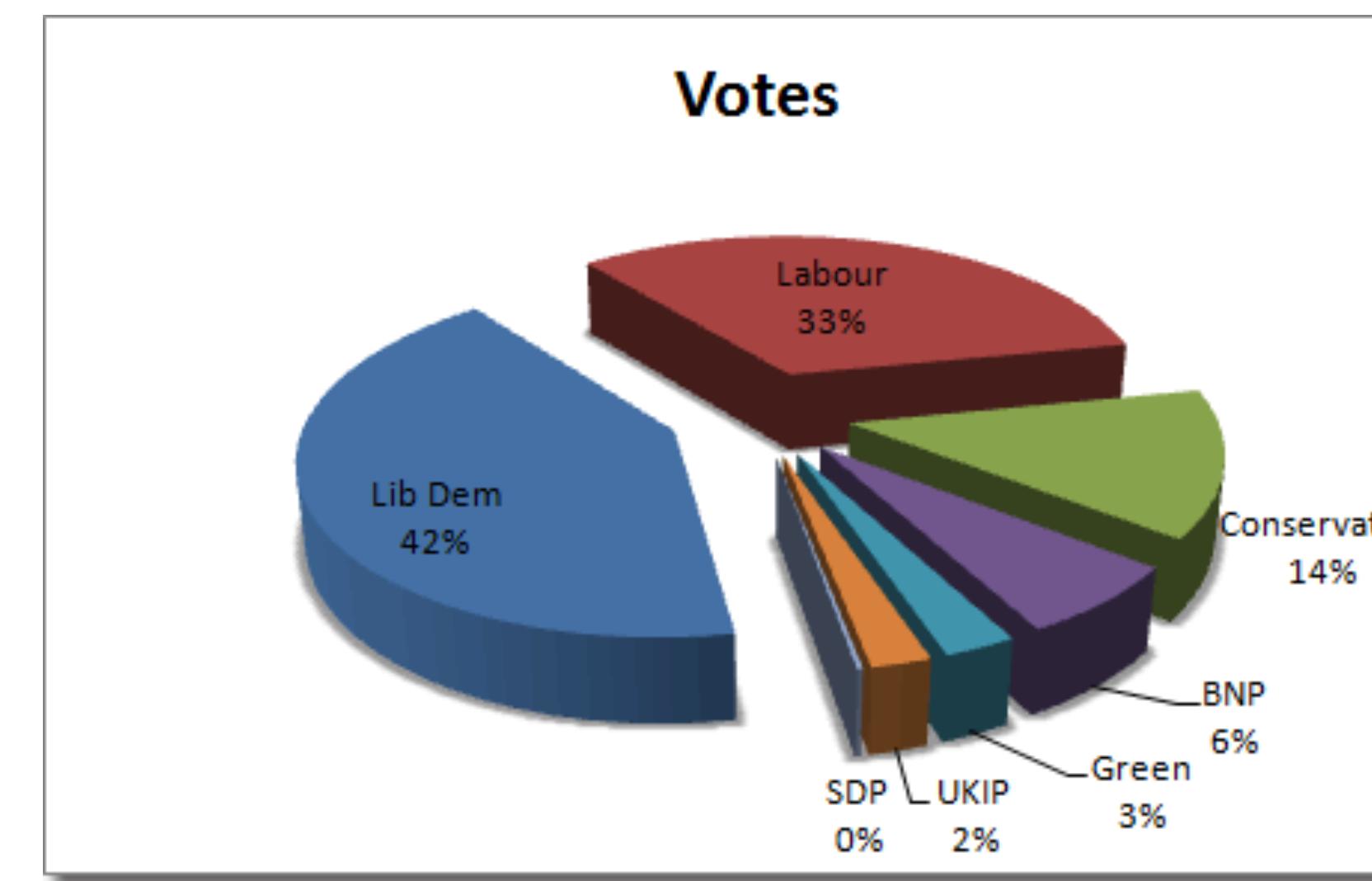
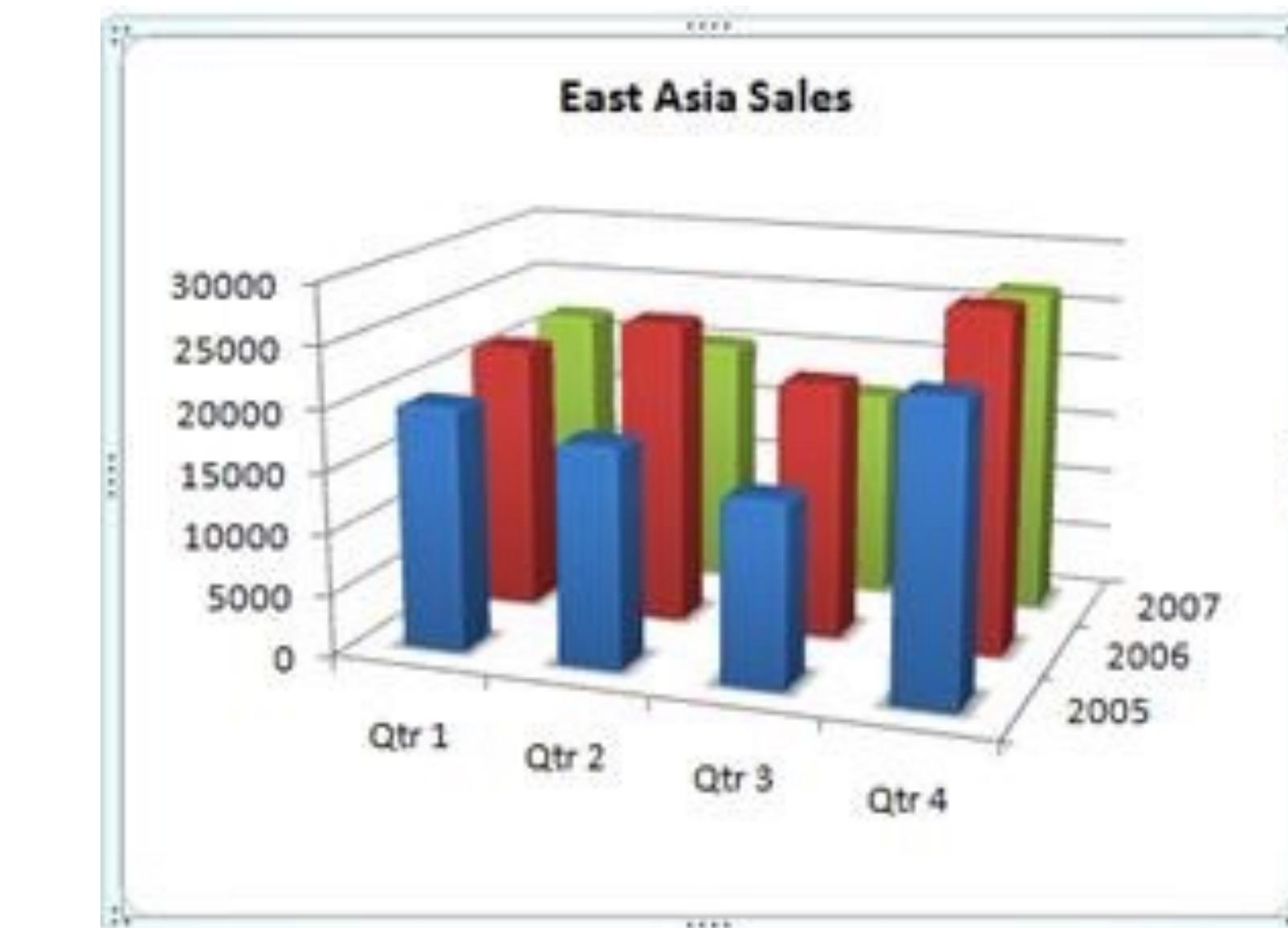
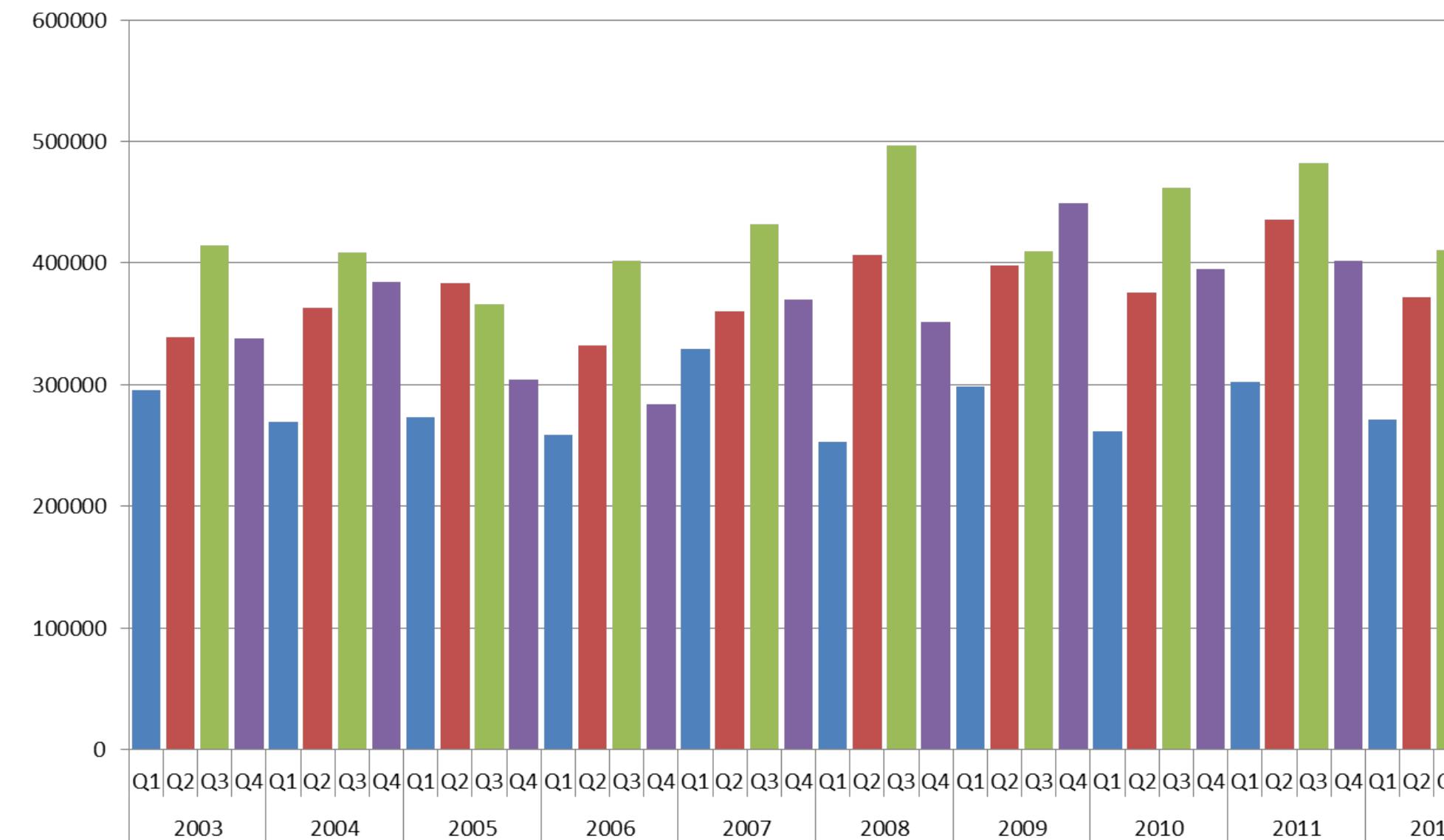
Decoding

Encoding &  
Abstraction



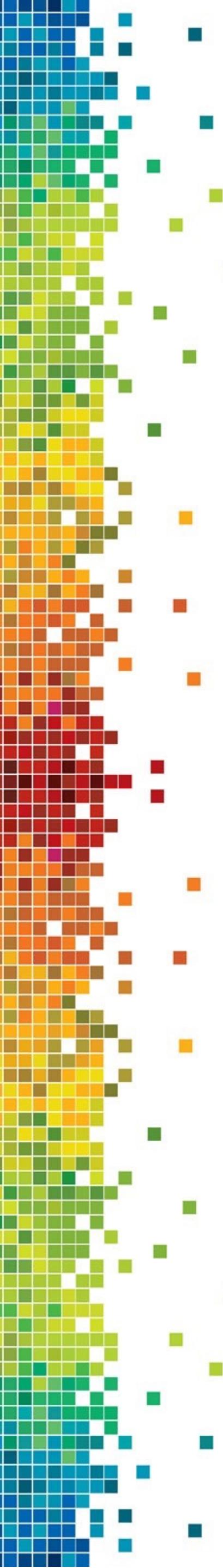
“Application defaults are a balm for users, because they save time, avoid the anxiety of multiple choices, and give the illusion of skills that do not exist”

- JORGE CAMOES



# EFFECTIVE VISUALIZATION



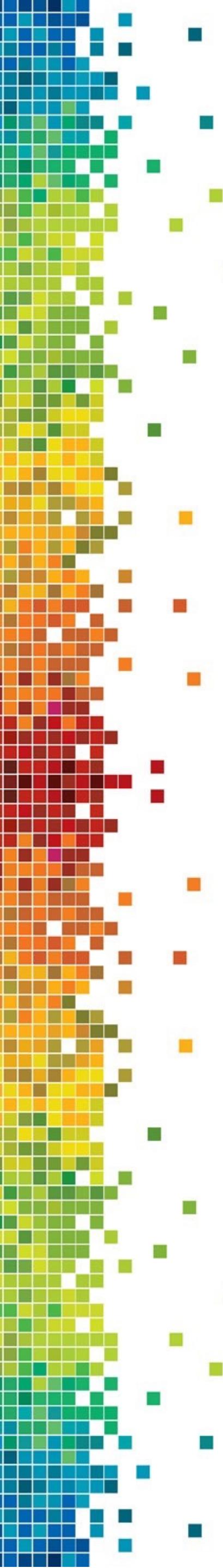


# EFFECTIVE VISUALIZATION

Graphical Excellence

Complex ideas communicated  
with clarity, precision and  
efficiency.

