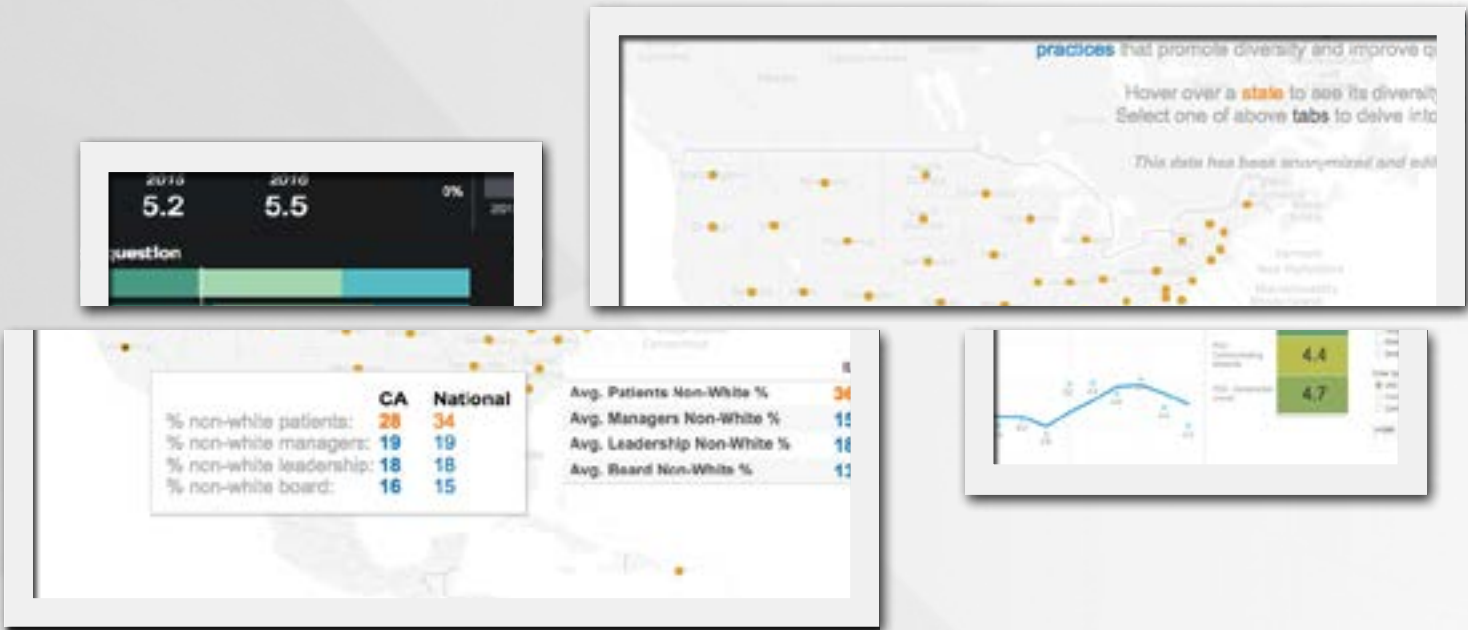
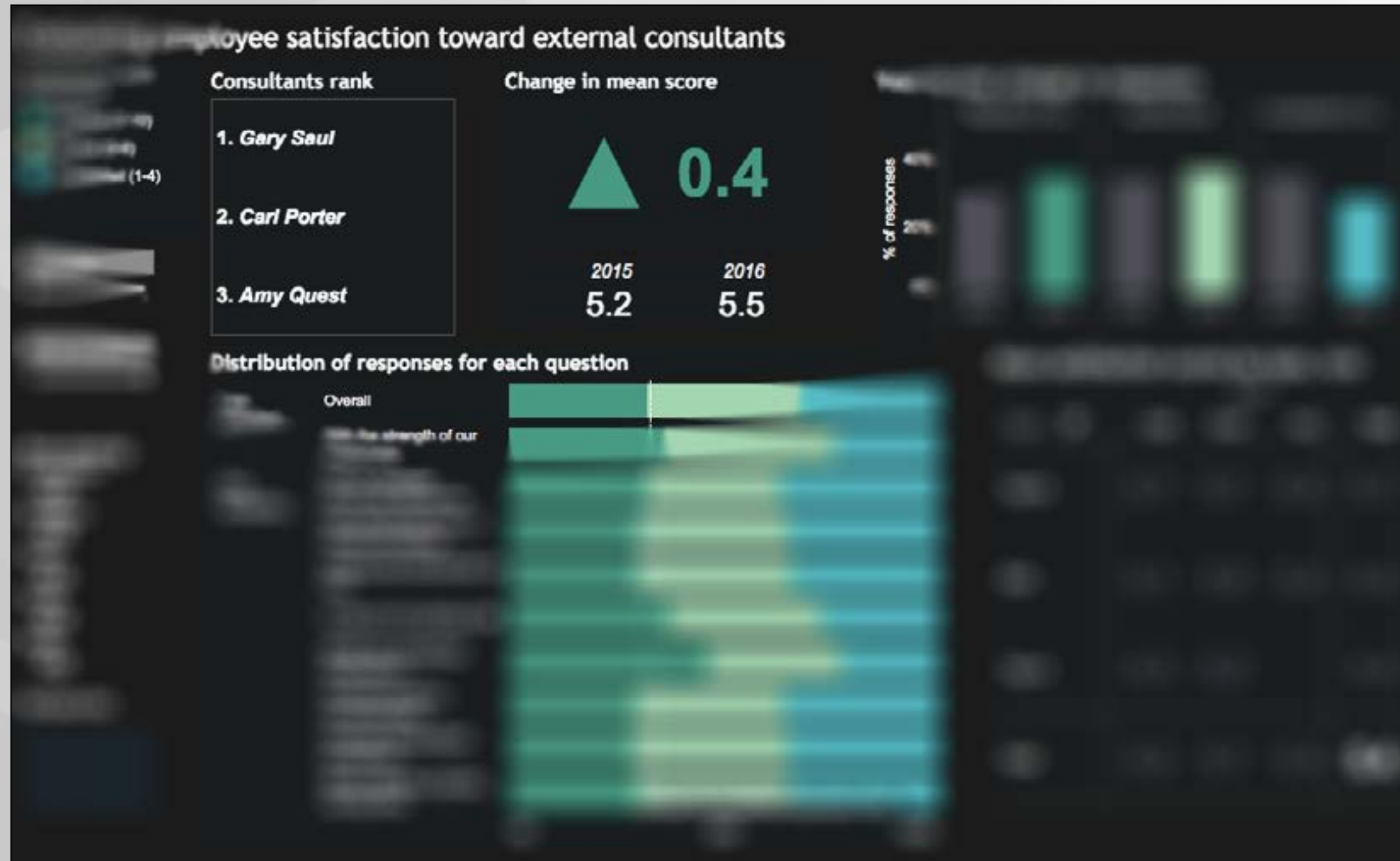


DASHBOARDS



Get an overview of
key metrics



[Full dashboard link]

Allow users to choose granularity



[Full dashboard link]

Summarize active filters for reference



[Full dashboard link]



[Full dashboard link]

