CART360 Concordia
Reflection based on "ListeningCups: A Case of Data Tactility and Data Stories" by Audrey Desjardin and Timea Tihanyi
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Data Visualization

Our current society consumes and constantly creates data, whether through our mobile phones, our position or our loyalty cards most of the time these data are digitally analyzed and represented in a digital way. Some design agencies are also specialized in data visualization, in order to restore them to the instinct of raw data more attractive, relevant and visually comprehensible. The Interactive Things agency, for example, is one of these particular agencies. They try through they work to bring awareness and inform people in an interactive way. They also work in independent project about topics they want to approach personally. However, they stay in the numerical like a lot of Data agency. The designer Marion Luttenberger even if staying digital with her project of Infography "Infographics Caritas Kontaktladen" explre a different way to represent data, by using real-life photography to show some data. Perhaps not totally efficient but with a little touch of humor which make the data appealing. She also not tries to have in her representation the perfect scaling data, she gives the real number and the image is there to represent it in different and more abstract way. There two example of the series, the first one representing the theme of consultation talks the other one is an age distribution related to all contacts in café shop and within time of street work assignment.

This text is also an example of how the data can be presented in a different way, in this case in a non-digital form. Making it tangible and possible to "feel, to experiment by touch. When I hear 3D physical data representation I mostly thing of the kind of map representation we can sometimes see in museum. In his paper "Creating Physical 3D Maps Using Rapid Prototyping Techniques" Wolf-Dieter Rase explain different technique of how some of those map can be created however he said himself that having something physical directly involve more the people around as they want to touch and express the desire

to this other sense that we all have. "touching is not reserved for people with a visual handicap". The Listening cup go in my opinion even further integrating the data into a functional object used in everyday life.

ListeningCups

The data use in this case is the ambient sound produced during the day and the night, that an artistic project using some data created by people in their everyday life. The two author represent those data with a 3D printer creating some porcelain cup. What I feel interesting is that in this case the data is visible but also tangible, the fact that the data collected and represented is as simple as sound does not put people in to intense thought, the end product is simple to understand and approachable. And actually we are all exposed to certain among of noise every day which make it interesting to see it as data to analyse and take into account, do we even know if the noise that surround us has a deeper impact on us?

An aspect they approach in their paper is the little problems or bug that happened sometimes during the ceramics creating, which could be linked to way the way data can be manipulated or the fact that it can contain mistake.

Bibliography

Interactive Things, https://www.interactivethings.com

Marion Luttenberger, "Infographics Caritas Kontaktladen", http://snip.ly/vF80#http://marion-luttenberger.squarespace.com/#/infographics/

Wolf-Dieter Rase, "Creating Physical 3D Maps Using Rapid Prototyping Techniques", 2012.