

# DATA VISUALIZATION

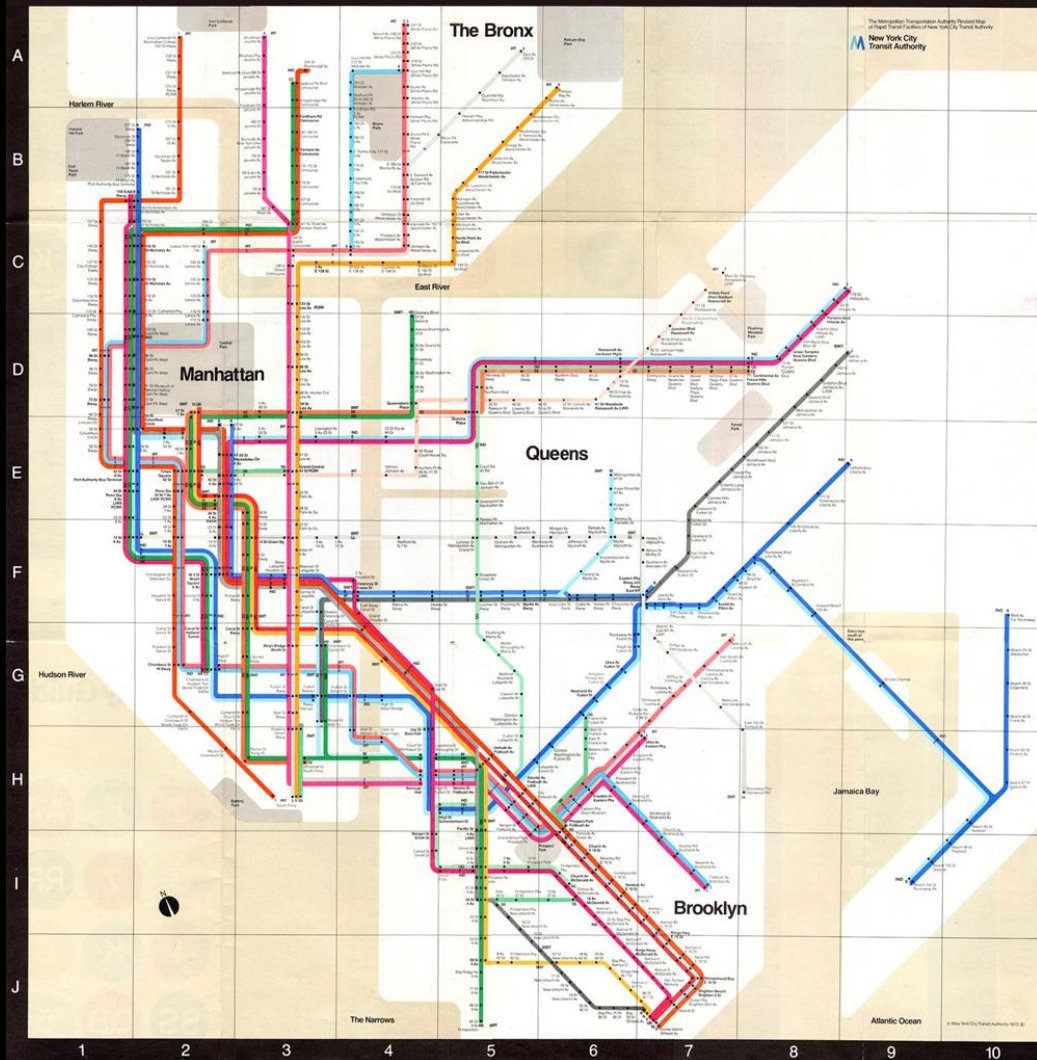
BEYOND CODING

**Why are you here?**

# **Part 1:**

# **Learning to Critique**





<http://www.wnyc.org/story/28404-2-vignelli-designer-of-famous-subway-map-defends-his-version-over-these-others-images/>





# **Part 2:**

# **Design Principles**

**What's your purpose?**



# What's your purpose?

Communicate?

Explore?

Something else?

**How do you achieve your purpose?**

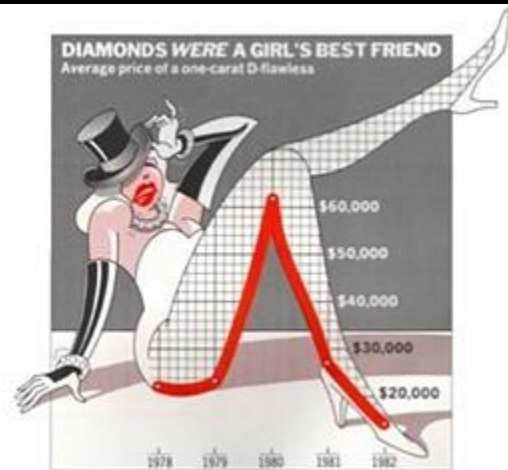
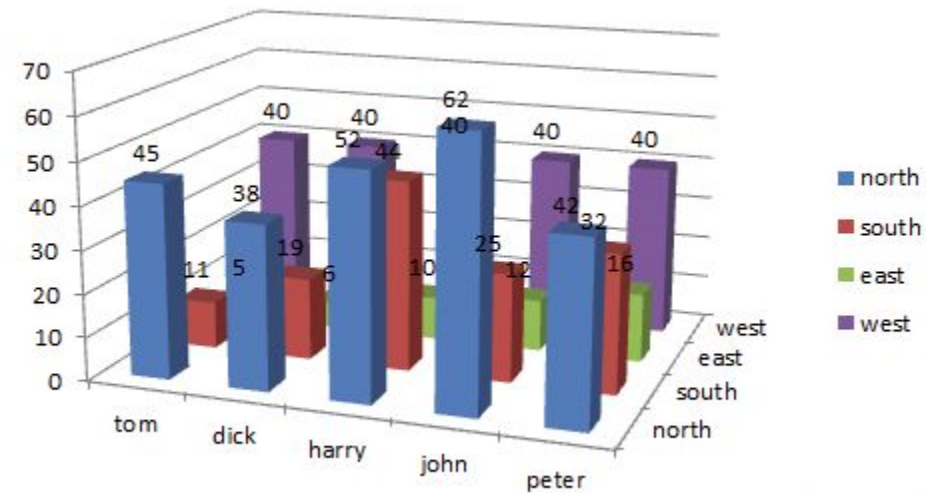
# How do you achieve your purpose?

Graphical excellence.

Obviously.

**“Graphical excellence is that  
which gives to the viewer the  
greatest number of ideas in the  
shortest time with the least ink in  
the smallest space.”**

