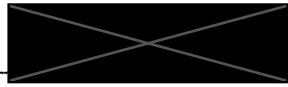


Storytelling with Data



Your Name:

The Dawn Wall: El Capitan's Most Unwelcoming Route

Title of the Story:

What aspects of the story do you notice from a data visualization point of view?

The data visualization aspect of it is relatively sparse - a 3D model of the Mountain is used to guide the viewer through the journey of the two climbers. There aren't charts in the traditional sense; just a 3D model and paragraphs.

What aspects do you think were challenging to implement?

Definitely the central aspect of the 3D wall and scrolling. As the user scrolls, the relevant part of the wall is focused and is consistent regardless of order and speed.

What are you curious about (from a data visualization point of view) after interacting with this story?

I'm curious about less conventional forms of data visualization and their effectiveness in comparison to traditional charts.



Learning Cues for Explanatory Storytelling

Title of the Story: The World's Ball

Main Message of the Story: Over the past 100 years, soccer balls have continuously evolved.

Identify the type of storytelling technique used:

- | | | | |
|--|---|---|--|
| <input checked="" type="checkbox"/> Scrollytelling | <input checked="" type="checkbox"/> Stepper | <input checked="" type="checkbox"/> Data Videos | <input checked="" type="checkbox"/> Interactive Maps |
|--|---|---|--|

Data:

What kind of data was used? List some of the data characteristics.

Qualitative, descriptive, linear

What data is being shown and what data is not being shown?

Data is shown through pictures of balls throughout the years

What are the additional data you wish the author had included (if any)?

I think the data chart each of the balls could be more descriptive,

Emotional Response elicited from the story:

- | |
|--|
| <input checked="" type="checkbox"/> Sympathy / Empathy |
| <input checked="" type="checkbox"/> Distaste / Frustration about the topic |
| <input checked="" type="checkbox"/> Call to Action |
| <input checked="" type="checkbox"/> Information / Enlightening the audience |
| <input checked="" type="checkbox"/> Questioning beliefs and behavior |
| <input checked="" type="checkbox"/> Users find themselves in the data (increased engagement) |
| <input checked="" type="checkbox"/> Other: _____ |

Color:

- | |
|---|
| <input checked="" type="checkbox"/> Is the color legend visible and legible? |
| <input checked="" type="checkbox"/> Do they use appropriate color scales (<u>Colorbrewer</u> , <u>Colorgorical</u> , etc.)? |
| <input checked="" type="checkbox"/> Are the colors used semantically resonant? |
| <input checked="" type="checkbox"/> Is the appropriate color scale being used for the data being represented? If not, comment on what color scale would be appropriate. |

Identify all the different types of interaction elements used:

- | | | |
|---|---|---|
| <input checked="" type="checkbox"/> Hover | <input checked="" type="checkbox"/> Select (Button/Tap) | <input checked="" type="checkbox"/> Scroll |
| <input checked="" type="checkbox"/> Pinch and Zoom | <input checked="" type="checkbox"/> Timeline slider | <input checked="" type="checkbox"/> Brush |
| <input checked="" type="checkbox"/> Filter | <input checked="" type="checkbox"/> Sort (ascending/descending) | <input checked="" type="checkbox"/> Drag and Drop |
| <input checked="" type="checkbox"/> Details-on-demand | <input checked="" type="checkbox"/> Coordinated / Linked views | <input checked="" type="checkbox"/> Other: _____ |

For each visualization used in the story, write the category of visualizations and the technique used to represent the data (Refer to the Financial Times Visual Vocabulary).

Vis 1 - Category: Animation

Visualization Technique: Expands the ball to show details

Vis 2 - Category: Change over time

Visualization Technique: Shows each ball by year

Vis 3 - Category: N/A

Visualization Technique: No other visualizations

Other details to observe:

Annotations

Use of informative Audio/Video

Animated transitions

Sonification

Highlighting

Introduction, Methodology, Summary

Critique:

- I. Keeping in mind the challenges associated with creating a story, identify some of the limitations/constraints that may have existed during the creation of the story.

I think keeping the information concise yet detailed must have been a difficulty.

- II. How could this story be improved? What in the story may be misleading? If you have any questions that are unanswered at the end, what are they? Comment on the pacing and the continuity of the narrative.

There could be a bit more details and justification about the local design changes.

- III. Do the authors use the visualization techniques correctly? Do they violate any known visualization best practices? If the design decisions made in the story seem wrong, how would you do it differently?

All of the visualization techniques are standard.

- IV. What other interaction techniques could be used to improve the user experience?

Maybe more videos/expansions for different bulls

- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?

It doesn't seem like there are any differences - just more compact.

- VI. What questions do you have for the creator of the story?

Why choose to explore this data?

Storytelling with Data



Your Name:

A walk through the Gallery

Title of the Story:

What aspects of the story do you notice from a data visualization point of view?

- Annotation + Narrative : the description will pop-up and change as the pictures changes.
- Engagement : audiences have the chance to move back and forth to view the art pieces.

What aspects do you think were challenging to implement?

- To scrolling and moving in the ~~vertical~~^{horizontal} direction instead of vertical.
- Organize and line up the pictures of the gallery.

What are you curious about (from a data visualization point of view) after interacting with this story?

How they arrange the format and order of each pictures ?

When they want the description to change and why at that point ?

Why ~~the~~ move the Gallery in horizontal direction but still have to control in vertical direction , it makes some confusion.



Learning Cues for Explanatory Storytelling

Title of the Story: 342,000 Swings Later

Main Message of the Story: Calculate the number of times Derek Jeter has swung a bat in his professional career
Identify the type of storytelling technique used:

| | | | |
|--|----------------------------------|--------------------------------------|---|
| <input checked="" type="checkbox"/> Scrollytelling | <input type="checkbox"/> Stepper | <input type="checkbox"/> Data Videos | <input type="checkbox"/> Interactive Maps |
|--|----------------------------------|--------------------------------------|---|

Data:

What kind of data was used? List some of the data characteristics.

Number of swings Jeter had both in practice and in games.

What data is being shown and what data is not being shown?

It shows all the data within his career.

What are the additional data you wish the author had included (if any)?

