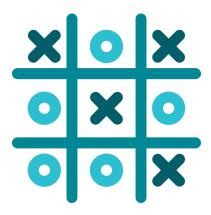
## Presentation and visualization

2022-September. Rules of the game

Mireia Ribera ribera@ub.edu

# Rules of the game



#### Practical information



#### Timetable:

Live sessions, Monday 16-18 p.m. T1

Contents and Deliveries at Campus Virtual





- To know theoretical foundations of information visualization
- To learn the basics of a visualization library



 To be able to select the best visualization for a specific data, task and user

#### Class organization

Active classes
 Part time theoretical concepts
 Part time to share, work in groups or practice.





- Dashboard task (26th november, 40%)
  two partial deliveries
- Storytelling task (10th January, 40%)
  - Teams of 2-3 people
  - Presented in public
  - Including report on decisions, methods...
  - One partial delivery + public presentation 19th december
- Final exam (20%)
  - Both theoretical questions and practical exercises

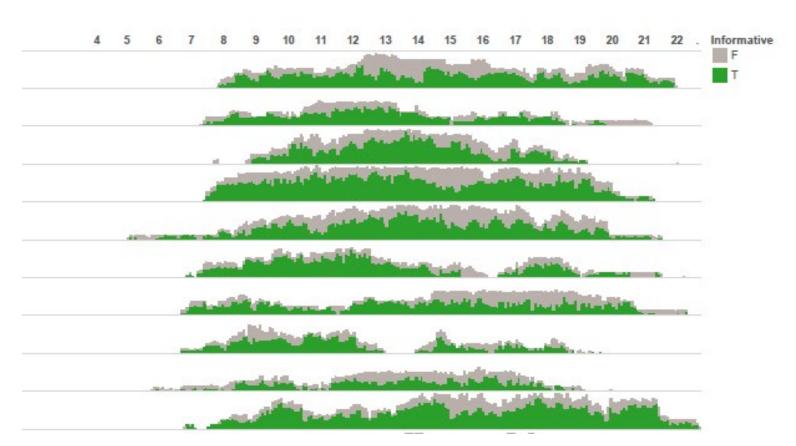


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- Computer science + Information science background
- Interests in HCI, user experience, accessibility and information visualization
- I expect your active participation

#### Some projects: wearable camera exploration study





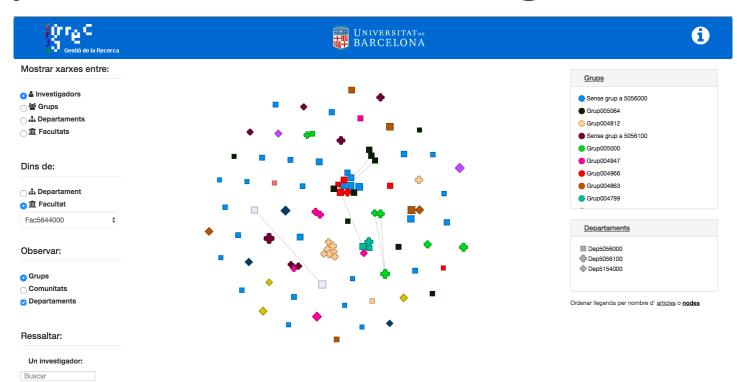
#### Projects II: banc dels aliments

Estadístiques comarca Baix Llobregat de 2002 a 2004 de carn, peix, embotits i fruites i verdures fresques





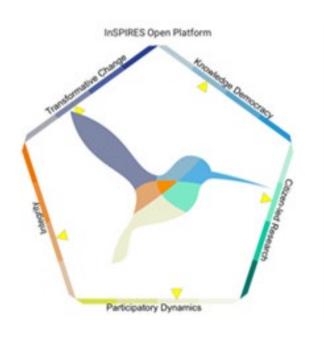
#### Projects III: Scientific networks @ UB

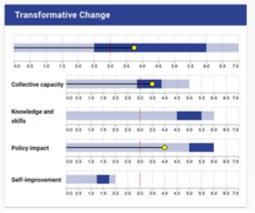


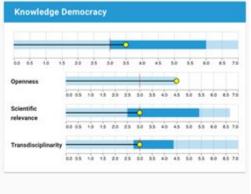


### Projects IV: <u>Inspires platform</u>



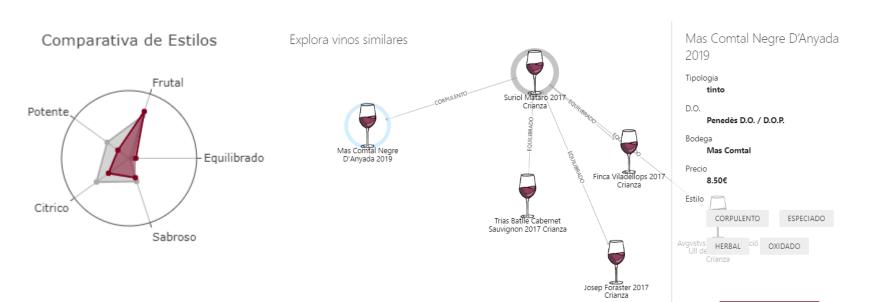






#### Projects V: Wine recommender,

#### by Herman Dempere and Marc Garcia





ABRIR CARTA DEL VINO

### Projects VI: Accessibility for low vision users

by Ruben Alcaraz

Code	Title
H1	Title
H2	Legend
H3	Axes titles
H4	Caption
H5	Abbreviations
H6	Data source
H7	Print version
H8	Short alternative
H9	Long description

Code	Title
H10	Safe colours
H11	Contrast
H12	Legibility
H13	Image quality
H14	Resize
H15	Without disturbing elements
H16	Visible focus
H17	Device independent
H18	Customization



#### What about you?

- Background?
- Previous experience?
- Do you like / dislike a specific visualization?
- What do you expect from this class?