Leverage baselines
for analysis



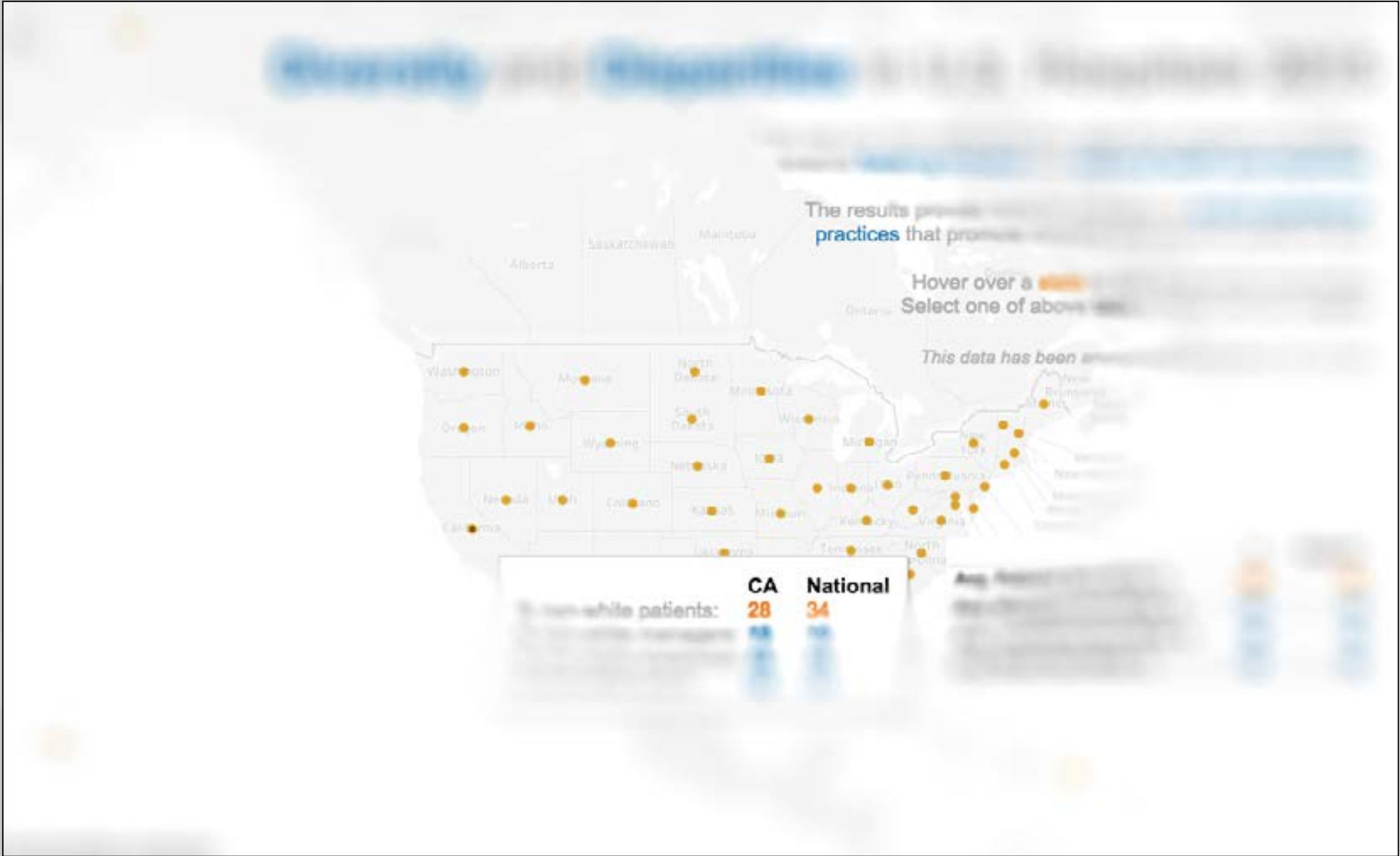
Detailed tables
come last

[Full dashboard link]

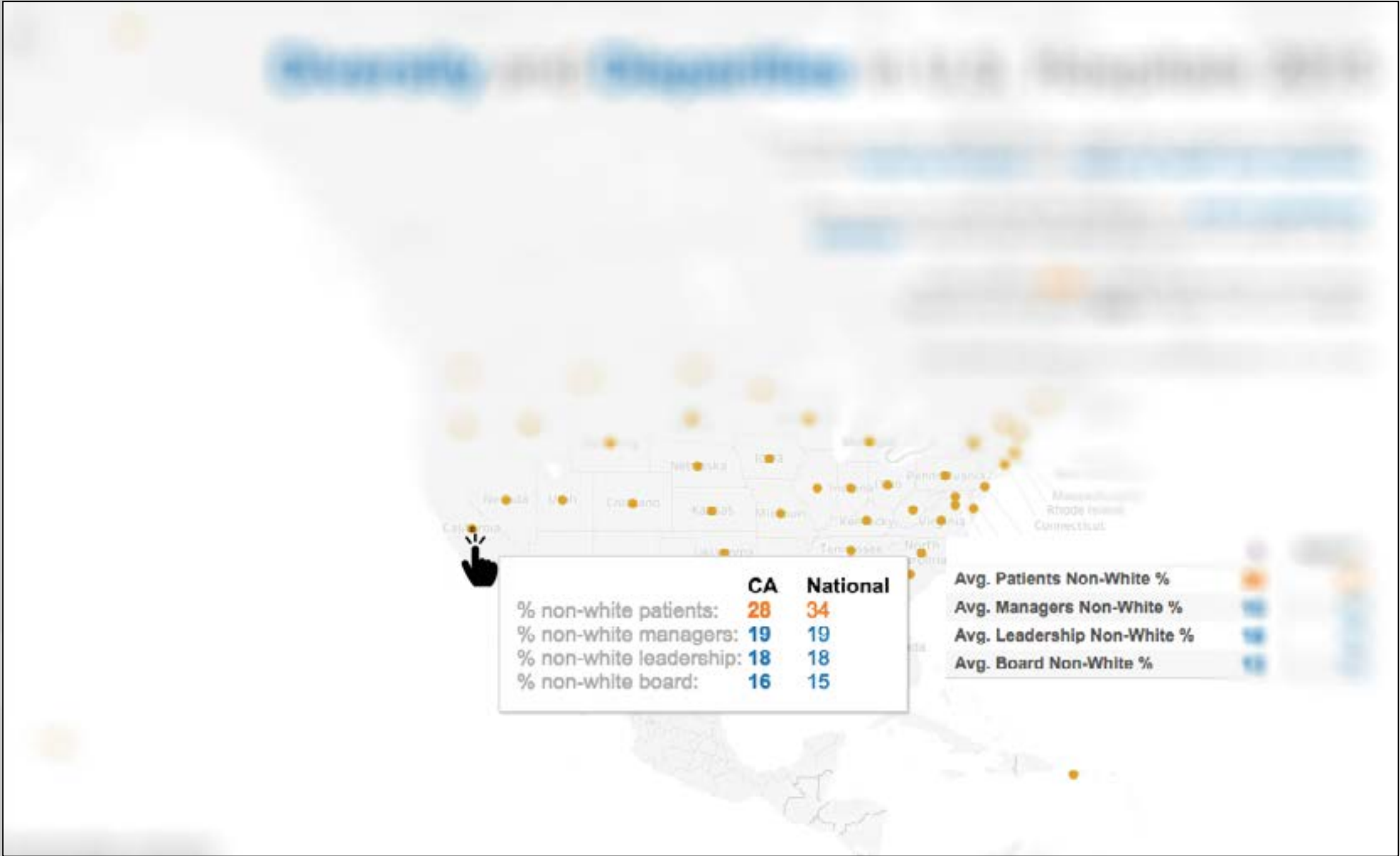


[Full dashboard link]

Use maps and diagrams as menus

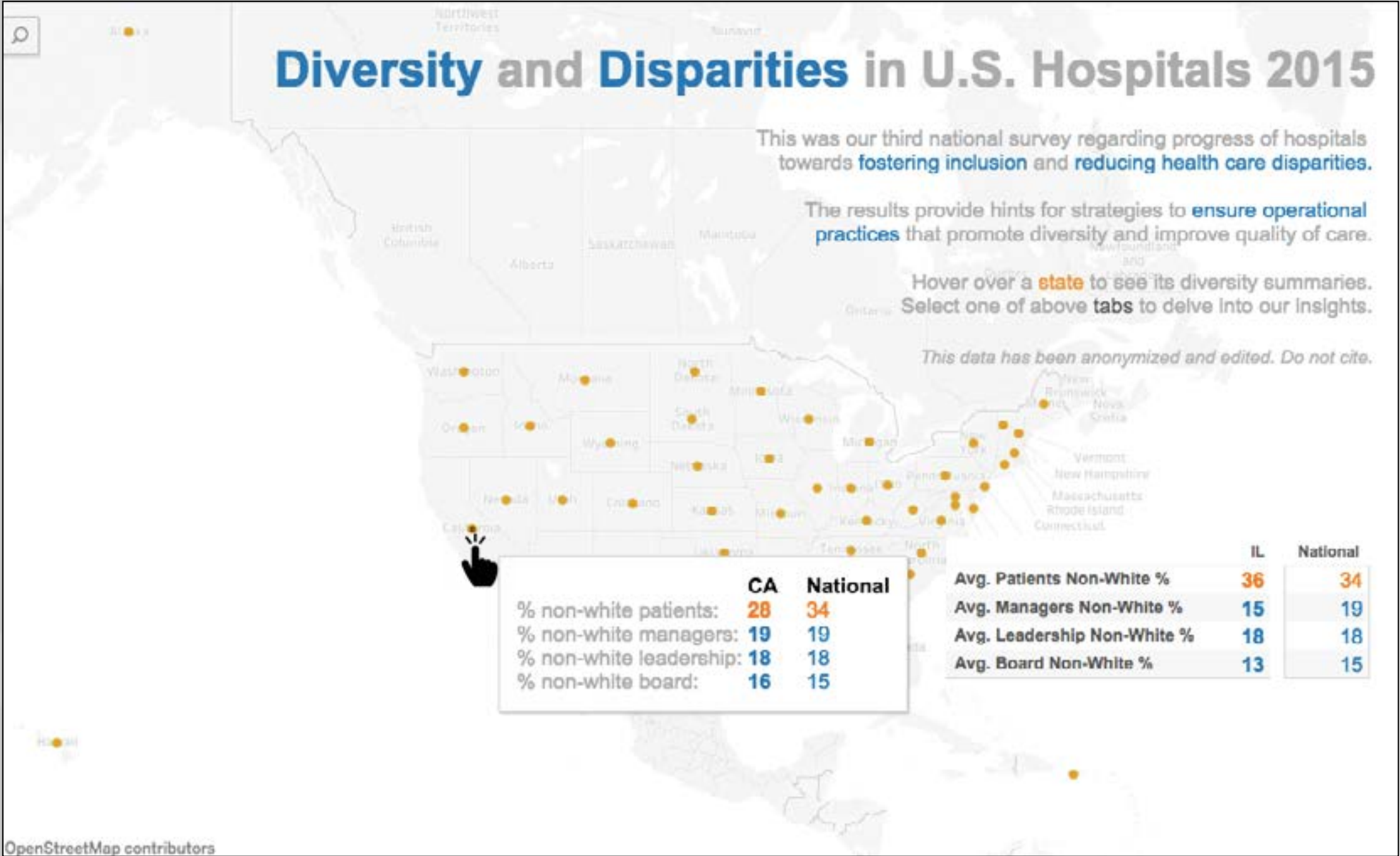


[Full dashboard link]



