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Course of Study:

(IN1007) Programming in Java

Title:

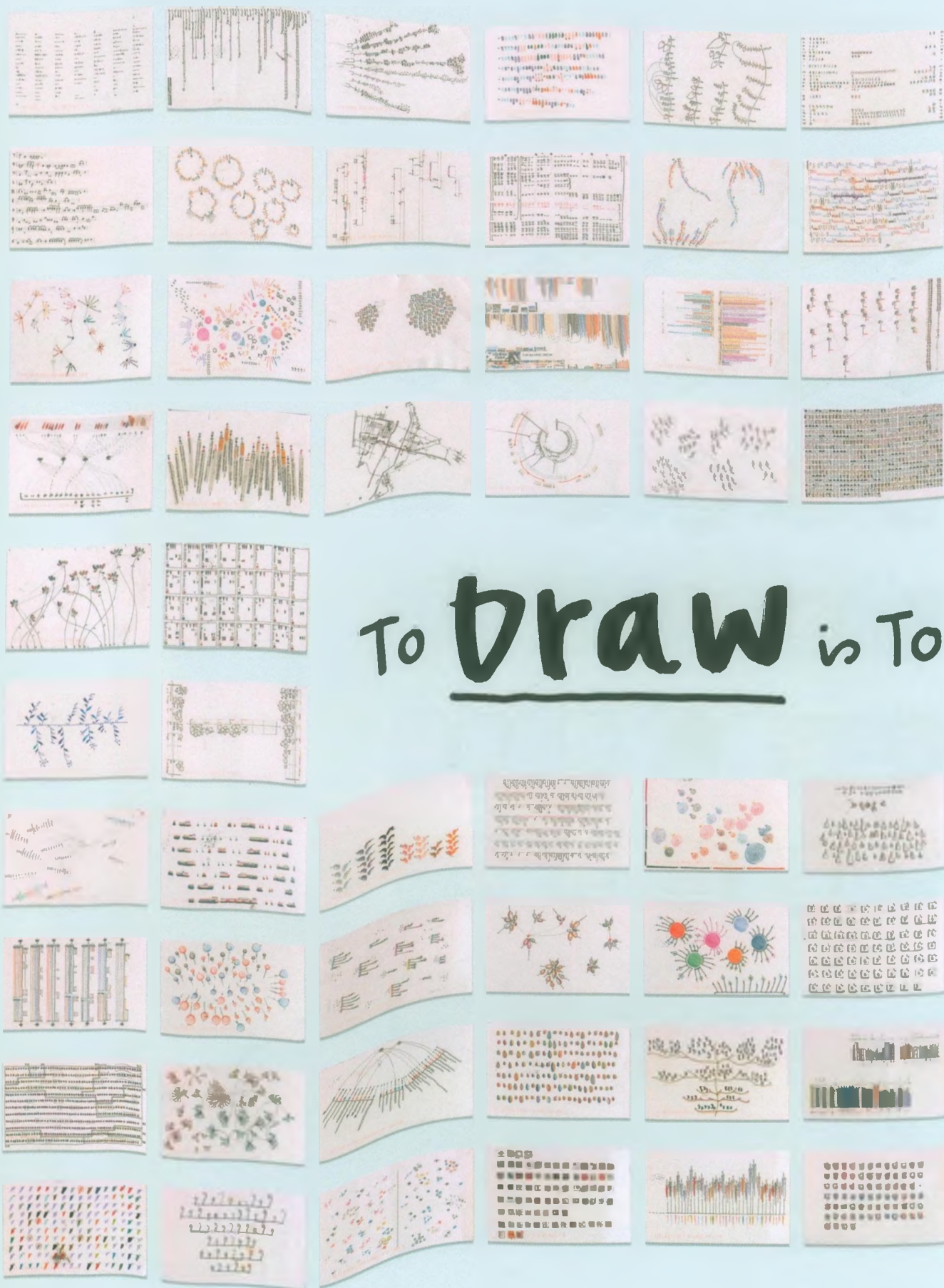
Dear data pp. 284--289

Name of Author:

Lupi, Giorgia & Posavec, Stefanie

Name of Publisher:

