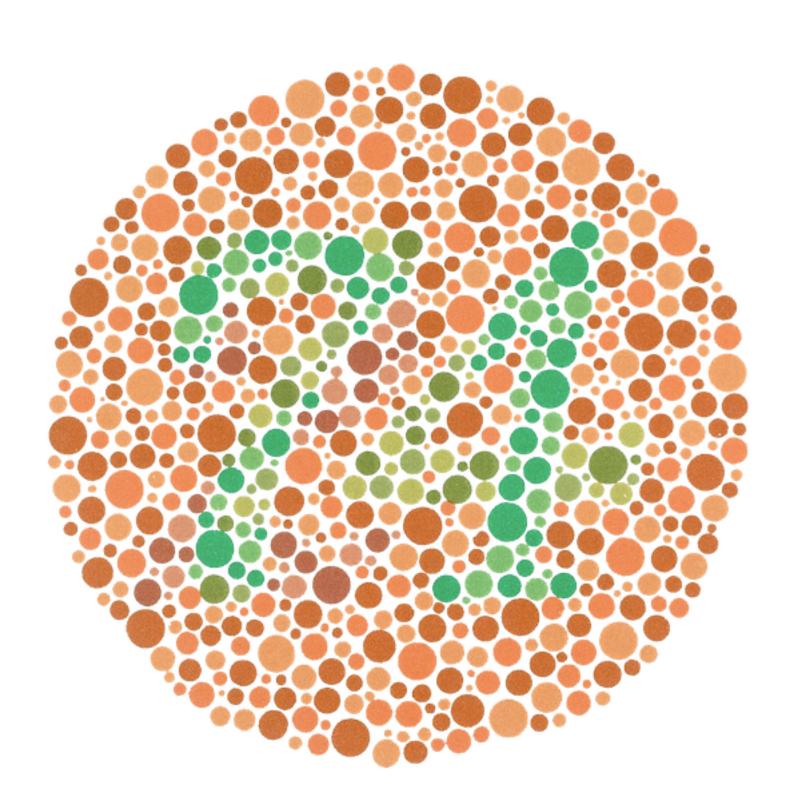
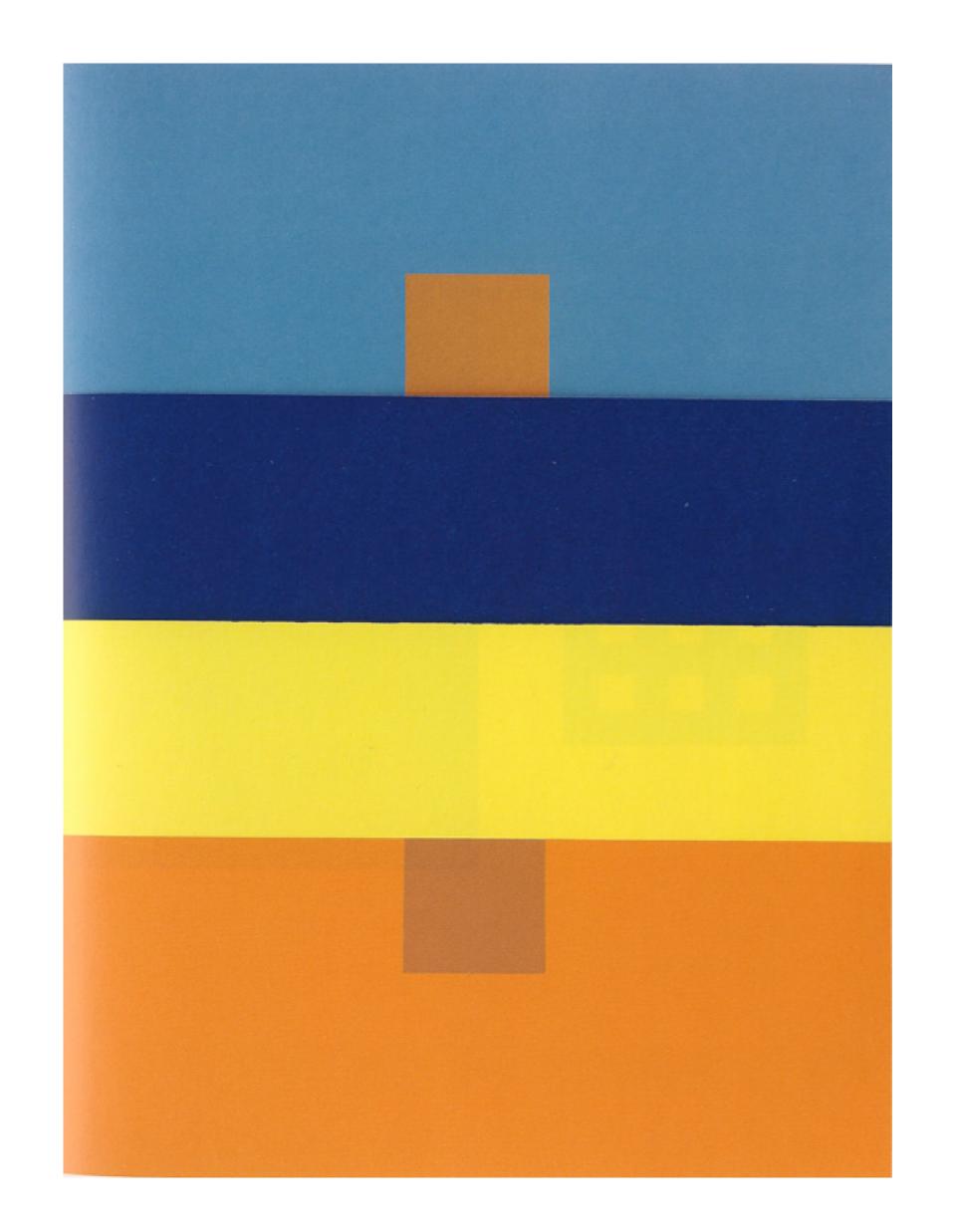
Taming Treacherous Data | DHSI 2018 | Day 3 AM | Deck 6