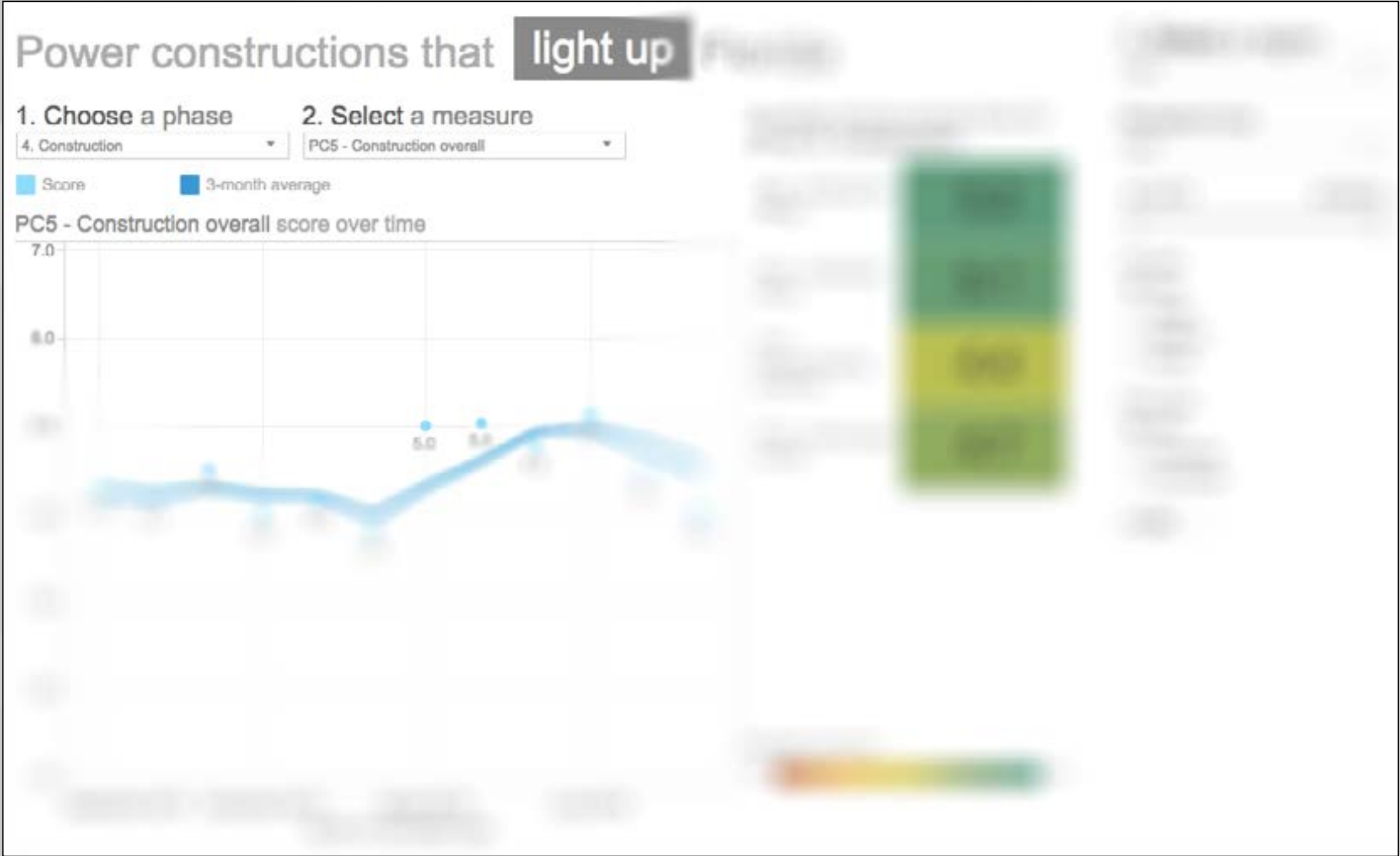
[Full dashboard link]

Exploit mouseover
menus for analysis



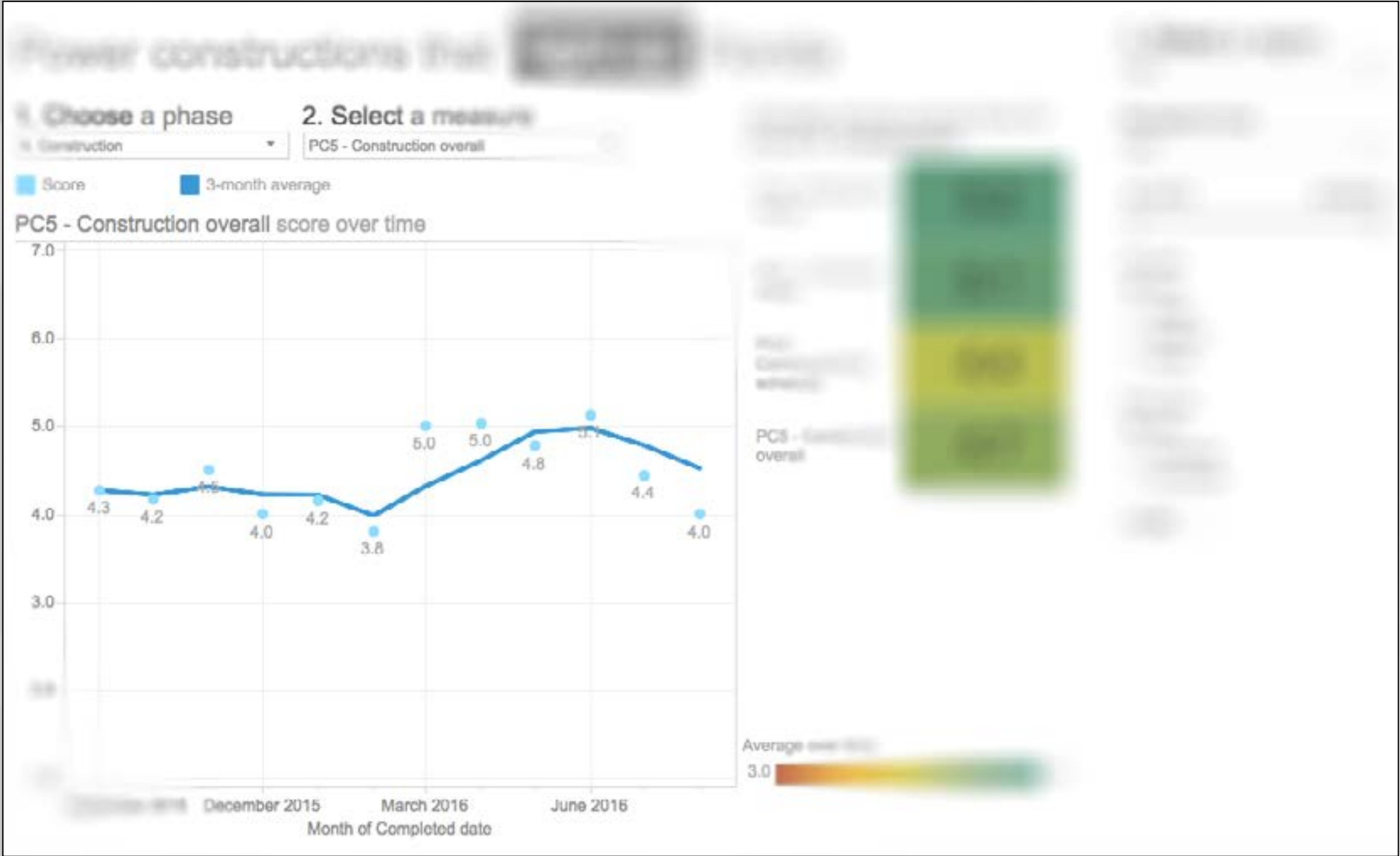
[Full dashboard link]

