Project 02 Proposal: WhatAreWeDoingQuestionMark

Emmitt R Johnson, Makiah Merritt, and David Shingai Ntuli

Abstract— Duis autem vel eum iriure dolor in hendrerit in vulputate velit esse molestie consequat, vel illum dolore eu feugiat nulla facilisis at vero eros et accumsan et iusto odio dignissim qui blandit praesent luptatum zzril delenit augue duis dolore te feugait nulla facilisi.

✦

1 RELATED PAPERS

1.1 Paper 01: Title

1.1.1 Paper Description

Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua.

1.1.2 Project Value

Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua.

1.2 Paper 02: Title

1.2.1 Paper Description

Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua.

1.2.2 Project Value

Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua.

1.3 Paper 03: Title

1.3.1 Paper Description

Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua.

1.3.2 Project Value

Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua.

2 REFERENCED PAPERS

1. *Vega-Lite: A Grammar of Interactive Graphics* (2016), Arvind Satyanarayan, Dominik Moritz, Kanit Wongsuphasawat, and Jeffrey Heer [9]

2. *Embedded Data Representations:2016* (2016), Wesley Willett, Yvonne Jansen, Pierre Dragicevic [2]

3. *The Attraction Effect in Information Visualization* (2016), Evanthia Dimara, Anastasia Bezerianos, and Pierre Dragicevic [1]

4. *Title* (year), Authors [**?**]

5. *Title* (year), Authors [**?**]

6. *Title* (year), Authors [**?**]

7. *Title* (year), Authors [**?**]

REFERENCES

[1] E. D. A. Bezerianos, and P. Dragicevic. The attraction effect in information visualization, 2016.
[2] W. W. Y. J. P. Dragicevic. Embedded data representations, 2016.
[3] J. C. D. G. P. Y. L. W. E. Fisher, and N. Elmqvist. Visdock: A toolkit for cross-cutting interactions in visualization, 2016.
[4] A. H. L. H. A. O. N. W. C. G. P. K. J. Han, and R. Chang. Proact: Iterative design of a patient-centered visualization for effective prostate cancer health risk communication, 2016.
[5] O.-H. K. C. M. K. Lee, and K.-L. Ma. A study of layout, rendering, and interaction methods for immersive graph visualization, 2016.
[6] M. C. T. D. K. K. B. L. K. Marriott, and B. H. Thomas. Immersive collaborative analysis of network connectivity: Cave-style or head-mounted display?, 2016.
[7] M. Merritt. Cs458 - information visualization: Project repo, May 2017.
[8] M. F. C. D. E. M. Peck, and L. Harrison. Hindsight: Encouraging exploration through direct encoding of personal interaction history, 2016.
[9] A. S. D. M. K. Wongsuphasawat, and J. Heer. Vega-lite: A grammar of interactive graphics, 2016.

- *Emmitt R Johnson. E-mail: johnemmi@oregonstate.edu.*
- *Makiah Merritt. E-mail: merrittm@oregonstate.edu.*
- *David Shingai Ntuli. E-mail: ntulid@oregonstate.edu.*