**Edward R. Tufte**  
***The Visual Display of Quantitative Information***  
**(1983)**

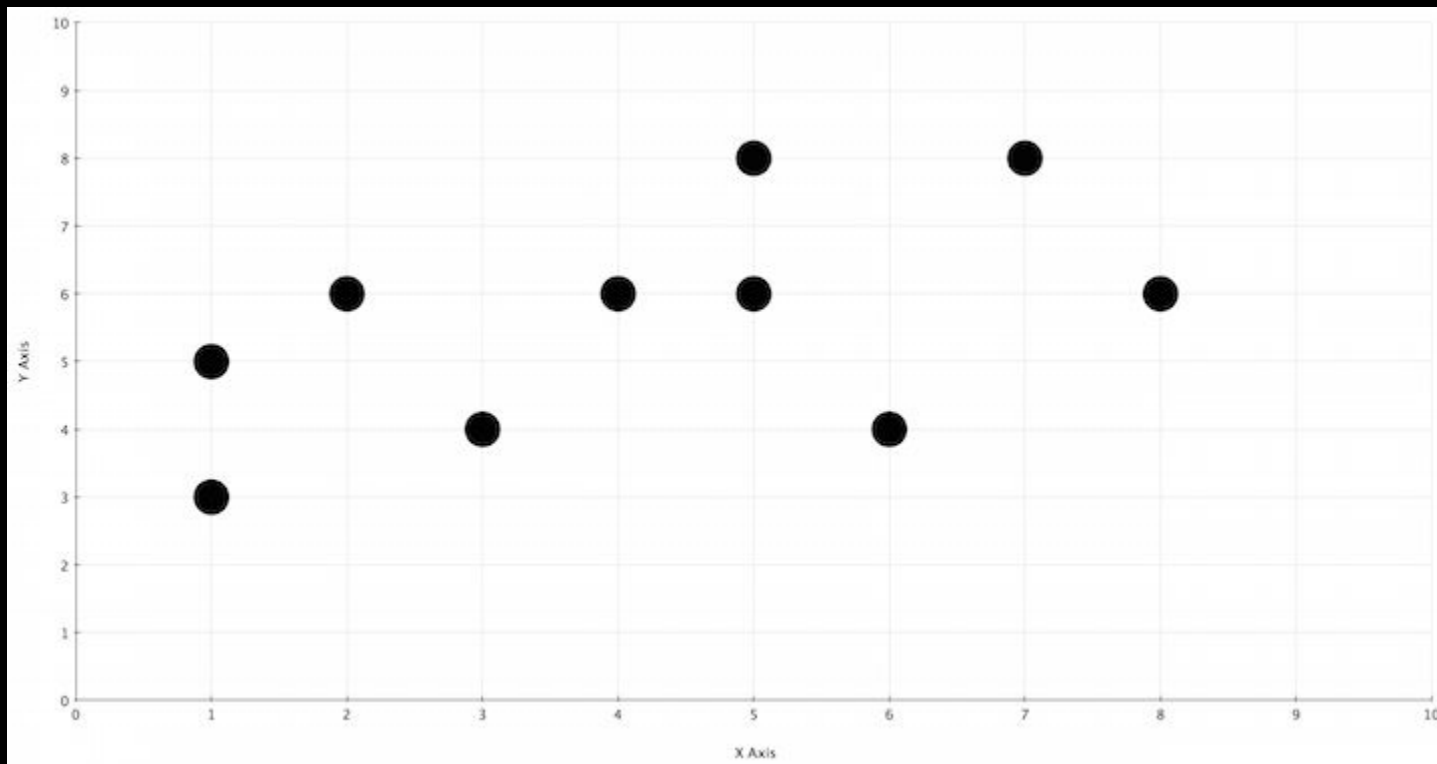


# **Part 3:**

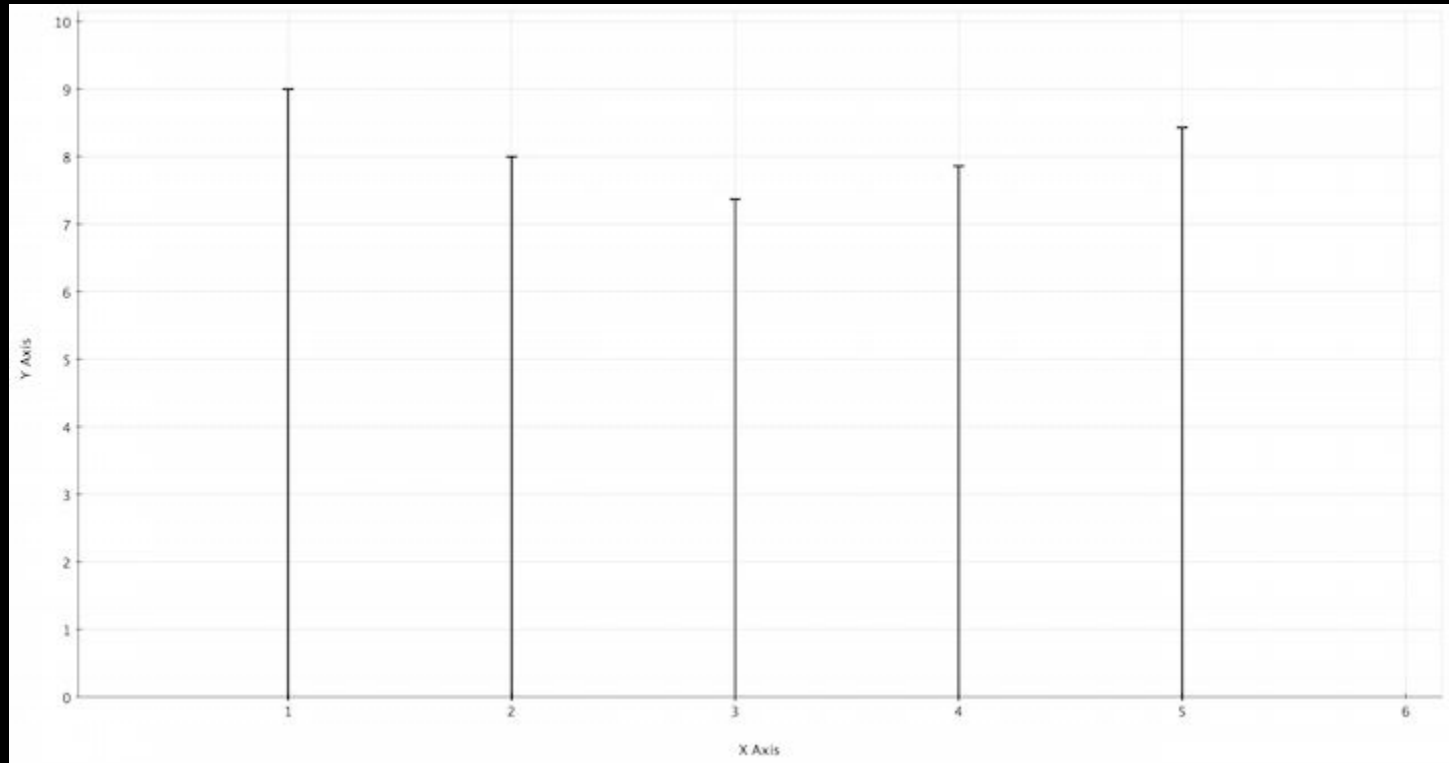
# **Visual Components**



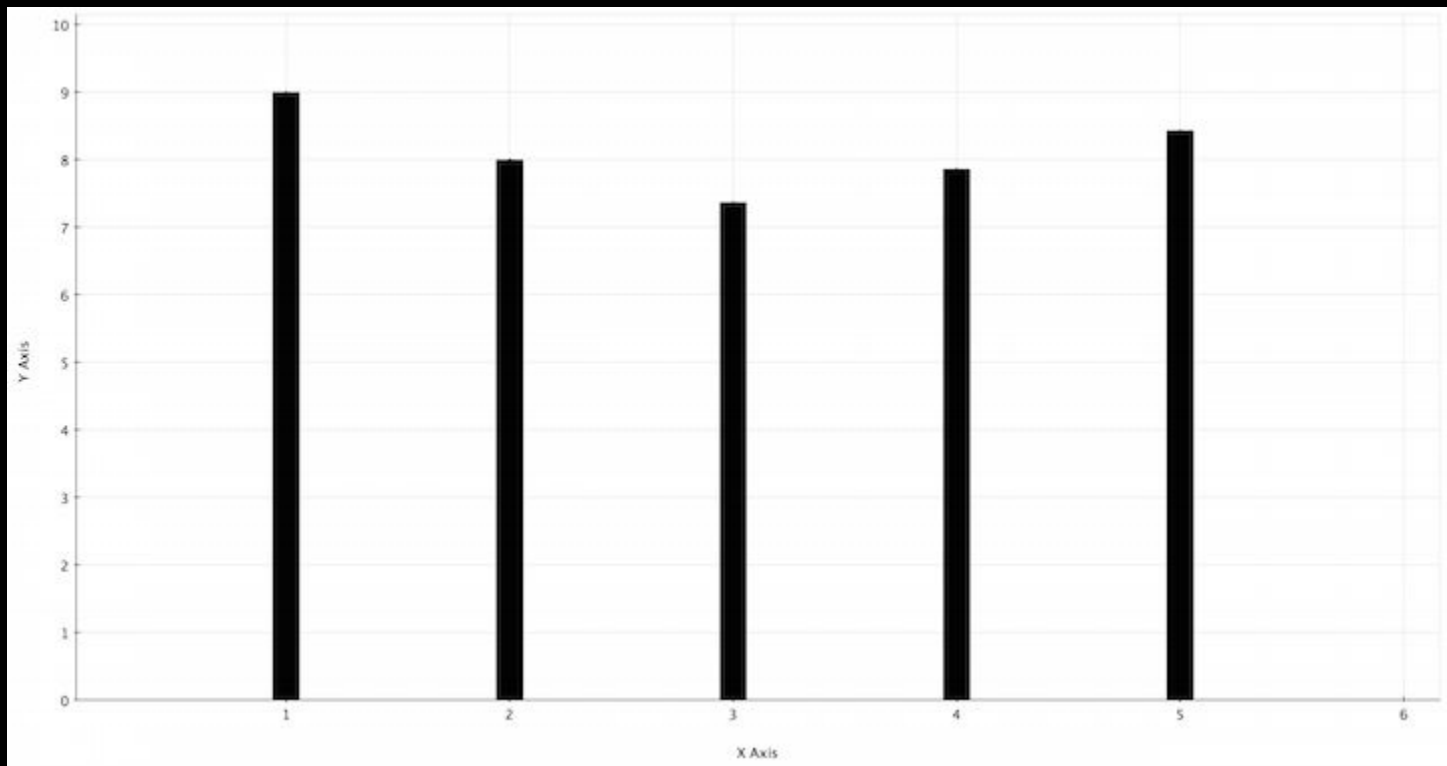
# Position (encode numbers)