Guide users through available filters

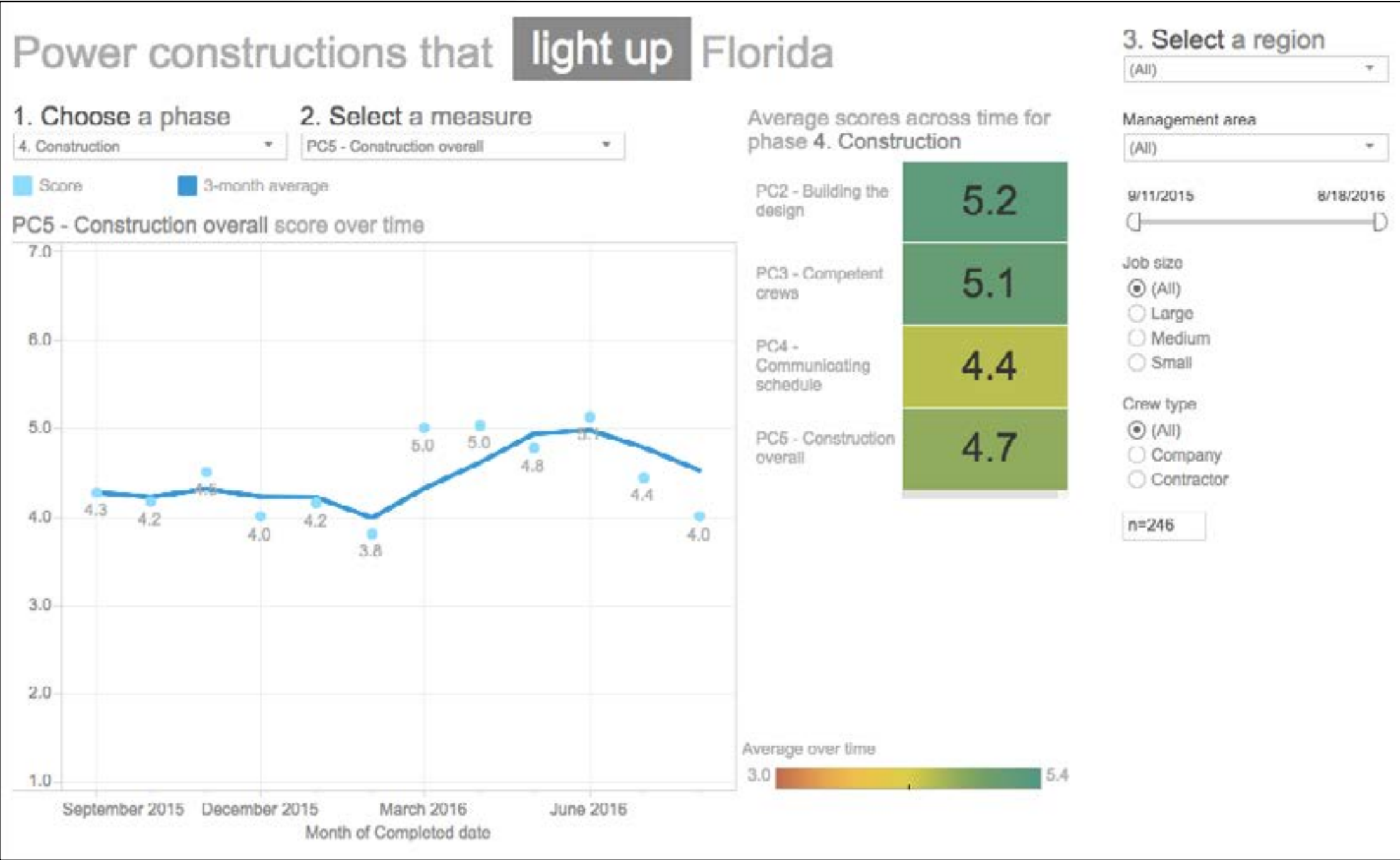


[Full dashboard link]

Create concise yet detailed graphs



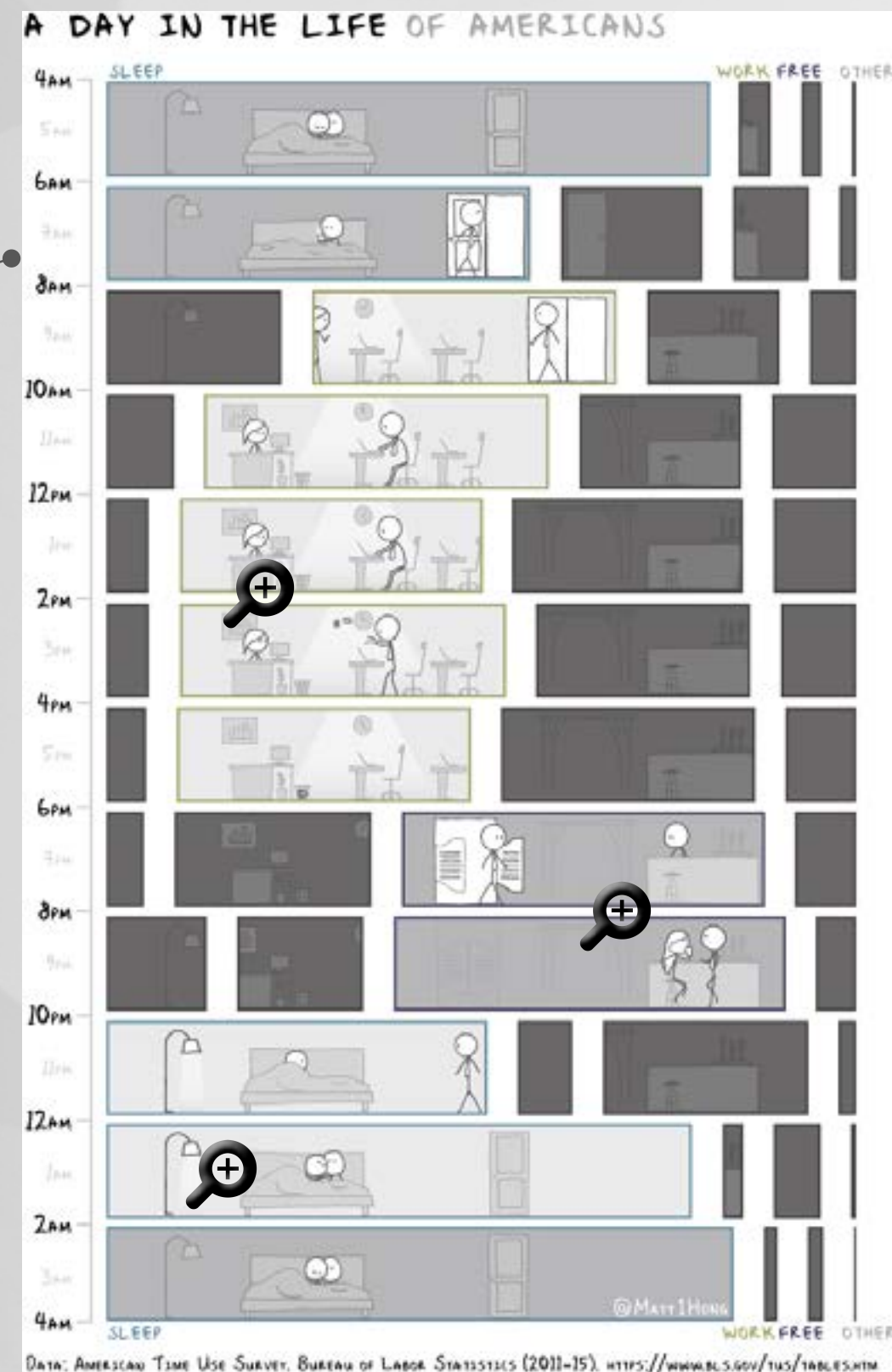
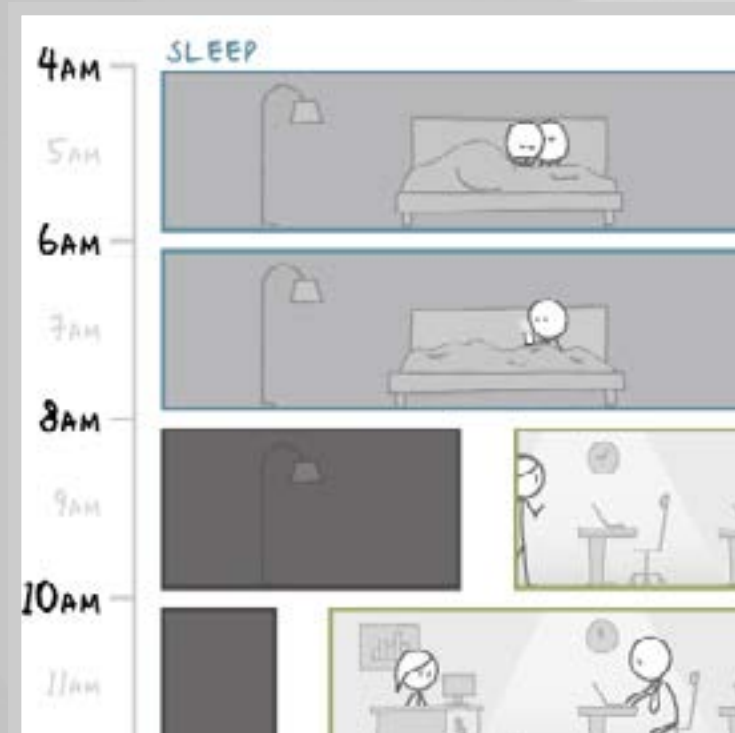
[Full dashboard link]



[Full dashboard link]