EDWARD TUFTE

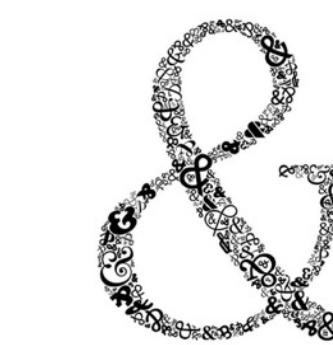


# EFFECTIVE VISUALIZATION

Graphical Excellence

Complex ideas communicated  
with clarity, precision and  
**efficiency.**

EDWARD TUFTE



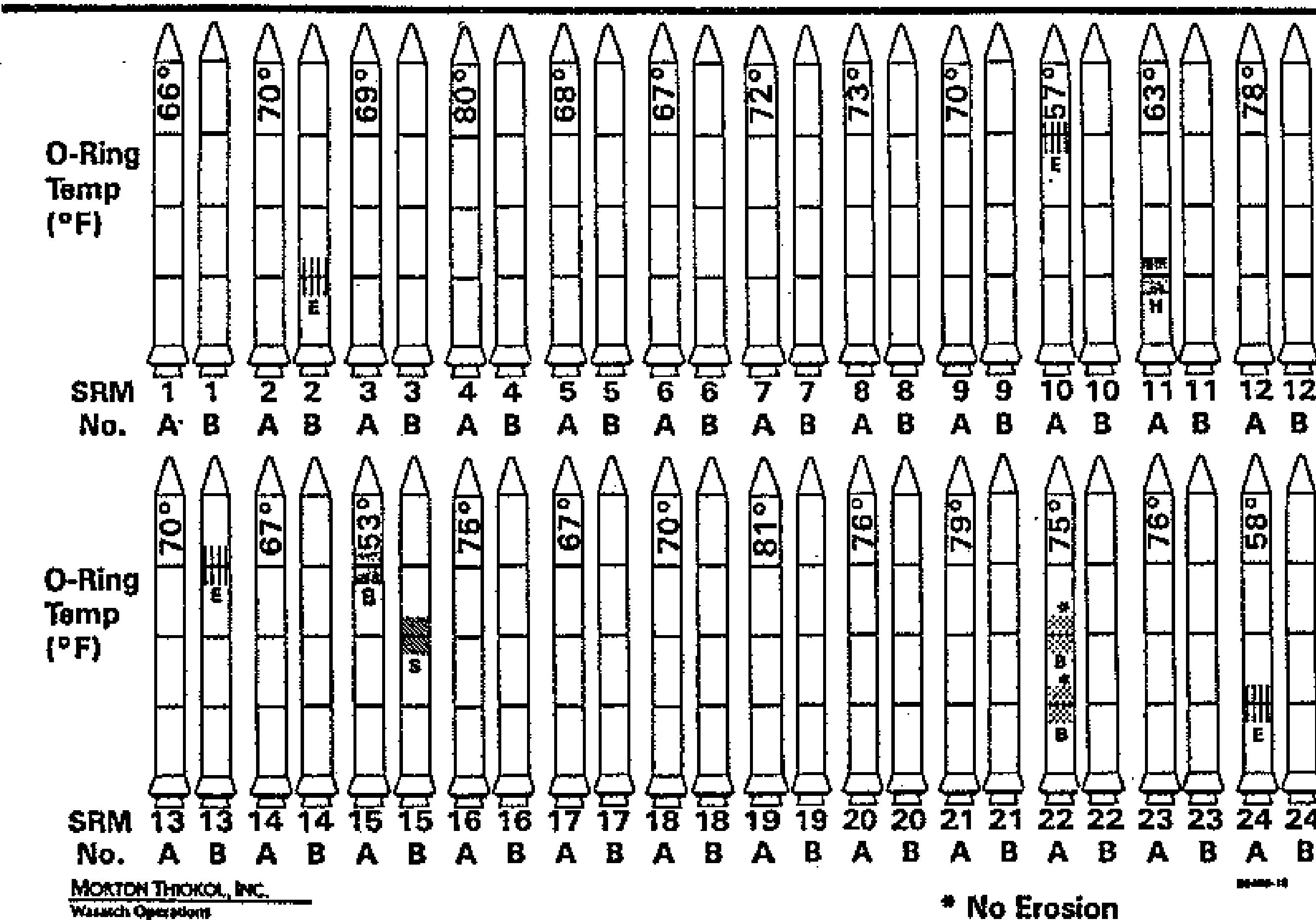
Graphical Perception

**Accuracy** and **efficiency** in  
**visually decoding** the  
presented information.

WILLIAM CLEVELAND

# GRAPHICAL EXCELLENCE

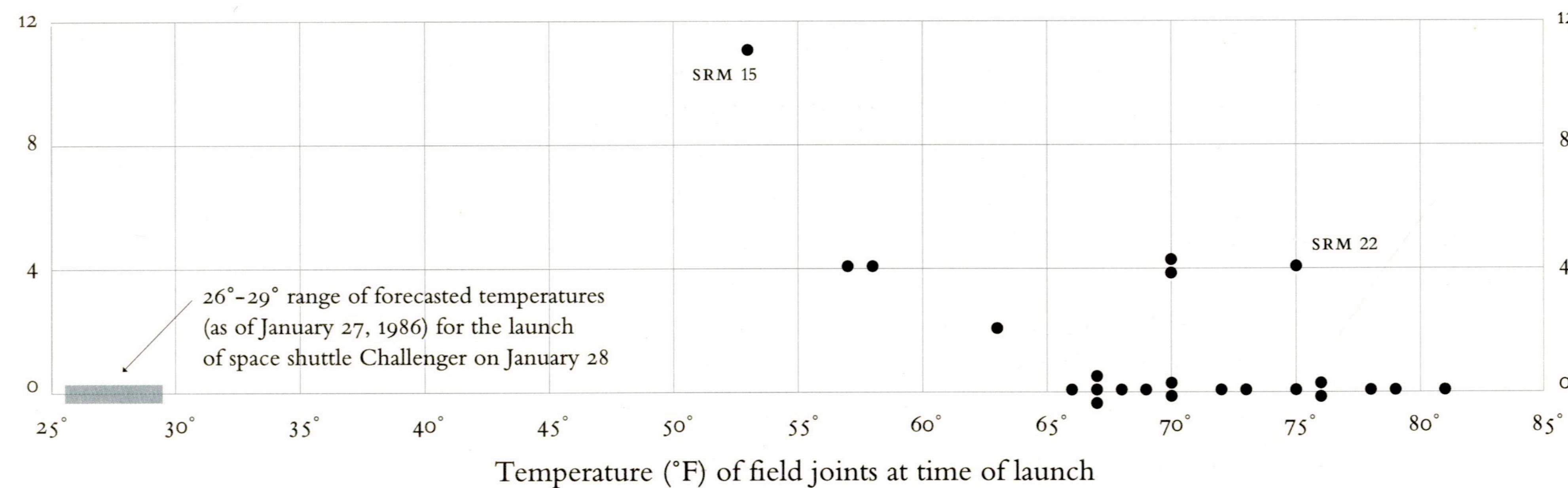
## History of O-Ring Damage in Field Joints (Cont)



INFORMATION ON THIS PAGE WAS PREPARED TO SUPPORT AN ORAL PRESENTATION  
AND CANNOT BE CONSIDERED COMPLETE WITHOUT THE ORAL DISCUSSION

