

Storytelling with Data

Your Name: 

Title of the Story: Why Pinellas County is the Worst Place . . .

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

With different filters applied to school information, it becomes obvious how desperately separated these elementary schools are from other ones.

- What aspects do you think were challenging?

At one point stepper the schools are represented with not actual value, but "rank" which was marked as "best school" to "worst school". I wonder how it was calculated.

- What are you curious about after interacting with this story?

I'm interested in how political decision behind it were made, and if these schools had become better recently .



Learning Cues for Explanatory Storytelling

Title of the Story: Why pinellas county is the worst place --

Main Message of the Story: 5 schools in this county had worst outcome, least diversity and behaved bad in many other aspects.

Identify the type of storytelling technique used:

<input checked="" type="checkbox"/> Scrolltelling	<input checked="" 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.

Race segregate: more black ; Pass test rate : 154 / 160 failed ; rank: worst 3% .

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

Ranking

How ranking are made

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

~~How government funds schools~~ How schools were funded by government : mentioned in

Emotional Response elicited from the story: Related news report, but not in visualization.

- 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 type="checkbox"/> Scroll
<input type="checkbox"/> Pinch and Zoom	<input checked="" type="checkbox"/> Timeline slider	<input checked="" type="checkbox"/> Brush
<input checked="" 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:	<i>Change over time</i> Line graph of diversity	Visualization Technique: Line
Vis 2 - Category:	<i>Distribution of student passing exam</i>	Visualization Technique: Dot
Vis 3 - Category:	N/A	Visualization Technique: N/A

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.
There was limit on how representing school's condition expect grade. The whole story includes school bullying and other aspects that were hard to represent by graphs.
- 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.
Government funding / school bullying can be added to story. But since one purpose of website is make people read full report, It is not a bad choice to ignore.
- 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 visualization are done correctly to my knowledge.
- IV. What other interaction techniques could be used to improve the user experience?
Hover on dot to show more info.
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
Mobile version is same with desktop one.
- VI. What questions do you have for the creator of the story?
N/A.

Storytelling with Data

Your Name: ██████████

Title of the Story: Bubble to Bust to Recovery

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

- Horizontal scrollytelling
- stepper

- What aspects do you think were challenging?

I think having the stepper
in the background, interaction /
having all steppers work at
Same time

- What are you curious about after interacting with this story?

I would be curious to see the code
for this scrollytelling. It also
made me interested in the
Bubble to bust to Recovery Pipeline.

Learning Cues for Explanatory Storytelling

Title of the Story: Bubble to Bust to Recovery

Main Message of the Story: Talk about the U.S. Housing Market
Identify the type of storytelling technique used:

<input checked="" type="checkbox"/> Scrolltelling	<input checked="" 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.

quantitative, qualitative

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

Housing price, years, mortgage price/percent, stock of

N/A

mortgage type,
Housing start rate

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? Yes
- Do they use appropriate color scales (Colorbrewer, Colorgorical, etc.)? Yes categorical
- Are the colors used semantically resonant? No
- 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 type="checkbox"/> Pinch and Zoom	<input checked="" type="checkbox"/> Timeline slider	<input type="checkbox"/> Brush
<input checked="" 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: Change Over time Visualization Technique: Multi series line Chart
Vis 2 - Category: Distribution Visualization Technique: bar chart
Vis 3 - Category: Deviation Visualization Technique: diverging bar chart

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.

Annotations could have been expanded on

- 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 like the continuity it follows the natural path of time which is clear

- 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 do not think the visualizations violate any techniques

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

When hovering/filtering have filtered out aspects not shown when hovering over not filtered
V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story? It will be hard to see on the mobile version, a lot is shown in each slide so it would be hard to put on

- VI. What questions do you have for the creator of the story? How they narrowed down their data/what they were going to show.
on a small device

Storytelling with Data

Your Name: [REDACTED]

Title of the Story: The Dawn Wall!

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

Showing the actual image to show ~~how tall~~^{the height of} El Capitan.
Additionally, they compare it with a size of a person
to emphasize how tall and big El Capitan is.

- What aspects do you think were challenging?

I think integrating the 3D Image to the scrollly telling will be challenging.