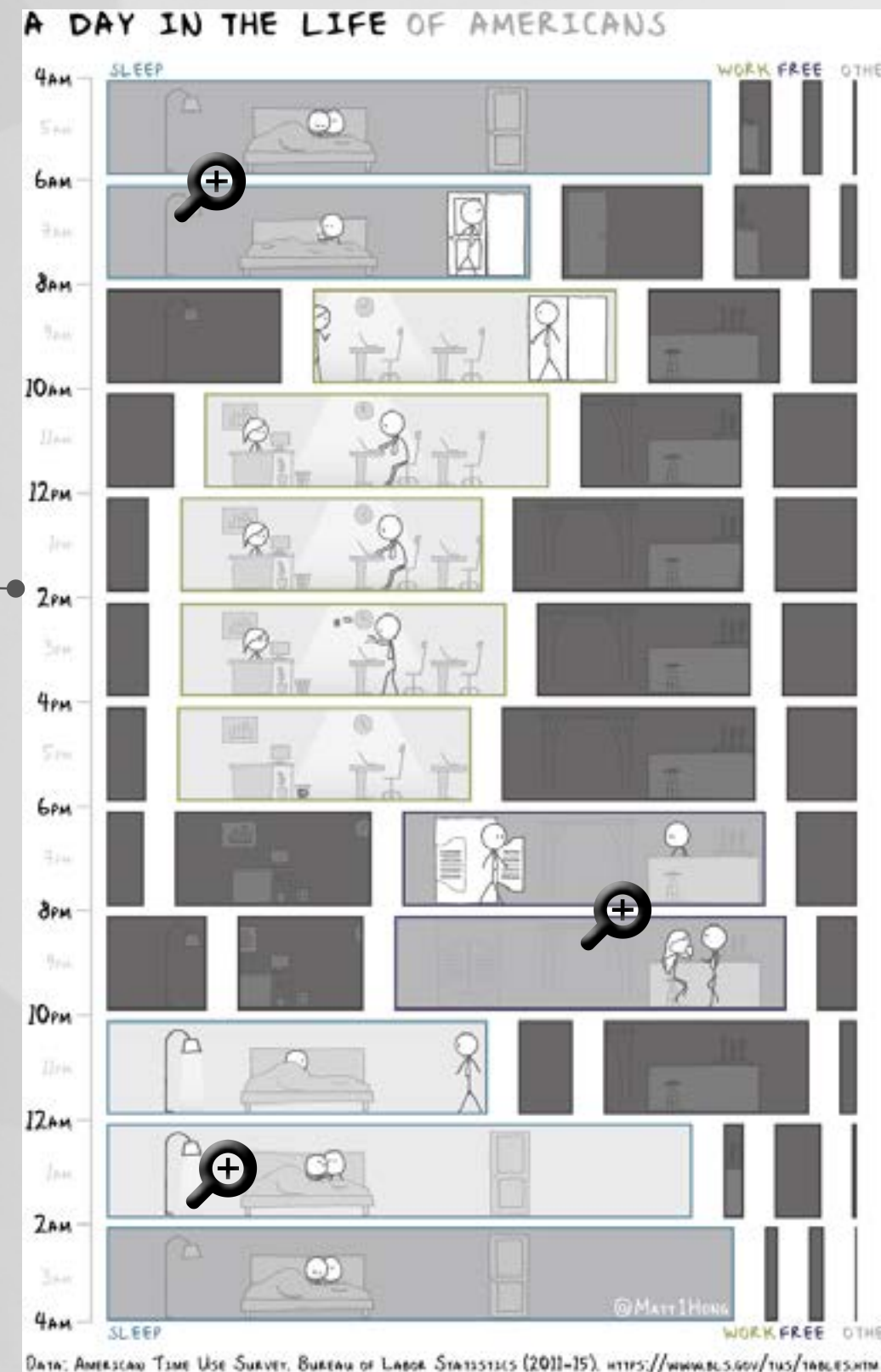
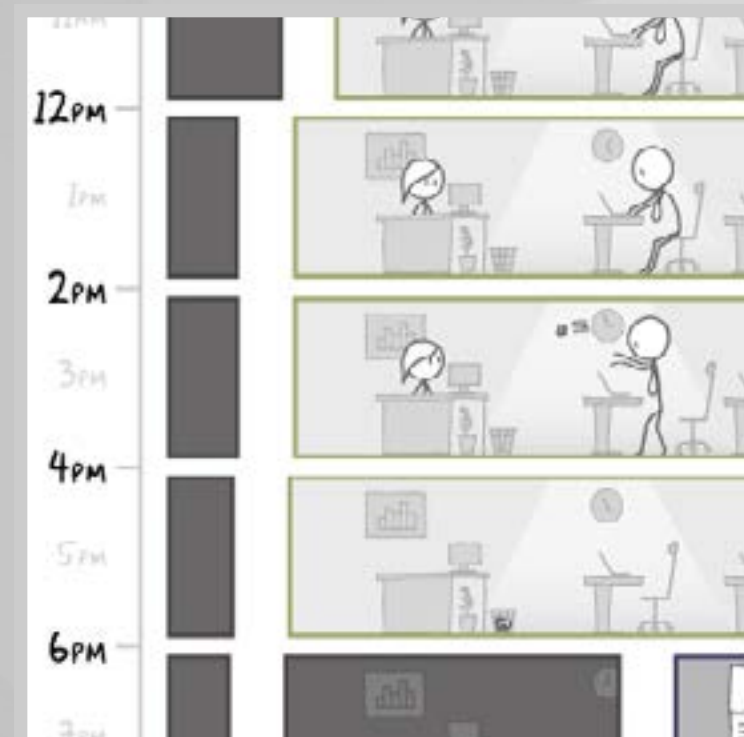
DATA COMICS





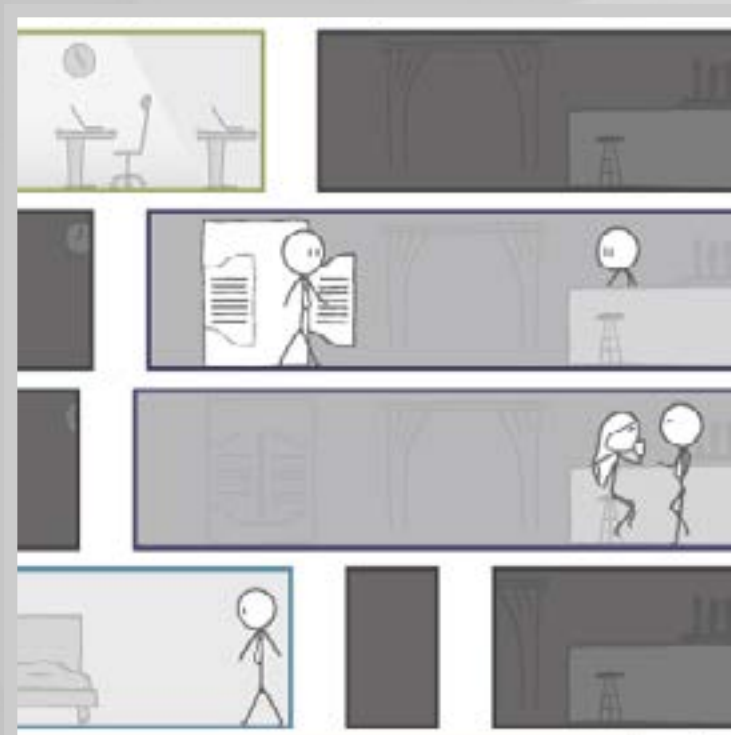
I am rethinking potential avenues for engagement with quantitative information.

The use of abstract characters in familiar situations can allow the audience to identify with the story, sparking self-reflection: "Is this how I live my life? How am I different?"