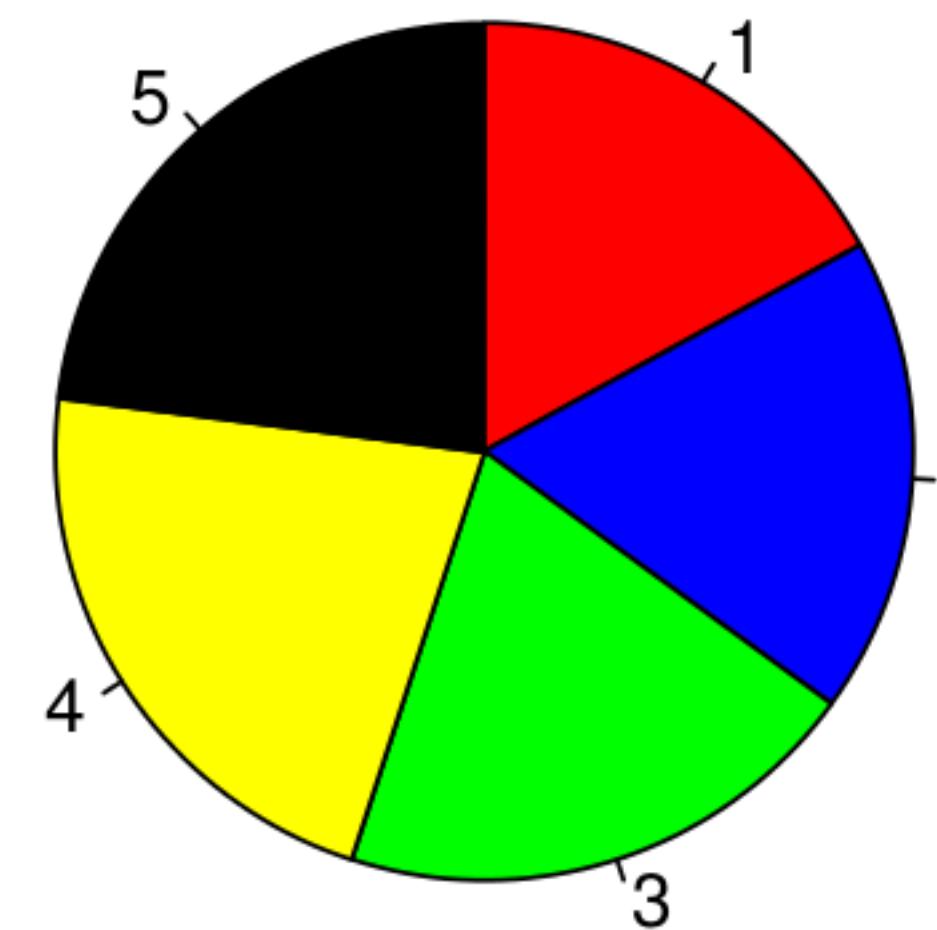
# GRAPHICAL EXCELLENCE

O-ring damage  
index, each launch

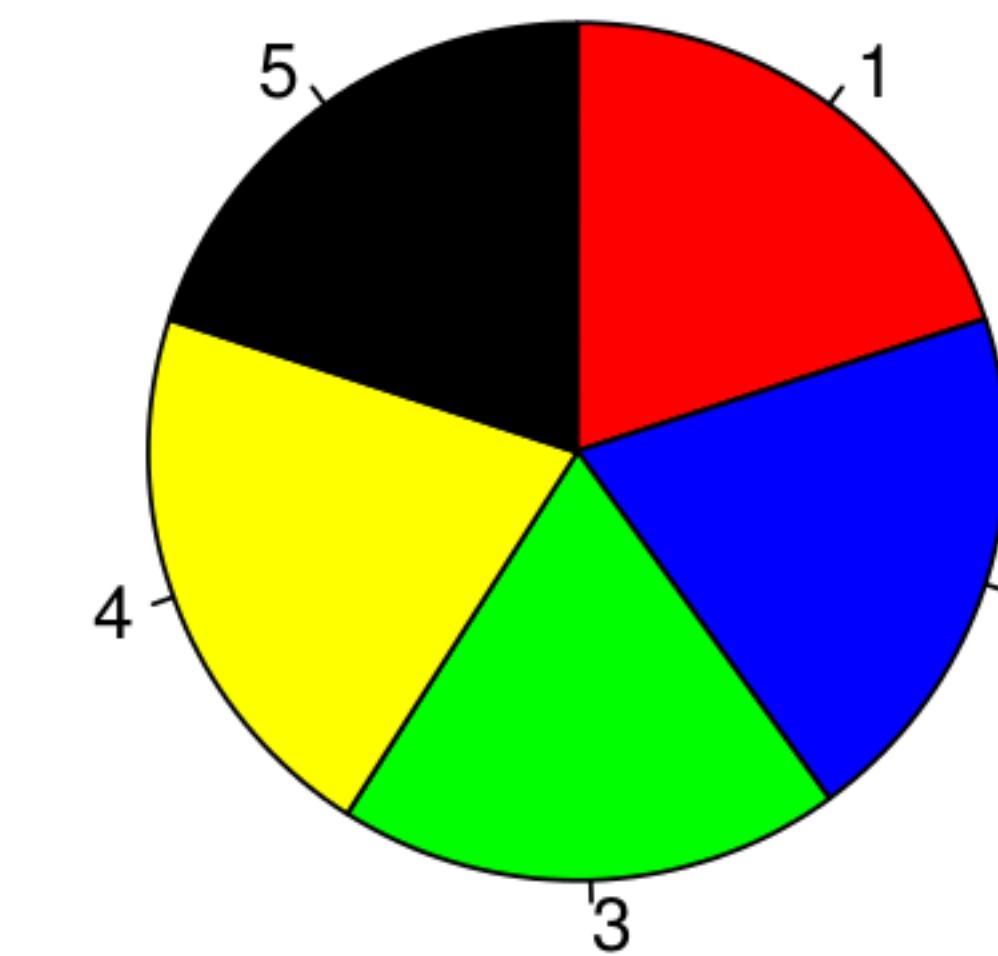


# GRAPHICAL PERCEPTION

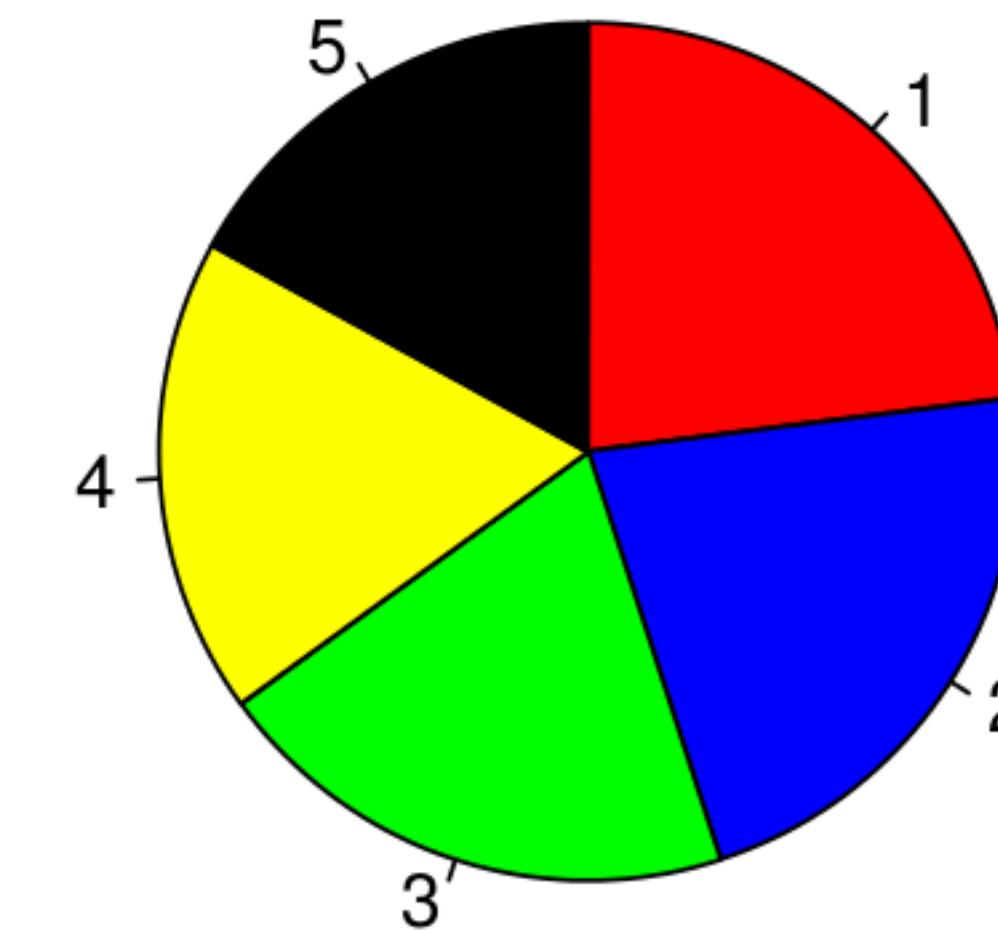
**A**



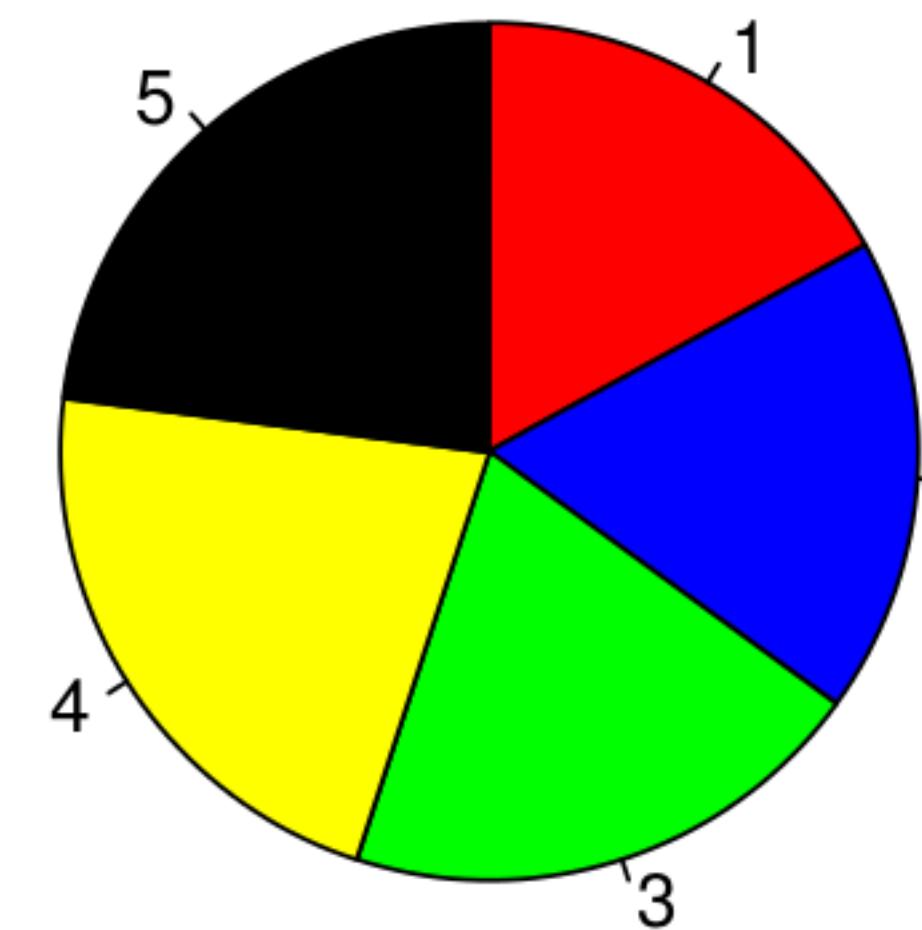
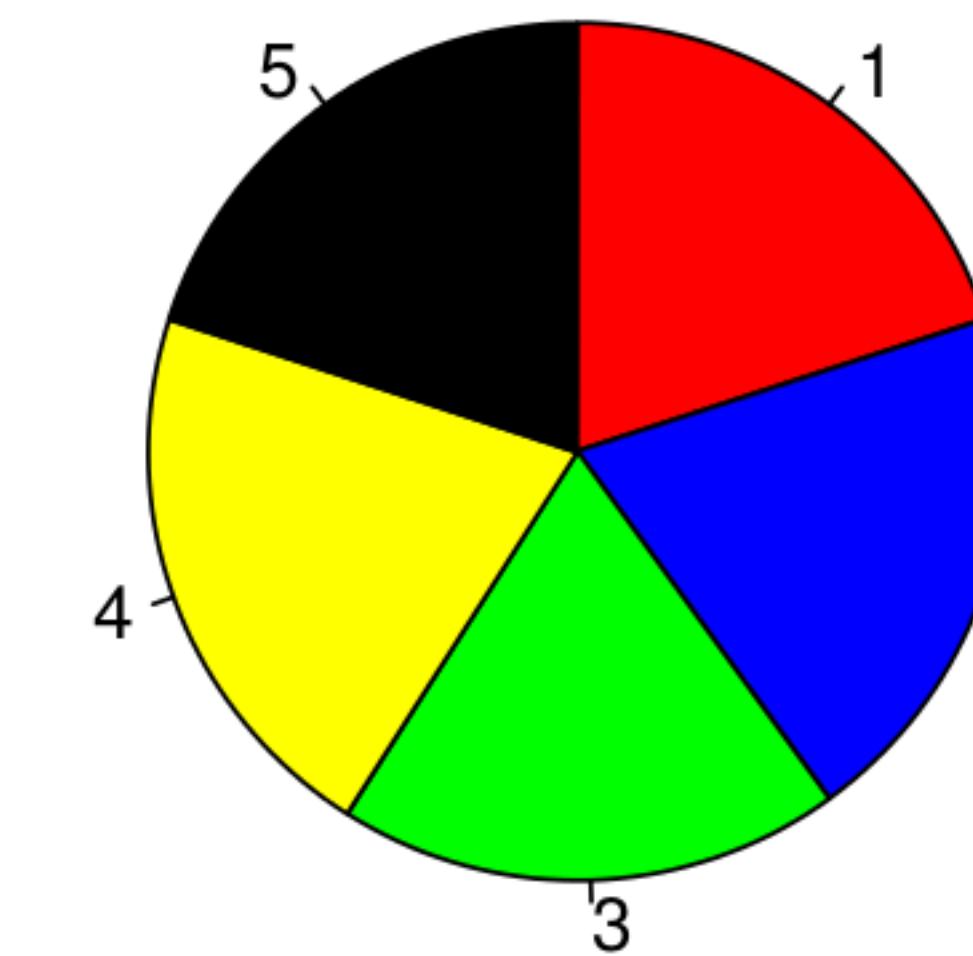
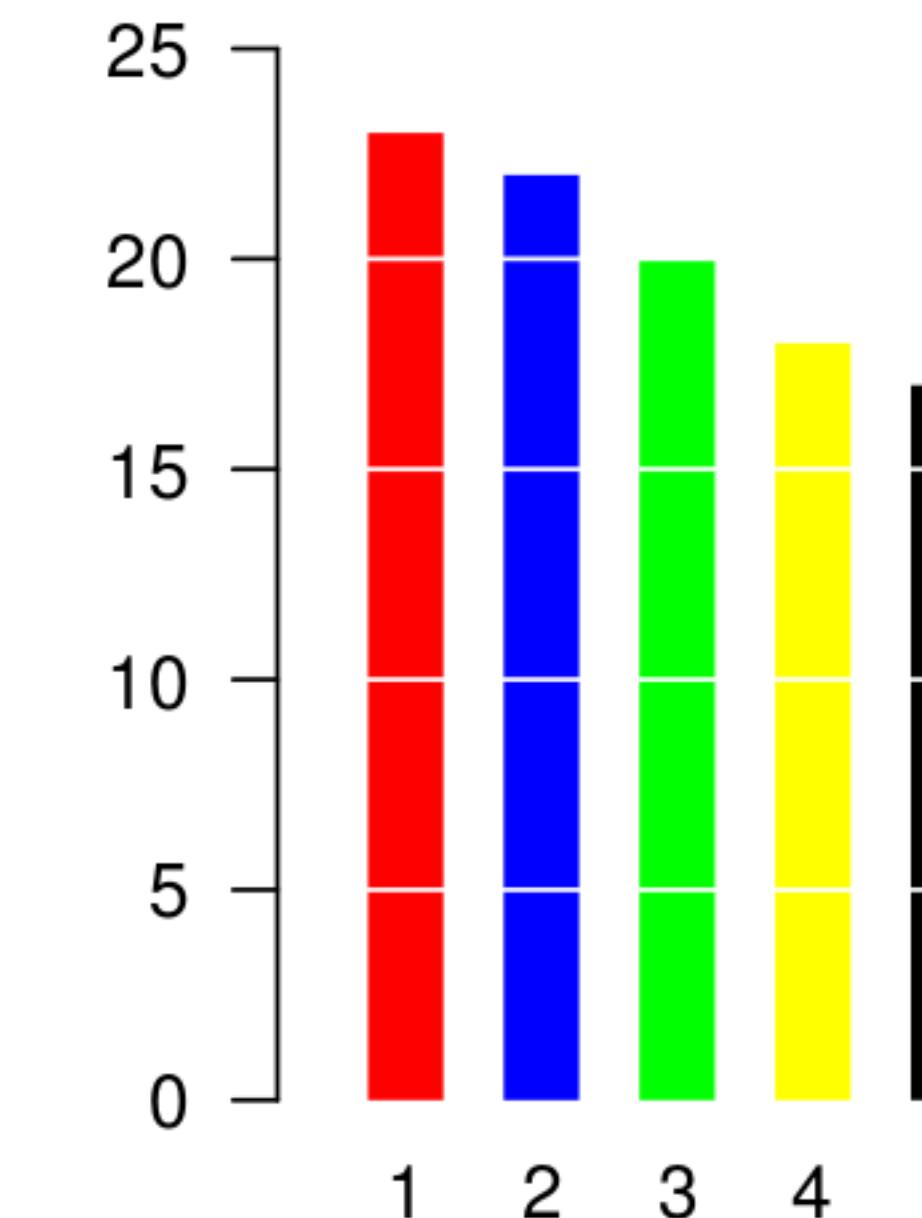
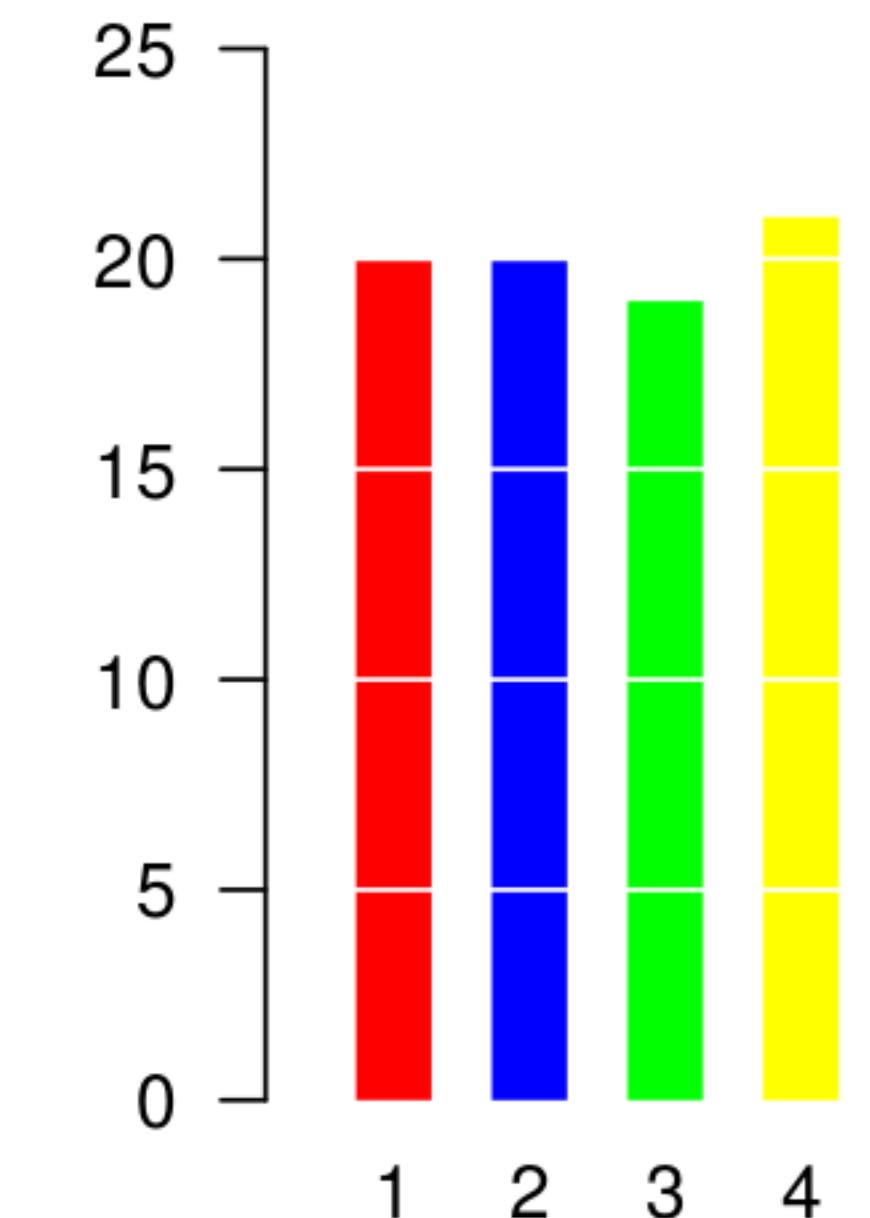
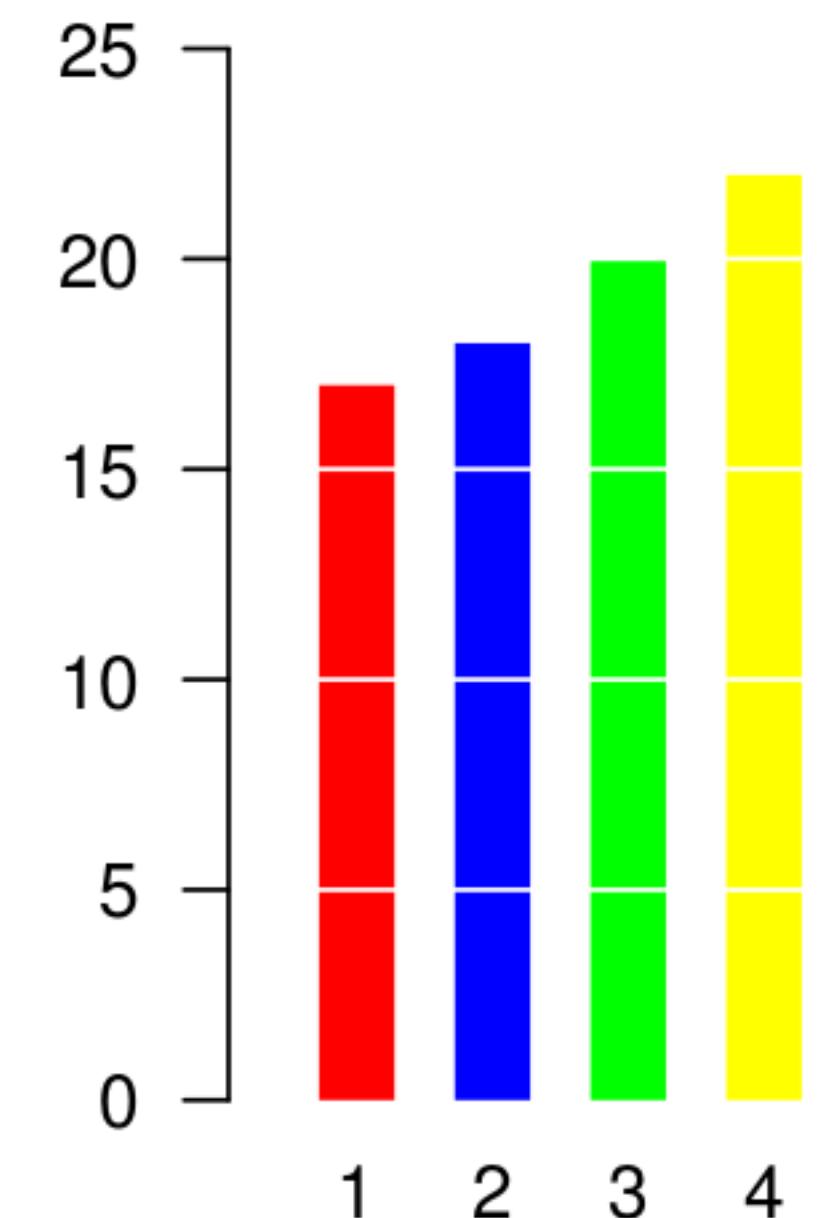
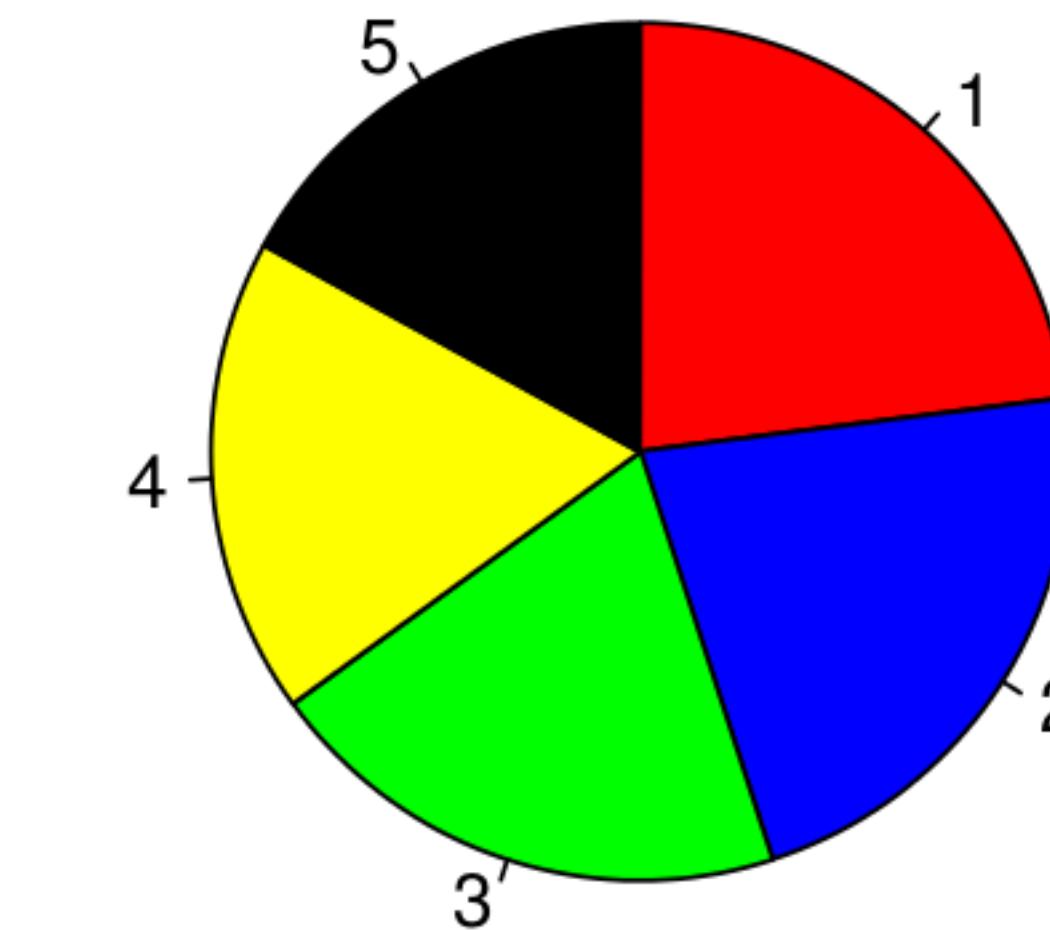
**B**

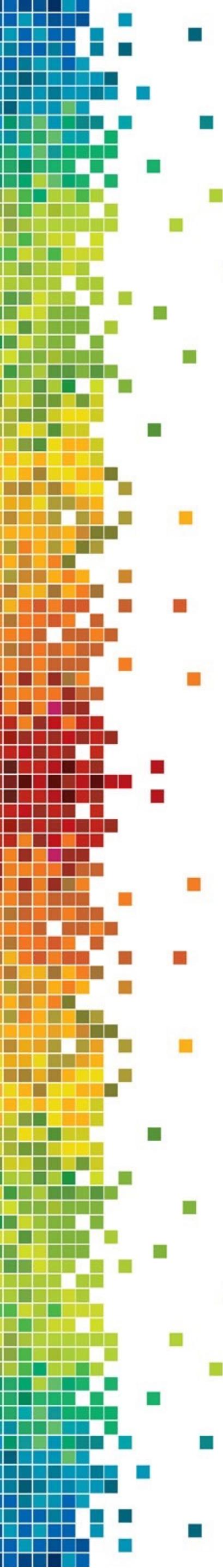


**C**



# GRAPHICAL PERCEPTION

**A****B****C**



# VISUAL ENGAGEMENT

“The role of data visualization is to communicate meaning through stories”

- SCOTT MURRAY

*Carte Figurative des pertes successives en hommes de l'Armée Française dans la Campagne de Russie 1812-1813.*  
Dessinée par M. Minard, Inspecteur Général des Ponts et Chaussées en retraite

Paris, le 20 Novembre 1869.