- What are you curious about after interacting with this story?

If will be

I think they can do ~~be~~ even better by adding a capability
to zoom in to ~~see~~ ~~show~~ be able to see more clearly
how the terrain is. Also can add a story on how
they get to El Capitan.

Learning Cues for Explanatory Storytelling

Title of the Story: the Dawn Wall El Capitan

Main Message of the Story: The difficulty of climbing El Capitan

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.

Numerical data and coordinates

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

The height of El Capitan

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

Show the height from 0 ft instead of starting from 1000 ft. Add more data to show how hard it is to climb El Capitan. Maybe showing how many climber has previously fail to climb El Capitan.

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? N/A
- Do they use appropriate color scales (Colorbrewer, Colorgorical, etc.)? N/A
- Are the colors used semantically resonant? NO, the y-axis is really hard to see
- Is the appropriate color scale being used for the data being represented? If not, comment on what color scale would be appropriate. N/A

Identify all the different types of interaction elements used:

<input checked="" 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 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.
- 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.
Showing how many people have failed to climb El Capitan previously
- 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.
- IV. What other interaction techniques could be used to improve the user experience?
Zooming ^
- 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?

Storytelling with Data

Your Name:



Title of the Story: Hell & high Water

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

geo vis + interactive app to play w/
hurricane & see diff outcome

- What aspects do you think were challenging?

The interactive app

- What are you curious about after interacting with this story?

¶ The safety of houston coast .

Storytelling with Data

Your Name: 

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?

As I was scrollly scrolling, I really liked the transition from chart to chart, as well as watching the data flow within a single chart.

- What aspects do you think were challenging?

Timing the transitions correctly as well as showing the right amount of proportion within the chart and the rest of the website.

- What are you curious about after interacting with this story?

I am curious how they built the tree diagram towards the middle/end of the story, especially the transition of following each ~~tree~~ branch down.

Storytelling with Data

Your Name: [REDACTED]

Title of the Story: A game of Shark and Minnow

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

The visualization helps to show major shipping routes. It also helps to show which parts of the South China Sea are occupied by different countries

- What aspects do you think were challenging?

I think incorporating the videos and transitions between graphs was challenging.

- What are you curious about after interacting with this story?

I am curious about whether there is too much going on. I am also curious about how they incorporated the videos.

Storytelling with Data

Your Name:



Title of the Story: ~~The story of Jess & Ross~~ 2014 was the hottest year on record

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

~~The story telling is based on the love story of two people. There is literally no data. It's a wedding invitation.~~

• They highlighted the active year and made the other years faded to draw attention to the current year

- What aspects do you think were challenging?

The pace of the animation could not be controlled by the user which made it difficult to notice some aspects of the visualization

- What are you curious about after interacting with this story?



Storytelling with Data

Your Name: [REDACTED]

Title of the Story: Gun Deaths in America
by Five Thirty Eight

- What aspects of the story do you notice from a data visualization point of view?
 - Easy to move between frames
 - At end, can make custom selections of data

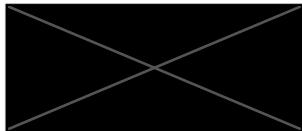
- What aspects do you think were challenging?

None

(That's why it's my favorite)

- What are you curious about after interacting with this story?

Could data be broken down further by demographic groups?
or by location?



Learning Cues for Explanatory Storytelling

Title of the Story: *A Night under the Stars*

Main Message of the Story: *Different types of Camping across the year at US National Parks*

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.

Quantitative, time series, multidimensional, geographic

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

Shows Location, accom type, temperature, number of campers, length of stay. Not shown: Park closed, explanations for accompanying missing -

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

Size of party, size of park.

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). *Revised*

Vis 1 - Category: Change over time

Visualization Technique: Faceted bar series plot

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.

Quality of data for tents camping.

- 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.

*Adding in a map of all the parks. More interaction for faceted plots, dates, number of campers.
Adding in Park closed.*

- 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 correctly.
Temperature coloring is slightly confusing in regards to how much Red there is and its many.*

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

Filtering, zoom, tool tips.

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

*It just is same chart. Legend is harder to see
not next to charts.*

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

Costs for camping at parks? And for each type of accommodation.



