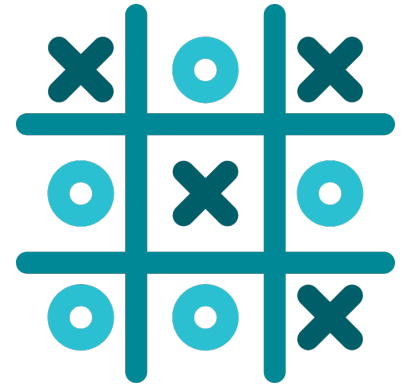# Presentation and visualization

2021-September. **Rules of the game**

Mireia Ribera
ribera@ub.edu

Rules of the game

Practical information

Timetable:

Live sessions, Monday 16–18 p.m.

Contents and Deliveries at Campus Virtual

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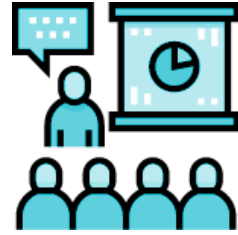
- To know theoretical foundations of information visualization
- To learn the basics of a visualization library

- 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.**

Evaluation

- **Dashboard** task (26th november, 40%)
  weekly deliveries starting 27th September
- **Storytelling** task (17th december, 40%)
  - Teams of 2-3 people
  - Presented in public
  - Including report on decisions, methods..
  - Weekly deliveries since 1st session
- Final **exam** (20%)
  - Both theoretical questions and practical exercises

