



In visible

As It Should Be

In_Visible As It Should Be

Artist's Statement

what

Is an interactive visualization to represent the emotions of a good day or a bad day from people that are carriers of invisible illnesses.

why

People suffering such conditions, besides the consequences of the illnesses themselves, have to struggle on a daily basis with disbelief and disrespect regarding their situation. Those people turn themselves more and more muffled anonymous voices.

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Artist's Statement (cont.)

how

From a dataset of responses collected from real patients, the information includes reference to disease type, how long the patient has been suffering the disease, related to some demographics information. The responses include as well how people they rate their day, and the most relevant emotion accordingly. Each emotion, in its turn, is individually composed by the feelings the person had related to that emotion. Using colours and movements to depict emotion and related feelings, each individual response will summon a behavioural representation on their graphic universe.

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Design Questions

data

How to parse the data table: XML or JSON?

After parsing, how to handle the series of Strings? Convert them to any other datatype?

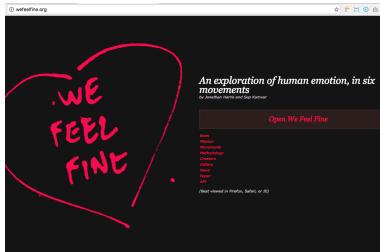
visuali
zation

Associating data to elements: which goes with which?

Which graphical elements are emotions better represented by?

Which colours are emotions better represented by?

In_Visible As It Should Be Design Questions

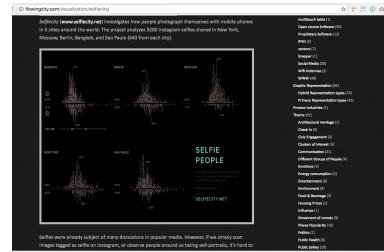


An exploration of human emotion, in six movements

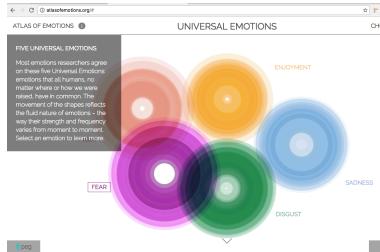
Open We Feel Fine

(Best viewed in Firefox, Safari, or IE)

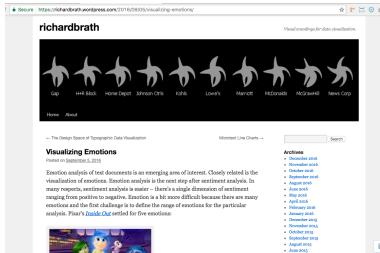
We Feel Fine



Flowing City



Atlas of Emotions



Visualizing Emotions



Visualizing Emotions:
Turning 'Dry' Data Into
Stories



Emotions Mapped In The
Human Body



Data Visualization and
Feelings

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Design Questions

raw
data

Timestamp	String: yyyy-mm-dd hh:mm:ss
Condition	String: preset list of responses
How long from diagnosis	String: ##-## years
Country	String: preset list of names
Gender	String: preset list of responses
Age Group	String: ##-##
How the day rate	String: #
Emotion feeling at the moment	String: preset list of responses
Feelings associated to emotion	String: preset list of responses – item, item, item