Learning Cues for Explanatory Storytelling

Title of the Story: A night under the stars

Main Message of the Story: Show what the most popular accommodations are throughout the year in different national parks.

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.

TIMESERIES, multidimensional, geographic

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

shown: location, accommodation type, month, temperature, # of nights

What are the additional data you wish the author had included (if any)? not shown: closed parks
size of party, size of park?

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: change over time Visualization Technique: circular time series plot

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 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.

Incomplete data for some accommodations

- 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.

Adding a map, interaction & annotations.

If the park is closed it could mislead why accommodations are changing

- 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?

Temperature representation is confusing, could be misleading.

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

Filtering, zoom, tooltip, select and brush could help the user get a clearer story

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

They are similar, the mobile version just changes the template a little, only problem would be the legend (hard to remember)

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

What are the costs for each accommodation?

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: Dot Strip plot (with animation)

Vis 2 - Category: Distribution

Visualization Technique: Dot Strip plot (with animation)

Vis 3 - Category: Magnitude

Visualization Technique: Funnel chart (basically a

bar 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.

Gathering data and making a story purely based on the data without bias.

- 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 pretty solid overall. Pacing of the narrative is a bit abrupt, maybe more description before

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

Techniques are solid, though I wish they had a color/opacity legend for the dots in the dot strip plots.

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

Timeline slider to filter by year.

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

Mobile visualization does not have hover / tooltips.

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

Where did you get the idea and data for this story? How did your

personal beliefs/bias ~~reflects~~ align with

the story of the data you collected?



Learning Cues for Explanatory Storytelling

Title of the Story: How many Highschool stars make it in the NBA?

Main Message of the Story: To determine how many ranked and unranked high school players make it to the NBA and perform well.

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.

Discrete data, binned/categorical,

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

Data from 1998-2013 only.

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

Data from an earlier/later time

Emotional Response elicited from the story:

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

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 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 checked="" type="checkbox"/> Other: Replay animation



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: Radial Chart / Range plot

Vis 2 - Category: _____

Visualization Technique: Bubble Chart

Vis 3 - Category: _____

Visualization Technique: Node-link 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.

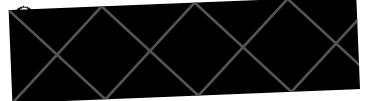
- II. How could this story be improved? What in the story may be misleading? If you have any questions that are unanswered at the end, what are they? Comment on the pacing and the continuity of the narrative.

- 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?
Including audio for the sounds section could 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?
*The mobile version also works great.
Works great on the mobile revision as well.*

- VI. What questions do you have for the creator of the story?
How long did it take to collect data and how was the data processed?



Learning Cues for Explanatory Storytelling

Title of the Story: Why do cats & dogs ... ?

Main Message of the Story: To provide information to the users about the ~2200 most asked questions about cats and dogs that start with the word "why".

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.

500 terms based on auto complete data were combined with 5000 questions about both dogs and cats from Google Trends query data.

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

Data about dog and cat's behaviour, food preference, habit in general is shown through this scrolltelling.

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: Fun and engaging

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 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: Change over time Visualization Technique: Rating Line chart
Vis 2 - Category: Change over time Visualization Technique: Scissogram
Vis 3 - Category: _____ Visualization Technique: _____

Other details to observe:

<input 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.

AVERAGE DATA, POSSIBLE OVER GENERALIZATION

- 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 THINK IT DOES THE JOB

- 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. IT'S VERY WELL DONE BUT I WISH IT WOULD HAVE JUST A VIDEO

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

PLAY/Pause AND SCRUBBING WOULD BE NICE.

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

N/A BECAUSE IT IS A VIDEO

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

WHY JUST THE VIDEO? SOME EXAMPLES FOR MORE COUNTRIES?



