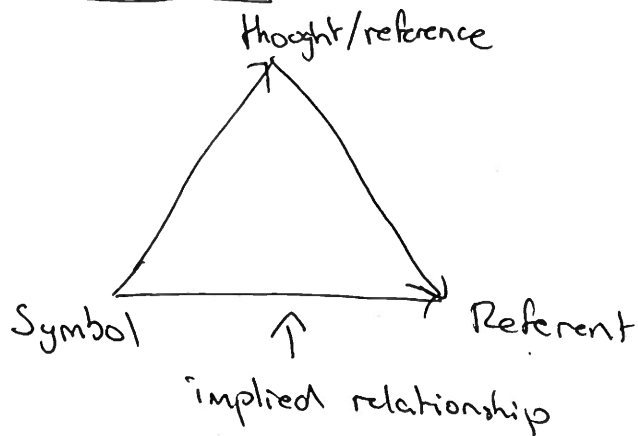
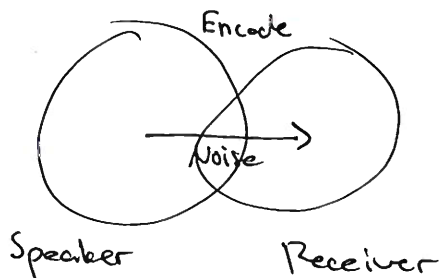


Communication Theory

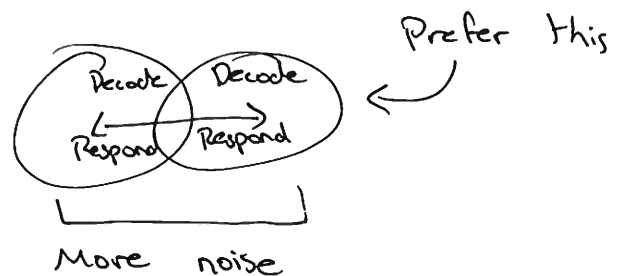


Two communication models:

Linear (1-way):



Transactional (2-way):



Communication competence:

1. Select the most appropriate behaviour
2. Perform the behaviour
3. Empathy for situation
4. Minimise cognitive complexity
↳ Use different framework
5. Self-monitoring

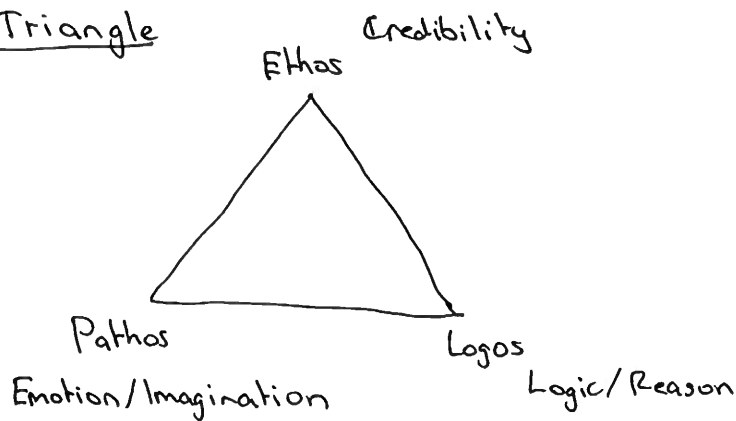
Types of communication:

Mass	Public
Interpersonal	Small group
Intrapersonal	

People notice messages that are:

<u>Intense</u>	Repetitious	Contrastive	Align with their motives
		Repetitious	

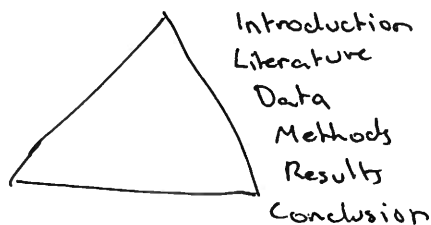
Rhetorical Triangle



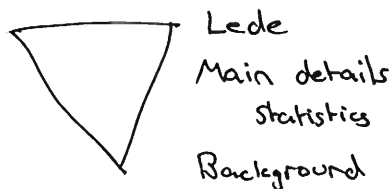
Writer/Speaker Purpose Message Audience Context
(Imagine these bouncing)

Structure

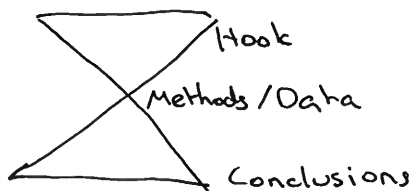
Report/Article



Journalism



Presentations



Who is your audience? What is your key message?
What story do you have?

Slide tips!

Embrace empty space

Mayer Principles

Multimedia principle

Contiguity principle

Coherence principle

VISUALISE
UNIFY
FOCUS

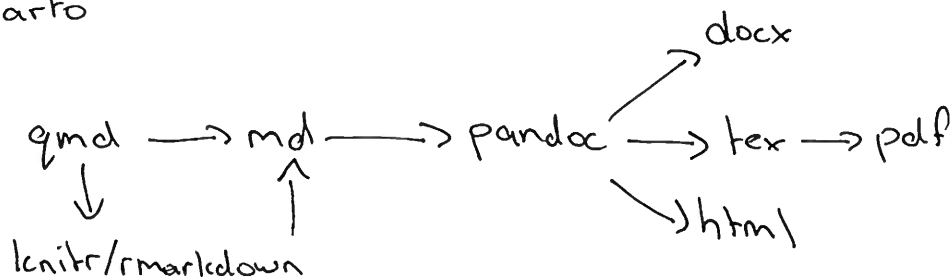
Colors Fonts Text slides Visualisations Image slides

Avoid decorating data

Show meaning of the data

Tell me conclusions

Quarto



docx or ppt is OK

Websites are a collection of webpages.

URLs have a special slug: index.html

cwd.numbat.space/index.html
hidden

Publish websites: GH Pages ✓✓

Quarto Pub ✓

Netlify ✓

Presenting statistical models

What to present?

Parameter estimates + uncertainty (+ p-value)

Summary statistic (AIC, R^2 , BIC etc)

Model predictions

broom::tidy

::augment

Descriptive summary table (Table 1)

* Correlation tables

* Contingency tables / Crosstabs

Caption: Tell me the takeaway message

Standalone

Tell me what's in it.

Tables in R: kable, gt, table1, datatable, DT

Plot types:

Position on common scale
non-aligned scale

Length/direction

Area

Colour *

Preattentive processing

Gestalt principles:

Law of proximity

Law of similarity

Law of closure

Human-computer interaction

Expressiveness: a user can carry out an action

Effectiveness: How well an action can be done

Efficiency: cost/benefit

Goals of interactive graphics

Exploration and undirected search

Description (Characterise observations)

Explanation (Identify sources)

Confirmation

Presentation

Shiny / Rxygen

Ui

Server

Documentation

What
How
Why
Where

} each function
or data.

@examples @description What/Why

@param @return How

@export

document()