Problematizing Visualizations

Design elements are seen diversely

Perception of color, line, shape, movement and interactivity is broad





What you design is not what all your users experience

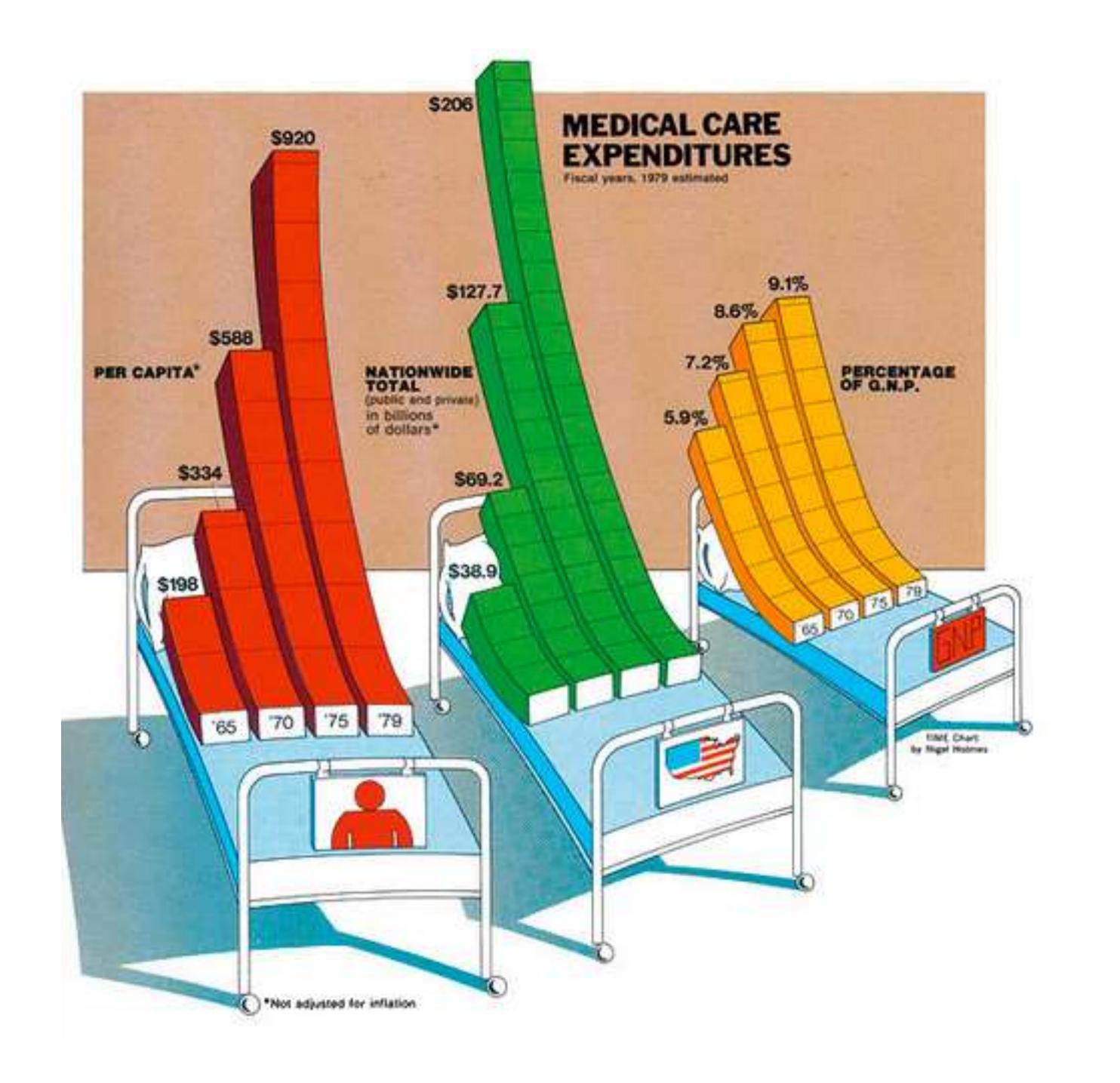
Design elements are rhetorical