About me

- 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
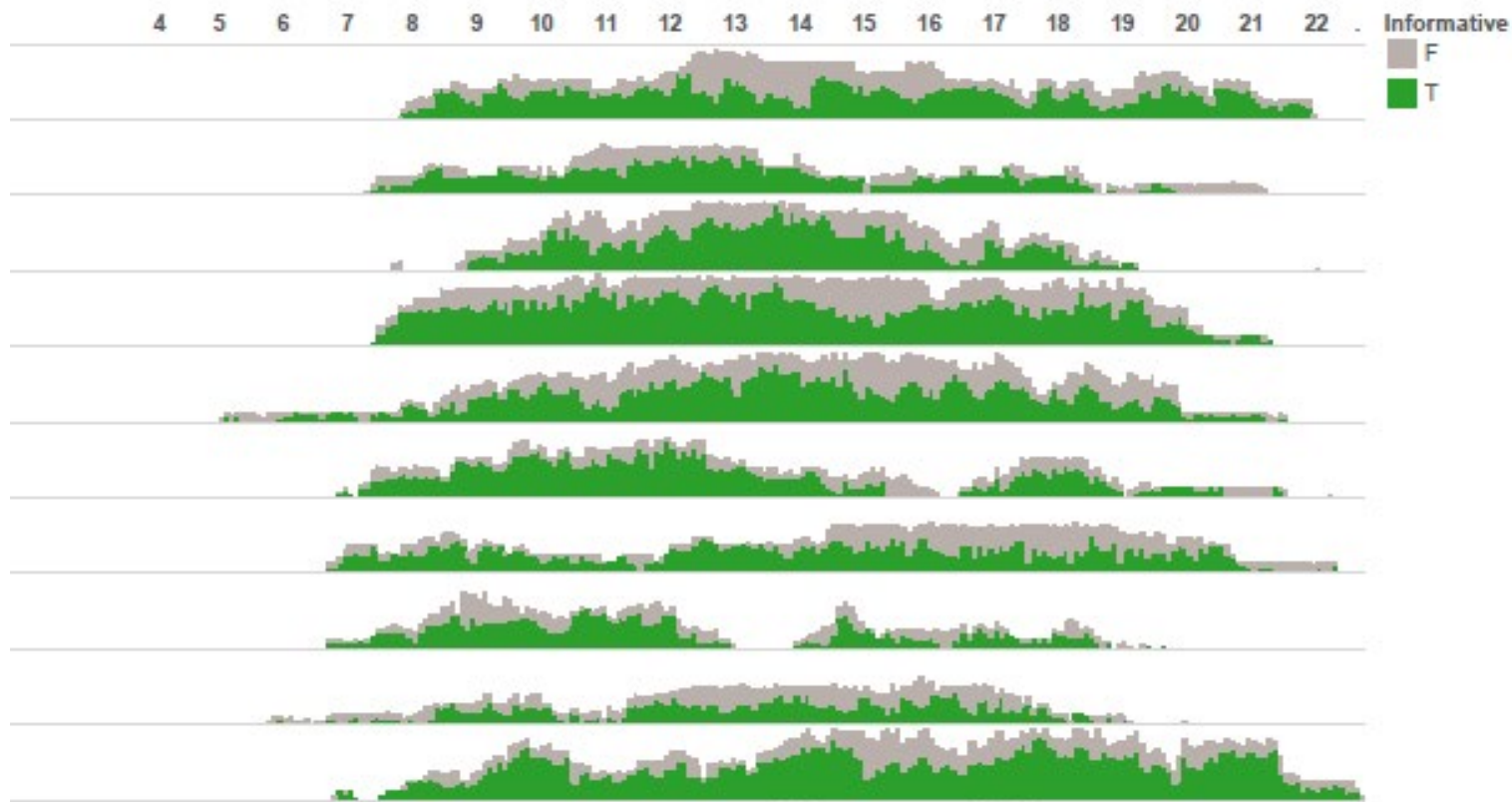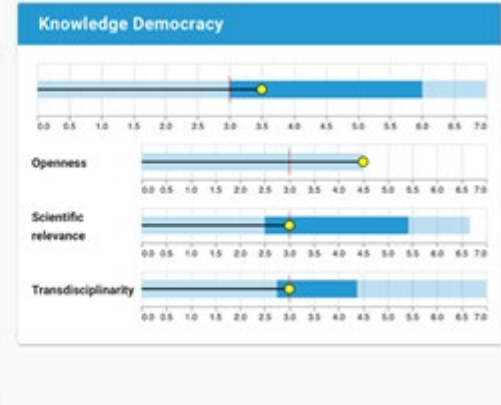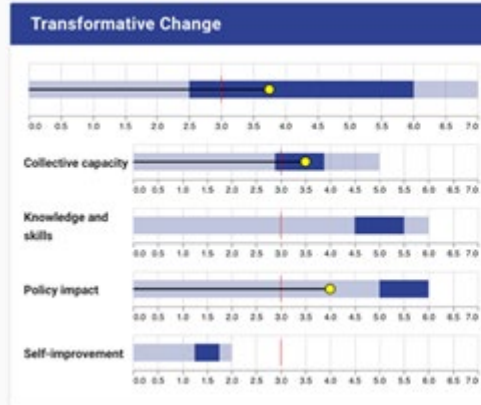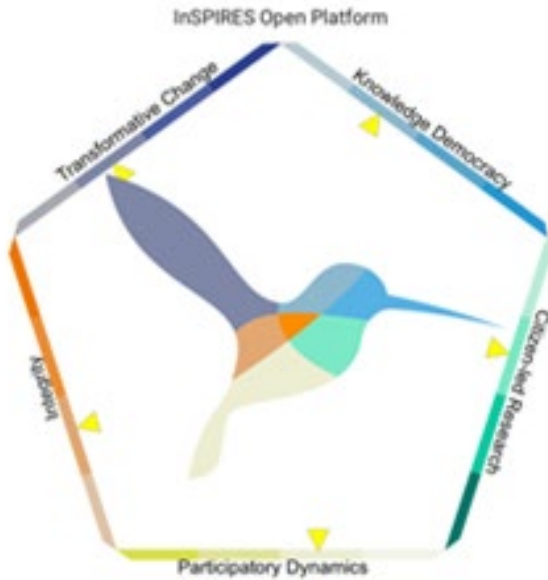