Maybe compare to other players

Emotional Response elicited from the story:

- Sympathy / Empathy
- Distaste / Frustration about the topic
- Call to Action
- Information / Enlightening the audience
- Questioning beliefs and behavior
- Users find themselves in the data (increased engagement)
- Other: Amazed

Color:

- Is the color legend visible and legible?
- Do they use appropriate color scales (Colorbrewer, Colorgorical, etc.)?
- Are the colors used semantically resonant?
- Is the appropriate color scale being used for the data being represented? If not, comment on what color scale would be appropriate.
Maybe use different color / highlight the numbers.

Identify all the different types of interaction elements used:

| | | |
|--|--|--|
| <input type="checkbox"/> Hover | <input type="checkbox"/> Select (Button/Tap) | <input checked="" type="checkbox"/> Scroll |
| <input checked="" type="checkbox"/> Pinch and Zoom | <input type="checkbox"/> Timeline slider | <input type="checkbox"/> Brush |
| <input type="checkbox"/> Filter | <input type="checkbox"/> Sort (ascending/descending) | <input type="checkbox"/> Drag and Drop |
| <input type="checkbox"/> Details-on-demand | <input type="checkbox"/> Coordinated / Linked views | <input type="checkbox"/> Other: _____ |

For each visualization used in the story, write the category of visualizations and the technique used to represent the data (Refer to the Financial Times Visual Vocabulary).

Vis 1 - Category: part to whole Visualization Technique: zoom
Vis 2 - Category: " Visualization Technique: change over time
Vis 3 - Category: " Visualization Technique: scroll

Other details to observe:

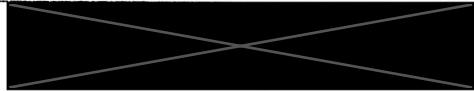
| | |
|--|--|
| <input checked="" type="checkbox"/> Annotations | <input checked="" type="checkbox"/> Use of informative Audio/Video |
| <input checked="" type="checkbox"/> Animated transitions | <input type="checkbox"/> Sonification |
| <input type="checkbox"/> Highlighting | <input checked="" type="checkbox"/> Introduction, Methodology, Summary |

Critique:

- I. Keeping in mind the challenges associated with creating a story, identify some of the limitations/constraints that may have existed during the creation of the story.
Maybe the data would not be enough or not cover every situations.
- II. How could this story be improved? What in the story may be misleading? If you have any questions that are unanswered at the end, what are they? Comment on the pacing and the continuity of the narrative.
The story can improve by adding some data visualization instead of only shows the number + animation.
- III. Do the authors use the visualization techniques correctly? Do they violate any known visualization best practices? If the design decisions made in the story seem wrong, how would you do it differently?
Show provide actual graphs.
- IV. What other interaction techniques could be used to improve the user experience?
Maybe add clicking technique.
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
- VI. What questions do you have for the creator of the story?
What's the motivation of doing this project?

Storytelling with Data

Your Name:



Title of the Story: *If the Moon was only one pixel*

What aspects of the story do you notice from a data visualization point of view?

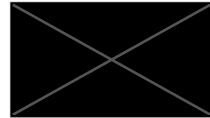
The font, ~~smoothness~~/lack of interactivity, smooth scrolling transition, hard to keep track of previous slide for side-by-side comparison

What aspects do you think were challenging to implement?

The scale for the scroll, the auto scroll.

What are you curious about (from a data visualization point of view) after interacting with this story?

Keeping planets afar ~~to~~ help with showing just the scale of how big the solar system is. However, maybe we could have another smaller model that allows ~~for~~ for easy comparison of the size of different planets?



Learning Cues for Explanatory Storytelling

Title of the Story: *If the moon were only one pixel*

Main Message of the Story: *The solar system is huge and we are tiny*

Identify the type of storytelling technique used:

- Scrolltelling
- Stepper
- Data Videos
- Interactive Maps

Data:

What kind of data was used? List some of the data characteristics.

outside are not being shown. Reason → too small for the scale

*diameter of planets and any distance
between objects in the solar system*

What data is being shown and what data is not being shown?

What are the additional data you wish the author had included (if any)? *asteroids, the voyager*

Emotional Response elicited from the story:

- Sympathy / Empathy
- Distaste / Frustration about the topic
- Call to Action
- Information / Enlightening the audience
- Questioning beliefs and behavior
- Users find themselves in the data (increased engagement)
- Other: _____

Color:

- Is the color legend visible and legible? *No legend*
- Do they use appropriate color scales (Colorbrewer, Colorgorical, etc.)? *No color scale*
- Are the colors used semantically resonant? *Yes*
- Is the appropriate color scale being used for the data being represented? If not, comment on what color scale would be appropriate. *No scale*

Identify all the different types of interaction elements used:

- | | | |
|---|--|--|
| <input type="checkbox"/> Hover | <input type="checkbox"/> Select (Button/Tap) | <input checked="" type="checkbox"/> Scroll |
| <input type="checkbox"/> Pinch and Zoom | <input checked="" type="checkbox"/> Timeline slider | <input type="checkbox"/> Brush |
| <input type="checkbox"/> Filter | <input type="checkbox"/> Sort (ascending/descending) | <input type="checkbox"/> Drag and Drop |
| <input checked="" type="checkbox"/> Details-on-demand | <input type="checkbox"/> Coordinated / Linked views | <input type="checkbox"/> Other: <u>Auto-Scroll</u> |

For each visualization used in the story, write the category of visualizations and the technique used to represent the data (Refer to the Financial Times Visual Vocabulary).

Vis 1 - Category: Circle

Visualization Technique: _____

Vis 2 - Category: _____

Visualization Technique: _____

Vis 3 - Category: _____

Visualization Technique: _____

Other details to observe:

Annotations

Use of informative Audio/Video

Animated transitions

Sonification

Highlighting

Introduction, Methodology, Summary

Critique:

- I. Keeping in mind the challenges associated with creating a story, identify some of the limitations/constraints that may have existed during the creation of the story.
by making the moon one pixel, we lose all the asteroids and stuff
- II. How could this story be improved? What in the story may be misleading? If you have any questions that are unanswered at the end, what are they? Comment on the pacing and the continuity of the narrative.
Young was fine, narrative helped maintain interest when scrolling endlessly
- III. Do the authors use the visualization techniques correctly? Do they violate any known visualization best practices? If the design decisions made in the story seem wrong, how would you do it differently?
It's all good. Colors are semantically resonant
- IV. What other interaction techniques could be used to improve the user experience?
hover, annotations about special events / facts
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
No change only the size is smaller.
- VI. What questions do you have for the creator of the story?
Why did you not include any fun annotations?