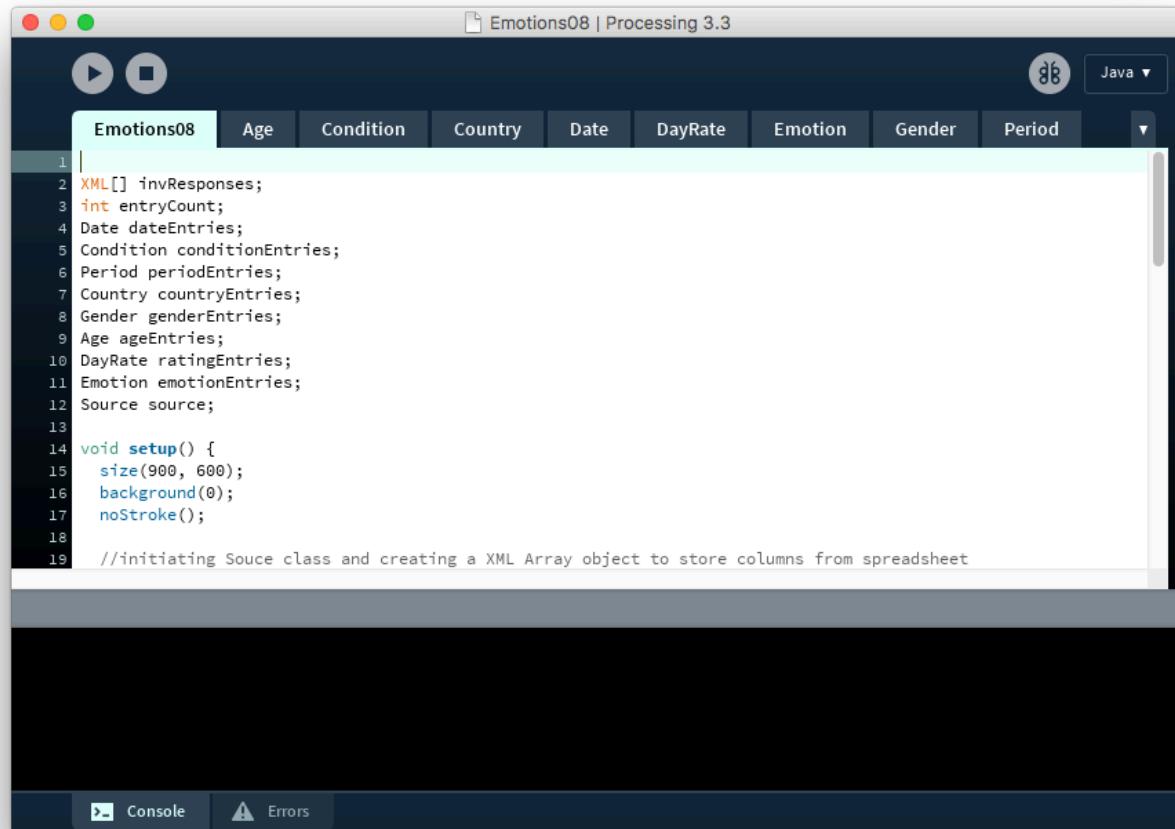
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Design Decisions and Other Questions

parsed data	Timestamp	String: MMM dd, yyyy
	Condition	String: preset list of responses
	How long from diagnosis	Float: random(##, ##)
	Country	String: preset list of names
	Gender	String: preset list of responses
	Age Group	Int: int(random(##, ##))
	How the day rate	Int: #
	Emotion feeling at the moment	String: preset list of responses
	Feelings associated to emotion	String: item item item

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Design Decisions and Other Questions



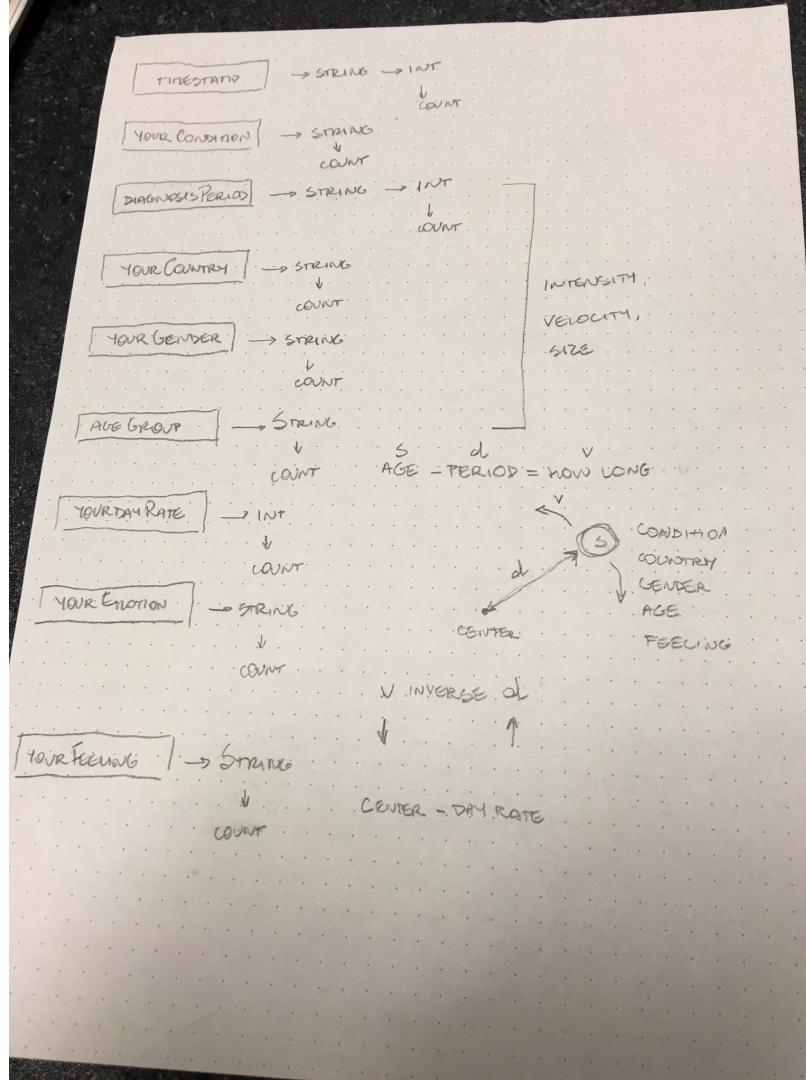
The screenshot shows the Processing 3.3 IDE interface with the sketch titled "Emotions08". The code editor displays Java code for initializing variables and setting up the sketch. The code includes imports for XML, Date, Condition, Country, DayRate, Emotion, Gender, and Period. It also includes setup and draw methods. The code is annotated with comments explaining its purpose.

```
1
2 XML[] invResponses;
3 int entryCount;
4 Date dateEntries;
5 Condition conditionEntries;
6 Period periodEntries;
7 Country countryEntries;
8 Gender genderEntries;
9 Age ageEntries;
10 DayRate ratingEntries;
11 Emotion emotionEntries;
12 Source source;
13
14 void setup() {
15   size(900, 600);
16   background(0);
17   noStroke();
18
19 //initiating Souce class and creating a XML Array object to store columns from spreadsheet
```