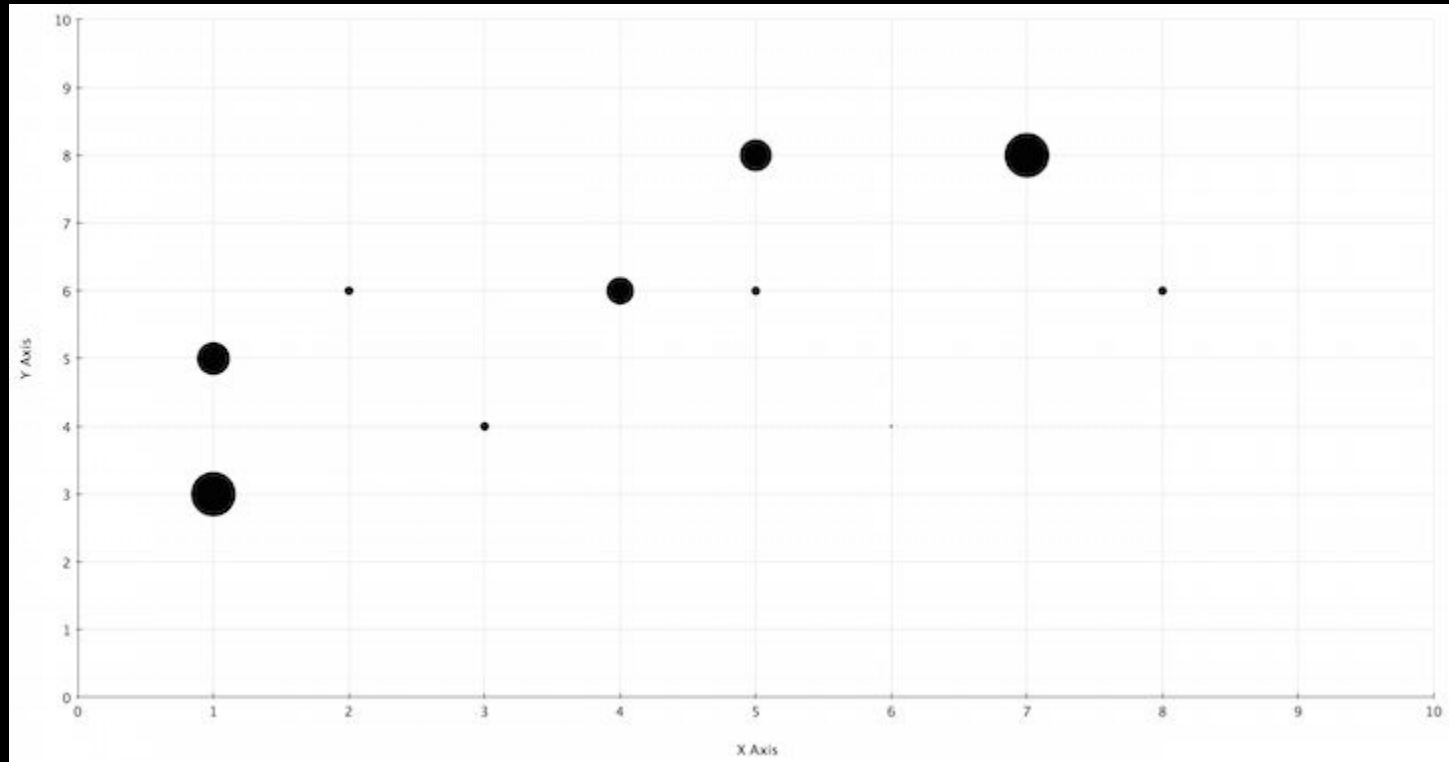
# Size: Length (encode numbers)



# Size: Area jk length



# Size: Area (encode numbers)



# The problem with pies

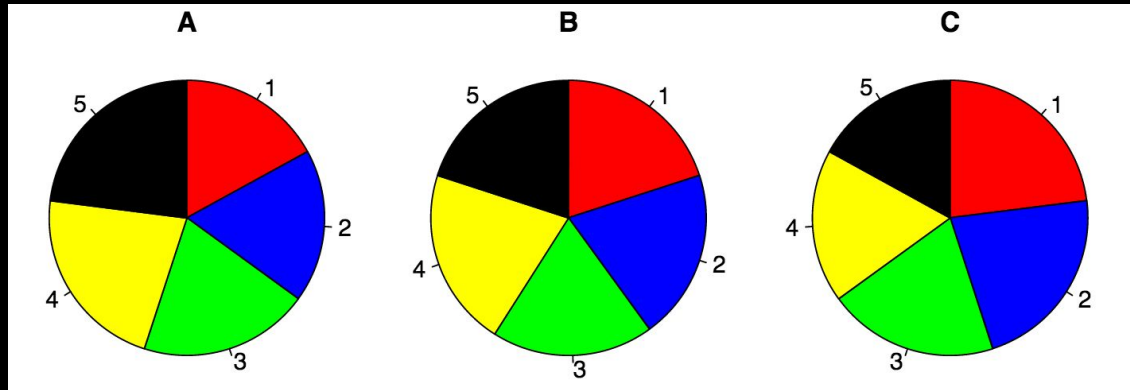
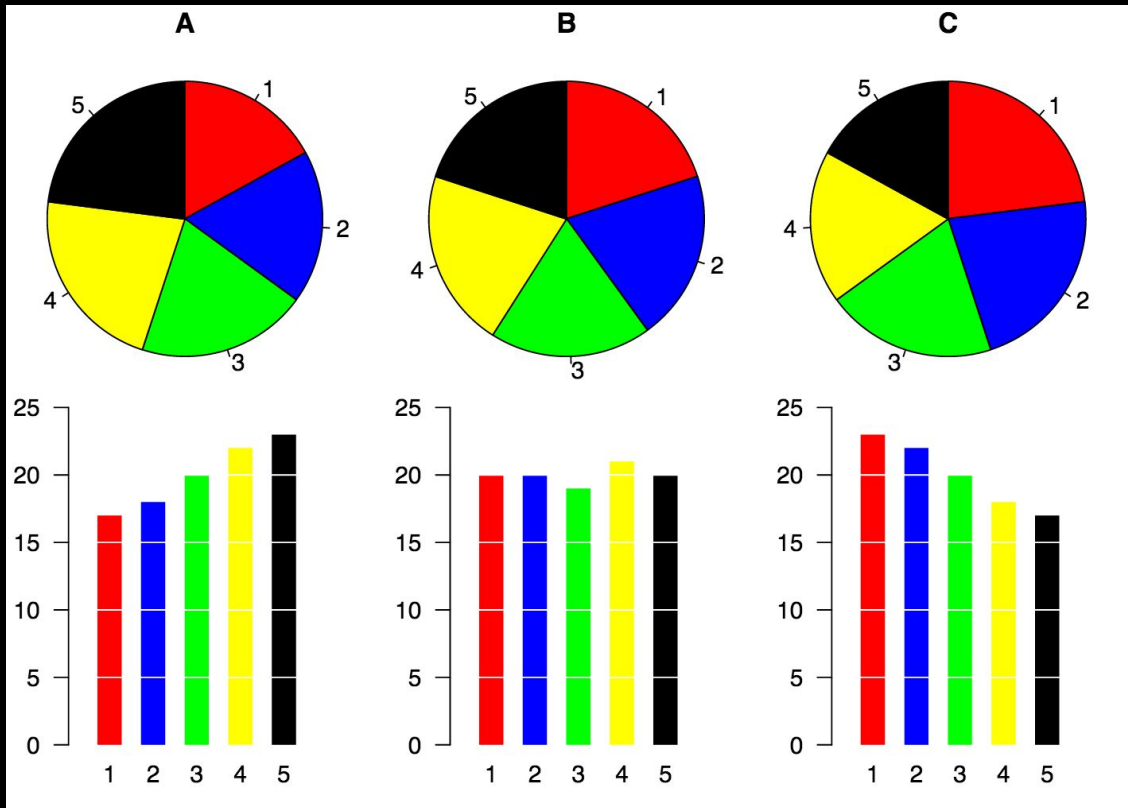


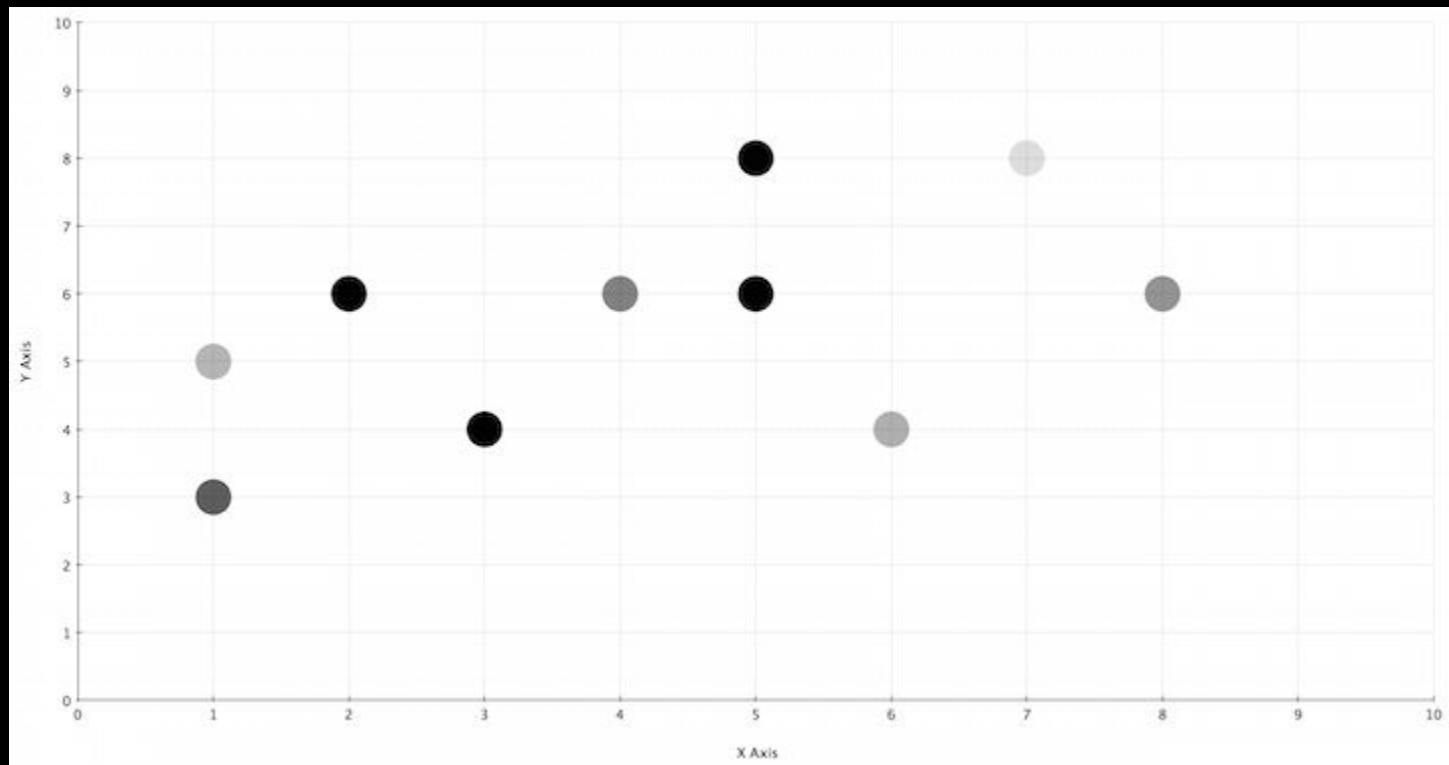
Image from [http://en.wikipedia.org/wiki/Pie\\_chart](http://en.wikipedia.org/wiki/Pie_chart)