Learning Cues for Explanatory Storytelling

Title of the Story: *Cumulative Spiral to show TEMPERATURE CHANGE.*

Main Message of the Story: *THE AVG. TEMP IS RISING*

Identify the type of storytelling technique used:

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

Data:

What kind of data was used? List some of the data characteristics. *TEMPERATURE, TEMP CHANGE*

What data is being shown and what data is not being shown? *CHANGE IN TEMP MIGHT BE MORE*

What are the additional data you wish the author had included (if any)? *N/A*

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? *YES*
- 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: _____

N/A

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: Licking Visualization Technique: Bubble Chart

Vis 2 - Category: Most asked question Visualization Technique: Slope Graph

Vis 3 - Category: Dogs vs Cats Visualization Technique: Spiral Range Plot

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.

Huge Dataset – limitation while selecting category

- 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.

Search Cat questions tab vis is hard to see all at once – maybe instead of how we select

- 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

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

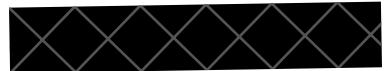
Zooming In

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

Slope graph is not Spiral on mobile

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

How did you get the drawing effect on each bubble??



Learning Cues for Explanatory Storytelling

Title of the Story: Why do cats and dogs?

Main Message of the Story: Questions about cats and dogs with "why"

Identify the type of storytelling technique used:

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

Data:

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

Google Trends Query data. Connectors, Bubble Charts
What data is being shown and what data is not being shown?

Shown - trends Not shown - links to questions
What are the additional data you wish the author had included (if any)?

Emotional Response elicited from the story:

<input type="checkbox"/> Sympathy / Empathy
<input type="checkbox"/> Distaste / Frustration about the topic
<input type="checkbox"/> Call to Action
<input checked="" type="checkbox"/> Information / Enlightening the audience
<input type="checkbox"/> Questioning beliefs and behavior
<input checked="" type="checkbox"/> Users find themselves in the data (increased engagement)
<input type="checkbox"/> 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 type="checkbox"/> Select (Button/Tap)	<input checked="" type="checkbox"/> Scroll
<input type="checkbox"/> Pinch and Zoom	<input type="checkbox"/> Timeline slider	<input checked="" 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 checked="" 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: CHART

Visualization Technique:

Vis 2 - Category: DATA COMPARISON

Visualization Technique: ANIMATION / STORY TELLS

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.

FINDING RELIABLE 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.

IMPROVEMENTS BY PROVIDING STATISTICS FOR WORLD COUNTRY

MISLEADING: DATA IS SHOWN IN A ZOO SIMPLE MANNER

- I LIKED THE PACING AND THE CONTINUITY OF THE PAGES

- 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 SEEMED THAT THE AUTHORS WERE USING

THE VIS TECHNIQUES CORRECTLY

DIDN'T NOTICE ANY VIOLATION

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

TOOLTIPS

- 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 DO YOU THINK WILL BE THE SITUATION
IN 20 YEARS?



Learning Cues for Explanatory Storytelling

Title of the Story: BURY LAST DRY

Main Message of the Story: USE WATER MINDFULLY

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. NUMERICAL DATA

What data is being shown and what data is not being shown? USAGE OF WATER FOR AN AVERAGE PERSON? USAGES OF WATER AROUND THE WORLD (^{not shown})
What are the additional data you wish the author had included (if any)?

CHANGING IN WATER USAGE OVER THE YEARS

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? <u>YES</u> |
| <input checked="" type="checkbox"/> Do they use appropriate color scales (<u>Colorbrewer</u> , <u>Colorgorical</u> , etc.)? <u>YES</u> |
| <input checked="" type="checkbox"/> Are the colors used <u>semantically resonant</u> ? <u>YES</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. <u>YES</u> |

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: Data Comparison (Ranking) Visualization Technique: Story telling
Vis 2 - Category: Magnitude Visualization Technique: Animation,
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.
~~website~~ Individual computer power to run the 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.
They can make it smooth transition
- 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 use correctly
- IV. What other interaction techniques could be used to improve the user experience?
click for more information.
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
layout
- VI. What questions do you have for the creator of the story?
why isn't smooth?



