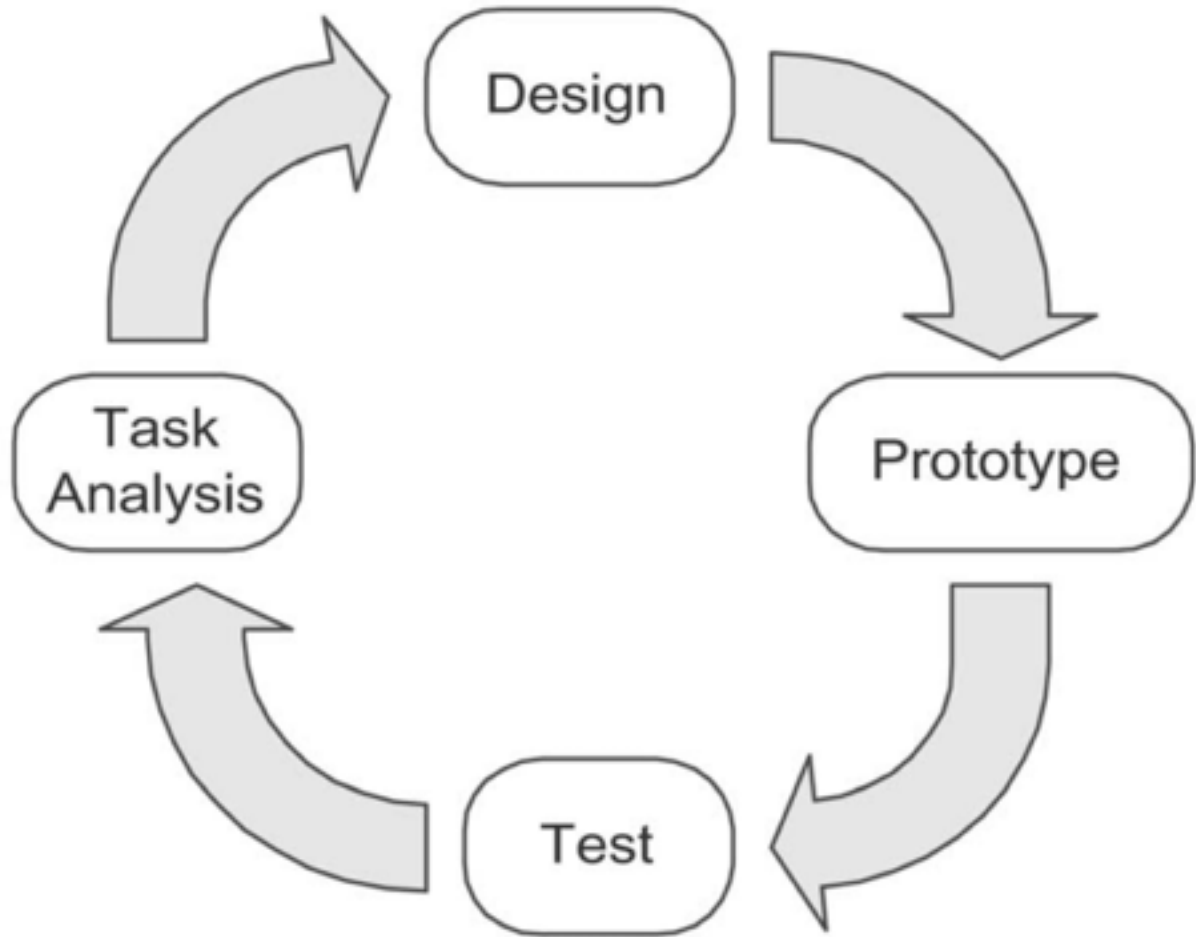
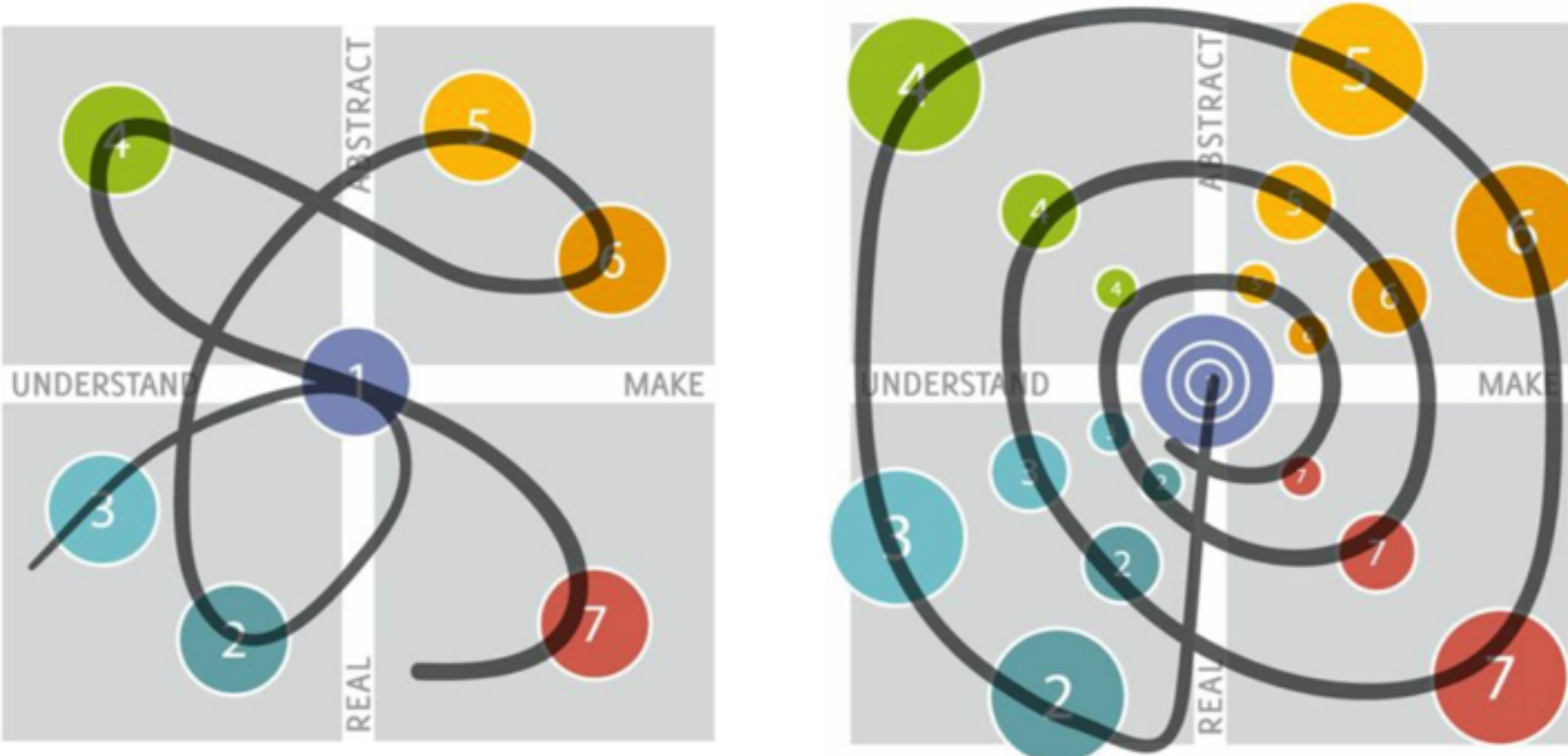


engineering process



Tory & Möller, “Human factors in visualization research” 2004

creative process



Kumar, 101 Design Methods, 2012