# The problem with pies

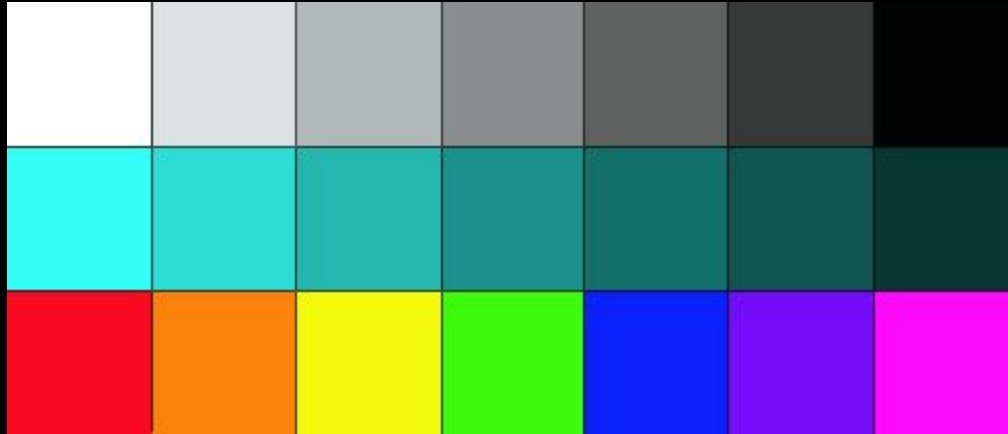




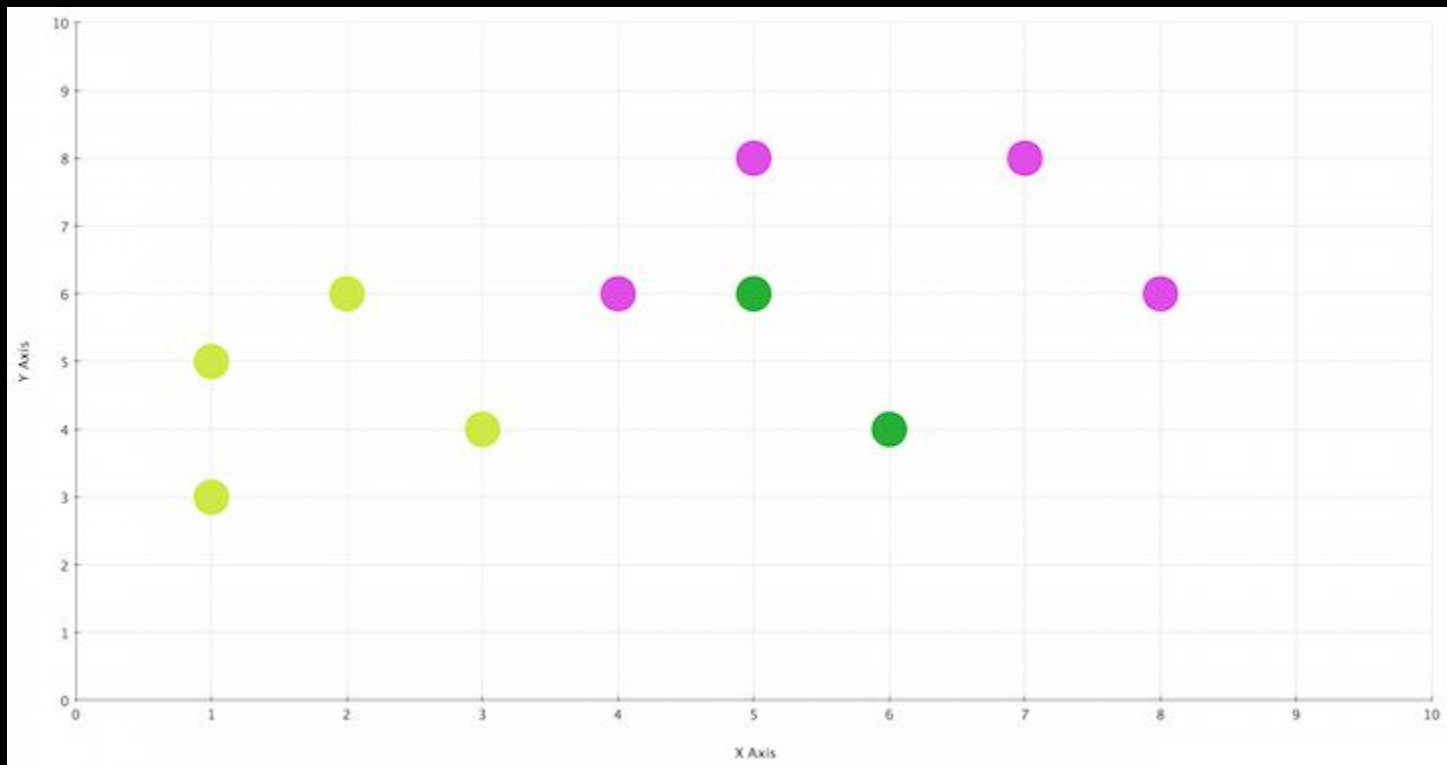
# Value (encode ordered relationships)