Storytelling with Data



Your Name:

Creator Report 23

Title of the Story:

What aspects of the story do you notice from a data visualization point of view?

I noticed that this story uses visualizations that are highly personalized to the design and theme of the website. I recognized the usage of bar charts, line charts, treemaps, bubble charts, etc. However, many of them did not have axis labels, grid lines, or titles. Instead, shapes, images, and annotations were used to convey the data to the user.

What aspects do you think were challenging to implement?

I think the unique visualizations, color changes, different sections, and constant annotations would have been challenging to implement.

What are you curious about (from a data visualization point of view) after interacting with this story?

I am curious if the data would be easier to understand with increased user interaction. The website currently does not have interaction aside from a few hover effects, and instead of tooltips the creator chose to use annotations.

Storytelling with Data



Your Name:

Fuglefjellet

Title of the Story:

What aspects of the story do you notice from a data visualization point of view?

Most of the visualization is to familiarize the audience with the data that is presented at the end. The data presented at the end is simple and has a message.

What aspects do you think were challenging to implement?

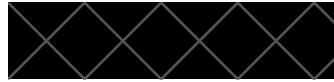
moving the live map's perspective to display each of the labels correctly seems very challenging

What are you curious about (from a data visualization point of view) after interacting with this story?

I'm curious to see what other islands are like this and if they ever try their bids to collaborate with other islands and get better context

Storytelling with Data

Your Name:



Title of the Story: Bond: License to Drive

What aspects of the story do you notice from a data visualization point of view?

The story is based off a change vs. time visualization and involves a year, car name, and various facts about the story

What aspects do you think were challenging to implement?

I believe drawing every ~~sh~~ car throughout all the years must have been very time consuming. Otherwise I believe the animation is simple and not too difficult to implement. Despite that, the animation was very stylish.

What are you curious about (from a data visualization point of view) after interacting with this story?

I am curious how they created the animation and how they were able to create consistent color schemes that ~~seem~~ seem to fit whenever the color scheme changes. The drag feature is something I am curious about as well

Storytelling with Data



Your Name:

Bubble to bust to Recovery

Title of the Story:

What aspects of the story do you notice from a data visualization point of view?

- > The type of chart selected to show a specific kind of data
- > The ideas and the annotations connecting the visualization and the story

What aspects do you think were challenging to implement?

- > Implementing animation and stepping at once with the same button clicks
- > The charts moving in and out of the screen with clicks.

What are you curious about (from a data visualization point of view) after interacting with this story?

- > I'm curious to understand how stepping and storytelling have been used at the same time
- > There are subtle touches of storytelling. How was that also integrated?

Storytelling with Data

Your Name:

Money Wins Elections

Title of the Story:

Bonjour allo hej Hello

What aspects of the story do you notice from a data visualization point of view?

lots of bubbles and circles (actually, only bubbles and circles)

What aspects do you think were challenging to implement?

Literally all of the animations. Just thinking about their implementations gives me a headache

What are you curious about (from a data visualization point of view) after interacting with this story?

I'm curious how they managed to add such deep levels of interactivity in a way which almost feels playful like the viewer is in control.

The animations are a bit distracting, but I think in a good way — it pulls the viewer's mind from their own opinions into the data.

Storytelling with Data



Your Name:

Scaling Mt. Everest : A Scroll Up the Icy Path

Title of the Story:

What aspects of the story do you notice from a data visualization point of view?

It's really good at ~~is~~ using space and user interaction and UX to make the story feel immersive and it's more unique with barely any data visualizations. It focuses more on the art than scroll down to progress instead of up. raw data.

What aspects do you think were challenging to implement?

The drawing, the data collection, the coloring, and

the overall big picture design of the visualization.

Thinking about the audience and human psychology.

What are you curious about (from a data visualization point of view) after interacting with this story?

How to connect data visualization with a more artistic element, like making it a museum exhibit.

Storytelling with Data



Your Name:

How Americans Die

Title of the Story:

What aspects of the story do you notice from a data visualization point of view?

- Hover animations
- The chart animates itself onto screen
- Good data:ink ratio
- Use of color

What aspects do you think were challenging to implement?

- The chart's animating itself onto screen
- Making 20+ line charts was prob a lot of time

What are you curious about (from a data visualization point of view) after interacting with this story?

- Why the author made this, what's the goal

Storytelling with Data

Your Name: [REDACTED]

Title of the Story: A visual introduction to machine learning

What aspects of the story do you notice from a data visualization point of view?

A lot of the animations hooked my attention & were also more engaging & informative when read coherently with the descriptions.

What aspects do you think were challenging to implement?

I think the adjacency matrix & stacked lines were a bit challenging to implement (also a little confusing). The tree nodes probability chart was the coolest but the animations were probably the hardest part.

What are you curious about (from a data visualization point of view) after interacting with this story?

Why are there no axes & how long did it take to create this? What language was used to create this (was it D3.js).

Storytelling with Data

Your Name:



Title of the Story:

Neurotic Neurons

What aspects of the story do you notice from a data visualization point of view?

The ~~is~~ & interactivity

What aspects do you think were challenging to implement?

Creating the data video with interactivity.
Also the voice over that gives instructions
and ~~teach~~ educates

What are you curious about (from a data visualization point of view) after interacting with this story?

Curious about how much interactivity with our audience can really get their attention and ~~can~~ accomplish our objective. Also the limits of interactivity: When it is too much or okay

Storytelling with Data



Your Name:

Deconstructing the Past: A New Look at History

Title of the Story:

What aspects of the story do you notice from a data visualization point of view?

There is actually no data visualization provided in this story.

What aspects do you think were challenging to implement?

The aspects of having chapters and a side area where you could click where you wanted to go in the story seemed a little difficult.

What are you curious about (from a data visualization point of view) after interacting with this story?

The surprising thing was that there wasn't a lot of data visualization but it was more of story-telling)



Learning Cues for Explanatory Storytelling

Title of the Story: A visual introduction of machine learning

Main Message of the Story:

Identify the type of storytelling technique used:

| | | | |
|--|---|---|--|
| <input checked="" type="checkbox"/> Scrollytelling | <input checked="" type="checkbox"/> Stepper | <input checked="" type="checkbox"/> Data Videos | <input checked="" type="checkbox"/> Interactive Maps |
|--|---|---|--|

Data:

What kind of data was used? List some of the data characteristics.