Learning Cues for Explanatory Storytelling

Title of the Story: *Apple Story telling*

Main Message of the Story: *How great Apple product is*

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.

benchmark

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

They show number not showing minor feature

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

Identify all the different types of interaction elements used:

<input type="checkbox"/> Hover	<input checked="" 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: Mango over time Visualization Technique: radial line 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.
NOT MUCH There isn't much of a story to share as it is just change of global temperature
- 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.
more narrative would have been better, not much information given
- 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?
seeing specific year's temperature
- 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?
why did you select this way of data visualization



Learning Cues for Explanatory Storytelling

Title of the Story: Climate spiral to show temperature change

Main Message of the Story: To show increase in global temperature

Identify the type of storytelling technique used:

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

Data:

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

Temperature in Celsius

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

Temperature change

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 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 type="checkbox"/> Details-on-demand	<input type="checkbox"/> Coordinated / Linked views	<input type="checkbox"/> Other: _____

* cities across the world.
(extremely focused towards London).

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: Geomapping

Visualization Technique: _____

Vis 2 - Category: Bar chart

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.

*Lack of data for all pret-a-manger stores may influence figures.
less figures help create sympathy*

- 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.

Show actual figures, how many stores in total? Data from how many stores, pacing is good, shows few cities, can show

- 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, very well done, no issues in terms of using data

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

Hovering over bar charts to show individual bar value.

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

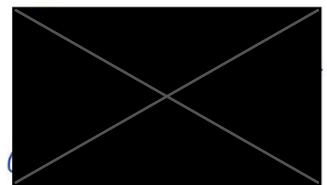
Similar, but geomapping shown above in mobile version and bar chart below for co-ordinated view

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

Pretty solid, how long does it take to get to implementation

Stage. How did he find the data.

No pirate company would share such data to a news website?



Learning Cues for Explanatory Storytelling

Title of the Story: *Airport latte sales dry up with flight cancellation*

Main Message of the Story: *Compare sales of pre covid era to current.*

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.

geomapping, Sales in t. color (sequential way).

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

Sales in terms of percentage to pre covid era, Actual numbers of Sales

What are the additional data you wish the author had included (if any)? *are not shown.*

Sales figure or a revenue if sales, exact numbers.

Emotional Response elicited from the story:

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

Color:

- | |
|--|
| <input type="checkbox"/> Is the color legend visible and legible? <i>No or visible, but easy to interpret (obvious).</i> |
| <input checked="" type="checkbox"/> Do they use appropriate color scales (<u>Colorbrewer</u> , <u>Colorgorical</u> , etc.)? <i>Yes, color similar to pre a manger</i> |
| <input checked="" type="checkbox"/> Are the colors used semantically resonant? <i>Yes, color similar to pre a manger</i> |
| <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. <i>6 (the data company).</i> |

Identify all the different types of interaction elements used:

- | | | |
|---|--|--|
| <input checked="" type="checkbox"/> Hover | <input 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 checked="" 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: Protogram
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.

The area of the canvas should be bigger.

- 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 isn't misleading, and the continuity is consistent and easy to keep track.

- 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?

Maybe implement different visualizations for each page to show different views.

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

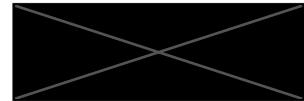
Adding more interaction like hover, zoom, and dragging

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

On mobile it would be harder to read.

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

How exactly did they gather their data and where is the data being collected (one country/stake or the whole world).



Learning Cues for Explanatory Storytelling

Title of the Story: *For the Elderly, Diseases that Overlap*

Main Message of the Story: *To show the amount of elderly that suffer with diseases*

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.

Sicknesses present in adults

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

Age, Location were not shown

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

Age, where the data was collected from, date diagnosed.

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).

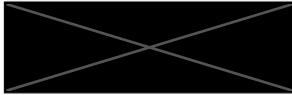
Vis 1 - Category: Line Chart Visualization Technique: Change over time
Vis 2 - Category: Distribution Visualization Technique: Dot plot
Vis 3 - Category: _____ Visualization Technique: _____

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.
Syncing all line charts to hover at same point in time to same date for each chart
- 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.
Improve allow for individual hovering; weight of table doesn't seem to have explanation to a bit vague; by year / by year option seems better will be better for that from
- 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 since line chart displays change over time.
- IV. What other interaction techniques could be used to improve the user experience?
Adding president party affiliation
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
Hovering would be a huge issue as you can prob see only one map at a time & map syncing seems useless
- VI. What questions do you have for the creator of the story?
Would it be possible to display Biden approval/disapproval with magnitude? Why only line charts?