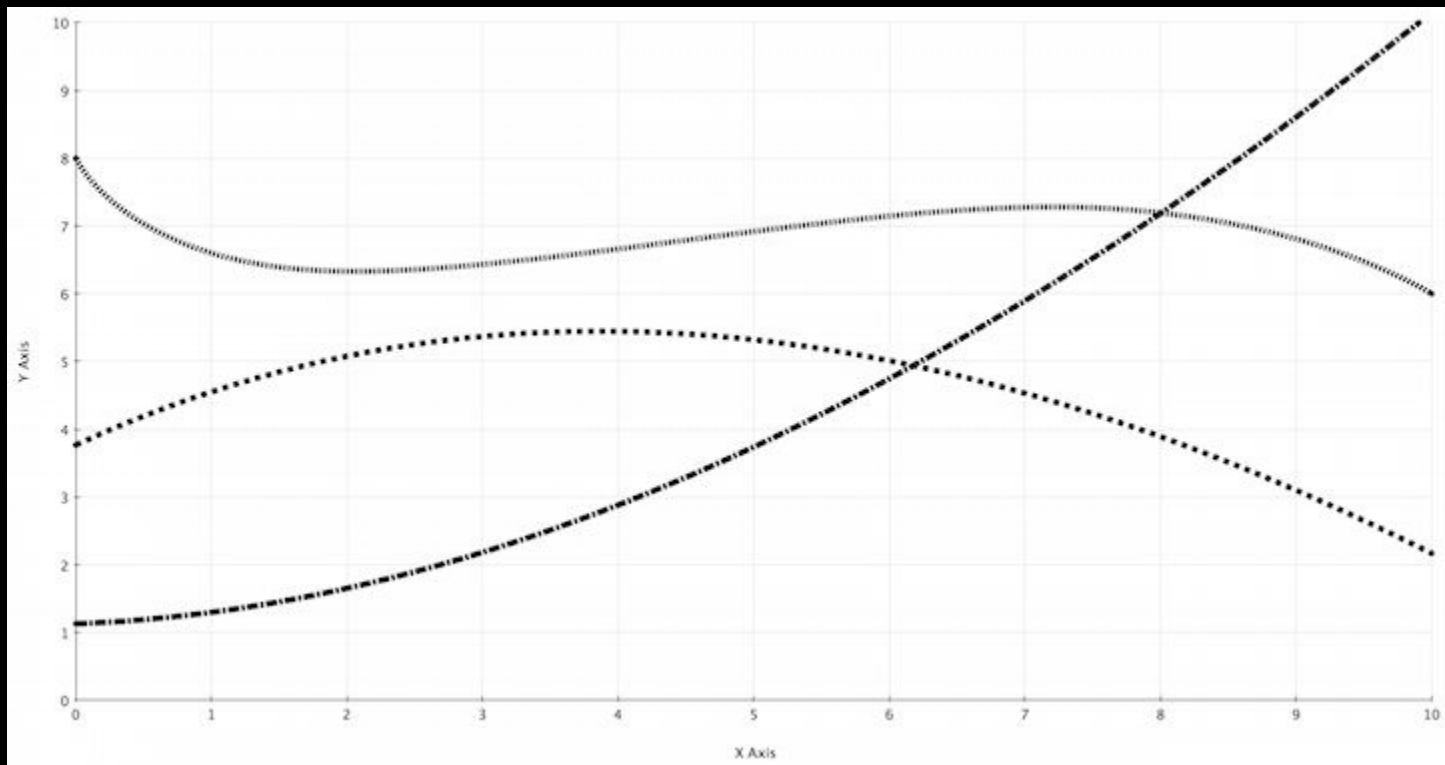
# Value vs. color



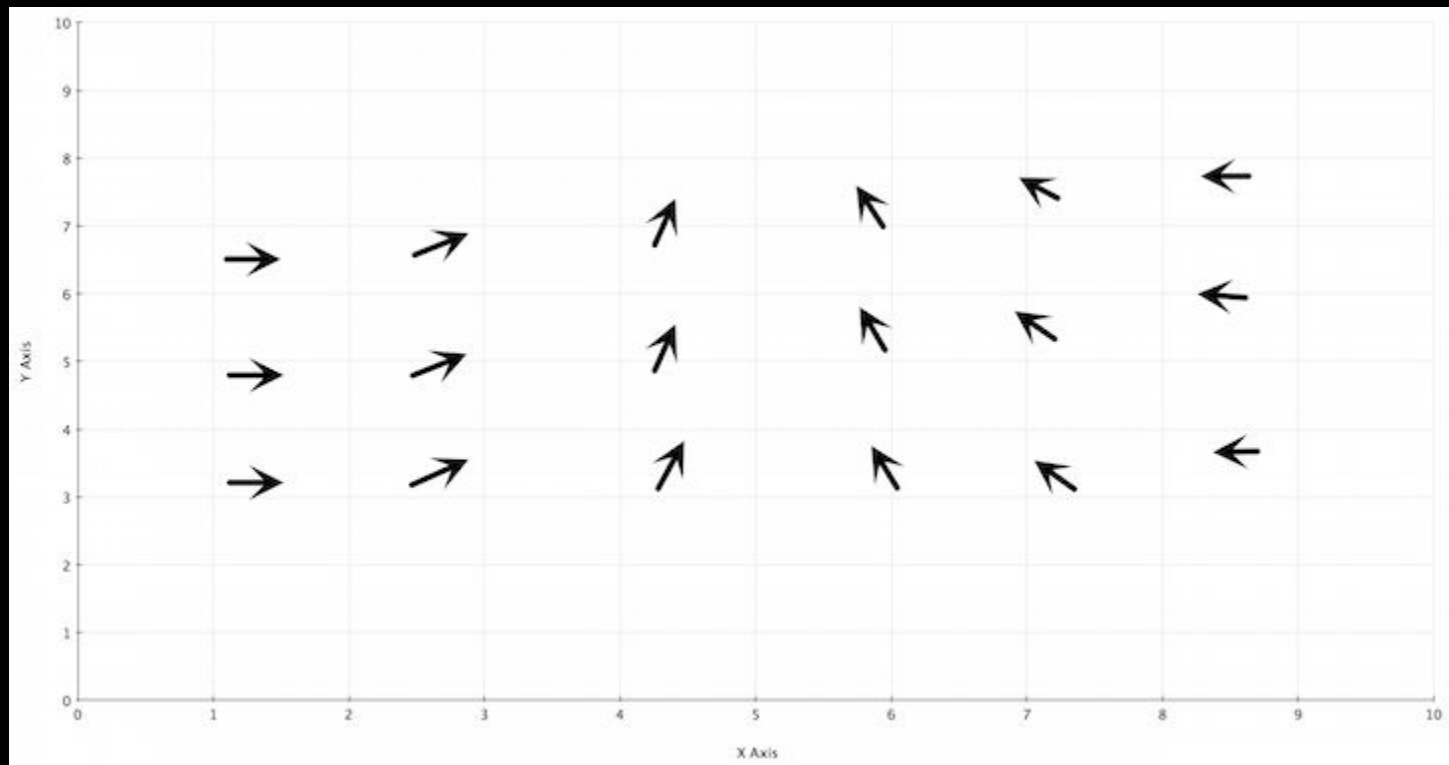
# Color (encode categories)



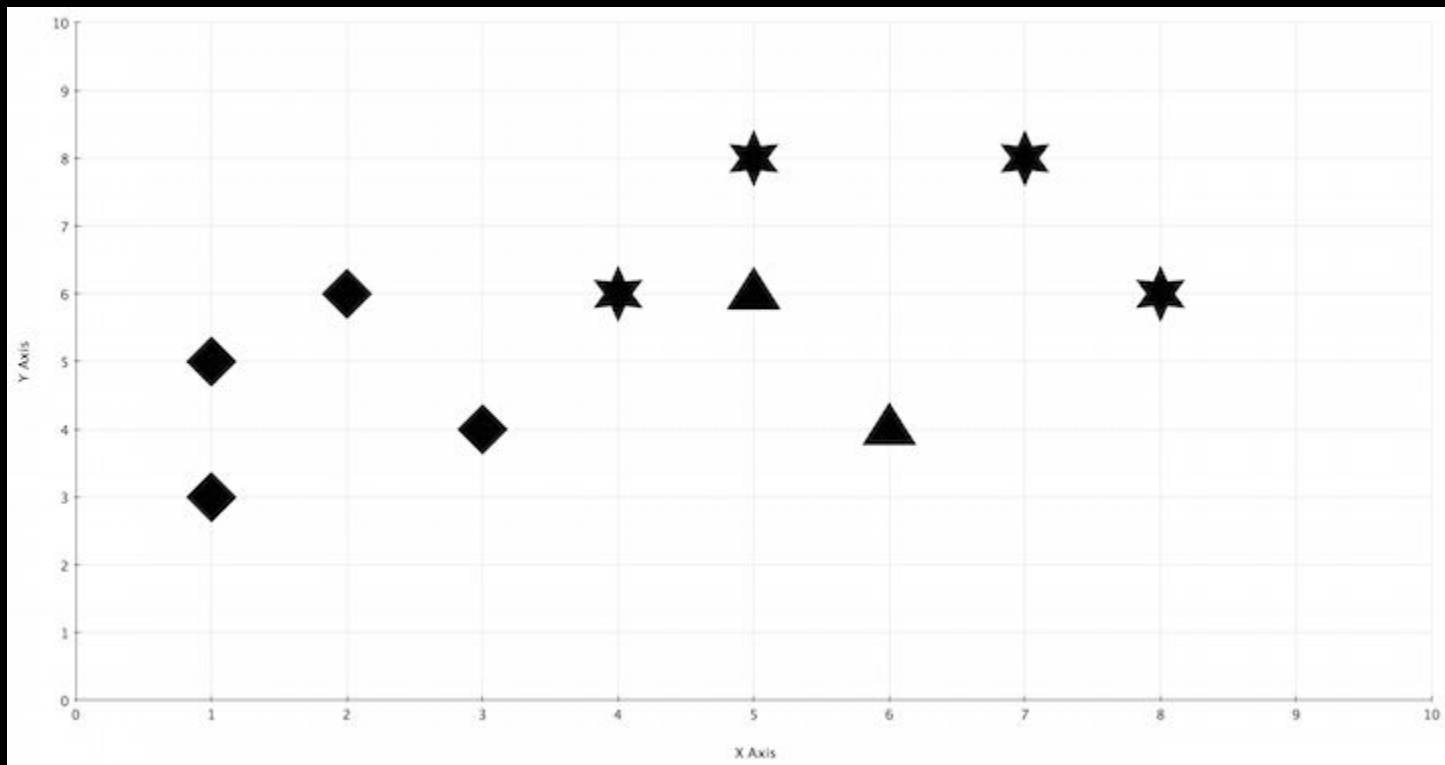
# Texture (encode categories)



