

The Reader as Player

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Stat 198: IDSV
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Acting through tools



Today

> **Patterns:** common interaction patterns in data visualization.

Group activity: imagine interactions in the census viz.

Formalizing affordances: a generalized language for interaction.

Details Disclosure

Podcast anthropology.

[Return to main site](#)

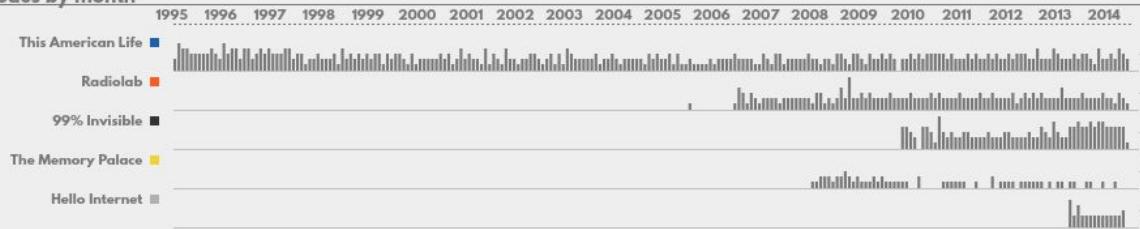
Navigation: [Intro](#)

When and how often were shows released?

How has show length varied?

What did podcasts discuss and how are topics related?

Episodes by month



Detailed episodes by year



2014



Coordinated Scrubbing

[How to read this graphic >>](#)



Madlibs

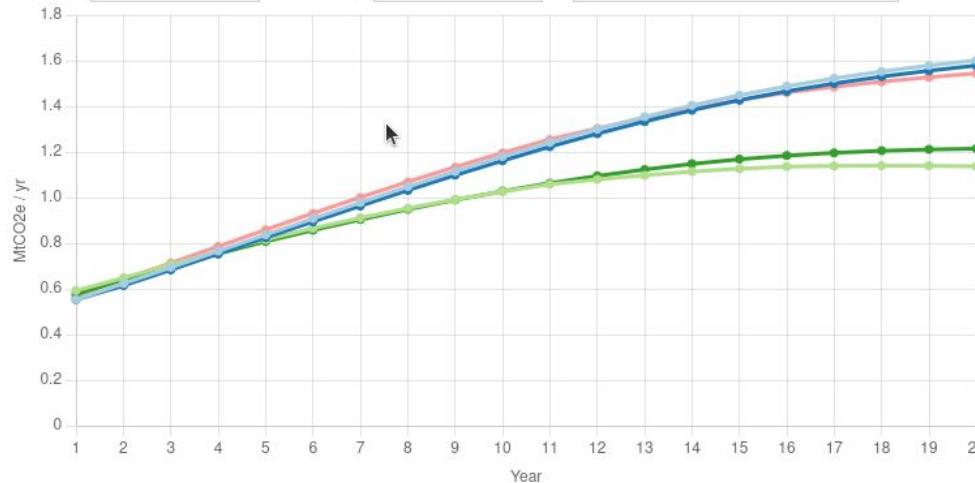
Results

Emissions
all direct > MtCO₂e / yr >

Consumption
all > mt / yr >

Equipment
total > million units >

Showing Emissions > summed by Simulation Scen > as Absolute Value > .



Filter for All Simulations > All Applications > All Substances > .

Simulations
All
business as usual
com recycling
combined

Applications
All
com refriger
dom refriger

Substances
All
HFC-134a
R-404A
R-600a

Coordinated Filtering

Global Plastics AI Policy Tool

Countries are exploring ways to reduce the impact of plastic. This tool explores different policy interventions both regionally and globally.

Overview Details Simulation Settings Downloads Guide About Contents

Details Showing End of Life > in Global > at 2050 > as Annual Million Metric Tons > .

Show change from baseline due to interventions.