Every design element contributes to arguments within your visualizations

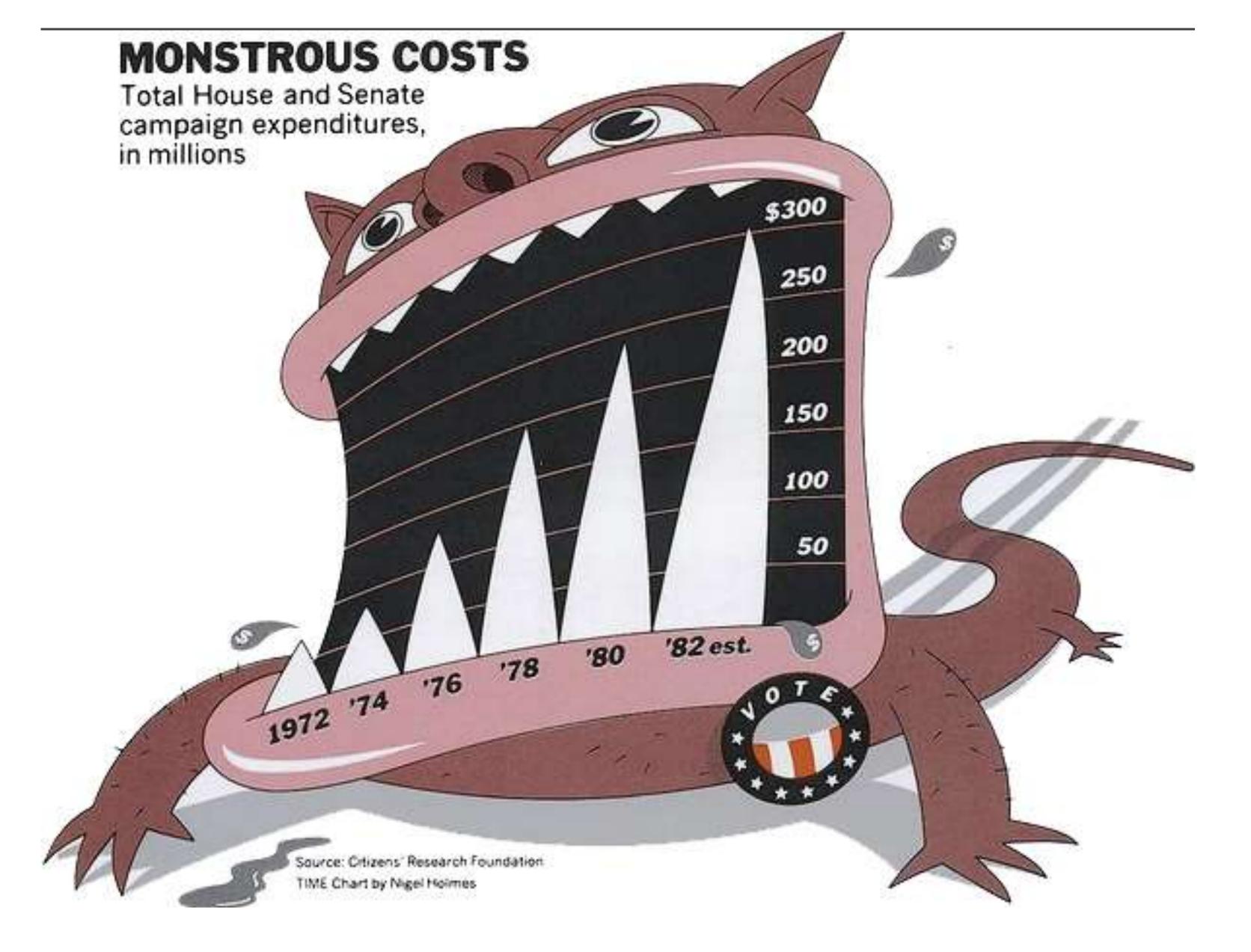
Explicit rhetoric

Framing

Use of images, words, or other content to manipulate how people perceive data and/or information