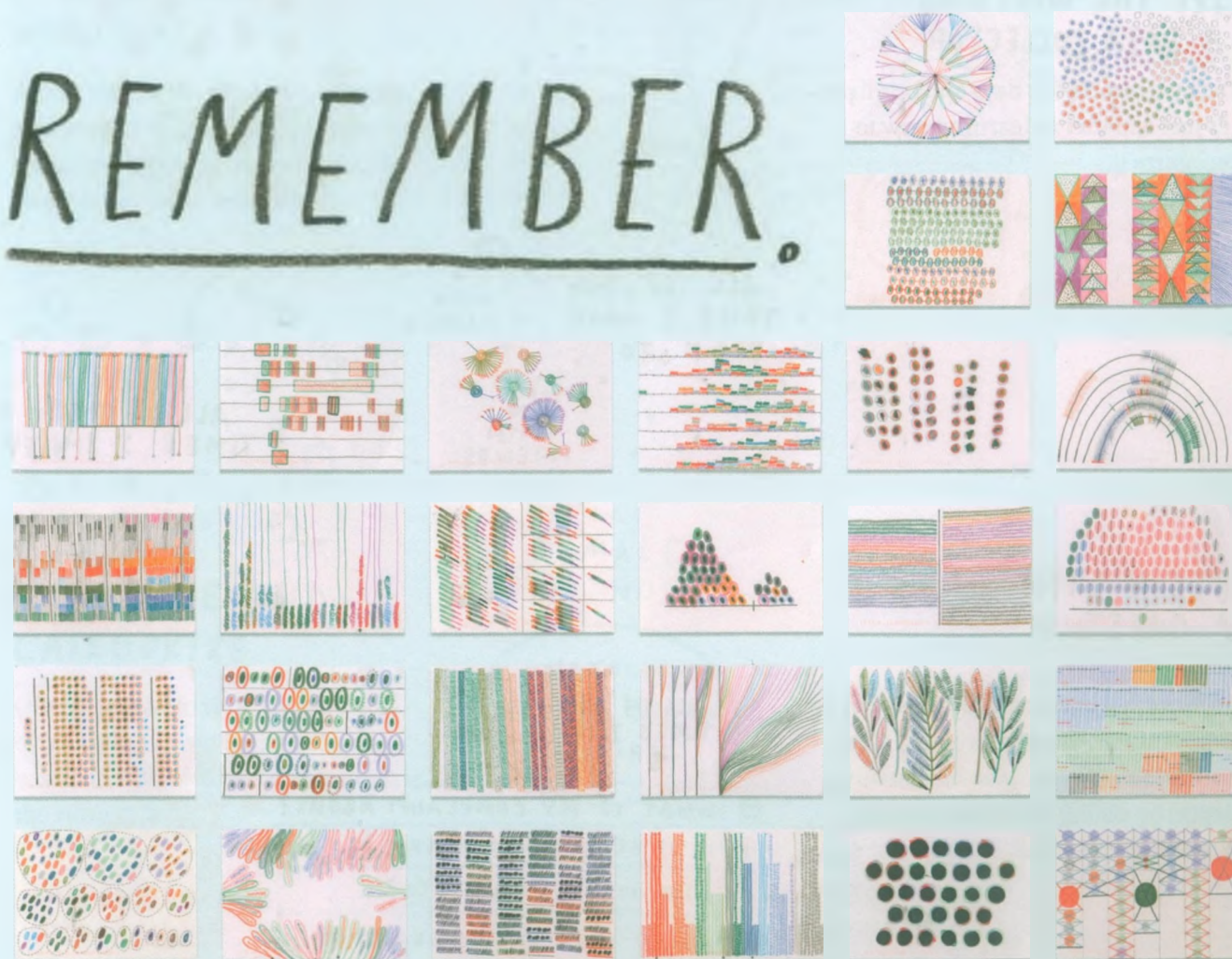
Particular Books



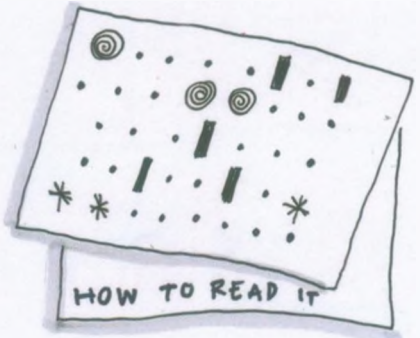
To Draw is To



REMEMBER.