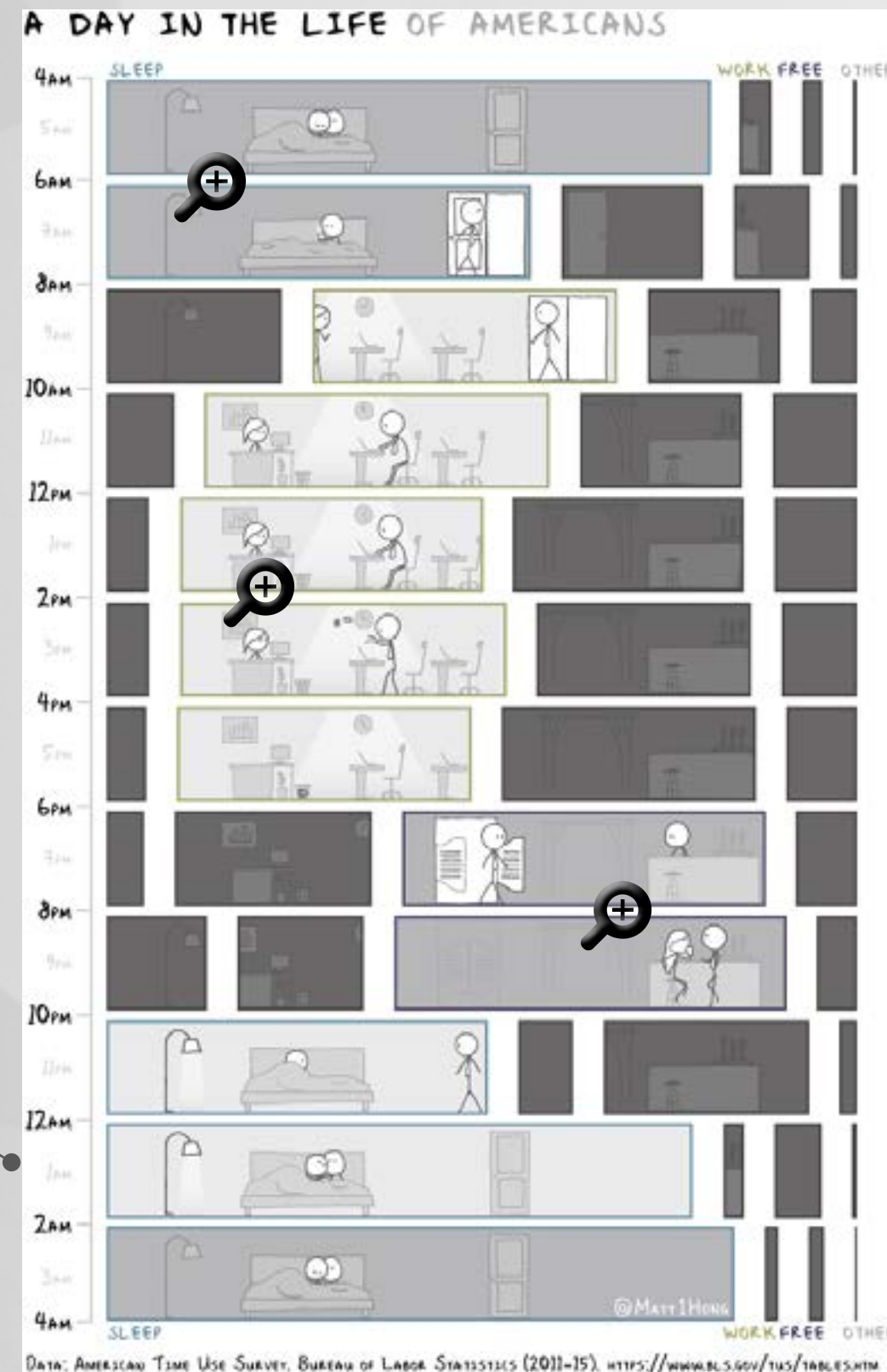
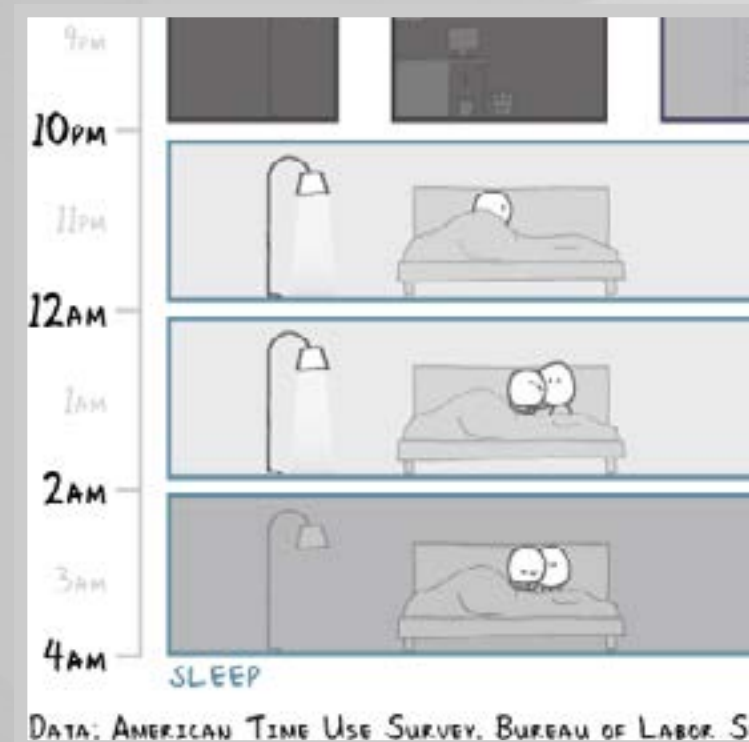
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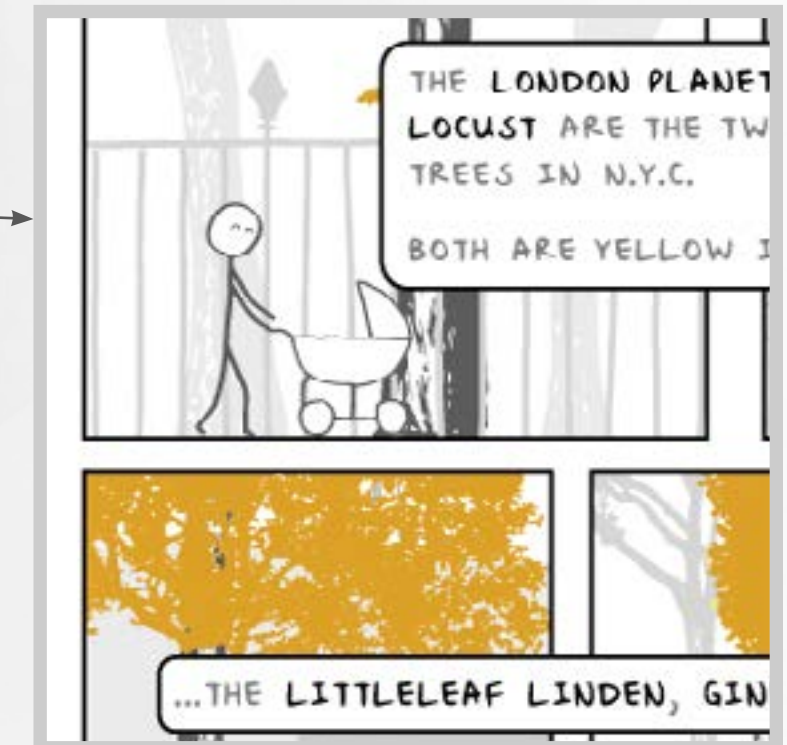
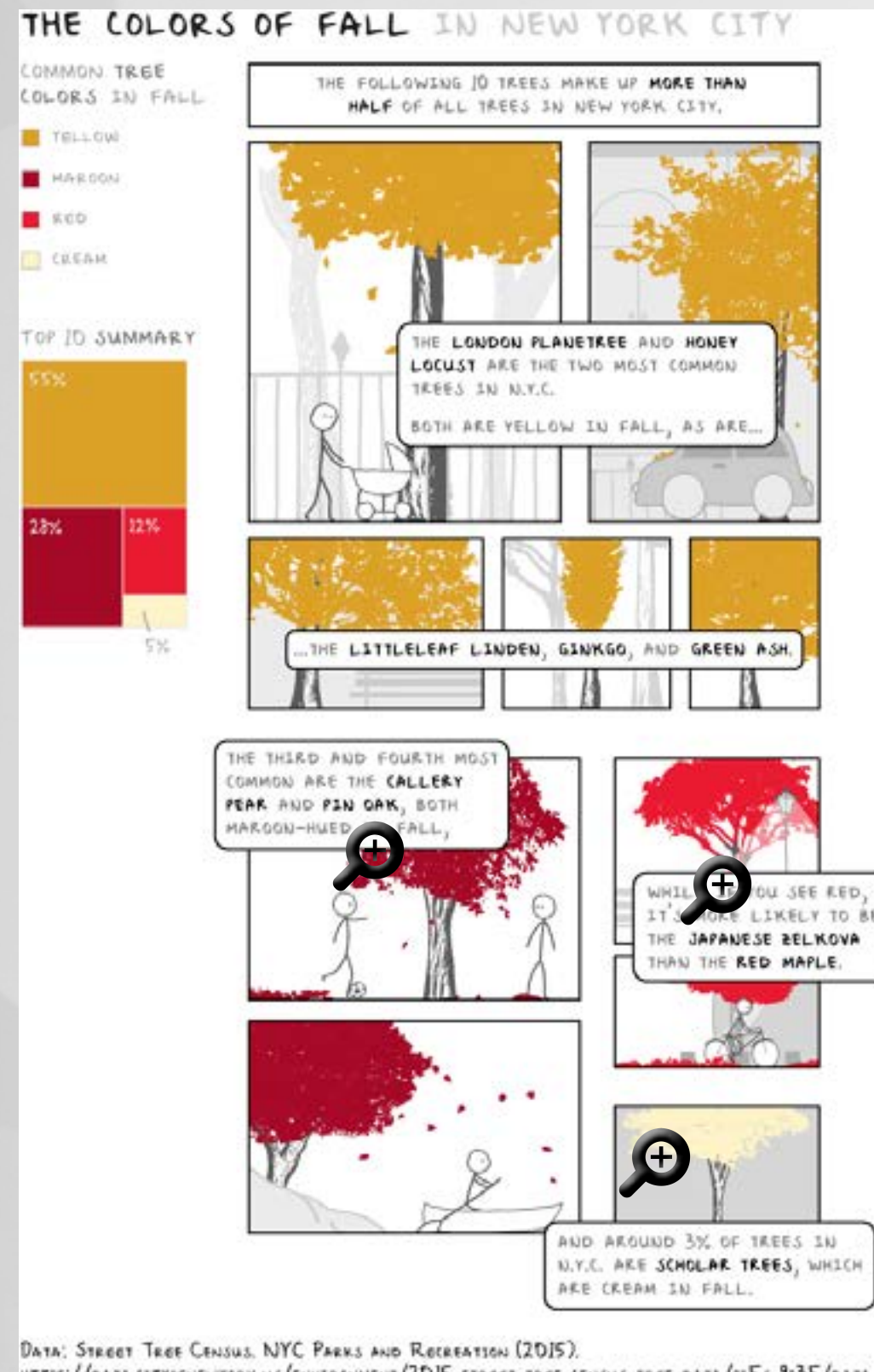