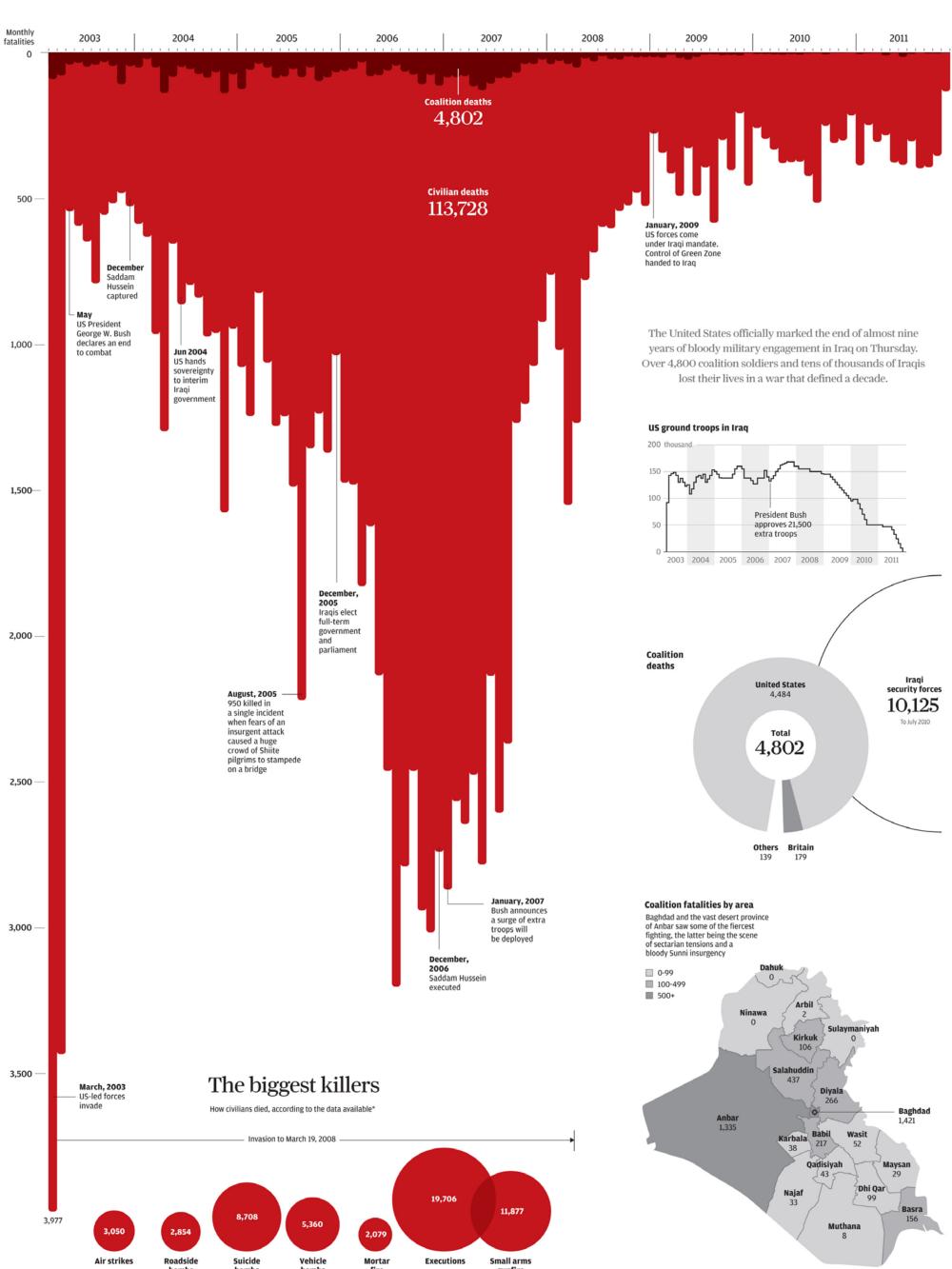


Designer: N Holmes



Designer: N Holmes

Iraq's bloody toll



Designer: S Scarr