Quantitative

What data is being shown and what data is not being shown?

Shown: Time & price & location

What are the additional data you wish the author had included (if any)?

Axes

Emotional Response elicited from the story:

- Sympathy / Empathy
- Distaste / Frustration about the topic
- Call to Action
- Information / Enlightening the audience
- Questioning beliefs and behavior
- Users find themselves in the data (increased engagement)
- Other: _____

Color:

- Is the color legend visible and legible?
- Do they use appropriate color scales (Colorbrewer, Colorgorical, etc.)?
- Are the colors used semantically resonant?
- Is the appropriate color scale being used for the data being represented? If not, comment on what color scale would be appropriate.
Needs legend, colors

Identify all the different types of interaction elements used:

| | | |
|---|---|---|
| <input checked="" type="checkbox"/> Hover | <input checked="" type="checkbox"/> Select (Button/Tap) | <input checked="" type="checkbox"/> Scroll |
| <input checked="" type="checkbox"/> Pinch and Zoom | <input checked="" type="checkbox"/> Timeline slider | <input checked="" type="checkbox"/> Brush |
| <input checked="" type="checkbox"/> Filter | <input checked="" type="checkbox"/> Sort (ascending/descending) | <input checked="" type="checkbox"/> Drag and Drop |
| <input checked="" type="checkbox"/> Details-on-demand | <input checked="" type="checkbox"/> Coordinated / Linked views | <input checked="" type="checkbox"/> Other: _____ |

For each visualization used in the story, write the category of visualizations and the technique used to represent the data (Refer to the Financial Times Visual Vocabulary).

Vis 1 - Category: ~~Line chart~~
Vis 2 - Category: ~~Scatter Plot~~
Vis 3 - Category: ~~Adjacency Matrix~~

Visualization Technique: Stacked Bar chart
Visualization Technique: Scatter Plot
Visualization Technique: Adjacency Matrix

Other details to observe:

| | |
|--|--|
| <input checked="" type="checkbox"/> Annotations | <input checked="" type="checkbox"/> Use of informative Audio/Video |
| <input checked="" type="checkbox"/> Animated transitions | <input checked="" type="checkbox"/> Sonification |
| <input checked="" type="checkbox"/> Highlighting | <input checked="" type="checkbox"/> Introduction, Methodology, Summary |

Critique:

- I. Keeping in mind the challenges associated with creating a story, identify some of the limitations/constraints that may have existed during the creation of the story.

Labels, too much cluttering, grids may make data confusing, hovers

- II. How could this story be improved? What in the story may be misleading? If you have any questions that are unanswered at the end, what are they? Comment on the pacing and the continuity of the narrative.

It might not be clear to readers unfamiliar with machine learning / make it more abstract at least for descriptions

- III. Do the authors use the visualization techniques correctly? Do they violate any known visualization best practices? If the design decisions made in the story seem wrong, how would you do it differently?

The labels & axes are confusing, Also the colors for data are inconsistent so I would fix that.

- IV. What other interaction techniques could be used to improve the user experience?

Hovering at least for big data densities to see exact data numbers.

- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?

The charts go out of screen when on mobile & is funky

- VI. What questions do you have for the creator of the story?

How was this designed & how long did this take?



Learning Cues for Explanatory Storytelling

Title of the Story: *How Americans Die*

Main Message of the Story: ?

Identify the type of storytelling technique used:

Scrollytelling

Stepper

Data Videos

Interactive Maps

Data:

What kind of data was used? List some of the data characteristics.

Mortality rate per 1000 people by age

What data is being shown and what data is not being shown?

International data, data by class/race/etc.

What are the additional data you wish the author had included (if any)?

Data by class

Emotional Response elicited from the story:

Sympathy / Empathy

Distaste / Frustration about the topic

Call to Action

Information / Enlightening the audience

Questioning beliefs and behavior

Users find themselves in the data (increased engagement)

Other: _____

Color:

Is the color legend visible and legible?

Do they use appropriate color scales (Colorbrewer, Colorgorical, etc.)?

Are the colors used semantically resonant?

Is the appropriate color scale being used for the data being represented? If not, comment on what color scale would be appropriate.

I find it off putting talking abt death usg purple, green, and these fun colors

Identify all the different types of interaction elements used:

Hover

Select (Button/Tap)

Scroll

Pinch and Zoom

Timeline slider

Brush

Filter

Sort (ascending/descending)

Drag and Drop

Details-on-demand

Coordinated / Linked views

Other: _____

For each visualization used in the story, write the category of visualizations and the technique used to represent the data (Refer to the Financial Times Visual Vocabulary).

Vis 1 - Category: Comparison

Visualization Technique: Line chart/color

Vis 2 - Category: _____

Visualization Technique: _____

Vis 3 - Category: _____

Visualization Technique: _____

Other details to observe:

Annotations

Use of informative Audio/Video

Animated transitions

Sonification

Highlighting

Introduction, Methodology, Summary

Critique:

- I. Keeping in mind the challenges associated with creating a story, identify some of the limitations/constraints that may have existed during the creation of the story.

It was probably a huge dataset for him to be able to make that many diff vizes with

- II. How could this story be improved? What in the story may be misleading? If you have any questions that are unanswered at the end, what are they? Comment on the pacing and the continuity of the narrative.

I don't see the point of it, the author needs an intro or conclusion for the Why?

- III. Do the authors use the visualization techniques correctly? Do they violate any known visualization best practices? If the design decisions made in the story seem wrong, how would you do it differently?

I'm really not a fan of the colors used. Something more neutral would be better.

- IV. What other interaction techniques could be used to improve the user experience?

It's pretty good as is, Too much interaction might take away from it.

- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?

It's the same but smaller

- VI. What questions do you have for the creator of the story?

Why did you make this?



Learning Cues for Explanatory Storytelling

Title of the Story: *Fuglefjellet*

Main Message of the Story: *Seabird numbers are dropping*

Identify the type of storytelling technique used:

| | | | |
|---|----------------------------------|--------------------------------------|---|
| <input checked="" type="checkbox"/> Scrolltelling | <input type="checkbox"/> Stepper | <input type="checkbox"/> Data Videos | <input type="checkbox"/> Interactive Maps |
|---|----------------------------------|--------------------------------------|---|

Data:

What kind of data was used? List some of the data characteristics.