# Orientation (encode $\backslash$ (ツ) $\wedge$ )

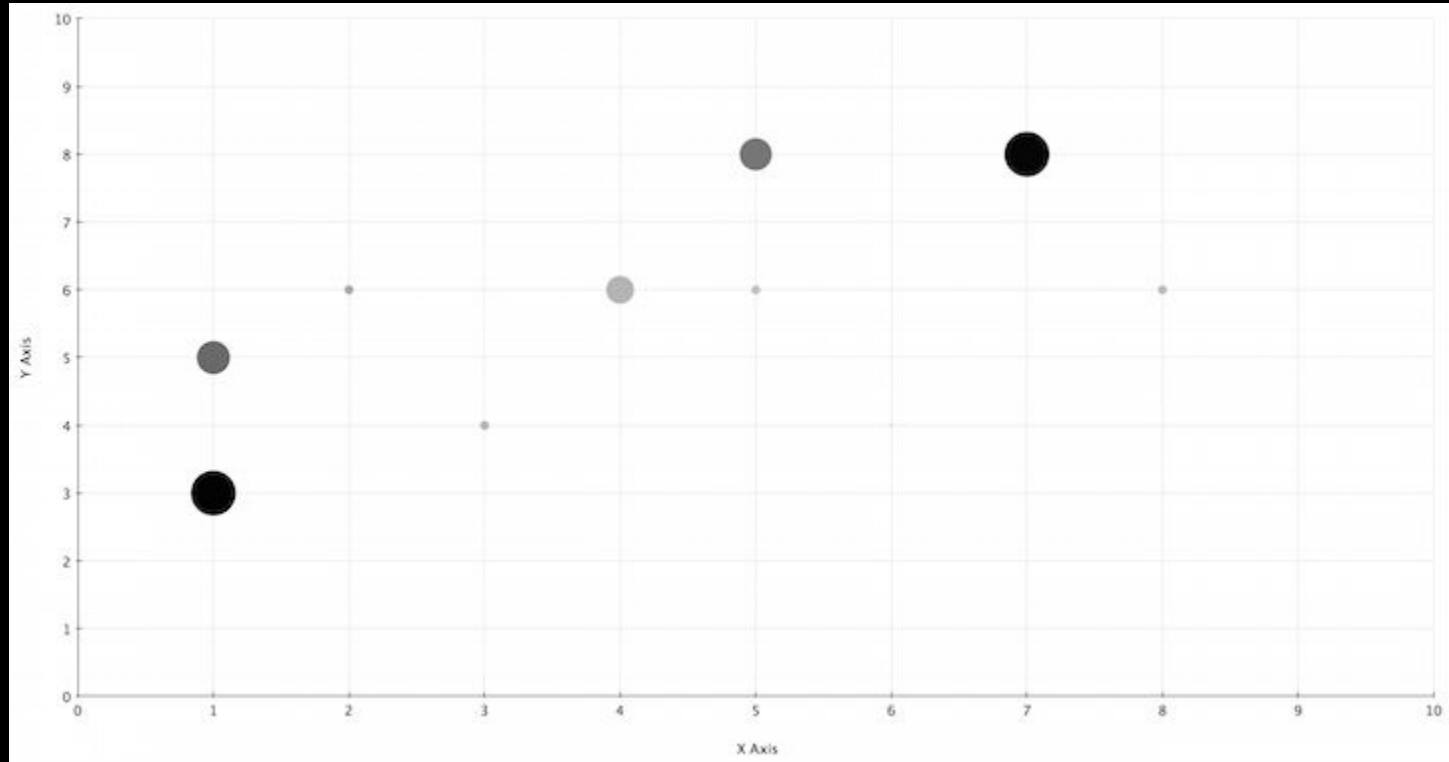


# Shape (encode categories)





# Double encoding



# **Part 4:**

# **Data Types**

**What kind of data do you have?**

# What kind of data do you have?

	A
1	I'm one dimensional!
2	0.7711572145
3	0.4393220985
4	0.1450479452
5	0.7590827965
6	0.3972726669
7	0.1388751034
8	0.0744510762
9	0.7044891239
10	0.404759063
11	0.7739671343
12	0.1405633129
13	0.6566974356
14	0.8056631816
15	0.07442393989
16	0.4419752484

# What kind of data do you have?

	A	B
1	What's up?	We're two dimensional!
2	0.5980823768	back
3	0.2826095394	in
4	0.3552890391	black
5	0.06491562098	I
6	0.4669423474	hit
7	0.9156118805	the
8	0.7804441392	sack
9	0.23157964	I've
10	0.6173617189	been
11	0.495948877	too
12	0.8339668494	long
13	0.7275361146	I'm
14	0.8914856956	glad
15	0.1245455067	to
16	0.2316192621	be

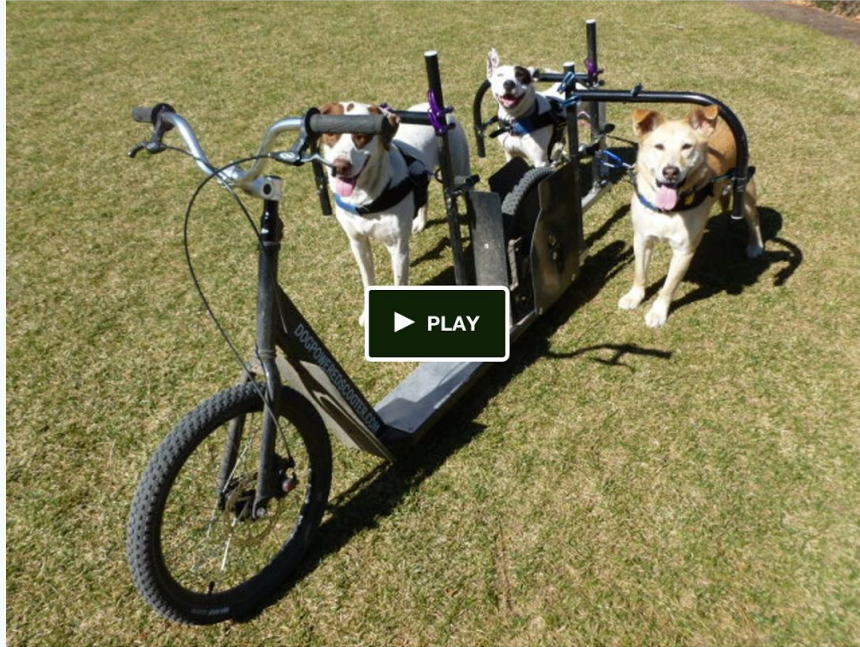
# What kind of data do you have?

	A	B	C
1	We're	three	dimensional!
2	0.5980823768	back	I
3	0.2826095394	in	got
4	0.3552890391	black	so
5	0.06491562098	I	much
6	0.4669423474	hit	trouble
7	0.9156118805	the	on
8	0.7804441392	sack	my
9	0.23157964	I've	mind
10	0.6173617189	been	refuse
11	0.495948877	too	to
12	0.8339668494	long	lose
13	0.7275361146	I'm	here's
14	0.8914856956	glad	your
15	0.1245455067	to	ticket
16	0.2316192621	be	hear



# Dog Powered Scooter

by mark schuette



Focus your dogs energy! More control AND freedom than a leash! Its practical/safe Urban Mushing. Its dog powered mobility fun.

📍 Bend, OR

🛠️ Product Design

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backers

\$114

pledged of \$110,000 goal

10

days to go

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## CATEGORICAL

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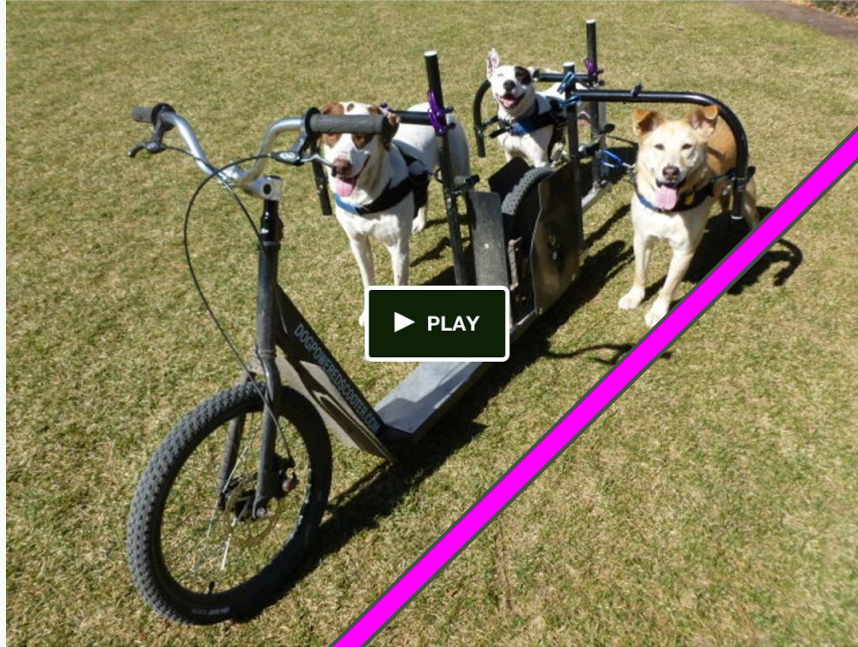
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# ORDERED