Projects II: banc dels aliments
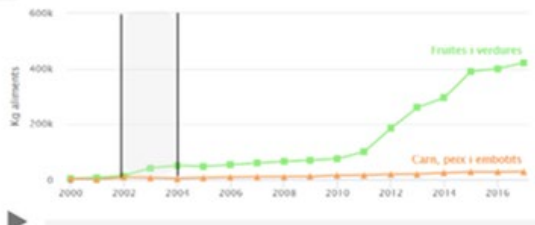
Projects III: Scientific networks @ UB
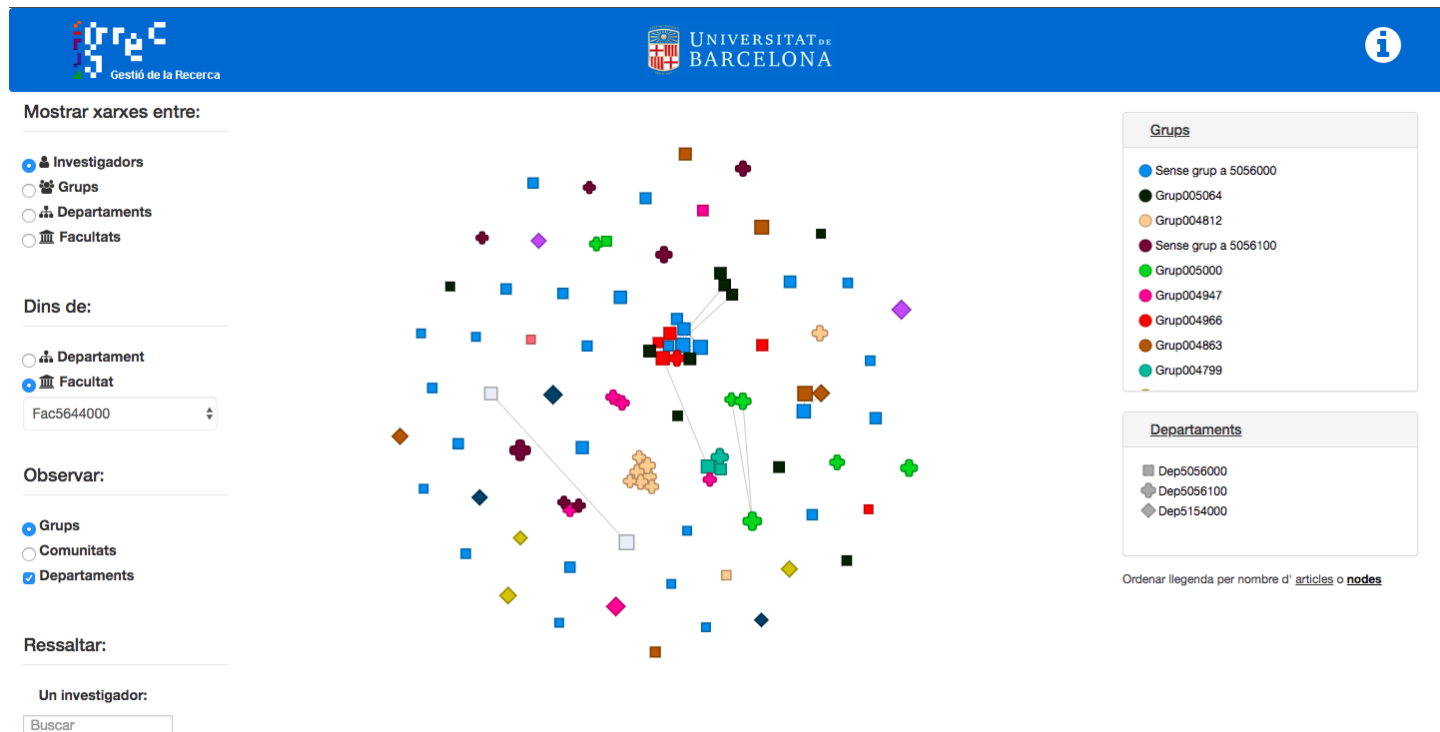
Projects IV: Inspires platform

What about you?

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