Data over time, quantitative, Nominal (species)

What data is being shown and what data is not being shown?

Population, geographical data isn't shown

What are the additional data you wish the author had included (if any)?

Where the birds are going if they aren't coming back, uncertain if they are dead

Emotional Response elicited from the story:

- Sympathy / Empathy
- Distaste / Frustration about the topic
- Call to Action
- Information / Enlightening the audience
- Questioning beliefs and behavior
- Users find themselves in the data (increased engagement)
- Other: _____

Color:

- Is the color legend visible and legible?
- Do they use appropriate color scales (Colorbrewer, Colorgorical, etc.)?
- Are the colors used semantically resonant?
- Is the appropriate color scale being used for the data being represented? If not, comment on what color scale would be appropriate.

Identify all the different types of interaction elements used:

| | | |
|---|---|--|
| <input type="checkbox"/> Hover | <input checked="" type="checkbox"/> Select (Button/Tap) | <input checked="" type="checkbox"/> Scroll |
| <input type="checkbox"/> Pinch and Zoom | <input type="checkbox"/> Timeline slider | <input type="checkbox"/> Brush |
| <input type="checkbox"/> Filter | <input type="checkbox"/> Sort (ascending/descending) | <input type="checkbox"/> Drag and Drop |
| <input checked="" type="checkbox"/> Details-on-demand | <input type="checkbox"/> Coordinated / Linked views | <input type="checkbox"/> Other: _____ |

For each visualization used in the story, write the category of visualizations and the technique used to represent the data (Refer to the Financial Times Visual Vocabulary).

Vis 1 - Category: Time Series

Visualization Technique: Line Chart

Vis 2 - Category: Location

Visualization Technique: Geomap

Vis 3 - Category:

Visualization Technique:

Other details to observe:

Annotations

Use of informative Audio/Video

Animated transitions

Sonification

Highlighting

Introduction, Methodology, Summary

Critique:

- I. Keeping in mind the challenges associated with creating a story, identify some of the limitations/constraints that may have existed during the creation of the story.

population maybe was not tagged. Hard to determine actual population

- II. How could this story be improved? What in the story may be misleading? If you have any questions that are unanswered at the end, what are they? Comment on the pacing and the continuity of the narrative.

Story is good, only thing that might be misleading is the actual population

- III. Do the authors use the visualization techniques correctly? Do they violate any known visualization best practices? If the design decisions made in the story seem wrong, how would you do it differently?

*Yes. No. I wouldn't do anything different, maybe change from an observation
only methodology to a hands on approach*

- IV. What other interaction techniques could be used to improve the user experience?

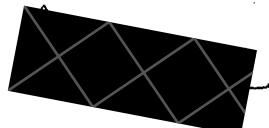
more visualizations and interactivity from the user

- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?

mobile looks squished, not sure if there is a mobile specific version

- VI. What questions do you have for the creator of the story?

None



Learning Cues for Explanatory Storytelling

Title of the Story: Neurotic Neurons

Main Message of the Story: How to learn and unlearn things

Identify the type of storytelling technique used:

- | | | | |
|--|---|---|--|
| <input checked="" type="checkbox"/> Scrollytelling | <input checked="" type="checkbox"/> Stepper | <input checked="" type="checkbox"/> Data Videos | <input checked="" type="checkbox"/> Interactive Maps |
|--|---|---|--|

Data:

What kind of data was used? List some of the data characteristics. Animation,

What data is being shown and what data is not being shown? Neurons in the brain

What are the additional data you wish the author had included (if any)?

Name

Emotional Response elicited from the story:

- | | | |
|---|--|--|
| <input checked="" type="checkbox"/> Sympathy / Empathy | <input checked="" type="checkbox"/> Distaste / Frustration about the topic | <input checked="" type="checkbox"/> Call to Action |
| <input checked="" type="checkbox"/> Information / Enlightening the audience | <input checked="" type="checkbox"/> Questioning beliefs and behavior | <input checked="" type="checkbox"/> Users find themselves in the data (increased engagement) |
| <input checked="" type="checkbox"/> Other: _____ | | |

Color:

- | | | |
|---|--|--|
| <input checked="" type="checkbox"/> Is the color legend visible and legible? | <input checked="" type="checkbox"/> Do they use appropriate color scales (<u>Colorbrewer</u> , <u>Colorgorical</u> , etc.)? | <input checked="" type="checkbox"/> Are the colors used <u>semantically resonant</u> ? |
| <input checked="" type="checkbox"/> Is the appropriate color scale being used for the data being represented? If not, comment on what color scale would be appropriate. | | |

Identify all the different types of interaction elements used:

- | | | |
|---|---|---|
| <input checked="" type="checkbox"/> Hover | <input checked="" type="checkbox"/> Select (Button/Tap) | <input checked="" type="checkbox"/> Scroll |
| <input checked="" type="checkbox"/> Pinch and Zoom | <input checked="" type="checkbox"/> Timeline slider | <input checked="" type="checkbox"/> Brush |
| <input checked="" type="checkbox"/> Filter | <input checked="" type="checkbox"/> Sort (ascending/descending) | <input checked="" type="checkbox"/> Drag and Drop |
| <input checked="" type="checkbox"/> Details-on-demand | <input checked="" type="checkbox"/> Coordinated / Linked views | <input checked="" type="checkbox"/> Other: _____ |

For each visualization used in the story, write the category of visualizations and the technique used to represent the data (Refer to the Financial Times Visual Vocabulary).

Vis 1 - Category: _____ Visualization Technique: _____ N/A
Vis 2 - Category: _____ Visualization Technique: _____ N/A
Vis 3 - Category: _____ Visualization Technique: _____ N/A

Other details to observe:

| | |
|--|--|
| <input type="checkbox"/> Annotations | <input checked="" type="checkbox"/> Use of informative Audio/Video |
| <input checked="" type="checkbox"/> Animated transitions | <input type="checkbox"/> Sonification |
| <input type="checkbox"/> Highlighting | <input type="checkbox"/> Introduction, Methodology, Summary |

Critique:

- I. Keeping in mind the challenges associated with creating a story, identify some of the limitations/constraints that may have existed during the creation of the story.

Use of animation, inclusion of voice over.

- II. How could this story be improved? What in the story may be misleading? If you have any questions that are unanswered at the end, what are they? Comment on the pacing and the continuity of the narrative.