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backers

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10

days to go

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# **Part 5:**

# **Example**

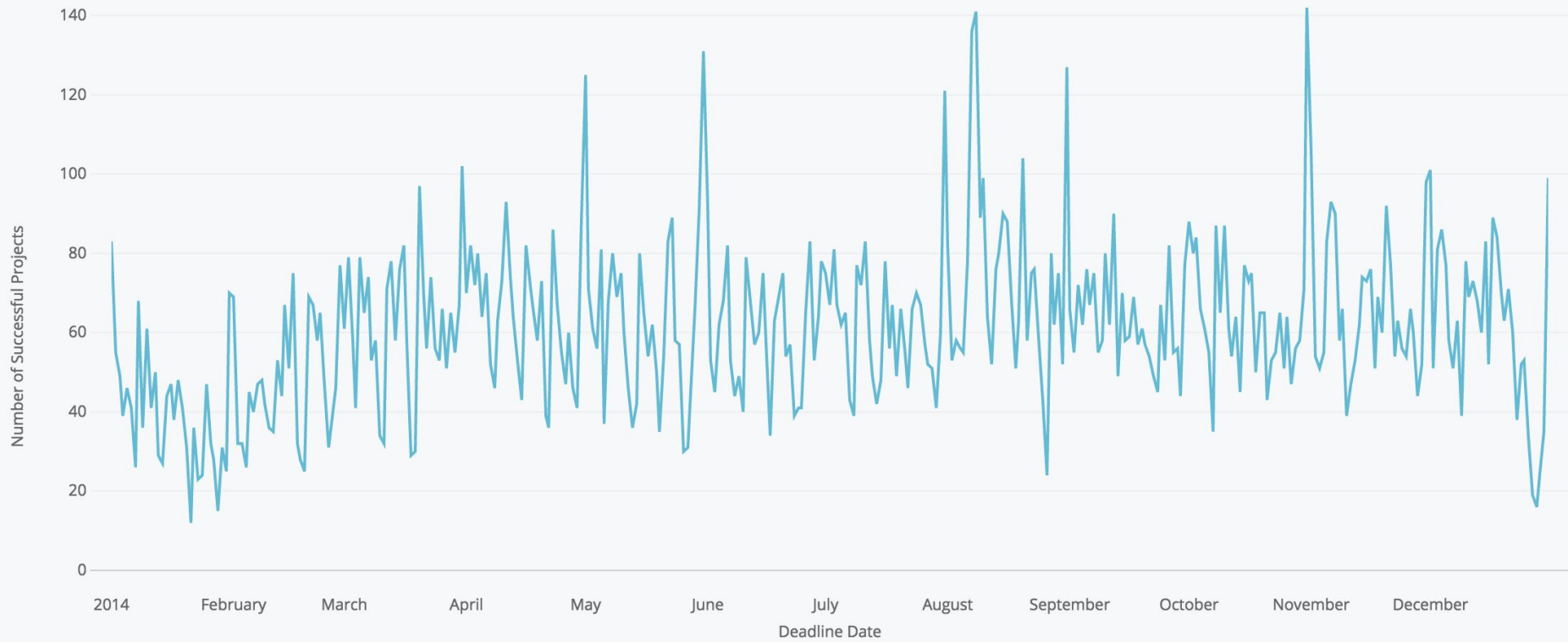


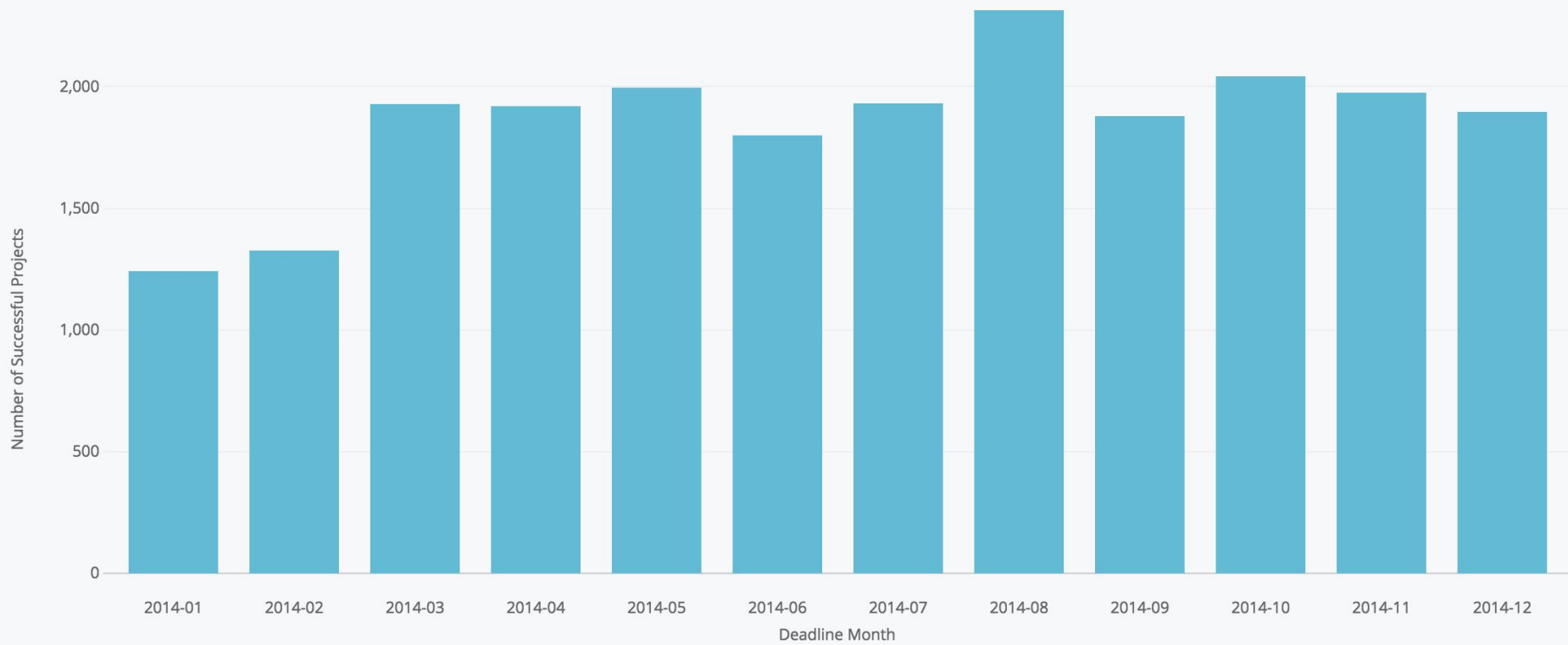
Number of successful projects over time

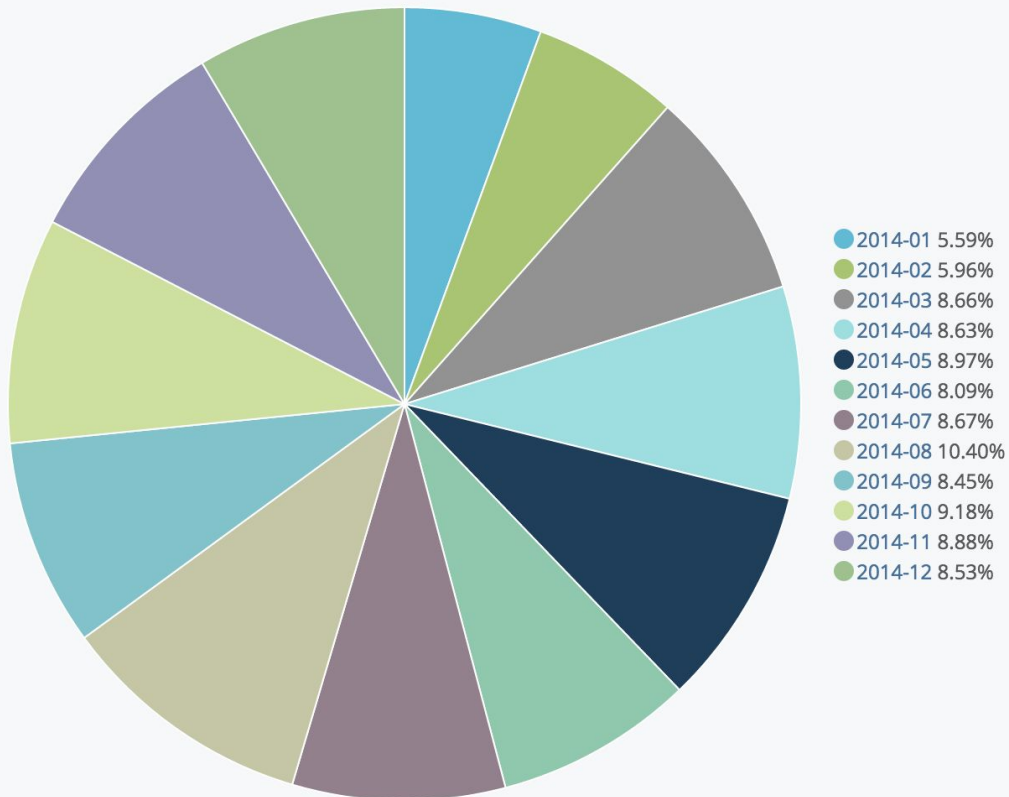
▼ VISUALIZATION



EDIT





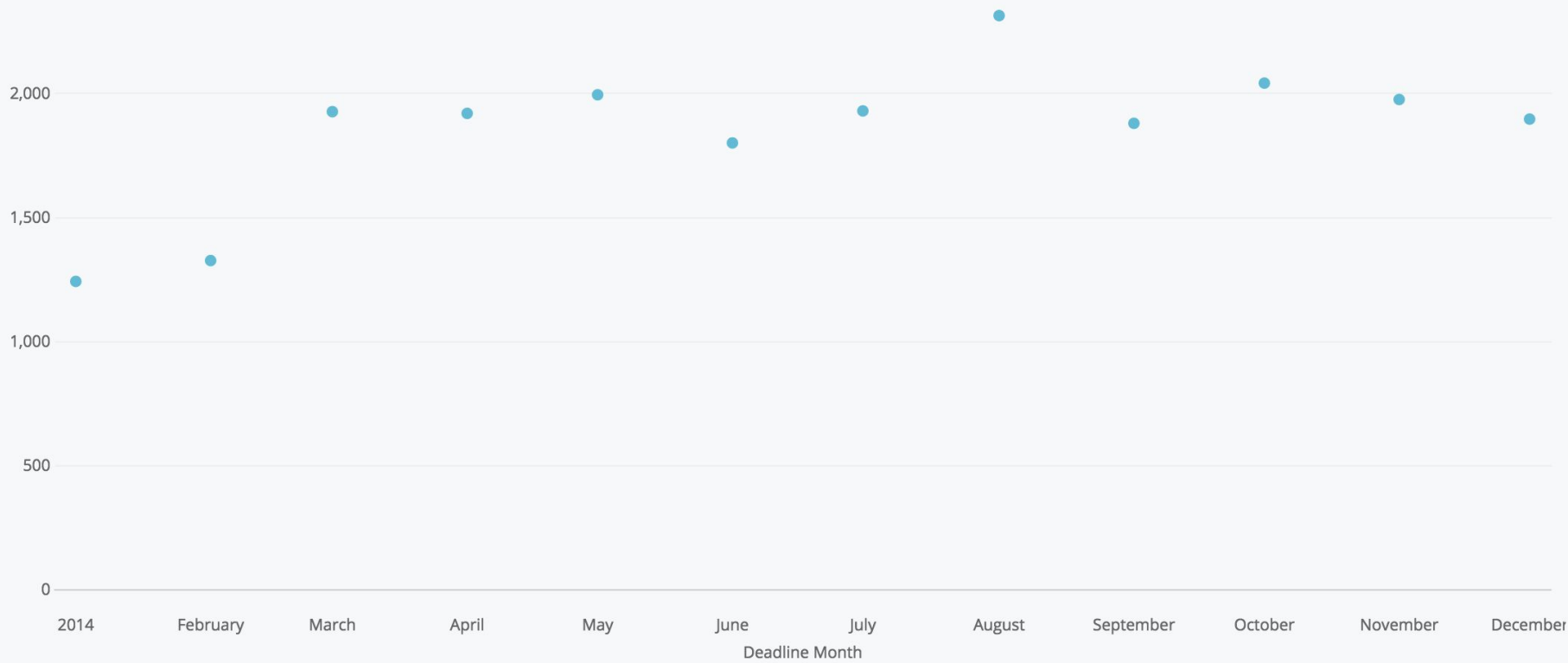


▼ VISUALIZATION



EDIT ▼

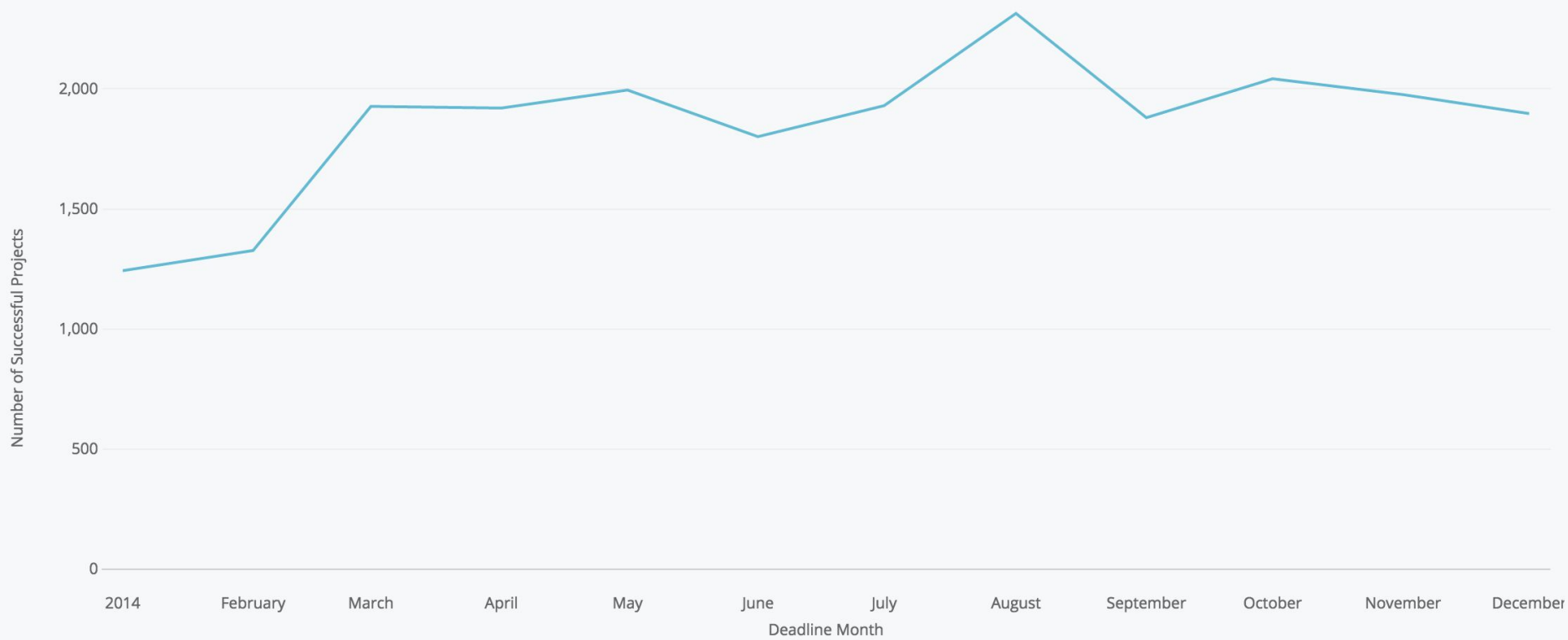
Number of Successful Projects



▼ VISUALIZATION



EDIT  ▼