End of Life 2050 Global

Landfill 271 Mt

Incineration 168 Mt

Recycle 127 Mt

Mismanaged 121 Mt

Waste Trade 2 Mt

Show EOL

Start of Life 2050 Global

Goods in Trade 33 Mt

Virgin 646 Mt

Second 102 Mt

Show SOL

Consumption 2050 Global

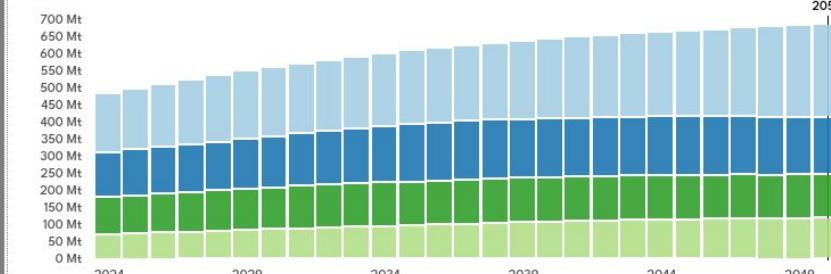
Packaging 219 Mt

Construction 132 Mt

Textile 119 Mt

Global Annual End of Life in Annual Million Metric Tons ⓘ

Historical



Landfill

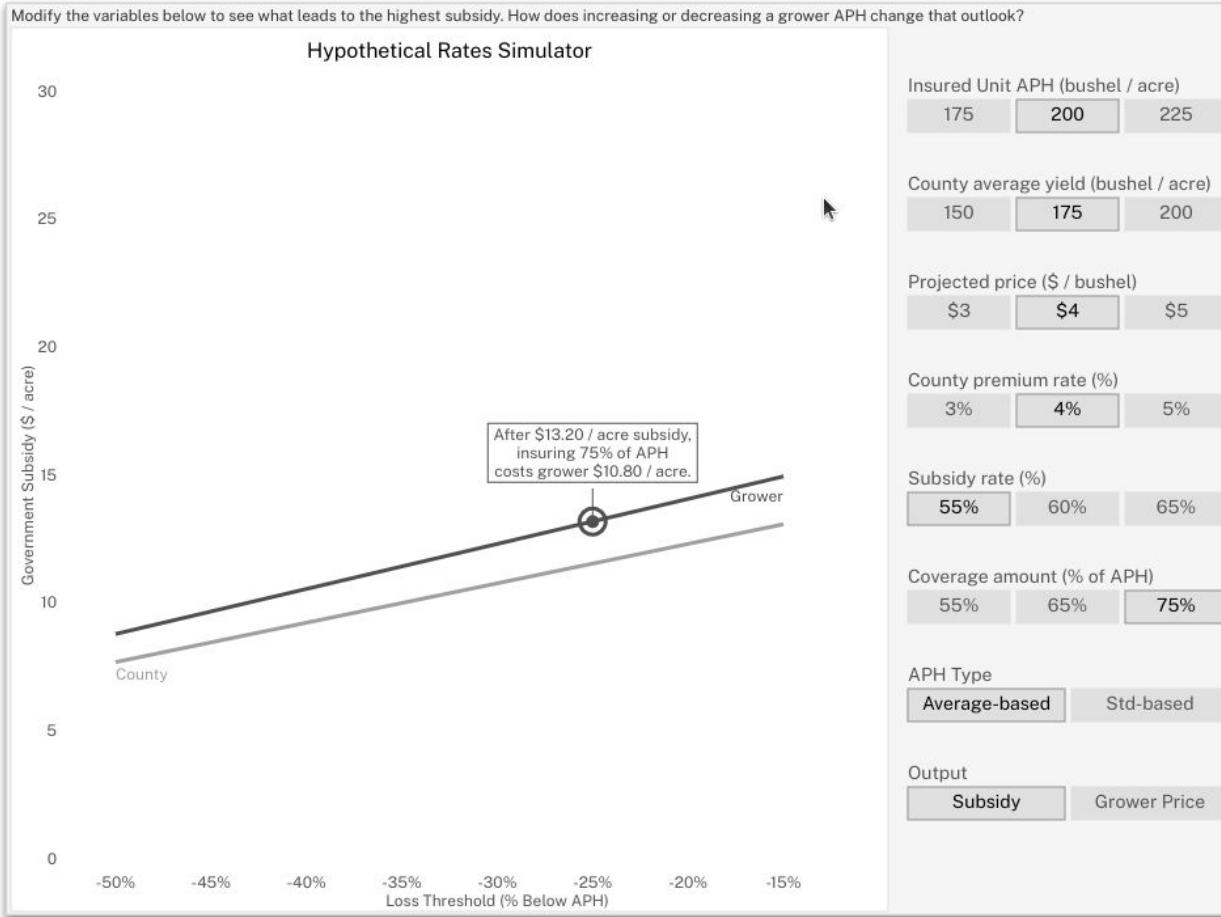


Incineration



End of Life by Region in 2050 as Annual Million Metric Tons ⓘ

Configuration Panel

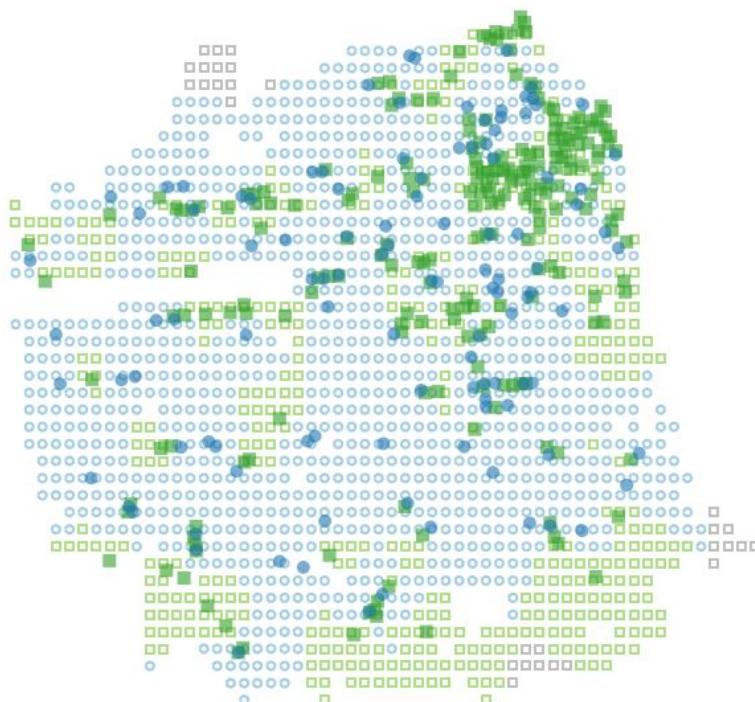


Direct Manipulation



Progress:

Keep going! You have spent 0% of your budget (0% on rezoning and construction subsidy, 0% on transit improvement and subsidy). Goal: 80% choose supermarket. You can also [reset your design and try again](#).



Summary of results:

70% choose supermarket ()



28% choose fast food ()



2% more than 1 mile from either ()



0% 100%

Building subsidy / rezoning:

Left click (or tap) to construct / remove building.

- Supermarket ()
- Fast food ()
- Remove supermarket
- Remove fast food

Transit subsidy / improvement: 0%



Invest in transit to change how much further is someone willing to travel to get to a supermarket relative to the nearest fast food.

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Formalizing Affordances

Affordances



Formalizing Affordances

Action + Target

Finishing Up

Road to the final.

Please fill out the survey in the Zulip.

Citations

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