Maybe inclusion of some colors

- III. Do the authors use the visualization techniques correctly? Do they violate any known visualization best practices? If the design decisions made in the story seem wrong, how would you do it differently?

Visualization techniques are good.

- IV. What other interaction techniques could be used to improve the user experience?

N/A

- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?

N/A

- VI. What questions do you have for the creator of the story?

None. Very simple and easy to understand

Learning Cues for Explanatory Storytelling

Title of the Story:

Main Message of the Story:

Identify the type of storytelling technique used:

| | | | |
|--|---|---|--|
| <input checked="" type="checkbox"/> Scrollytelling | <input checked="" type="checkbox"/> Stepper | <input checked="" type="checkbox"/> Data Videos | <input checked="" type="checkbox"/> Interactive Maps |
|--|---|---|--|

Data:

What kind of data was used? List some of the data characteristics.

Data on internet/social media content in terms of engagement and clutter.

What data is being shown and what data is not being shown?

There's data being shown on how much traffic different platforms receive and tools that creators use

What are the additional data you wish the author had included (if any)?

NA

Emotional Response elicited from the story:

- Sympathy / Empathy
- Distaste / Frustration about the topic
- Call to Action
- Information / Enlightening the audience
- Questioning beliefs and behavior
- Users find themselves in the data (increased engagement)
- Other: _____

Color:

- Is the color legend visible and legible?
- Do they use appropriate color scales (Colorbrewer, Colorgorical, etc.)?
- Are the colors used semantically resonant?
- Is the appropriate color scale being used for the data being represented? If not, comment on what color scale would be appropriate.

Identify all the different types of interaction elements used:

| | | |
|---|---|---|
| <input checked="" type="checkbox"/> Hover | <input checked="" type="checkbox"/> Select (Button/Tap) | <input checked="" type="checkbox"/> Scroll |
| <input checked="" type="checkbox"/> Pinch and Zoom | <input checked="" type="checkbox"/> Timeline slider | <input checked="" type="checkbox"/> Brush |
| <input checked="" type="checkbox"/> Filter | <input checked="" type="checkbox"/> Sort (ascending/descending) | <input checked="" type="checkbox"/> Drag and Drop |
| <input checked="" type="checkbox"/> Details-on-demand | <input checked="" type="checkbox"/> Coordinated / Linked views | <input checked="" type="checkbox"/> Other: _____ |

For each visualization used in the story, write the category of visualizations and the technique used to represent the data (Refer to the Financial Times Visual Vocabulary).

Vis 1 - Category: Ranking

Visualization Technique: Bar chart

Vis 2 - Category: Part-to-whole

Visualization Technique: Treemap

Vis 3 - Category: Magnitude

Visualization Technique: Bubble chart

Other details to observe:

Annotations

Use of informative Audio/Video

Animated transitions

Sonification

Highlighting

Introduction, Methodology, Summary

Critique:

- I. Keeping in mind the challenges associated with creating a story, identify some of the limitations/constraints that may have existed during the creation of the story.

Many trends, hard to narrow down what to convey to audience.

- II. How could this story be improved? What in the story may be misleading? If you have any questions that are unanswered at the end, what are they? Comment on the pacing and the continuity of the narrative.

The "Unify" section has a lot of clutter that does not strengthen the message.

- III. Do the authors use the visualization techniques correctly? Do they violate any known visualization best practices? If the design decisions made in the story seem wrong, how would you do it differently?

No titles, axes, grid lines, etc. I don't feel that the violation of these harms the story.

- IV. What other interaction techniques could be used to improve the user experience?

More interaction, such as tooltips, filter, zoom, and select would have enhanced the user experience.

- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?

Mobile version is better - resized and easy to look at.

- VI. What questions do you have for the creator of the story?

How long did it take to identify trends in the raw data?

Learning Cues for Explanatory Storytelling

Title of the Story: Gun deaths in America

Main Message of the Story: Explores the annual gun deaths in America

Identify the type of storytelling technique used:

 Scrolltelling Stepper Data Videos Interactive Maps

Data:

What kind of data was used? List some of the data characteristics.

quantitative and qualitative

What data is being shown and what data is not being shown?

male/female victims; race; not shown - which states

What are the additional data you wish the author had included (if any)? had more deaths
distribution of deaths states-wise

Emotional Response elicited from the story:

 Sympathy / Empathy Distaste / Frustration about the topic Call to Action Information / Enlightening the audience Questioning beliefs and behavior Users find themselves in the data (increased engagement) Other: _____

Color:

 Is the color legend visible and legible? Do they use appropriate color scales (Colorbrewer, Colorgorical, etc.)? Are the colors used semantically resonant? Is the appropriate color scale being used for the data being represented? If not, comment on what color scale would be appropriate.

Identify all the different types of interaction elements used:

 Hover Select (Button/Tap) Scroll Pinch and Zoom Timeline slider Brush Filter Sort (ascending/descending) Drag and Drop Details-on-demand Coordinated / Linked views Other: Stepper

For each visualization used in the story, write the category of visualizations and the technique used to represent the data (Refer to the Financial Times Visual Vocabulary).

Vis 1 - Category: Distribution Visualization Technique: Grid plot?
Vis 2 - Category: _____ Visualization Technique: _____
Vis 3 - Category: _____ Visualization Technique: _____

Other details to observe:

| | |
|--|---|
| <input checked="" type="checkbox"/> Annotations | <input type="checkbox"/> Use of informative Audio/Video |
| <input checked="" type="checkbox"/> Animated transitions | <input type="checkbox"/> Sonification |
| <input type="checkbox"/> Highlighting | <input type="checkbox"/> Introduction, Methodology, Summary |

Critique:

- I. Keeping in mind the challenges associated with creating a story, identify some of the limitations/constraints that may have existed during the creation of the story.

Understanding what deaths were suicides / gun deaths

- II. How could this story be improved? What in the story may be misleading? If you have any questions that are unanswered at the end, what are they? Comment on the pacing and the continuity of the narrative.

Using scrollytelling instead of stepper might be interesting to look at!

- III. Do the authors use the visualization techniques correctly? Do they violate any known visualization best practices? If the design decisions made in the story seem wrong, how would you do it differently?

N/A

- IV. What other interaction techniques could be used to improve the user experience?

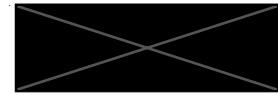
Hovering to see value

- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?