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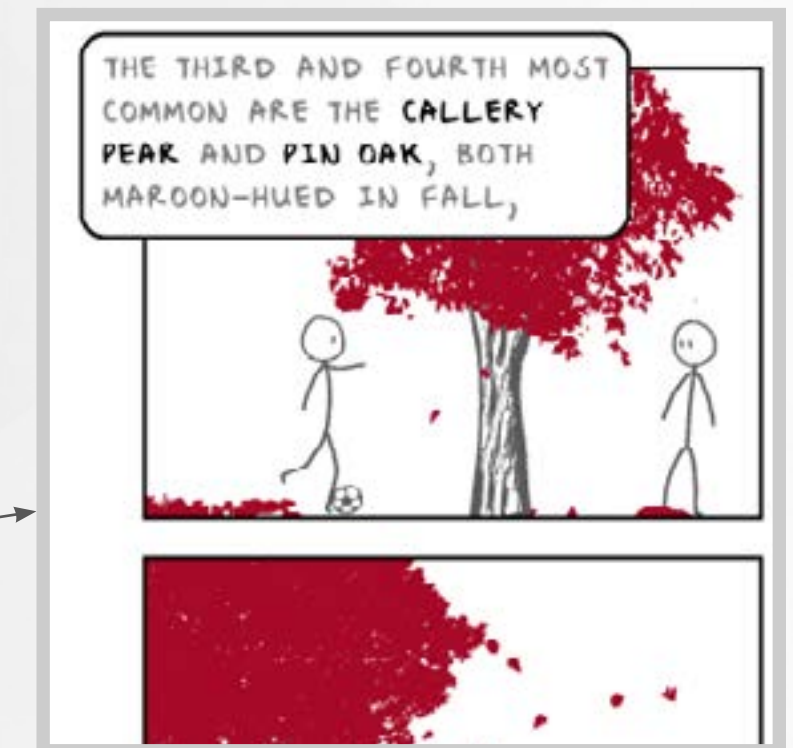
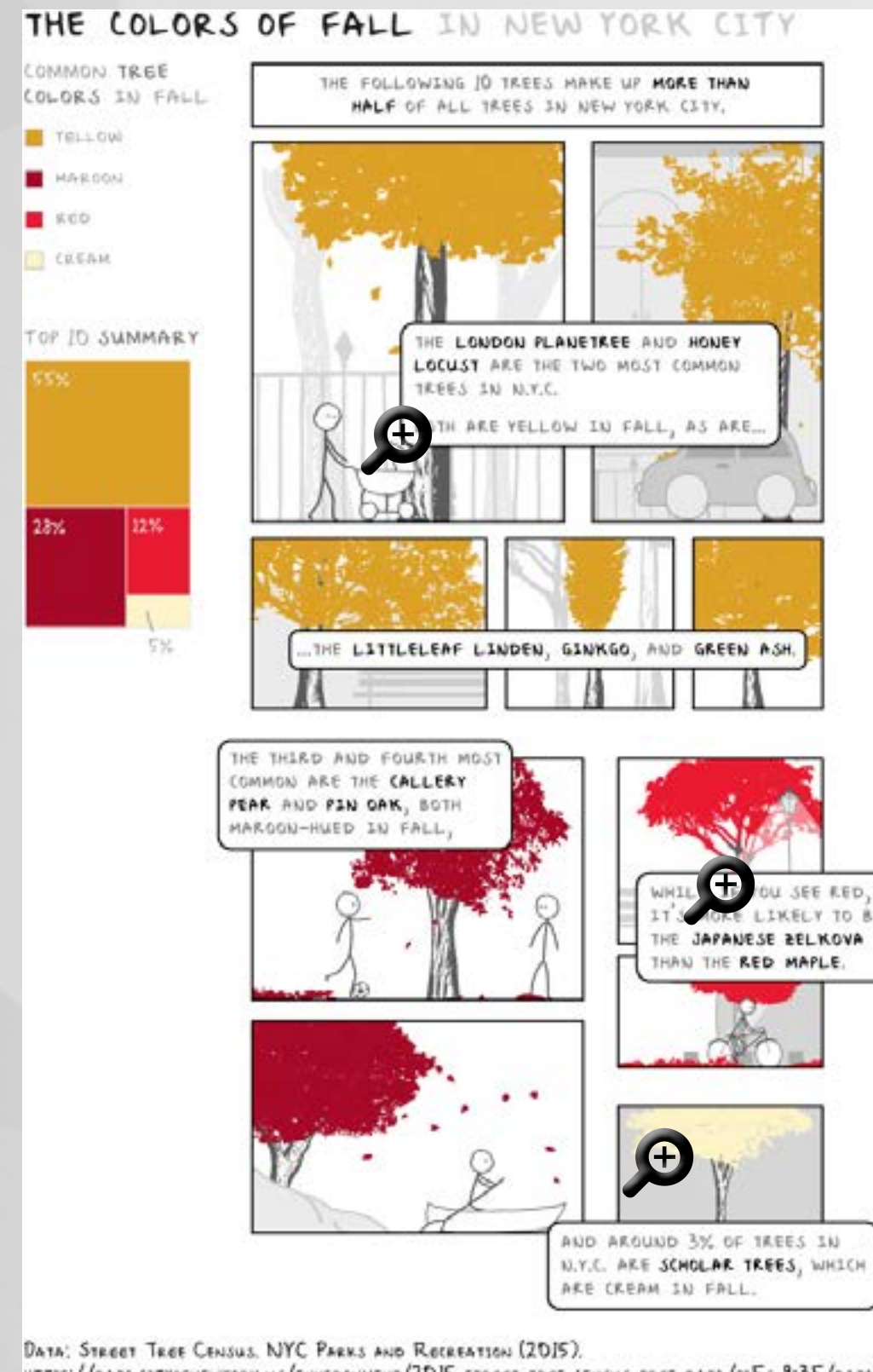
Data comics can be used to challenge the conventions of data visualization.

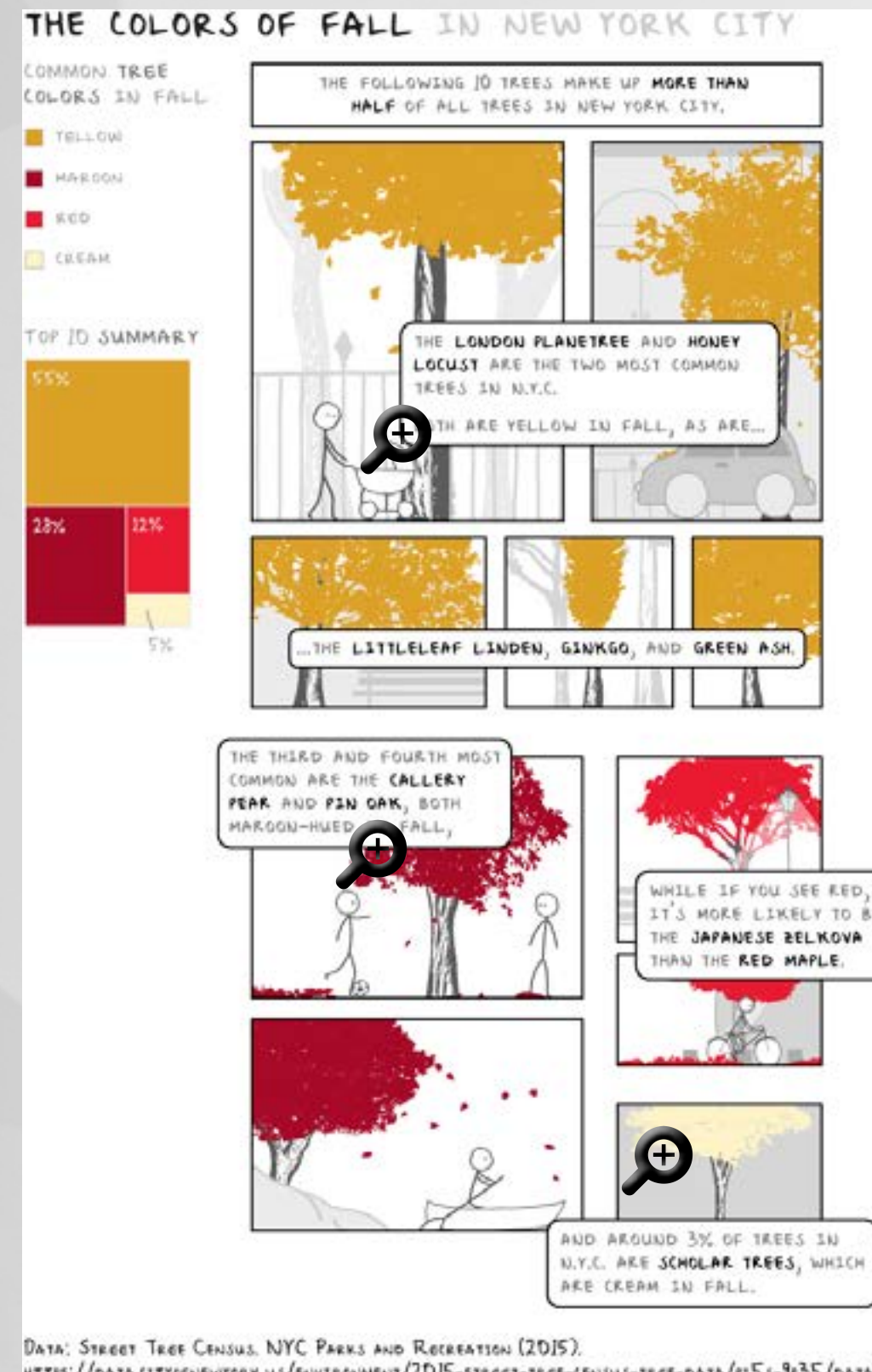
Speech bubbles (in place of labels) can be used to great effect in data comics. In general, comics should engage the audience by being read.



