

Learning Cues for Explanatory Storytelling

Title of the Story:

Main Message of the Story:

Identify the type of storytelling technique used:

<input type="checkbox"/> Scrollytelling	<input type="checkbox"/> Stepper	<input type="checkbox"/> Data Videos	<input type="checkbox"/> Interactive Maps
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Data:

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

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)?

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 type="checkbox"/> Select (Button/Tap)	<input 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: _____ Visualization Technique: _____

Vis 2 - Category: _____ Visualization Technique: _____

Vis 3 - Category: _____ Visualization Technique: _____

Other details to observe:

<input type="checkbox"/> Annotations	<input type="checkbox"/> Use of informative Audio/Video
<input 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.
- 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.
- 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?
- IV. What other interaction techniques could be used to improve the user experience?
- 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?