Schedule:
- Wed, 4/26: Demos of interactive graphics
- Friday, 4/28: collaborative lab 11
- Mon, 5/1: Demos / last lecture / prizes
- Wed, 5/3: Guest speaker via Skype

Today: Interactive Graphics

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variables/attributes,
time, model changes,
filtering/subsetting
↑

Introduction to Interactive Graphics

Interactive Graphics: Graphic that adds additional/extra dimensions to the base visualization via some feature with which the user/viewer can control

(main) Types of Interactive Graphics:

✳ Alt-text / "hovering": display additional features of or information about an observation/group/category/any piece of the graph via users' "cursor" control

✳ filtering/subsetting (the data): updates the graph to use/show only a conditional subset of the data

✳ Animation: Not really "interactive", but adds the extra dimension to the visualization (usually time)

Actions you should take when writing about an interactive graphic:

1) Describe the initial / base version of the graph!!!

2) Describe / overview the interactive features
"click the drop-down and choose which variable you want to use to color the points"

3) Give instructions on how to use the interactive features to gain some additional insight

4) Give suggestion(s) on how to use the interactive features to discover some interesting additional features / results about the data that wouldn't otherwise be seen with the base version of the graph.

Presenting Interactive Graphics

Actions you should take when speaking about / presenting / demonstrating interactive graphics:

1) Describe the initialized / base version of the graph!!

2) Use / demonstrate the interactive feature(s) to discover some interesting features/results of the data that you wouldn't otherwise see with the base version of the graphic !!!!!

3) Do NOT just demo the interactive features because they're cool — this is not enough!!