# Wrapping up

# Design principles



**Design principles**

**Visual components**

**Design principles**

**Visual components**

**Data types**

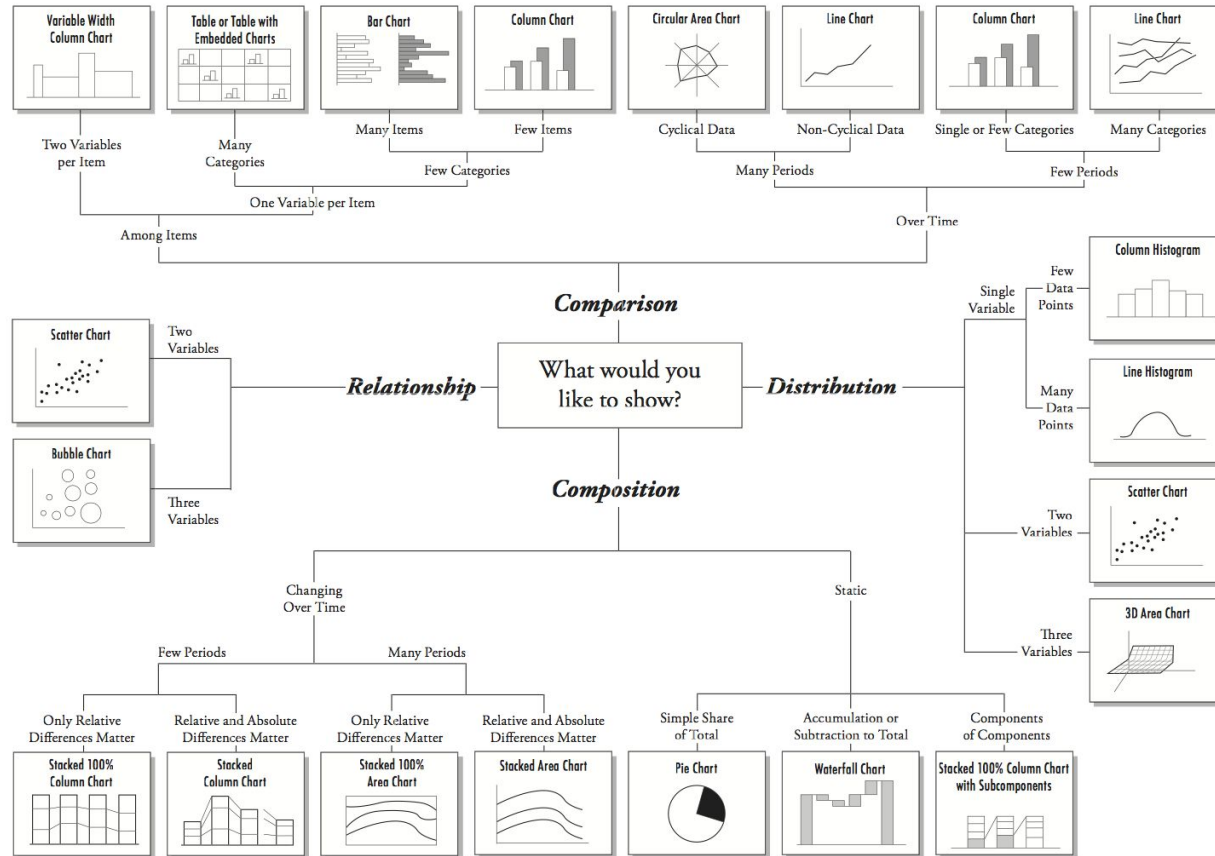
**Design principles**

**Visual components**

**Data types**

**Common visualizations**

## Chart Suggestions—A Thought-Starter



# Always be learning

Good starting point:

<http://flowingdata.com/2013/07/12/getting-started-with-visualization-after-getting-started-with-visualization/>

Books and other resources:

<http://felinlovewithdata.com/guides/data-vis-beginners-toolkit-1>

Visualization tools:

<http://felinlovewithdata.com/guides/data-vis-beginners-toolkit-2>