Learning Cues for Explanatory Storytelling

Title of the Story: How popular is Joe Biden

Main Message of the Story: Display Joe Biden's popularity with the people & his results to prior presidents

Identify the type of storytelling technique used:

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

Data:

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

Approval polls of Joe Biden

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

Approval & Disapproval of Joe Biden; neutral stances of Joe Biden forced between yes or no

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

Which ethnic group or economic class support/ disapprove Joe Biden

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. *Green = approve, poss use soft red for disapprova

Identify all the different types of interaction elements used:

<input checked="" type="checkbox"/> Hover	<input type="checkbox"/> Select (Button/Tap)	<input 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 type="checkbox"/> Details-on-demand	<input checked="" 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: Ranking

Visualization Technique: bar chart

Vis 2 - Category: Correlation

Visualization Technique: scatterplot

Vis 3 - Category: Ranking

Visualization Technique: bar chart

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.
the source of the data, the data is from audio and sometimes in a stadium there is banging that may just be a coincidence. There is also an abundance of instances that just is not shown in video for the at bats.
- 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 could definitely use more visualizations as the charts seem a bit simplistic. The story is potentially misleading in that the bar chart does not convey the best job at visualizing, providing information compared to the entire team visualization best practices?
- 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 author seemed to have followed the rules of visualization
- IV. What other interaction techniques could be used to improve the user experience?
definitely incorporate some scrollable text as there are articles and stats out there that will help tell a story for the visualization
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
The mobile versions visualizations is definitely more pinched. The webpage is not mobile friendly
- VI. What questions do you have for the creator of the story?
Do you have data and stories relating to the post season and world series?
it would definitely be interesting comparing the tendencies of creating in the regular vs post season.



Learning Cues for Explanatory Storytelling

Title of the Story: Sign Stealing Scandal

Main Message of the Story: The Houston Astros cheated in the 2017 season when they used trash can banging to relay the pitches.

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.

The game score of the data, where it shows the teams playing and the data, if the at bat had been in and the result of the at bat.

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

Quantitative data showing trash can bangings and Qualitative data showing results of at bat.
I wish the author included stolen bases as it is an important factor in the sign stealing scandal.

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: Bar Chart

Visualization Technique: Ranking

Vis 2 - Category: Slope Graph

Visualization Technique: Ranking

Vis 3 - Category: _____

Visualization Technique: _____

Other details to observe:

Annotations

Use of informative Audio/Video

Animated transitions

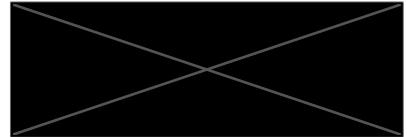
Sonification

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.
The dashboard only uses 11 social media sites, other popular ones, like Tumblr were excluded.
- 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.
Include more interaction techniques filtering for an age group or a social media site
- 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, they used each technique appropriately
- IV. What other interaction techniques could be used to improve the user experience?
Filtering, and coordination could be given.
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
No differences, its just slimmer
- VI. What questions do you have for the creator of the story?
*Were there any other visualizations you considered?
Did you consider including other data (income, education)?*



Learning Cues for Explanatory Storytelling

Title of the Story: *Social Media Usage by Age*

Main Message of the Story: Social Media Usage is more common among younger people, with certain sites catering to different age groups.

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.

Survey results asking for age group, and which websites are used.

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

Usal: Age group, social media use, which social media sites are used. Unusual: Gender, income, race.

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

I think the data used was appropriate.

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).

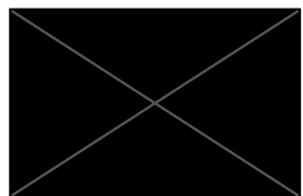
- Vis 1 - Category: fries Information Visualization Technique: Animation
Vis 2 - Category: fries Information Visualization Technique: Animation
Vis 3 - Category: fries Information Visualization Technique: Animation

Other details to observe:

<input 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.
Hover was used minimally. Brush would have looked cool.
- 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.
To add more facts is a perfect idea. Something I found misleading is how can we be so sure which fry is less fried.
- 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 the author does use the visualization techniques correctly.
- IV. What other interaction techniques could be used to improve the user experience?
more information about the fries itself. Something that can interest the reader is to know why did the author create it.
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
IT looks the same.
- VI. What questions do you have for the creator of the story?
Why did they want to create a visualization of Fries?