The Processing IDE interface includes a toolbar with play and stop buttons, a title bar "Emotions08 | Processing 3.3", a menu bar with "File", "Edit", "Select", "Tools", "Help", and a dropdown "Java ▾". At the bottom, there are tabs for "Console" and "Errors".

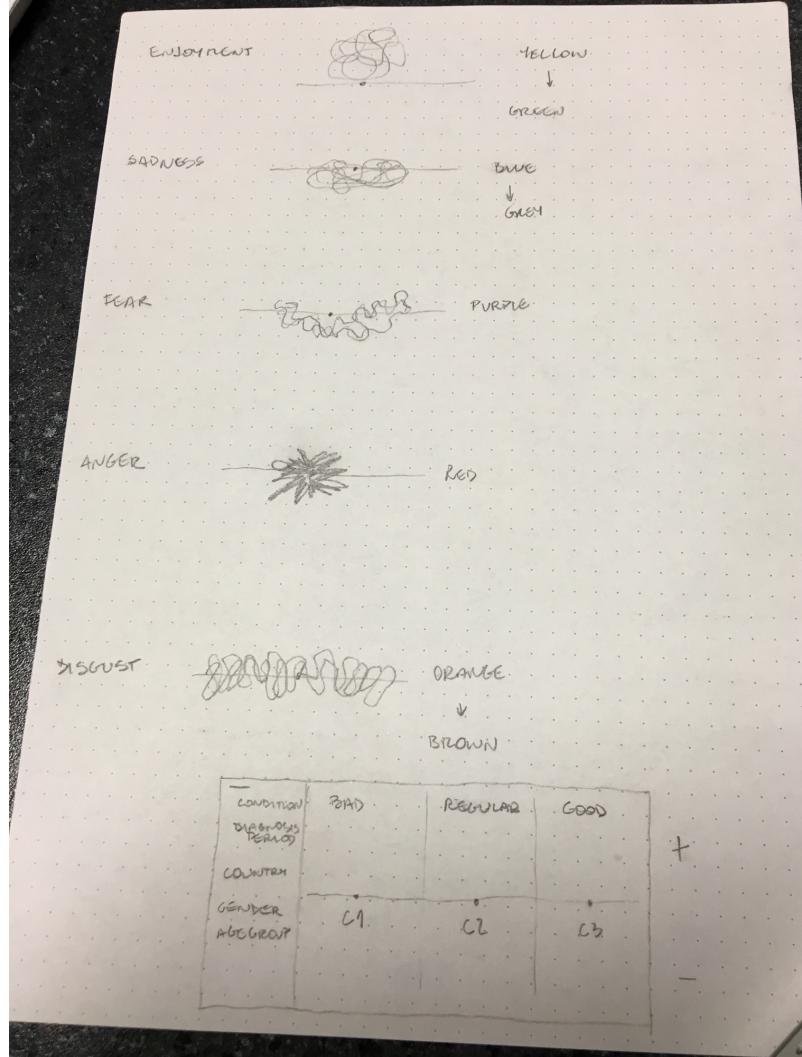
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Design Decisions and Other Questions



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Design Decisions and Other Questions

How to combine movements?

Use or not a body direct visual relation?

How to represent the gender gap?

(88 responses = 86 W / 2 M)