Les nombres d'hommes présents sont représentés par les largeurs des zones colorées à raison d'un millimètre pour dix mille hommes; ils sont de plus écrits en travers des zones. Le rouge désigne les hommes qui entrent en Russie, le noir ceux qui en sortent. — Les renseignements qui ont servi à dresser la carte ont été puisés dans les ouvrages de M. M. Chiers, de Ségur, de Fezensac, de Chambray et le journal inédit de Jacob, pharmacien de l'Armée depuis le 28 Octobre.

Pour mieux faire juger à l'œil la diminution de l'armée, j'ai supposé que les corps du Prince Jérôme et du Maréchal Davout qui avaient été détachés sur Minsk en Mohilow et qui rejoignirent Orscha et Witebsk, avaient toujours marché avec l'armée.

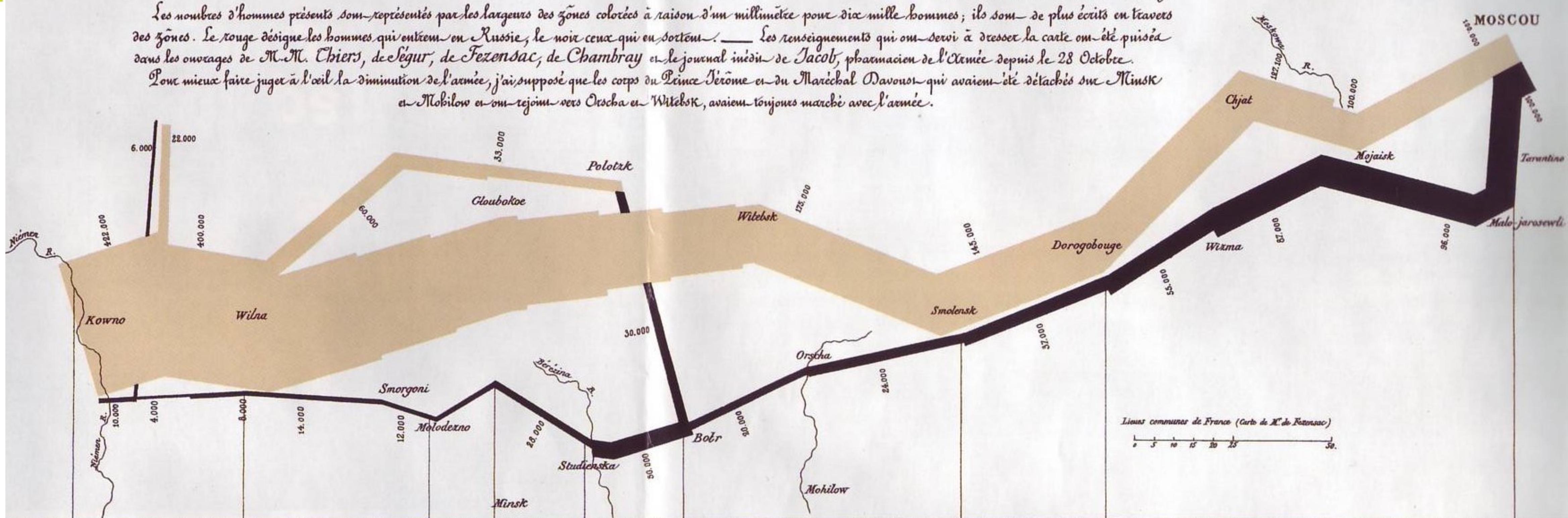


TABLEAU GRAPHIQUE de la température en degrés du thermomètre de Réaumur au dessous de zéro.

Les cosaques passent au galop  
le Niemen gelé.

-26° le 7 X.<sup>bre</sup>  
-30° le 6 X.<sup>bre</sup>  
-24° le 1<sup>er</sup> X.<sup>bre</sup>

-20° le 28 9.<sup>bre</sup>

-11°

-21° le 14 9.<sup>bre</sup>

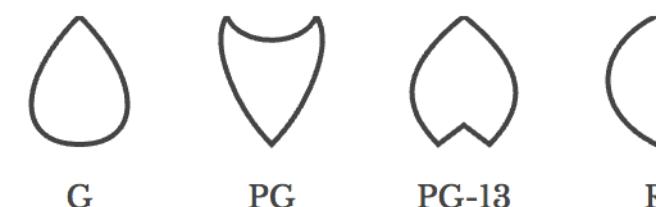
-9° le 9 9.<sup>bre</sup>

Zéro le 18 8.<sup>bre</sup>  
Pluie 24 8.<sup>bre</sup>  
5  
10  
15  
20  
25  
30 degrés

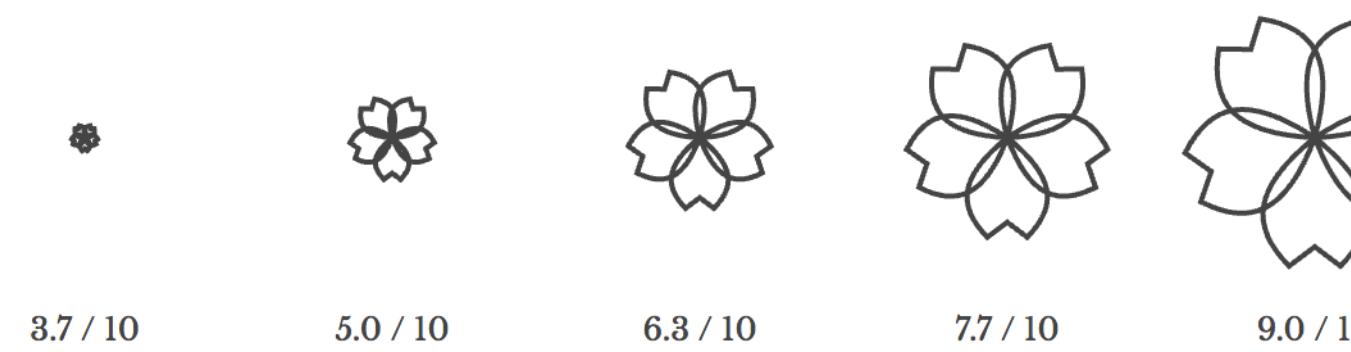
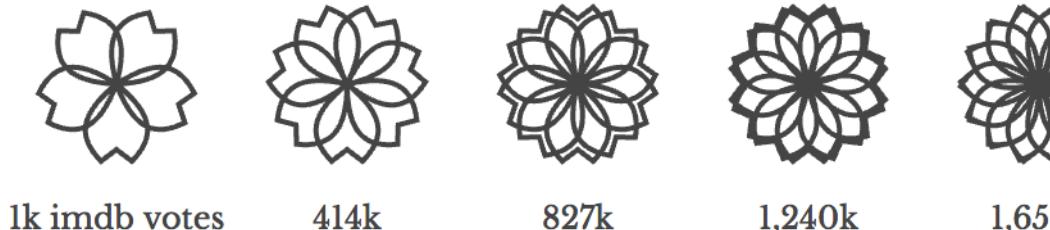
# film flowers

top summer blockbusters  
reimagined as flowers

(shirley wu)