Learning Cues for Explanatory Storytelling

Title of the Story: The Fry Universe ✓

Main Message of the Story: Information regarding 3D Model of
fractal shapes + their information.

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.

The kind of data that was being used was types of fry shapes.

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

What data is being shown and what data is not being shown?
The data that is being shown is the information about Fkifl. More info would have been better if I was able to see more.

Emotional Response elicited from the story:

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

Color:

- Is the color legend visible and legible? Yes Fries.
 - Do they use appropriate color scales (Colorbrewer, Colorgorical, etc.)? No
 - 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. Yes

The color that is being used is
that represents or symbolizes
fries.

Identify all the different types of interaction elements used:

- Hover
- Select (Button/Tap)
- Scroll
- Pinch and Zoom yes
- 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: fry types

Visualization Technique: proportional symbols,

Vis 2 - Category: fried ratio

Visualization Technique: modified bubble chart

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.
3D rendering, transitions in between visualizations, selecting which Fries to use.
- 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. *Numerical data in measuring the amount a fry is "fried", creator may be biased in selecting what fries to visualize*
- 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?
author uses data: Ink ratio very well.
- IV. What other interaction techniques could be used to improve the user experience?
Filtering or brushing
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
No real difference in mobile version. In mobile version, interaction is the same.
- VI. What questions do you have for the creator of the story?
*How did you collect the data ?
what inspired you to make these visualizations ?*



Learning Cues for Explanatory Storytelling

Title of the Story: *The Fry Universe*

Main Message of the Story:

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.

ordered proportional symbol chart, modified bubble chart

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

radial data size, No numerical data shown, only 2 discrete variables, more fried of circle strokes, less fried.

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

Cooking (frying) time, amount of saturated fat for each fry

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. minimal colors, but yellow color represents color of fries

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 checked="" 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:	Flow	Visualization Technique:	Network
Vis 2 - Category:	Flow	Visualization Technique:	Chor +
Vis 3 - Category:	?	Visualization Technique:	Radial Range

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.
Filtering search results. Creating a network of the searches.
- 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 would've liked to see some ~~more~~ more variety in the visualizations included, although it'd be difficult since the authors are visualizing string data
- 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 think ~~the~~ the authors did a good job at producing the visuals. The visual literacy for them seems to be lower, as they're more complex, but they provided detailed explanations on how to read them.
- IV. What other interaction techniques could be used to improve the user experience?
I think the interactivity in the story was thorough. I like how it would bring you to the google search result.
- 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. Scaled appropriately!
- VI. What questions do you have for the creator of the story?
(How long did the data analysis take considering all the possible searches?)



Learning Cues for Explanatory Storytelling

Title of the Story: Why do Cats and Dogs?

Main Message of the Story: Take a look at what pet behavioral questions are searched for most often.

Identify the type of storytelling technique used:

<input 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.

Google tends data of questions about cats & dogs that start with "why"

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

Google tends every data, filtered to include only six question formats

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

I think the amount of questions is sufficient

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. Color is rarely used as a scale throughout the story. It's mainly used for aesthetic purposes

Identify all the different types of interaction elements used:

<input checked="" type="checkbox"/> Hover	<input checked="" type="checkbox"/> Select (Button/Tap)	<input type="checkbox"/> Scroll
<input type="checkbox"/> Pinch and Zoom	<input type="checkbox"/> Timeline slider	<input checked="" type="checkbox"/> Brush
<input checked="" 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: Search bar

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: Flow
Vis 2 - Category: Distribution
Vis 3 - Category: ~~Timeline~~
 Correlation

Visualization Technique: Network
Visualization Technique: Non chart
Visualization Technique: Bubble

Other details to observe:

<input 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.
It's a large dataset that requires interpretation so not every narrative could be explored nor can it [artistically] remain objective
- 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 think the initial sections could be more succinct and less cluttered, and directed b/c it is quite overwhelming.