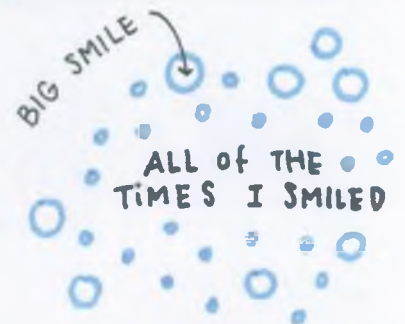


IT'S NOT THAT HARD!



SEE THE WORLD AS A DATA COLLECTOR

Data permeates our days and our lives, it's just a matter of learning how to recognize it.



BEGIN WITH A QUESTION

Begin with a primary question: what do you want to know and explore? Then enrich the data (and give the drawings depth) by asking additional smaller, contextual questions.

ALL OF THE TIMES I COMPLAIN:	
⊙	WHAT IS MY COMPLAINT ABOUT?
++	IS IT REALLY NECESSARY?
++	WHO DO I COMPLAIN TO?
++	WHAT DOES IT SAY ABOUT ME?
++	(...)

①

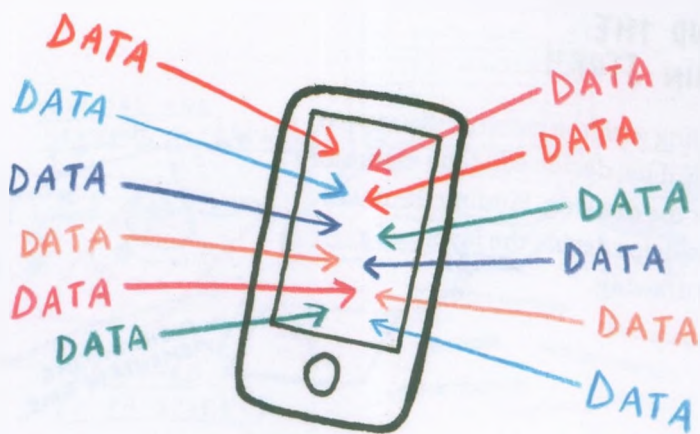
MAIN QUESTION

②

ADDING FURTHER DETAILS and CONTEXT.

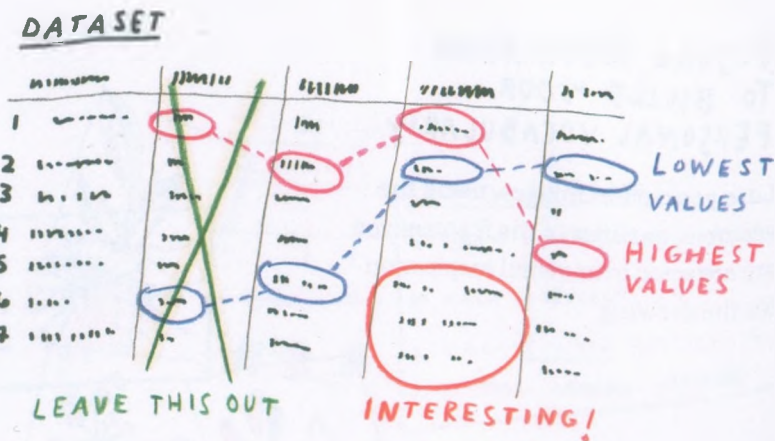
GATHER THE DATA

Thank goodness for modern technology: input manually-gathered data into note-taking or data-gathering apps on your phone, all the while being immediate, truthful, and consistent with your data-gathering.



SPEND TIME WITH DATA

Before starting to visualize, always analyze and spend time with your data, searching for patterns and trying to understand it at a deeper level.