Drama    Comedy    Adventure    Action    Other



2012



Ice Age: Continental Drift



Ted



Brave



The Amazing Spider-Man



The Dark Knight Rises

2011



Captain America: The First Avenger



Rise of the Planet of the Apes



Cars 2



Transformers: Dark of the Moon



Harry Potter and the Deathly Hallows: Part 2

2010



The Karate Kid



Despicable Me



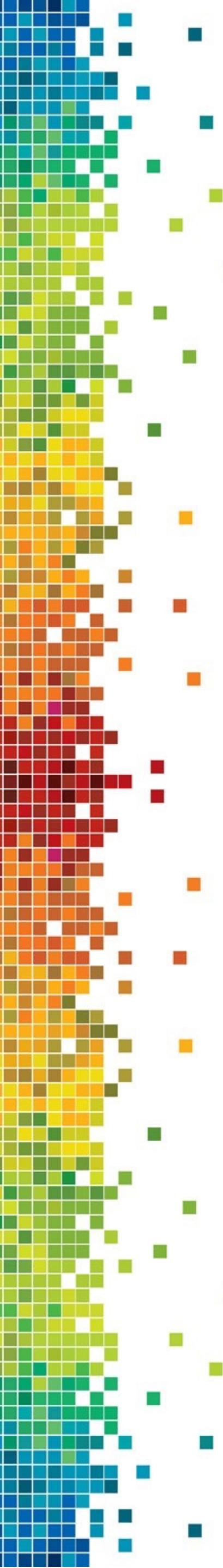
Inception



The Twilight Saga: Eclipse



Toy Story 3



# EFFECTIVE VISUALIZATION

Graphical Excellence

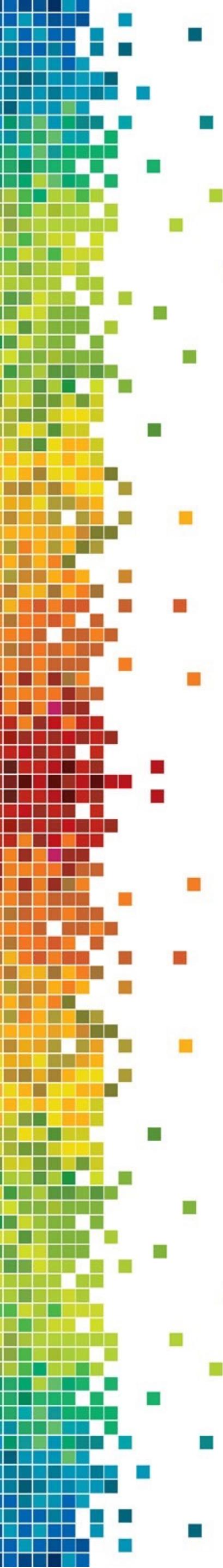
CLEARLY PRESENT COMPLEX IDEAS, AND  
RICH DATA

Graphical Perception

EMPLOY METHODS TO ACCURATELY  
REPRESENT KEY FEATURES

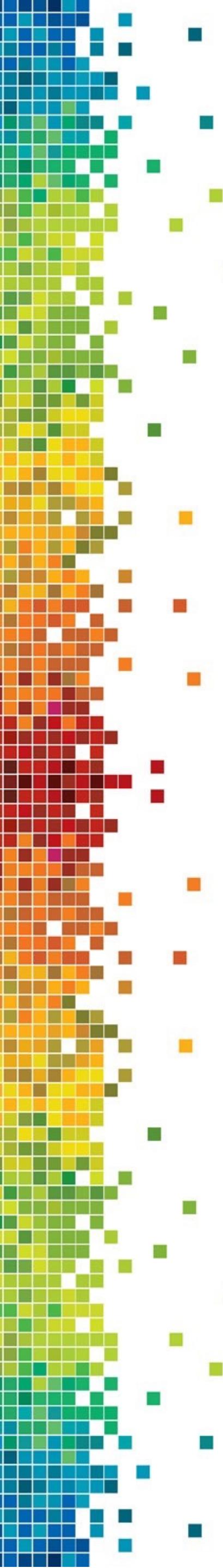
Visual Engagement

CONSTRUCT A NARRATIVE FOR USERS TO  
EXPLORE



# Design Guidelines for EFFECTIVE VISUALIZATION

---



## — GOLDEN RULE —

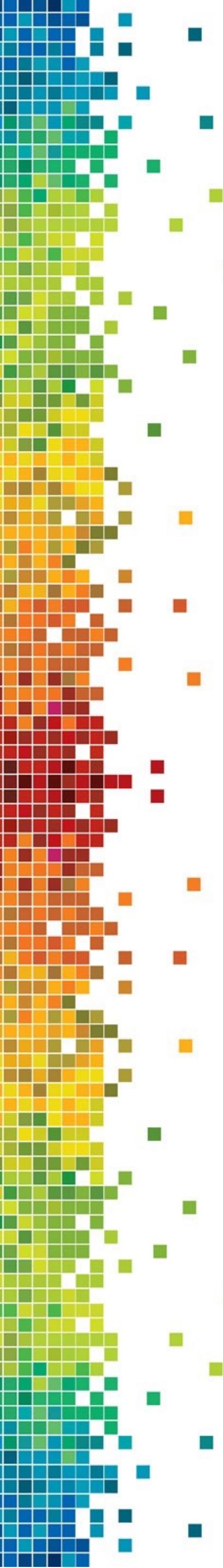
What's your point



—OR—

What's the story  
you want to tell





## — DESIGN THEMES —

Have a CLEAR Vision

FOCUS ON *storytelling*

use **COLOUR** appropriately

TYPOGRAPHY **MATTERS**

**DON'T LIE**

# — DATA THEMES —

SHOW THE ~~DATA~~

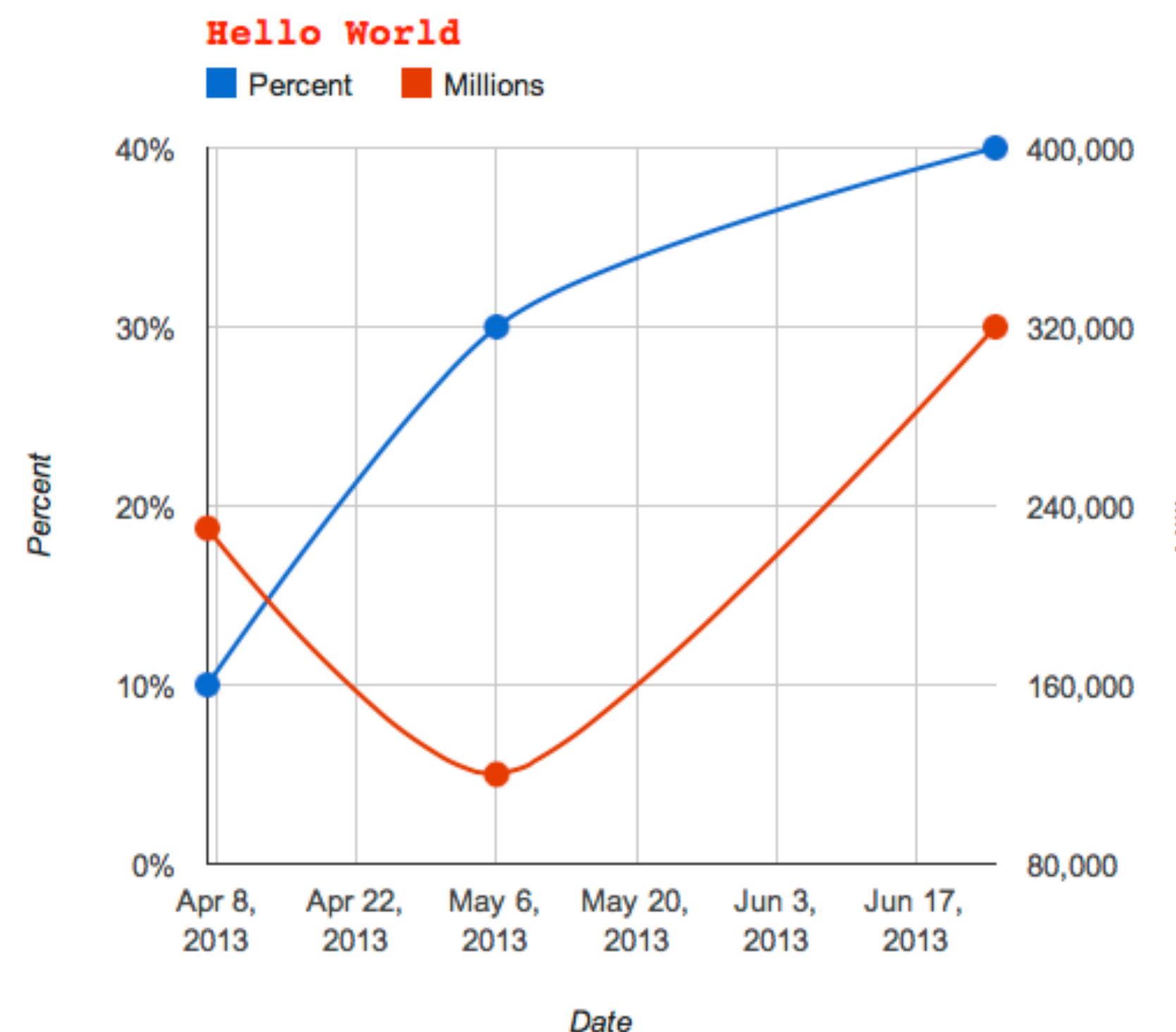
**FACILITATE** COMPARISON

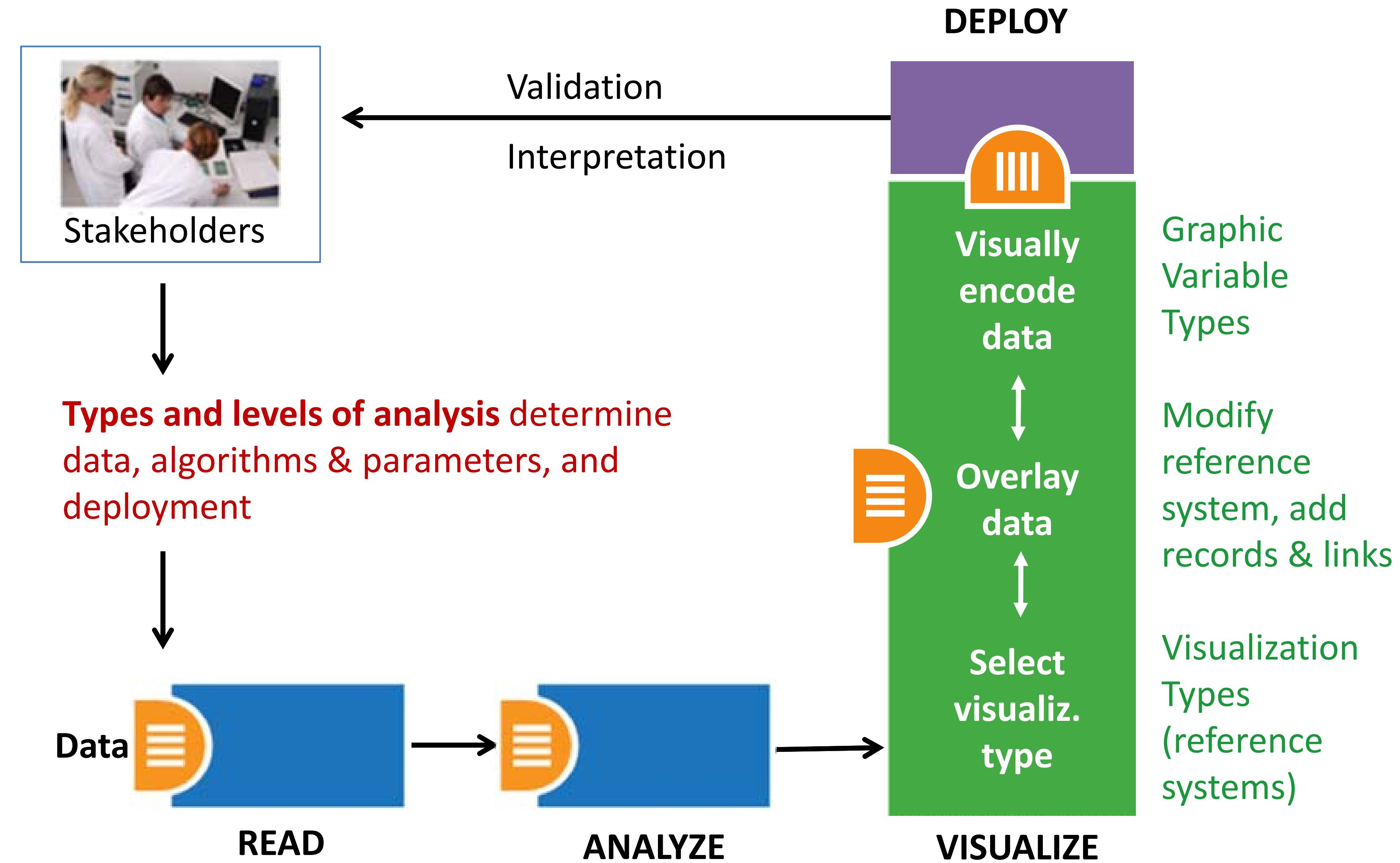
AVOID UNNECESSARY ~~OR SUPERFLUOUS~~ ELEMENTS

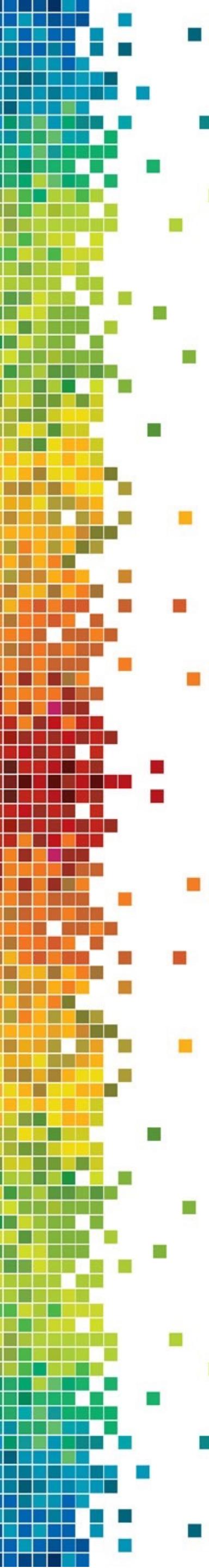
**INCLUDE** Emotion

Provide Context

# PRACTICE TIME

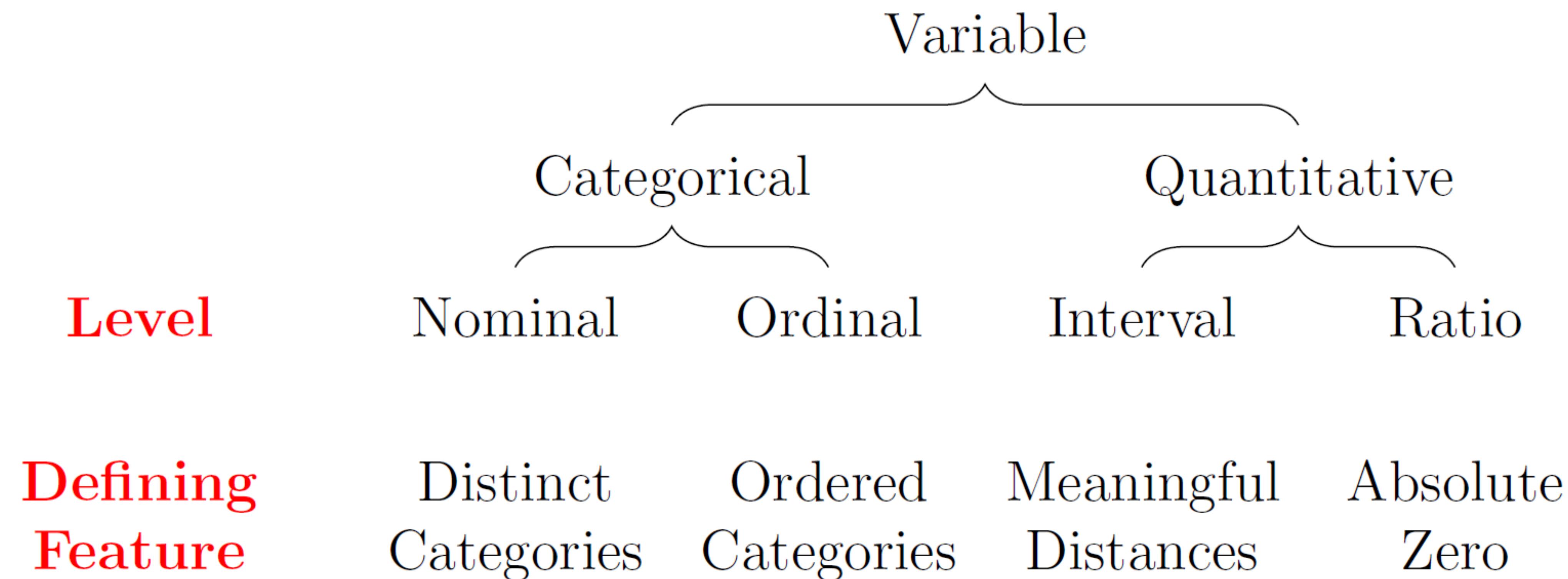






# Design Elements of EFFECTIVE VISUALIZATION

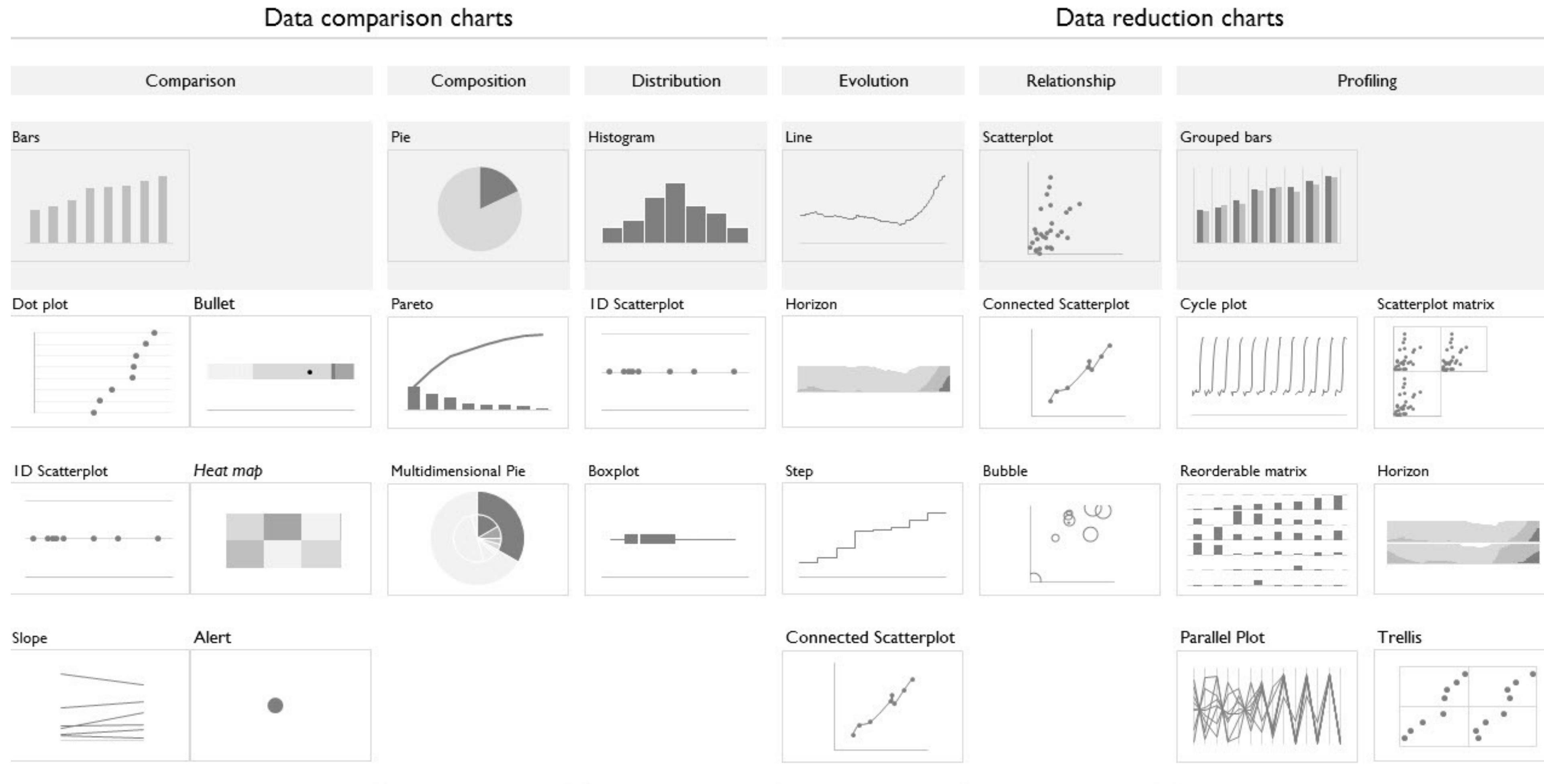
# DATA TYPES



STEVENS, STANLEY SMITH. "ON THE THEORY OF SCALES OF MEASUREMENT." (1946): 677-680.