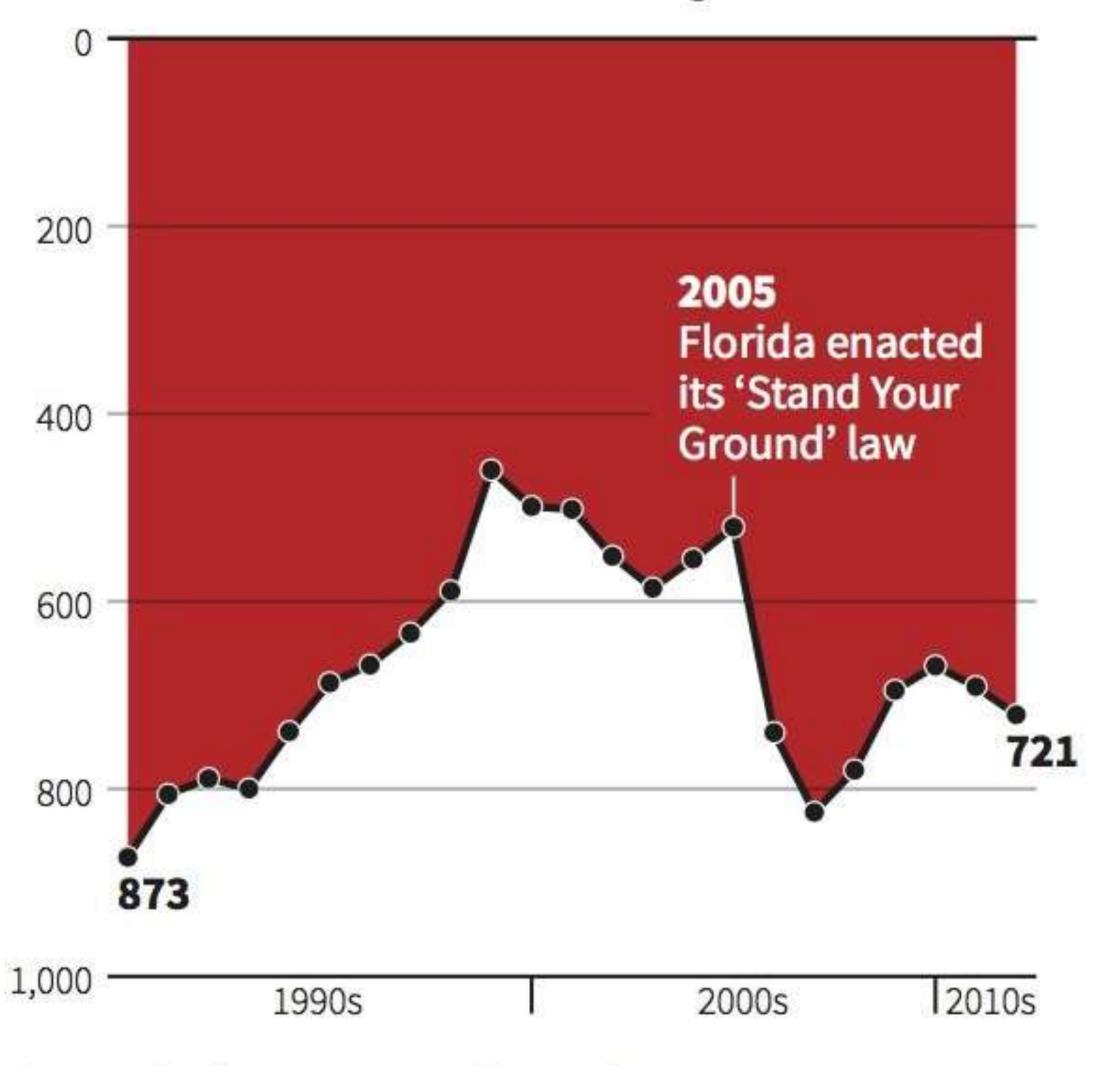
Implicit rhetoric

Priming

Activation of specific concepts in memory to influence interpretation and understanding