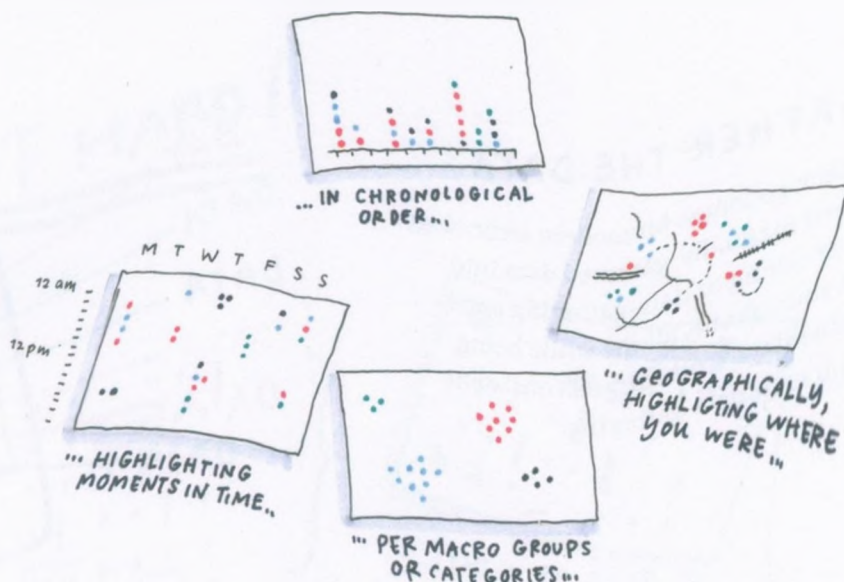
ORGANIZE AND CATEGORIZE

Often it's good to simplify the data by grouping it into larger categories based on what will best communicate the story.



FIND THE MAIN STORY

Starting with the patterns discovered in the data, decide what the main story is for the drawing. Finding the data's focus helps decide the layout of a data drawing.



VISUAL INSPIRATION TO BUILD YOUR PERSONAL VOCABULARY

Lose yourself in images, using the aesthetic qualities of the features you are attracted to as visual inspiration for the drawing.

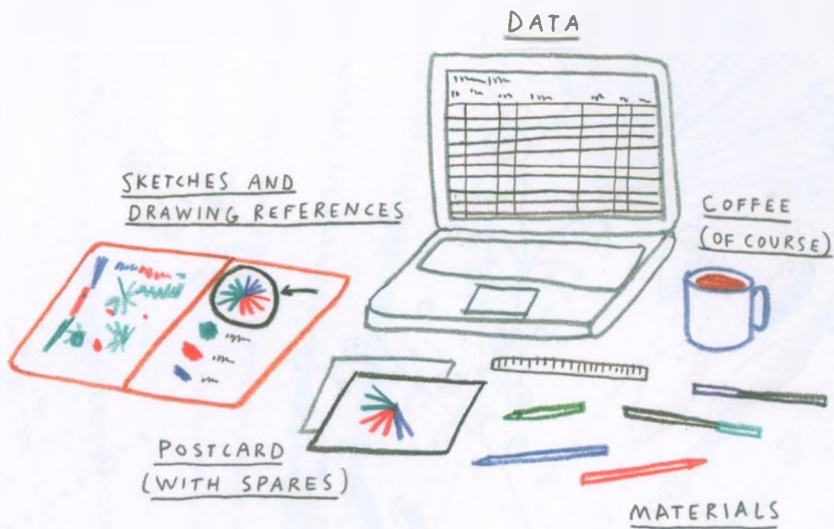


SKETCH AND EXPERIMENT WITH FIRST IDEAS

Explore ideas by sketching and playfully experimenting with form, colour, and materials in a freehand fashion as you decide the visual elements that will represent every part of the data.

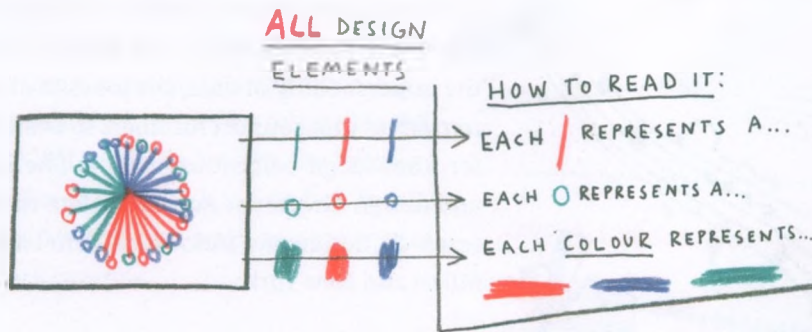
DRAW THE FINAL PICTURE

After sketching and testing ideas for a data-drawing, you'll find an approach that works. Then create your drawing, ensuring it includes all the tiny details, trying to make it as beautiful (and as understandable) as you can.



DRAW THE LEGEND

Creating a legend starts with a question: "What does someone need to read my data-drawing?" In the legend, every design element that represents data is listed so the recipient understands what everything means.



AND FINALLY,
SEND IT ON
ITS WAY!