The plot would not be rectangular anymore

- VI. What questions do you have for the creator of the story?

Why was red/blue/yellow scale chosen



Learning Cues for Explanatory Storytelling

Title of the Story: Scaling Everest

Main Message of the Story: Climbing Mt Everest

Identify the type of storytelling technique used:

| | | | |
|---|----------------------------------|--------------------------------------|---|
| <input checked="" type="checkbox"/> Scrolltelling | <input type="checkbox"/> Stepper | <input type="checkbox"/> Data Videos | <input type="checkbox"/> Interactive Maps |
|---|----------------------------------|--------------------------------------|---|

Data:

What kind of data was used? List some of the data characteristics. drawings

Qualitative facts. Biology facts, recordings, etc.

What data is being shown and what data is not being shown?

↳ Human Art/Data ↳ Not a lot of numerical data

What are the additional data you wish the author had included (if any)?

Some actual data graphs/pts.

Emotional Response elicited from the story:

- Sympathy / Empathy
- Distaste / Frustration about the topic
- Call to Action
- Information / Enlightening the audience
- Questioning beliefs and behavior
- Users find themselves in the data (increased engagement)
- Other: _____

Color:

- Is the color legend visible and legible?
- Do they use appropriate color scales (Colorbrewer, Colorgorical, etc.)?
- Are the colors used semantically resonant?
- Is the appropriate color scale being used for the data being represented? If not, comment on what color scale would be appropriate.

Identify all the different types of interaction elements used:

| | | |
|--|---|--|
| <input type="checkbox"/> Hover | <input checked="" type="checkbox"/> Select (Button/Tap) | <input checked="" type="checkbox"/> Scroll |
| <input type="checkbox"/> Pinch and Zoom | <input type="checkbox"/> Timeline slider | <input type="checkbox"/> Brush |
| <input type="checkbox"/> Filter | <input type="checkbox"/> Sort (ascending/descending) | <input type="checkbox"/> Drag and Drop |
| <input type="checkbox"/> Details-on-demand | <input type="checkbox"/> Coordinated / Linked views | <input type="checkbox"/> Other: _____ |

For each visualization used in the story, write the category of visualizations and the technique used to represent the data (Refer to the Financial Times Visual Vocabulary).

Vis 1 - Category: magnitude Visualization Technique: isotope/pictogram
Vis 2 - Category: _____ Visualization Technique: _____
Vis 3 - Category: _____ Visualization Technique: _____

Other details to observe:

- | | |
|--|--|
| <input type="checkbox"/> Annotations | <input checked="" type="checkbox"/> Use of informative Audio/Video |
| <input type="checkbox"/> Animated transitions | <input type="checkbox"/> Sonification |
| <input checked="" type="checkbox"/> Highlighting | <input type="checkbox"/> Introduction, Methodology, Summary |

Critique:

- I. Keeping in mind the challenges associated with creating a story, identify some of the limitations/constraints that may have existed during the creation of the story.

Finding the right people to get the data.

- II. How could this story be improved? What in the story may be misleading? If you have any questions that are unanswered at the end, what are they? Comment on the pacing and the continuity of the narrative. Cannot be improved.

The story and pacing is perfect.

- III. Do the authors use the visualization techniques correctly? Do they violate any known visualization best practices? If the design decisions made in the story seem wrong, how would you do it differently?

They make it like a

Yes. The visualizations are drawings, museum exhibit.

- IV. What other interaction techniques could be used to improve the user experience?

Hovering.

- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?

Mobile: smaller; made to fit mobile experience

Both designs are great. Desktop: fits desktop experience, bigger and complex.

- VI. What questions do you have for the creator of the story?

How can I create a chart like this?

Learning Cues for Explanatory Storytelling

Title of the Story: The Dark side of Guardian comments

Main Message of the Story: ~~but~~ showcase who / what ~~is~~ comment are blocked the most

Identify the type of storytelling technique used:

Scrollytelling

Stepper

Data Videos

Interactive Maps

Data:

What kind of data was used? List some of the data characteristics.

Dates, number of comments, # of articles written by men/women, Time series series, averages

What data is being shown and what data is not being shown?

Data of the time and counts. No distributions? No correlations

What are the additional data you wish the author had included (if any)?

None

Emotional Response elicited from the story:

Sympathy / Empathy

Distaste / Frustration about the topic

Call to Action

Information / Enlightening the audience

Questioning beliefs and behavior

Users find themselves in the data (increased engagement)

Other: _____

Color:

Is the color legend visible and legible?

Do they use appropriate color scales (Colorbrewer, Colorgorical, etc.)?

Are the colors used semantically resonant?

Is the appropriate color scale being used for the data being represented? If not, comment on what color scale would be appropriate.

Identify all the different types of interaction elements used:

Hover

Select (Button/Tap)

Scroll

Pinch and Zoom

Timeline slider

Brush

Filter

Sort (ascending/descending)

Drag and Drop

Details-on-demand

Coordinated / Linked views

Other: _____

For each visualization used in the story, write the category of visualizations and the technique used to represent the data (Refer to the Financial Times Visual Vocabulary).

Vis 1 - Category: Change vs Time

Visualization Technique: Line Chart

Vis 2 - Category: Change vs Time

Visualization Technique: Uncertain line chart

Vis 3 - Category: Change vs Time

Visualization Technique: Diverging
Diverging line chart

Other details to observe:

Annotations

Use of informative Audio/Video

Animated transitions

Sonification

Highlighting

Introduction, Methodology, Summary

Critique:

- I. Keeping in mind the challenges associated with creating a story, identify some of the limitations/constraints that may have existed during the creation of the story.

Limited to only the ~~Guardian~~ Guardian comments.

- II. How could this story be improved? What in the story may be misleading? If you have any questions that are unanswered at the end, what are they? Comment on the pacing and the continuity of the narrative.

The story is fast paced

- III. Do the authors use the visualization techniques correctly? Do they violate any known visualization best practices? If the design decisions made in the story seem wrong, how would you do it differently?

The techniques are used correctly, however the data-intro ratio is not the best

- IV. What other interaction techniques could be used to improve the user experience?

Tool tips

- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?

- VI. What questions do you have for the creator of the story?

What year had the most blocked comments?

Which newspaper/ website has the most blocked comments.