# VISUALIZATION TYPES

## A CLASSIFICATION OF CHART TYPES

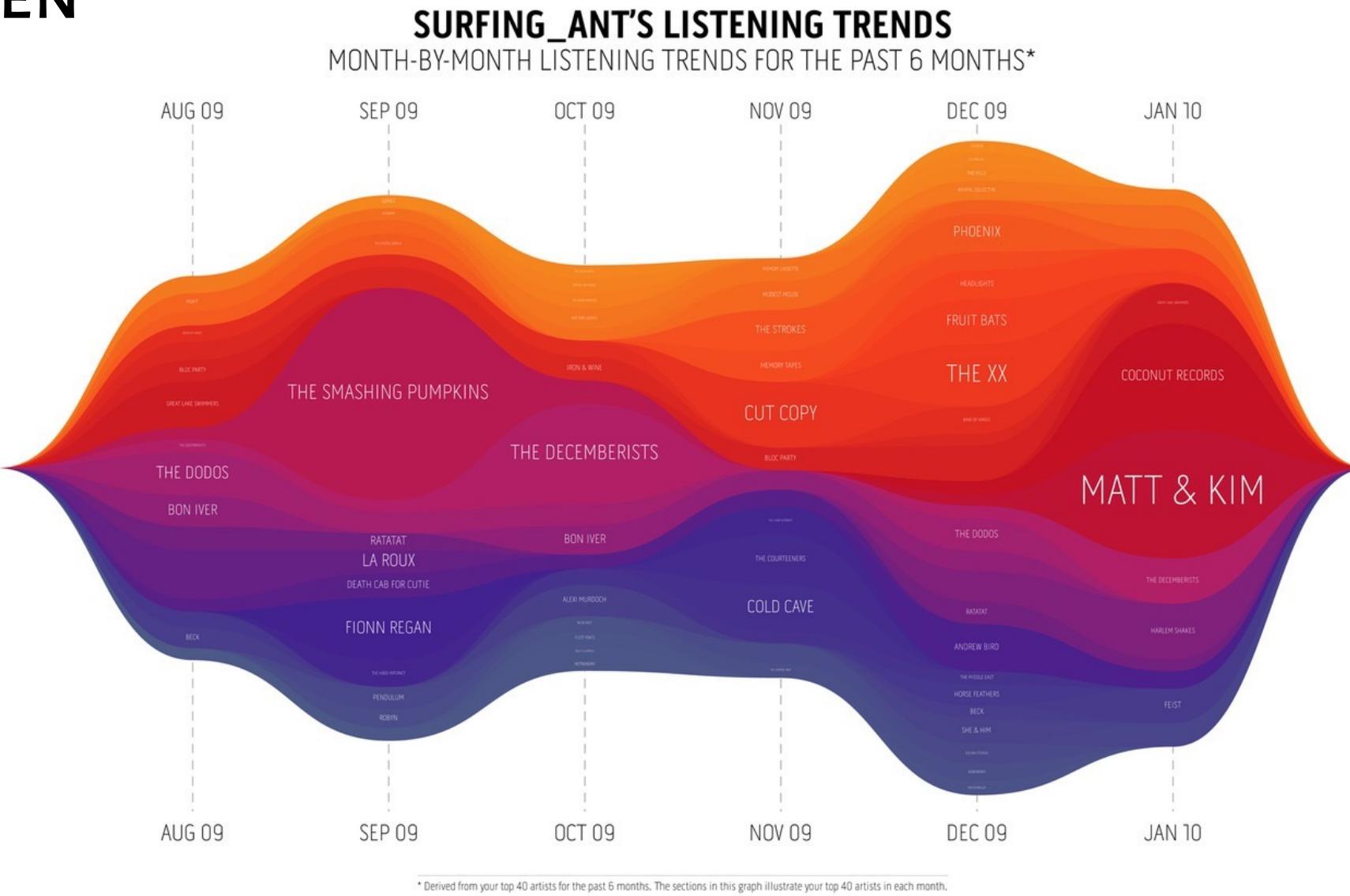


v 0.9

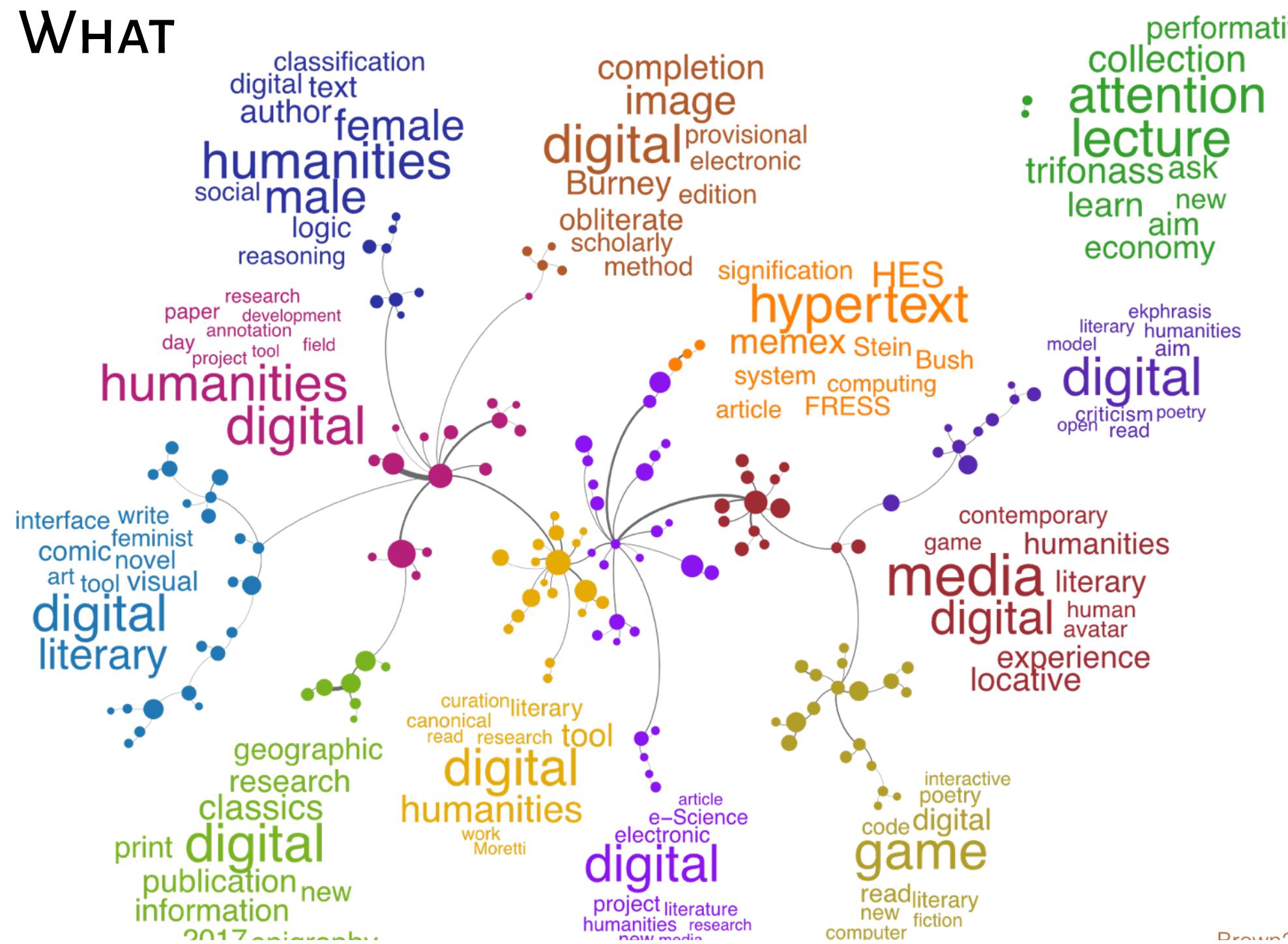
© 2013 Jorge Camoes

excelcharts.com

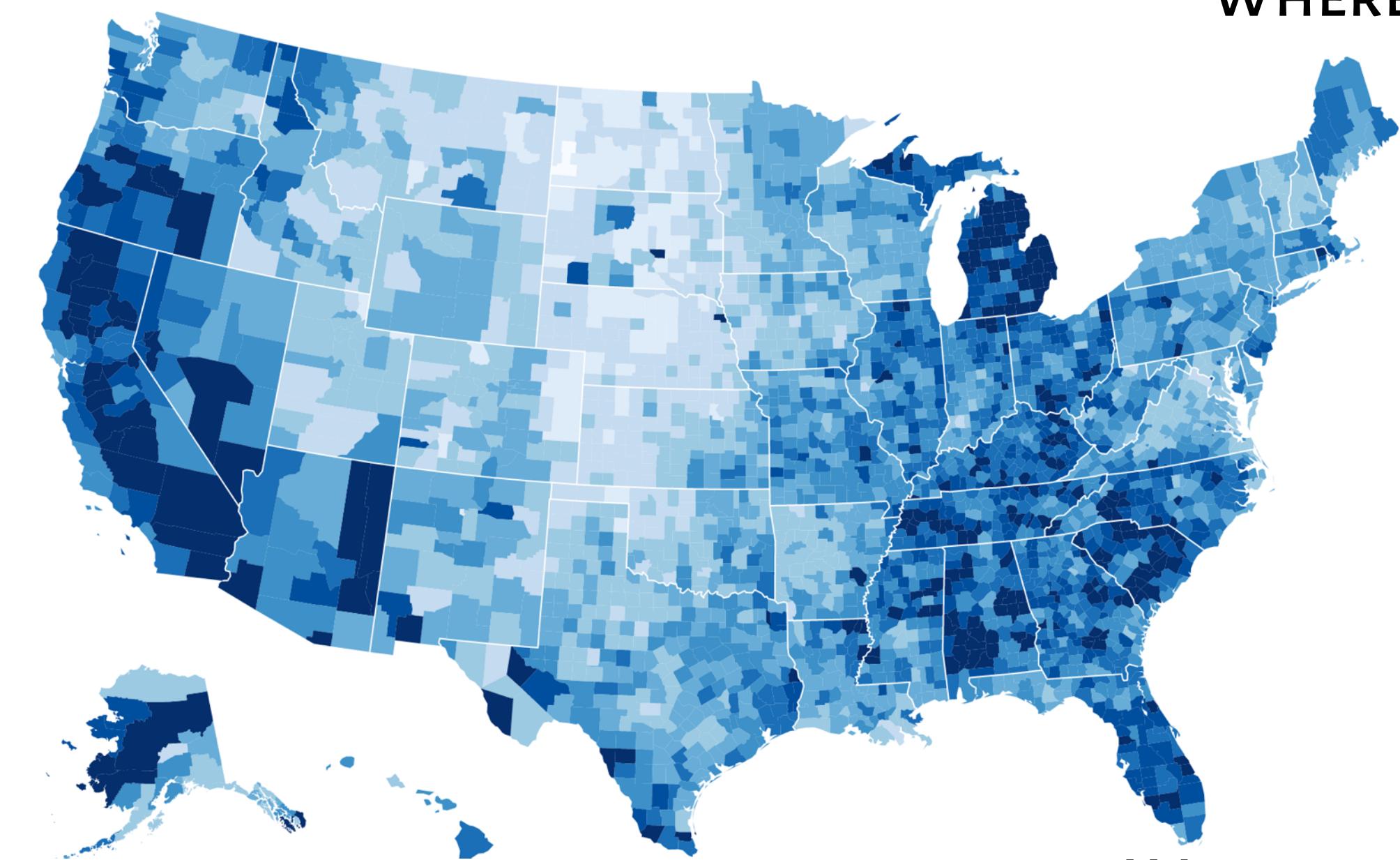
# WHEN



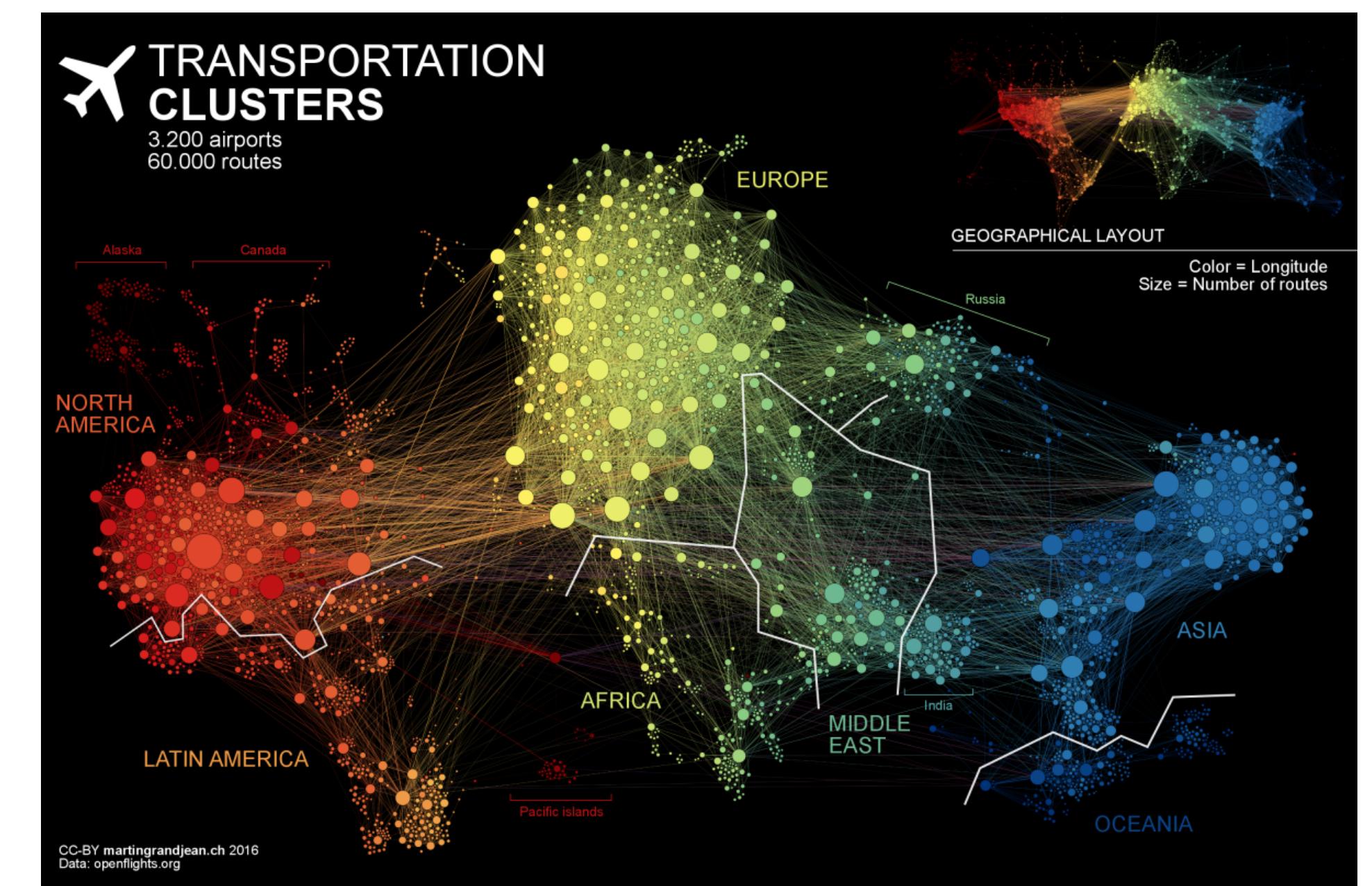
# WHAT

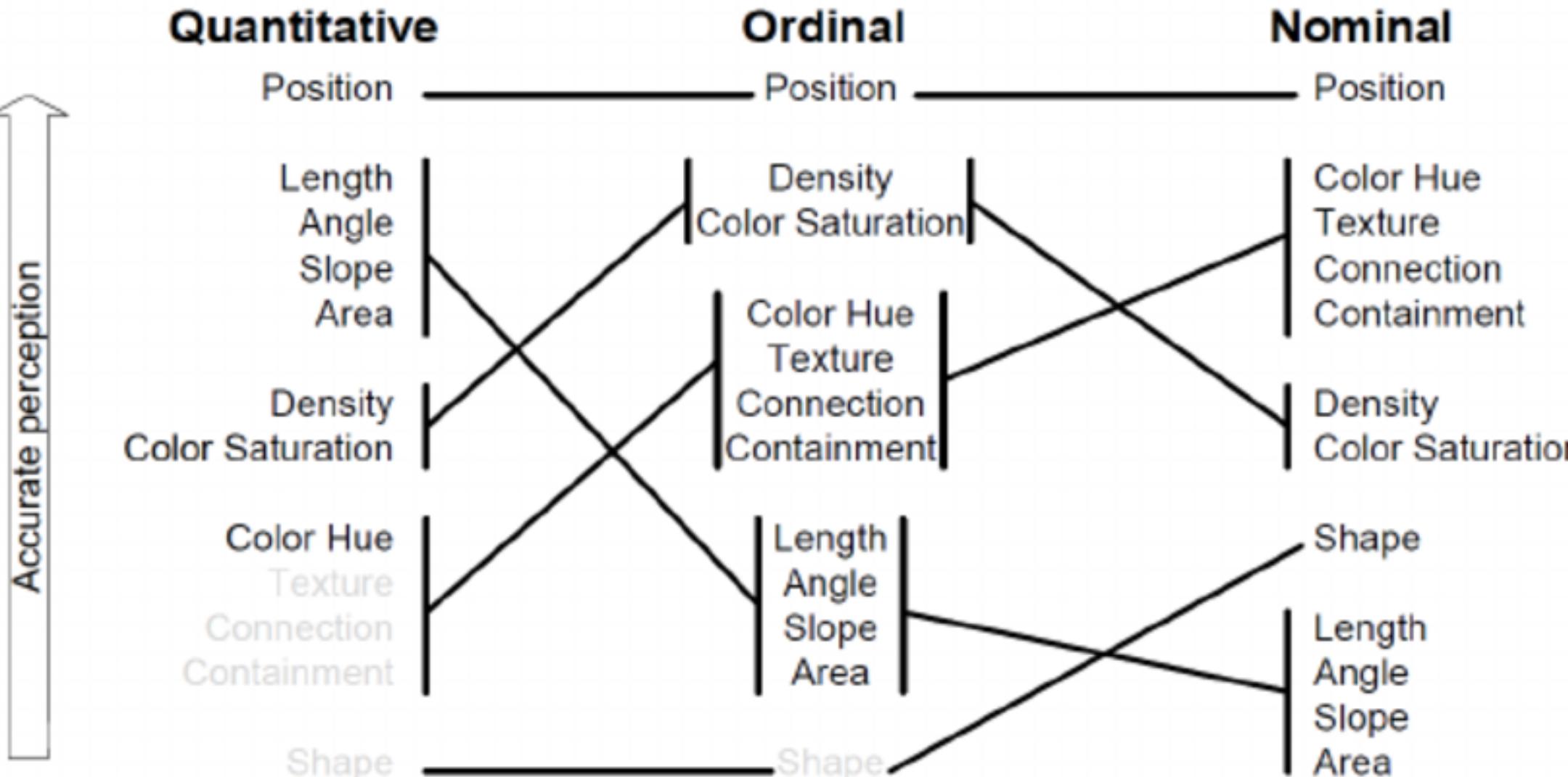


# WHERE



# WITH WHOM?





variable



# PERCEPTION ACCURACY

encoding  
methods

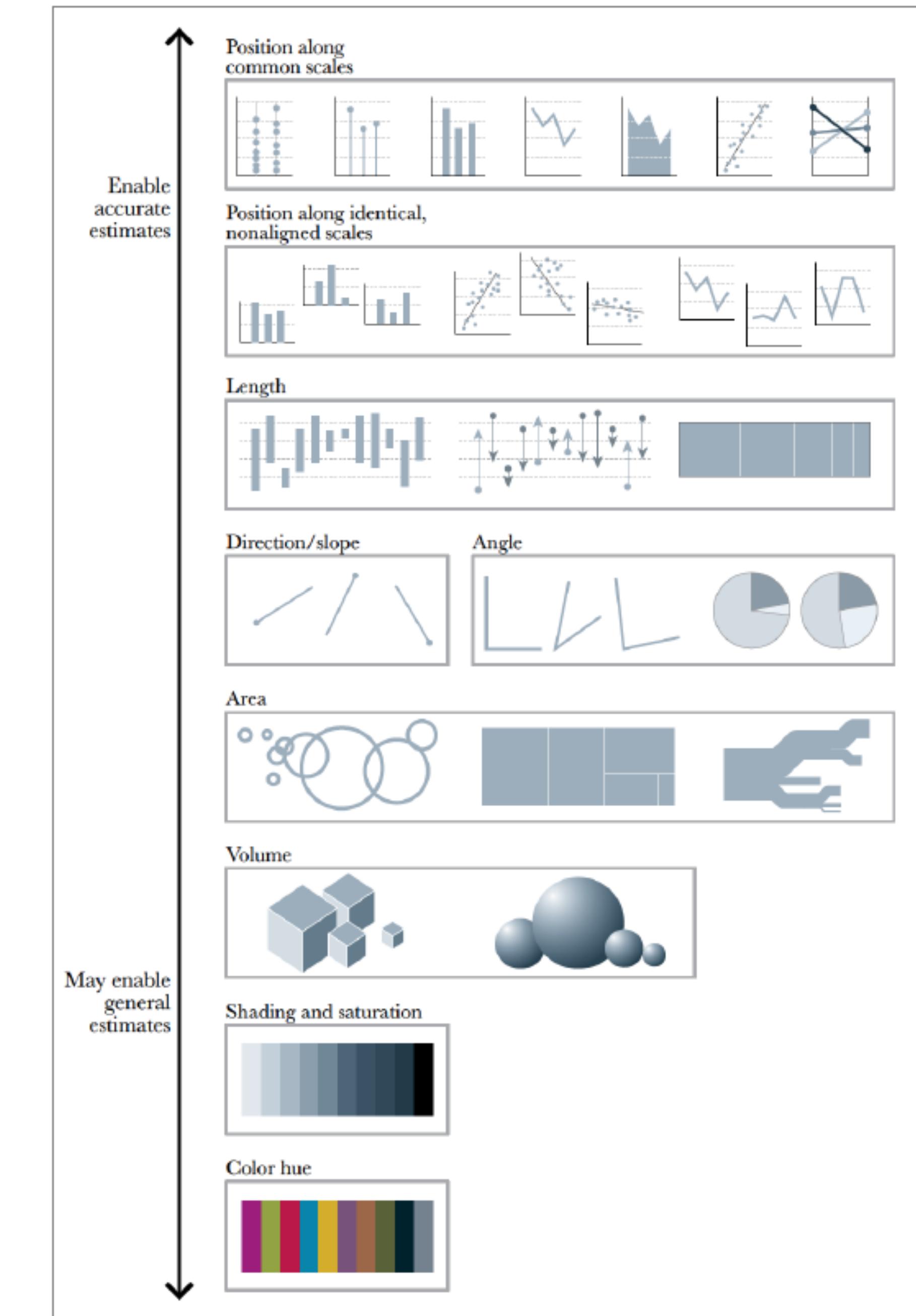


Figure 5.5 Scale of elementary perceptual tasks, inspired by William Cleveland and Robert McGill.

# PRE ATTENTIVE FEATURES

## Form

Orientation



Line Length



Line Width