Gun deaths in Florida

Number of murders committed using firearms

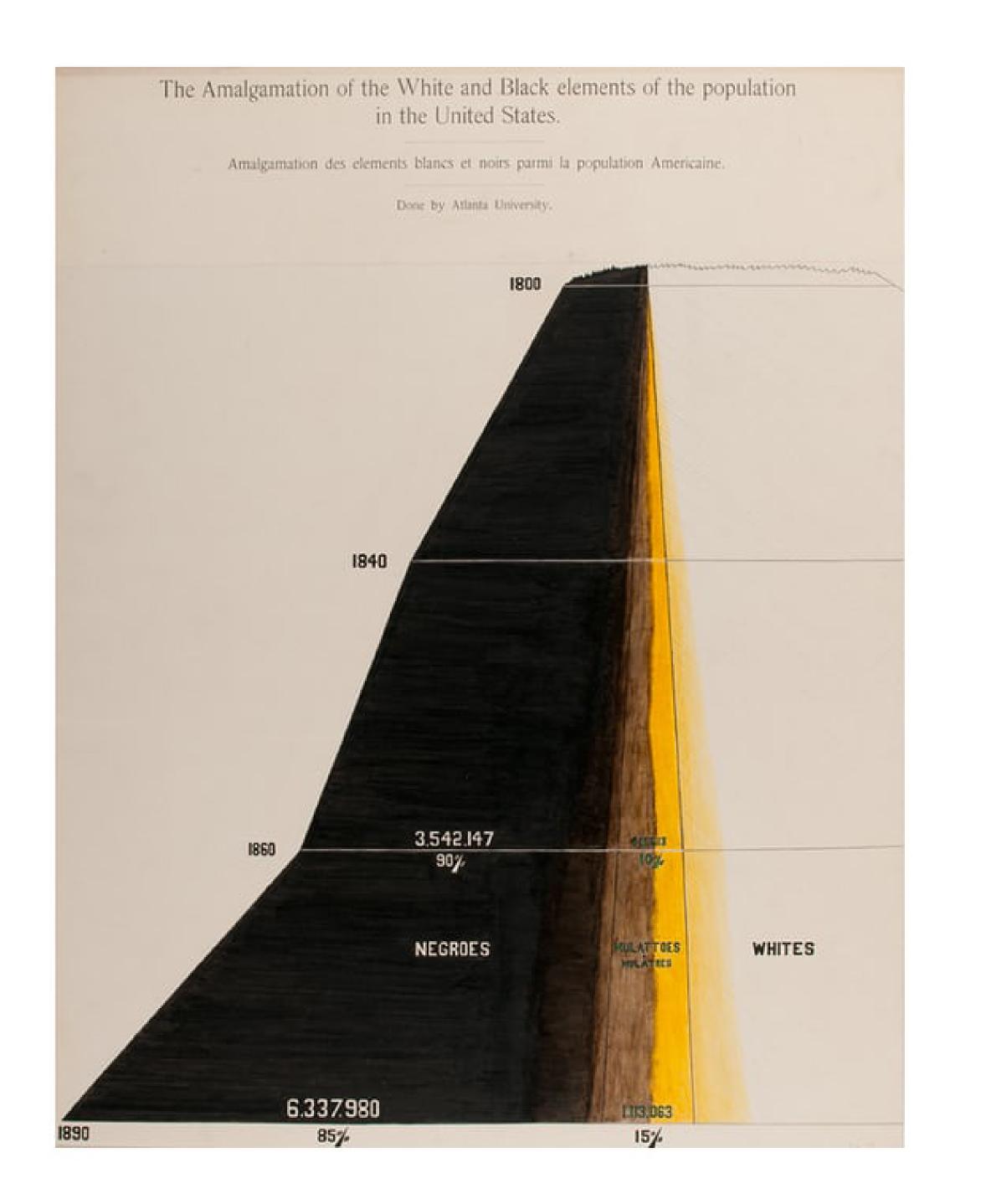


Source: Florida Department of Law Enforcement

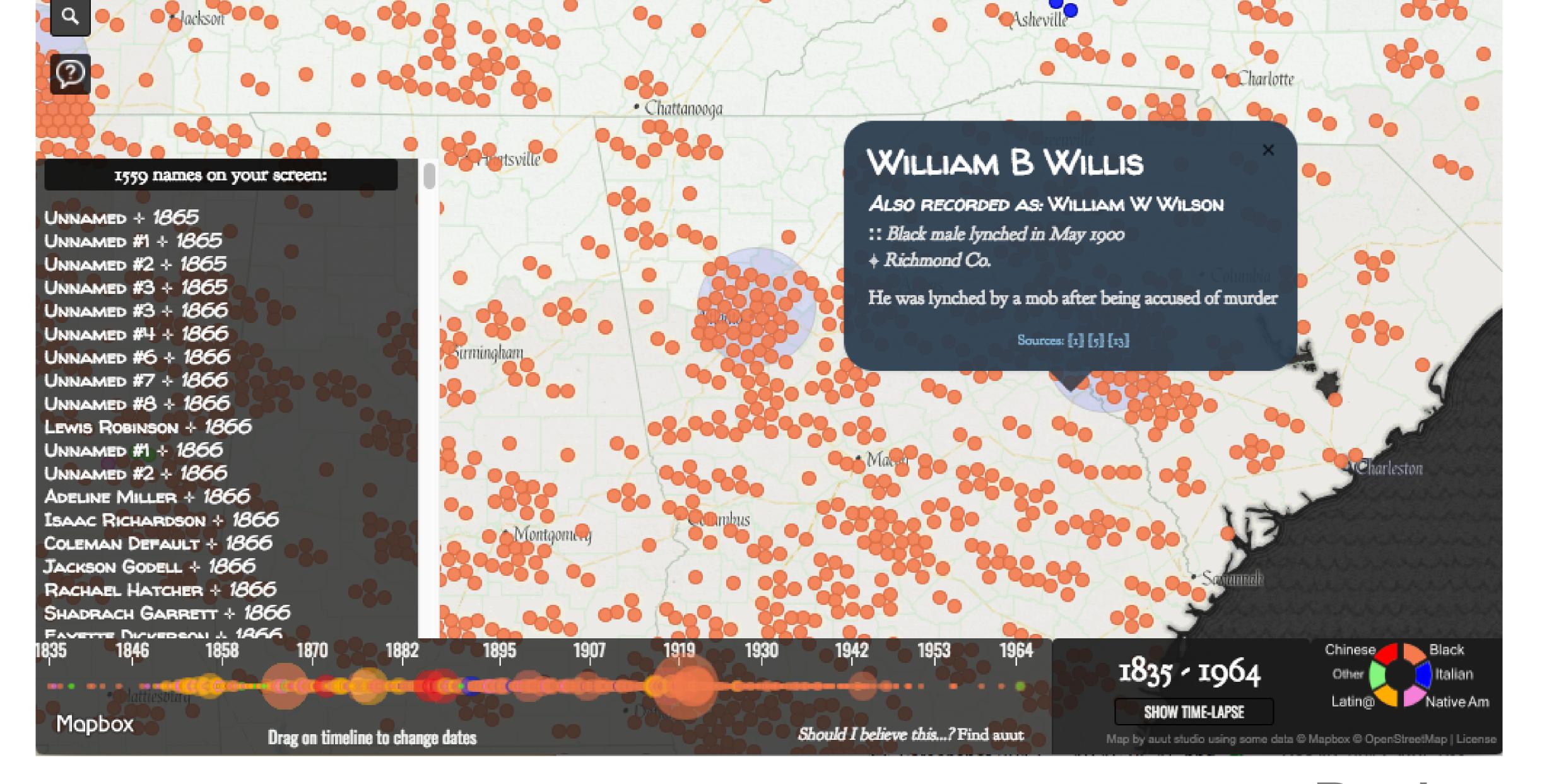


Designer: CH Chan

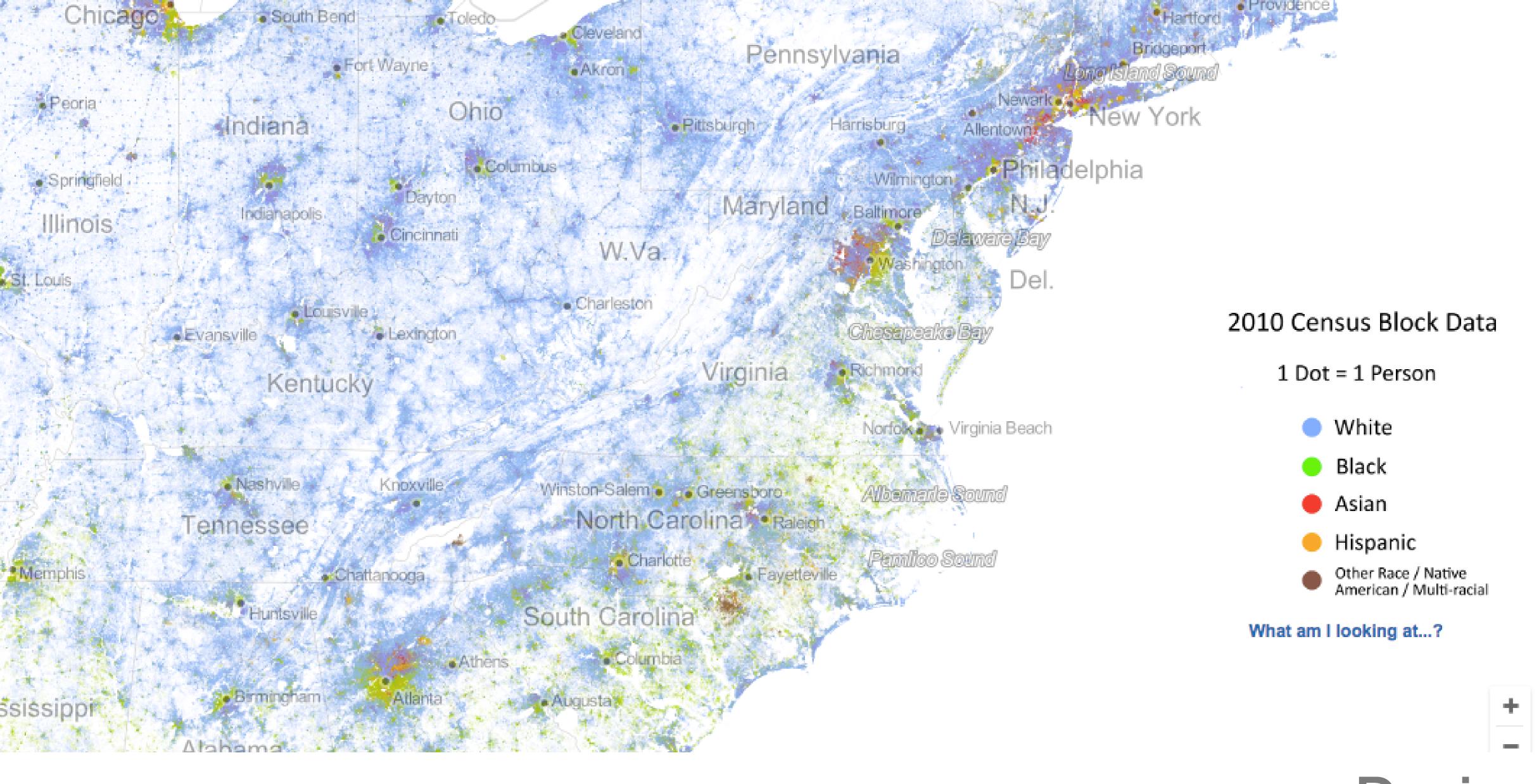
C. Chan 16/02/2014



Designer: WEB DuBois



Designer: RJ Ramey



Designer: Design

PBS The Effect of Color

https://www.youtube.com/embed/nX0DHd5QNS8

Design elements are discursive

Every design element prescribes the bounds of meaning users can gain from your visualizations

Governmentality, Technologies, & Truth Effects in Communication Design



Katherine Hepworth

Abstract This chapter argues that communication design knowledge and artifacts are inherently governmental. As a means of communication that combines aesthetics and function, communication design knowledge is a product and producer of a uniquely pervasive form of governance that has seldom been studied. While several researchers and philosophers have expressed interest in the relationship between power, communication design knowledge and communication design artifacts, the governance inherent in communication design has yet to be seriously investigated. Building on the author's PhD research, this chapter extends Foucault's theories of