Learning Cues for Explanatory Storytelling

Title of the Story: *Scientific Proof that Americans are completely addicted to Trucks*

Main Message of the Story:

Identify the type of storytelling technique used:

| | | | |
|---|---|---|--|
| <input checked="" type="checkbox"/> Scrolltelling | <input checked="" type="checkbox"/> Stepper | <input checked="" type="checkbox"/> Data Videos | <input checked="" type="checkbox"/> Interactive Maps |
|---|---|---|--|

Data:

What kind of data was used? List some of the data characteristics.

Americans and what cars they bought.

What data is being shown and what data is not being shown?

Cars bought & only in 2014 not other yrs.

What are the additional data you wish the author had included (if any)?

If they added more yrs.

Emotional Response elicited from the story:

- Sympathy / Empathy
- Distaste / Frustration about the topic
- Call to Action
- Information / Enlightening the audience
- Questioning beliefs and behavior
- Users find themselves in the data (increased engagement)
- Other: _____

Color:

- Is the color legend visible and legible?
- Do they use appropriate color scales (Colorbrewer, Colorgorical, etc.)?
- Are the colors used semantically resonant?
- Is the appropriate color scale being used for the data being represented? If not, comment on what color scale would be appropriate.

Identify all the different types of interaction elements used:

| | | |
|---|---|---|
| <input checked="" type="checkbox"/> Hover | <input checked="" type="checkbox"/> Select (Button/Tap) | <input checked="" type="checkbox"/> Scroll |
| <input checked="" type="checkbox"/> Pinch and Zoom | <input checked="" type="checkbox"/> Timeline slider | <input checked="" type="checkbox"/> Brush |
| <input checked="" type="checkbox"/> Filter | <input checked="" type="checkbox"/> Sort (ascending/descending) | <input checked="" type="checkbox"/> Drag and Drop |
| <input checked="" type="checkbox"/> Details-on-demand | <input checked="" type="checkbox"/> Coordinated / Linked views | <input checked="" type="checkbox"/> Other: _____ |

For each visualization used in the story, write the category of visualizations and the technique used to represent the data (Refer to the Financial Times Visual Vocabulary).

Vis 1 - Category: Geographical Visualization Technique: Bubble Chart
Vis 2 - Category: _____ Visualization Technique: _____
Vis 3 - Category: _____ Visualization Technique: _____

Other details to observe:

| | |
|--|--|
| <input checked="" type="checkbox"/> Annotations | <input checked="" type="checkbox"/> Use of informative Audio/Video |
| <input checked="" type="checkbox"/> Animated transitions | <input checked="" type="checkbox"/> Sonification |
| <input checked="" type="checkbox"/> Highlighting | <input checked="" type="checkbox"/> Introduction, Methodology, Summary |

Critique:

- I. Keeping in mind the challenges associated with creating a story, identify some of the limitations/constraints that may have existed during the creation of the story.

Saving Space on website.

- II. How could this story be improved? What in the story may be misleading? If you have any questions that are unanswered at the end, what are they? Comment on the pacing and the continuity of the narrative.

It was perfect tbh.

- III. Do the authors use the visualization techniques correctly? Do they violate any known visualization best practices? If the design decisions made in the story seem wrong, how would you do it differently?

Yes, No.

- IV. What other interaction techniques could be used to improve the user experience?

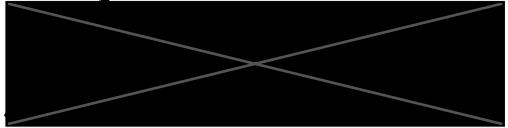
Bar Charts

- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?

No mobile

- VI. What questions do you have for the creator of the story?

Why he chose the topic



Learning Cues for Explanatory Storytelling

Title of the Story: *Money Wins Elections*

Main Message of the Story: *That money wins elections*

Identify the type of storytelling technique used:

Scrolltelling

Stepper

Data Videos

Interactive Maps

Data:

What kind of data was used? List some of the data characteristics.

Election data, Campaign financing, Ideological views

What data is being shown and what data is not being shown?

Above is shown, This seems extraordinarily objective.

What are the additional data you wish the author had included (if any)?

Nothing, it is very comprehensive

Emotional Response elicited from the story:

Sympathy / Empathy

Distaste / Frustration about the topic

Call to Action

Information / Enlightening the audience

Questioning beliefs and behavior

Users find themselves in the data (increased engagement)

Other: _____

Color:

Is the color legend visible and legible?

Do they use appropriate color scales (Colorbrewer, Colorgorical, etc.)?

Are the colors used semantically resonant?

Is the appropriate color scale being used for the data being represented? If not, comment on what color scale would be appropriate.

Identify all the different types of interaction elements used:

Hover

Select (Button/Tap)

Scroll

Pinch and Zoom

Timeline slider

Brush

Filter

Sort (ascending/descending)

Drag and Drop

Details-on-demand

Coordinated / Linked views

Other: _____

For each visualization used in the story, write the category of visualizations and the technique used to represent the data (Refer to the Financial Times Visual Vocabulary).

| Vis 1 - Category: | Symbolic | Visualization Technique: | Animated Bulb |
|-------------------|----------|--------------------------|---------------|
| Vis 2 - Category: | " " | Visualization Technique: | " " |
| Vis 3 - Category: | " " | Visualization Technique: | " " |

Other details to observe:

| | |
|--|--|
| <input checked="" type="checkbox"/> Annotations | <input type="checkbox"/> Use of informative Audio/Video |
| <input checked="" type="checkbox"/> Animated transitions | <input type="checkbox"/> Sonification |
| <input checked="" type="checkbox"/> Highlighting | <input checked="" type="checkbox"/> Introduction, Methodology, Summary |

Critique:

- I. Keeping in mind the challenges associated with creating a story, identify some of the limitations/constraints that may have existed during the creation of the story.

There could have been more commentary on campaign finance's control over votes, but def. wasn't enough space.

- II. How could this story be improved? What in the story may be misleading? If you have any questions that are unanswered at the end, what are they? Comment on the pacing and the continuity of the narrative.

- Some of the animations had ugly text overlays.
Pacing and continuity were fun.*
- III. Do the authors use the visualization techniques correctly? Do they violate any known visualization best practices? If the design decisions made in the story seem wrong, how would you do it differently?

Everything seemed right, in my opinion.

- IV. What other interaction techniques could be used to improve the user experience?

Nothing.

- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?

No.

- VI. What questions do you have for the creator of the story?

Why they chose to use TWEED backgrounds.