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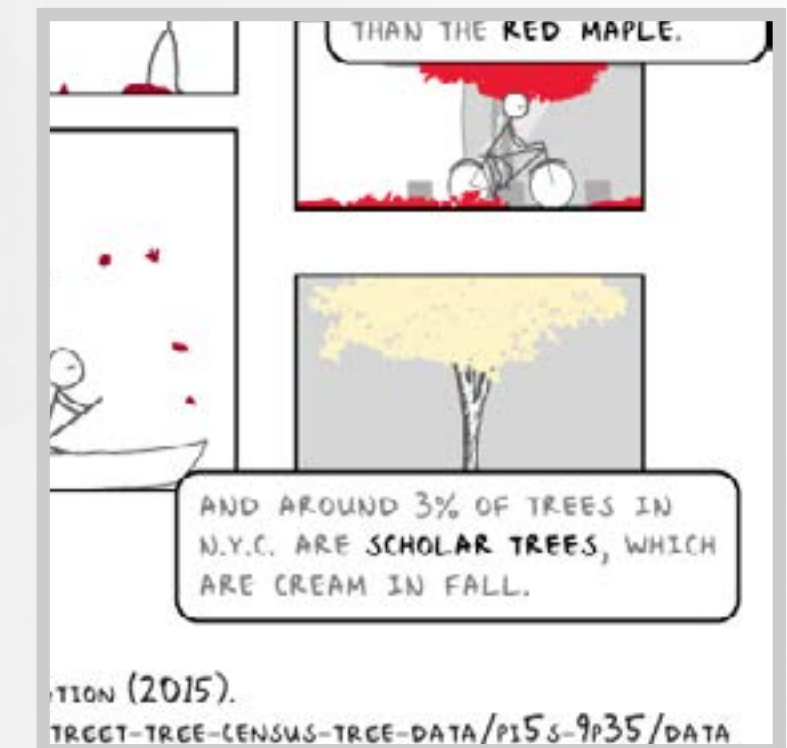
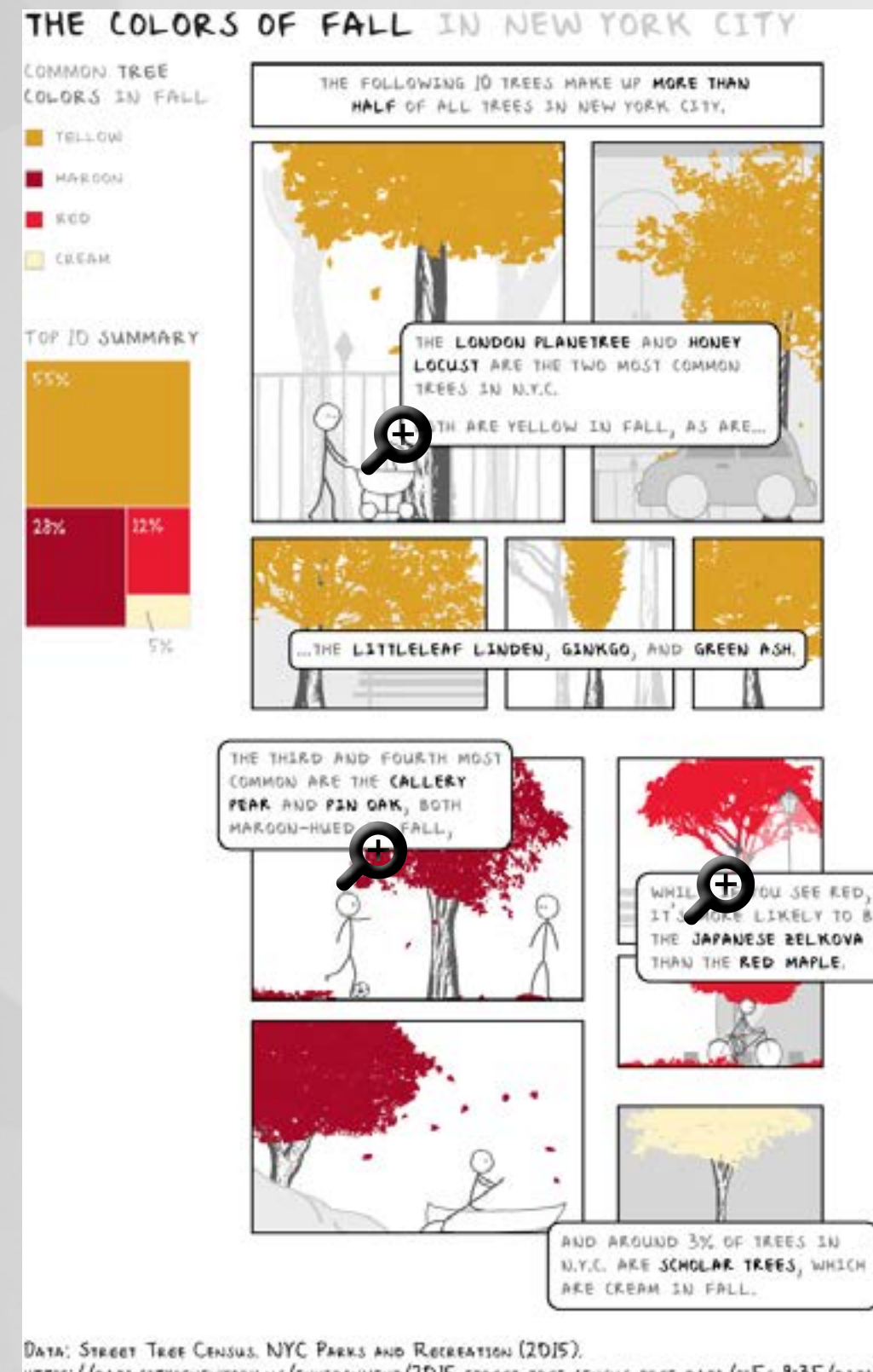
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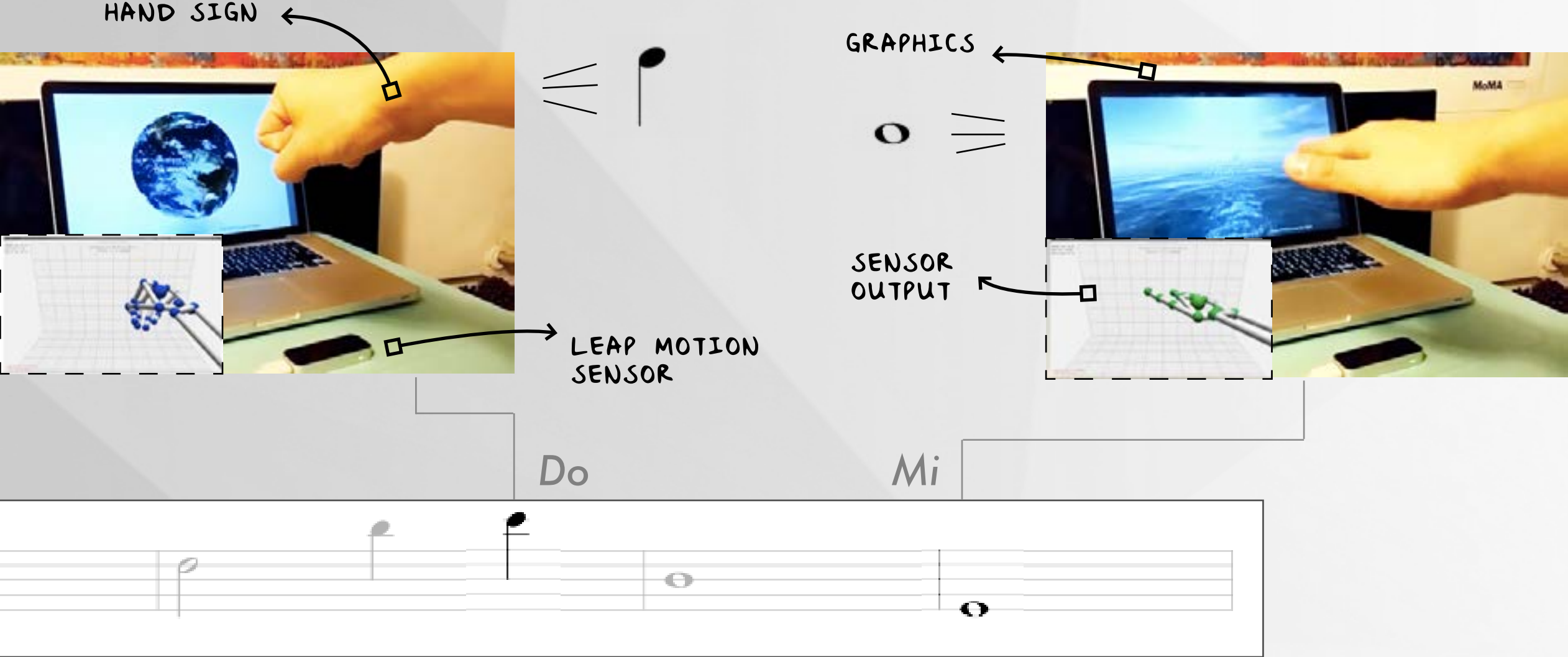
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With the TIDAL (Tangible Interaction Design and Learning) Lab, I invented an audiovisual instrument controlled with hand signs.

Known as the Curwen hand signs, they are a music notation system typically used by educators to dictate music in front of a class.

Students could use this musical instrument to toy with tunes and visuals whilst improving their music literacy.

This interface was first presented as a short paper at CHI 2016, one of the world's most prestigious computer science conferences.

[Read full paper]



MiLa: an Audiovisual Instrument for Learning the Curwen Hand Signs

Matt H. Y. Hong, William S. Hicks, Michael S. Horn
Northwestern University

Twitter: @var_matt
hong@u.northwestern.edu

The Curwen hand signs are used in music classrooms for sight-singing training. Students would follow along to melodies dictated with the hand signs.

Learning what pitch each sign stands for is neither easy nor fun, as until now it has been a rote learning process.

MiLa is an instrument controlled by these hand signs. Getting active auditory and visual feedback for making the postures will facilitate the link between the signs and the syllables.

Example:
Mi is the “steady and calm” tone, and is represented by a hand pointing outward, palm downward.

“I felt *powerful*.”

“The visuals are *soothing*; they are almost *therapeutic*”

-User study participants
(three male, two female total)

Ti

The piercing or sensitive tone



La

The sad or weeping tone



So

The grand or bright tone



Fa

The desolate or awe-inspiring tone



Mi

The steady or calm tone



Re

The rousing or hopeful tone



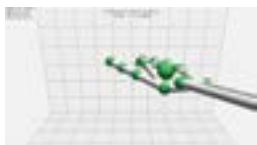
Do

The strong or firm tone



Once the Leap Motion sensor recognizes the hand sign as *mi*, the corresponding tone is played and a 3-D scenery displayed.

Mi is a flat but moving ocean.



Demo video