Size



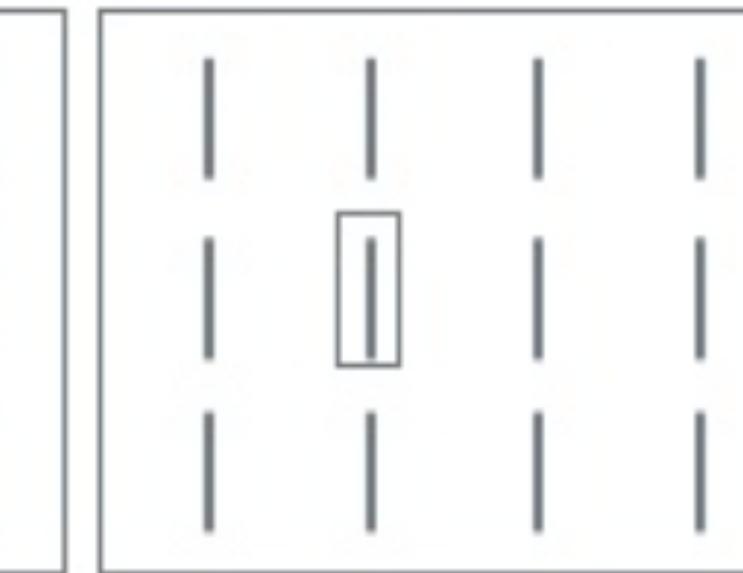
Shape



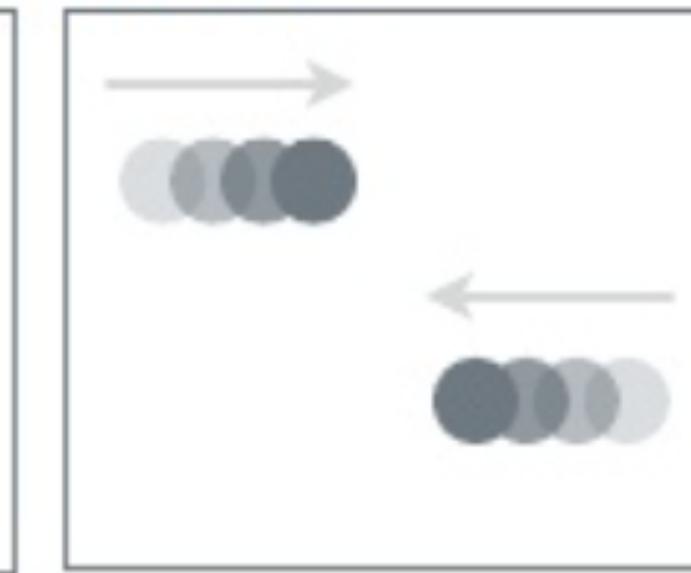
Curvature



Enclosure

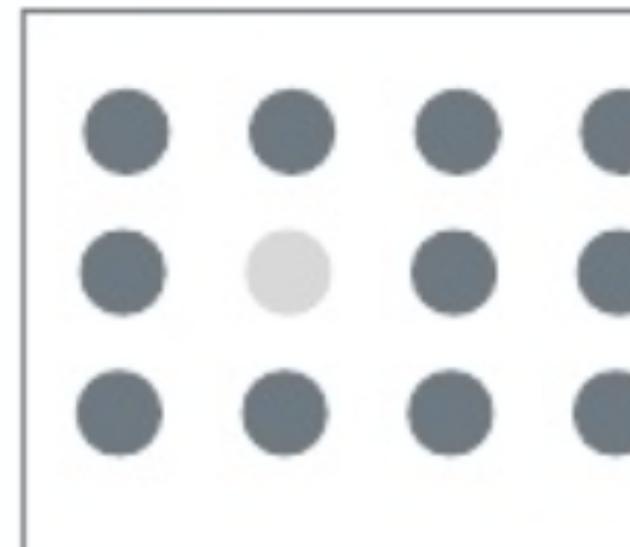


Motion

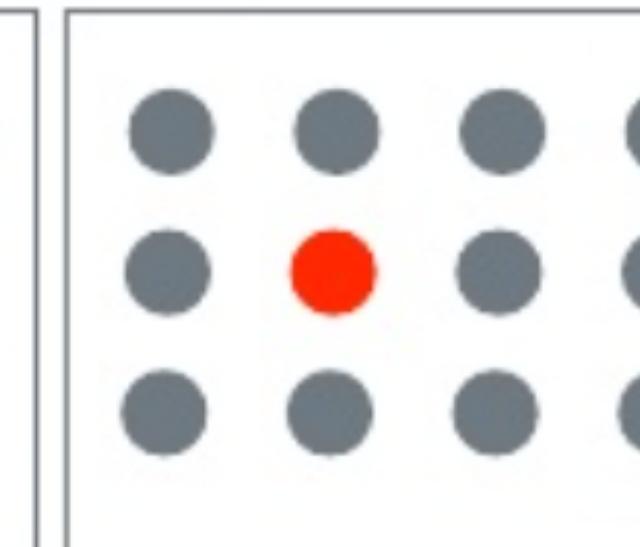


## Colour

Intensity

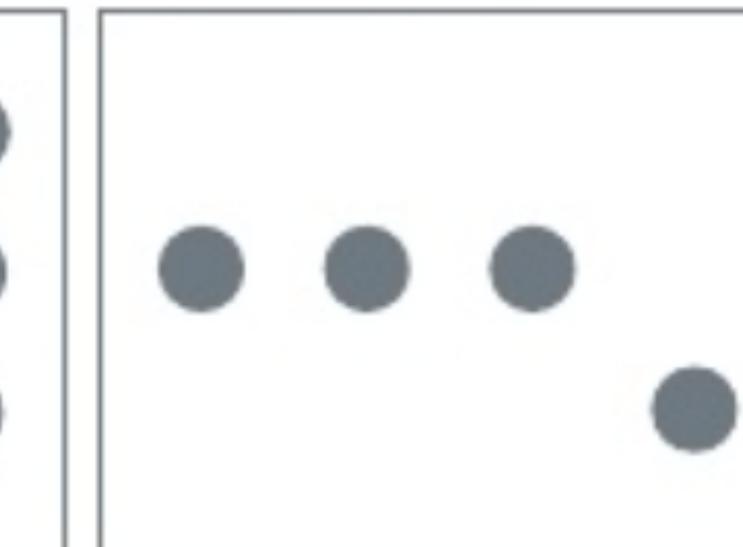


Hue

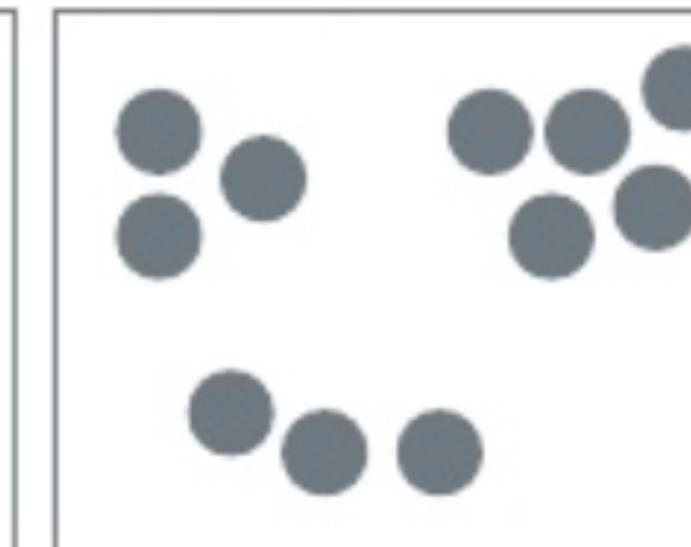


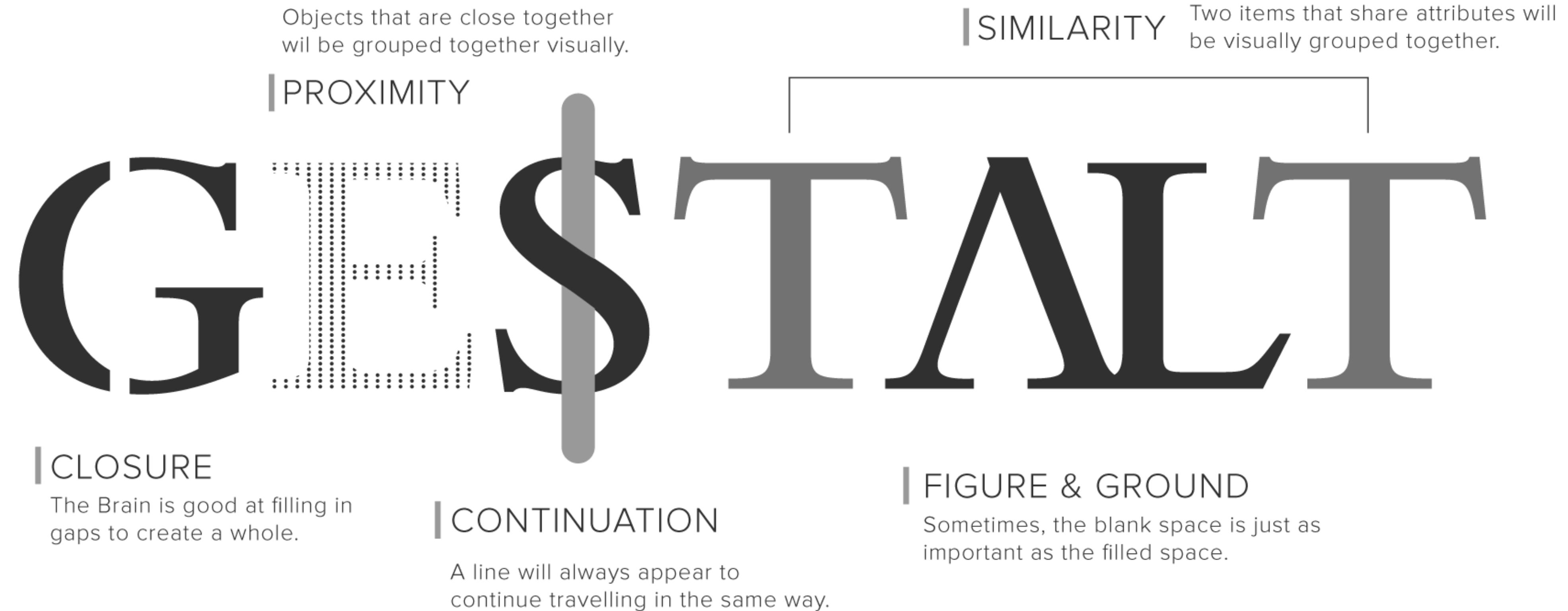
## Position

2-D Position



Grouping

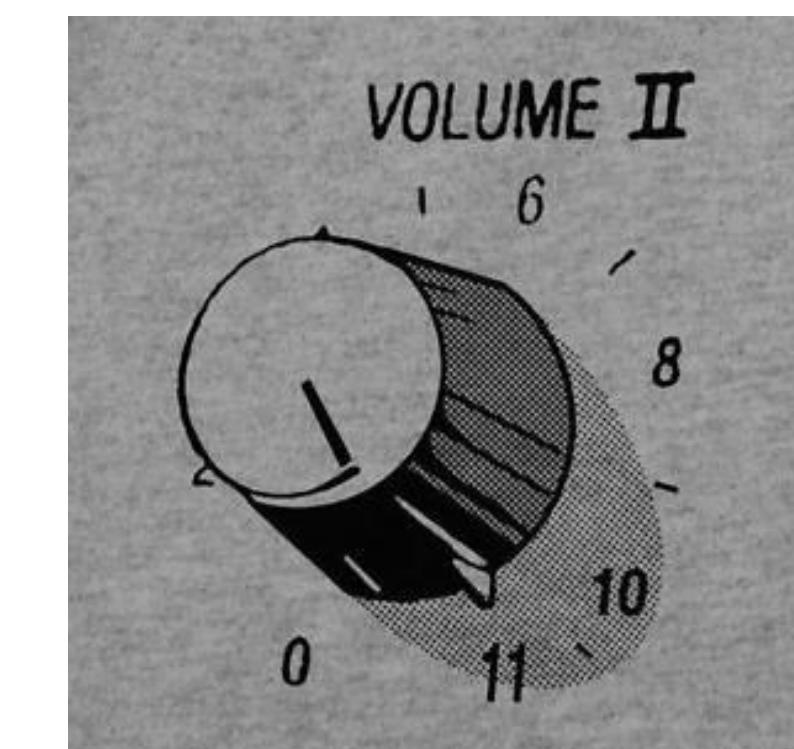


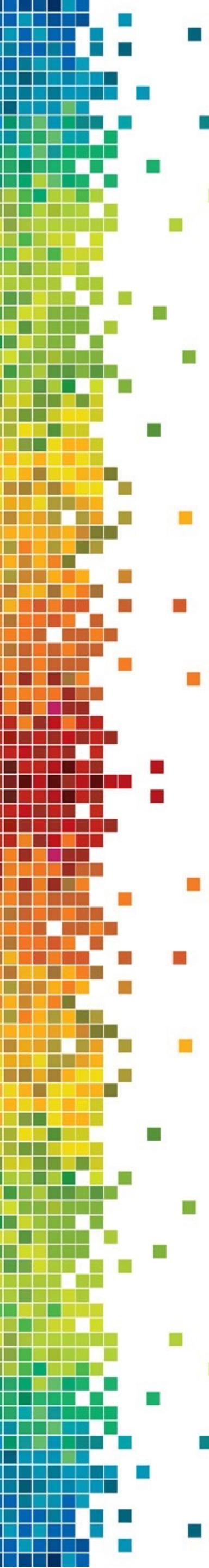


# PRINCIPALS OF VISUAL PERCEPTION

[HTTPS://EMEEKS.GITHUB.IO/GESTALTDATAVIZ/SECTION1.HTML](https://emeeks.github.io/gestaltdataviz/section1.html)

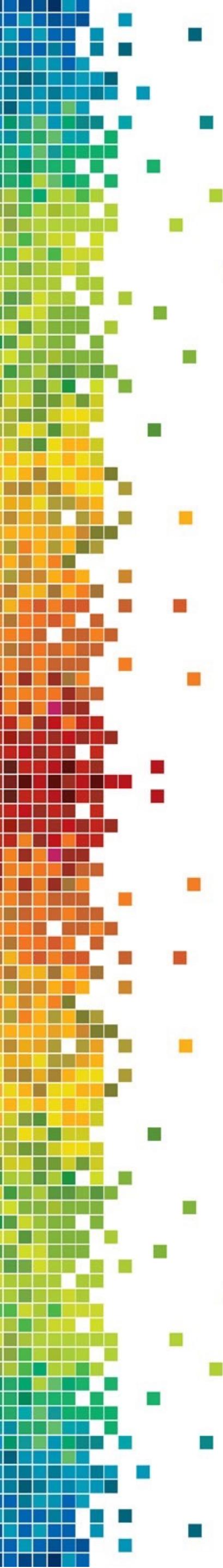
# COGNITIVE LOAD





# CEE A 2017

## DATA VISUALIZATION CHALLENGE



# THE DATA

[bit.ly/SWD-Data](https://bit.ly/SWD-Data)

ASSESSMENT DATA OF A  
PILOT RESEARCH PROJECT

43 OBSERVATIONS

QUANTITATIVE  
(INTERVAL)

CLEANED

# THE RUBRIC

[bit.ly/SWD-Rubric](https://bit.ly/SWD-Rubric)

RUBRIC USED FOR GRADES  
AND OUTCOMES

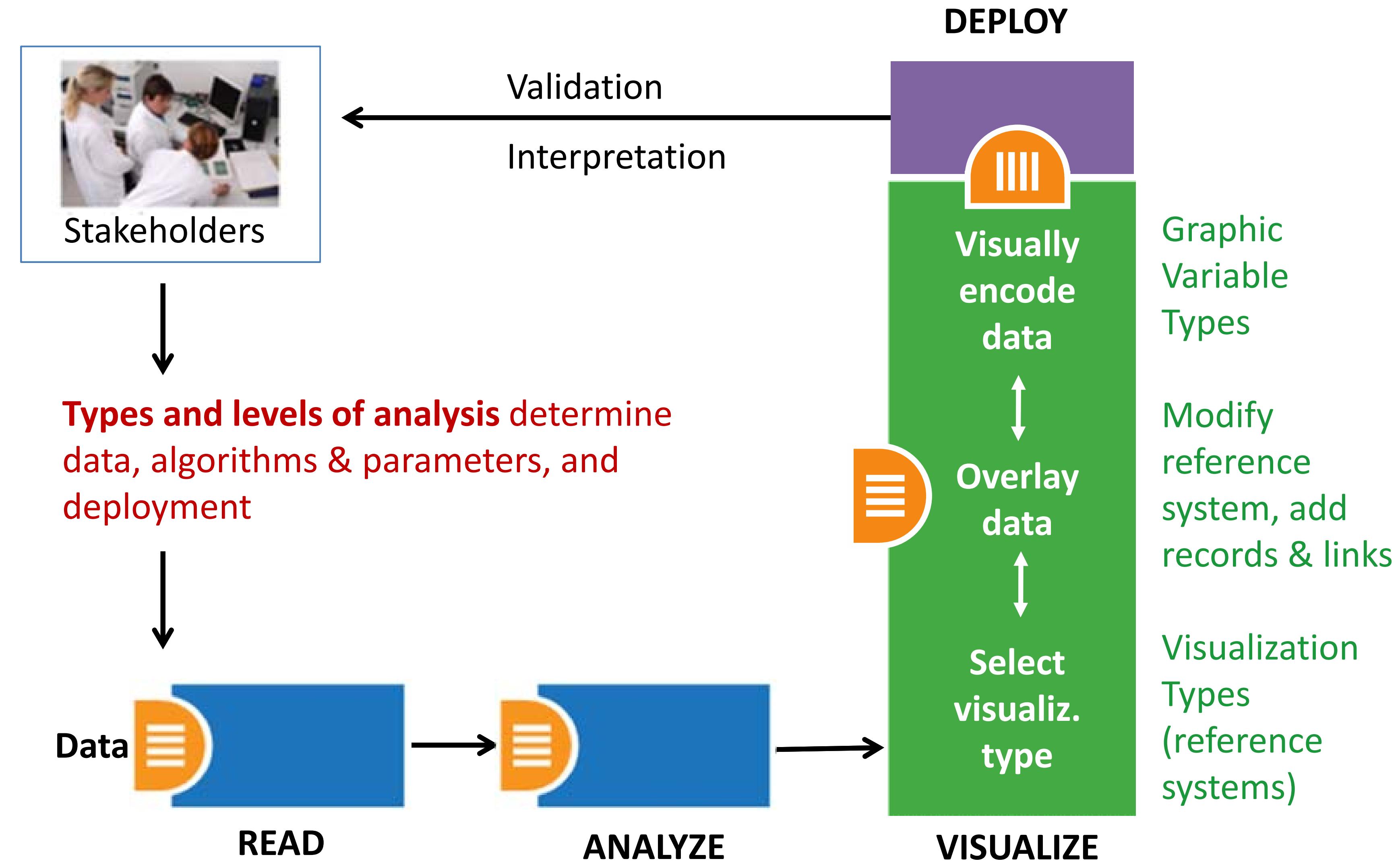
10 CRITERIA, 5 LEVELS

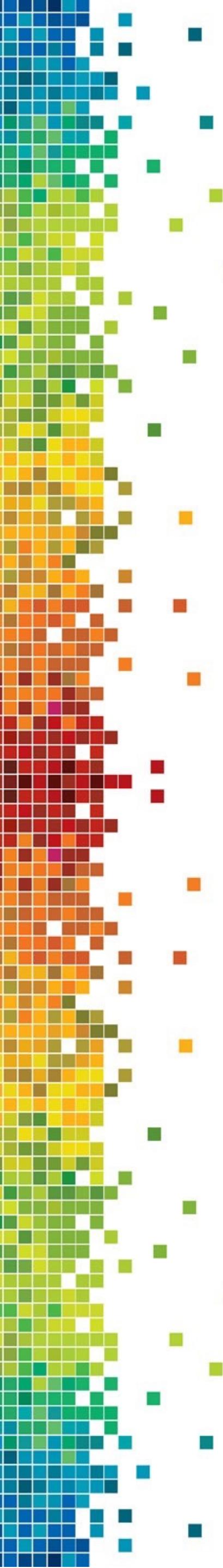
OUTCOME ACHIEVEMENT  
BASED ON LEVELS

GRADES BASED ON  
NUMERIC SCORE

# THE **CHALLENGE**

Design a visualization that can be shown to **STUDENTS** for **FORMATIVE DEVELOPMENT** and provide useful **INSIGHT** for **INSTRUCTORS**





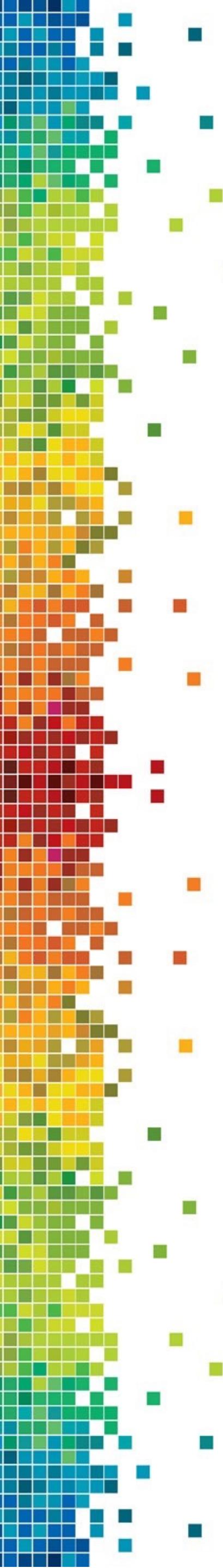
## STEP **ONE**

Look at the data.

Discuss your golden rule.

What's the narrative?

WHO, WHAT, WHEN, WHERE, WHY

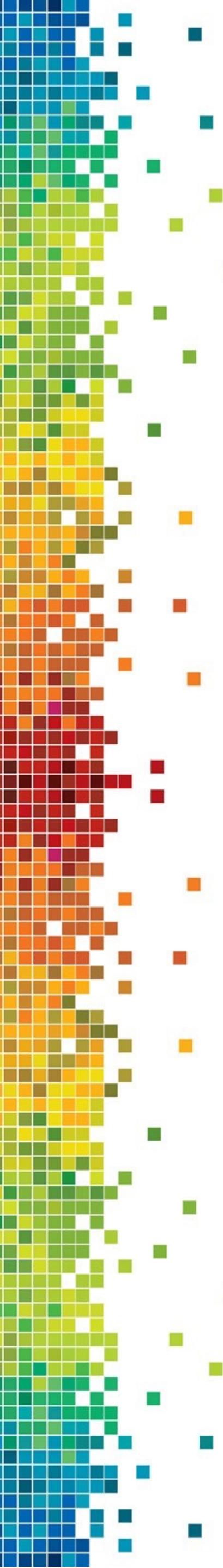


## STEP **TWO**

### **CRAZY EIGHTS**

Fold a piece of blank paper in half 4 times. Unfold it. You should have 8 panels

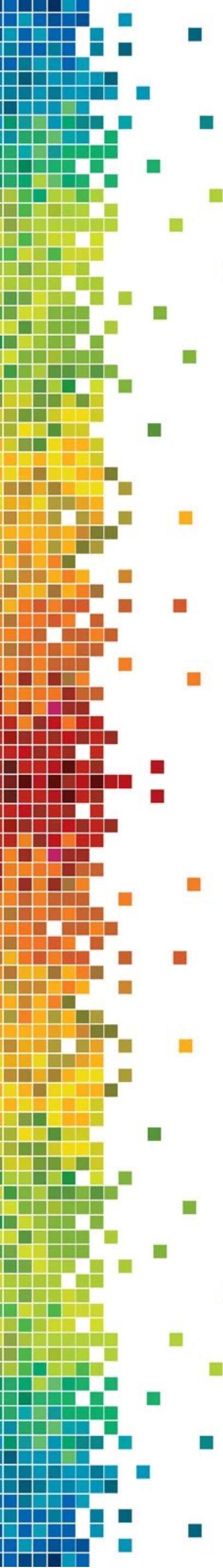
8 minutes for 8 rough design sketches, annotate to show ideas, themes, etc.



## STEP **THREE**

### **CRITICAL HITS**

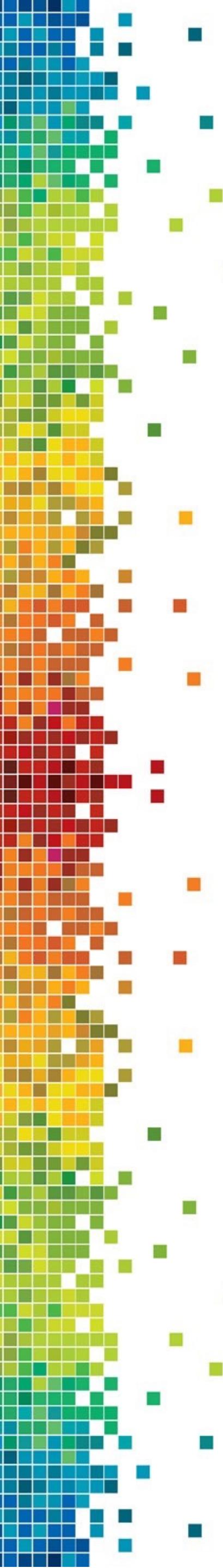
Each person in the group narrow their ideas down to their top choice



## STEP FOUR

### **#1 WITH A BULLET**

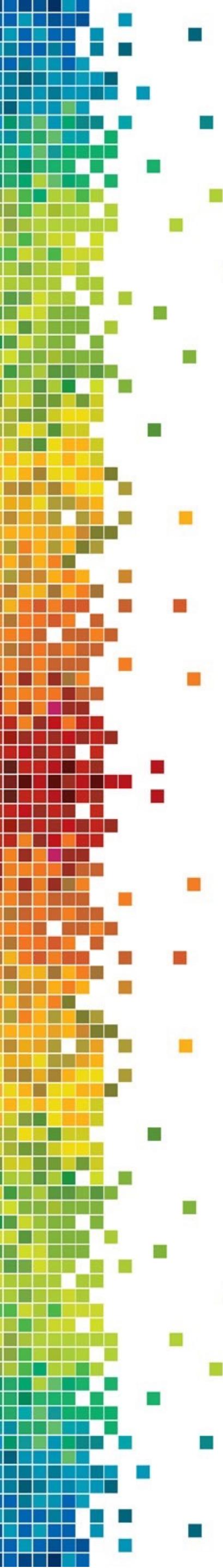
As a group, using the top choices,  
decide which idea your group will  
refine.



## STEP **FIVE**

### **REFINE, REFINE**

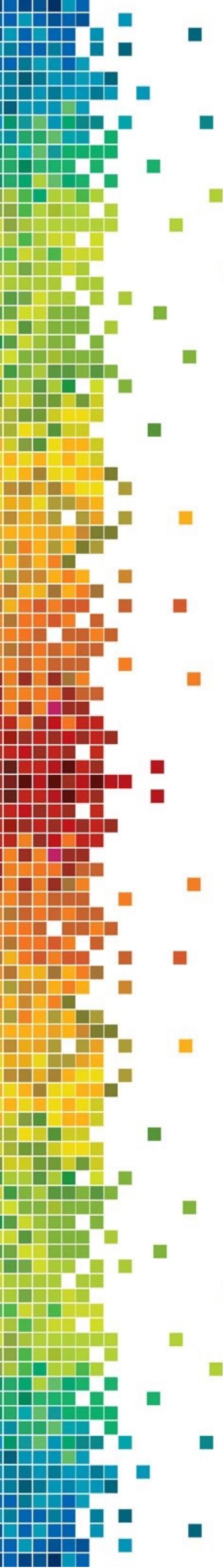
Refine the common idea, and  
create a larger sketch, detailing use  
of themes/principles etc where  
applicable



## STEP **SIX**

### **HIGHLY TECHNICAL VOTING**

Place a sticker on your favourite  
idea.



# CONCLUSION

## **POST-MOTERM**

Let's talk about the winner