- 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.

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

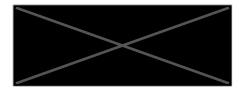
I think any more would be too much.

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

The mobile version presents the charts in the background and is not a full version.

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

How did you determine the themes and how the lines fit into those themes?



Learning Cues for Explanatory Storytelling

Title of the Story: An interactive visualization of every line in hamilton

Main Message of the Story: that there are more stories and narratives to be found inside the music than just the main plot.

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.

categorical data, characters lines as well as time data (when they sang it) and thematic data

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

the musical characteristics, thematic data

The important lines of characters and who sang them + musical key

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:

<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 checked="" 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).

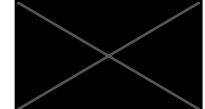
Vis 1 - Category: Correlation Visualization Technique: Heat map
Vis 2 - Category: Change over time Visualization Technique: Line chart
Vis 3 - Category: Magnitude Visualization Technique: Proportional symbol

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.
Limited insight/data as Russia shut itself off from world and companies removed themselves.
- 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.
Possibly including the limitations Russian citizens have as they protest & oppose the war to add context. But not entirely necessary or they are still complicit. Narrative starts Feb 2 - March 31
- 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 use techniques correctly. If anything I would change the color scale so app colors are associated with color presented on site.
- IV. What other interaction techniques could be used to improve the user experience?
Details on demand for more context. A filter to be able to examine change for certain apps.
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
When scrolling, on a mobile you scroll upwards & downwards but it moves from left to right.
- VI. What questions do you have for the creator of the story?
*Will they continue to add to it. (ended on March 31.)
Do they believe Russian citizens to be complicit based on data?*



Learning Cues for Explanatory Storytelling

Title of the Story: *Trending Apps in Russia and Ukraine Show Shifting Priorities During War*

Main Message of the Story: *Different priorities each citizen in respective Russia & Ukraine have through their recent app download since the invasion started.*

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.

Top 10 Apps being downloaded in Russia & Ukraine since Feb 1

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

Not being shown is the rest of apps being downloaded. The personal impact of war. What's shown is the change in downloads (priorities)

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

Russian civilians impact of war/opinion. Protests against war, disagreement.

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.

↳ color scale related to apps colors.

Ex. Signal is yellow in the story but app is blue

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).

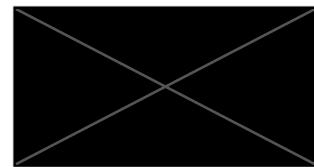
Vis 1 - Category: Magnitude, part-to-whole Visualization Technique: proportional symbol
Vis 2 - Category: Ranking Visualization Technique: Ordered proportional symbol
Vis 3 - Category: _____ Visualization Technique: _____

Other details to observe:

- | | |
|--|---|
| <input 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.
Finding data / coming to a conclusion on how to decide what is the volume & surface area of each fry type when no two pieces of fries are exactly identical.
- 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 if they included more than one factor in deciding what's a good fry.
Felt the end of the story was too sudden, was expecting more.*
- 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 with the two viz they use, they seem to follow the standard quite accordingly.
- IV. What other interaction techniques could be used to improve the user experience?
If they were able to take into account, possibly being able to take different features so that the ranking of fries changes accordingly.
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
No discernible difference between the two.
- VI. What questions do you have for the creator of the story?
Why include a chip in a fry ranking?



Learning Cues for Explanatory Storytelling

Title of the Story: The fry Universe

Main Message of the Story: To inform the reader of how the fried-to-unfried ratio might be a factor in what type of fry is your favorite.

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.

$$\text{fried ratio} = \frac{\text{(surface area)}}{\text{(volume)}}$$

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

Surface area and volume of each fry type
What are the additional data you wish the author had included (if any)?
Other factors for why a certain fry would be favorite: -Nutritional Data per fry piece
Emotional Response elicited from the story: -Most popular fry manufacturers

- 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 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).

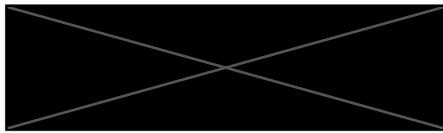
Vis 1 - Category: <u>multiple variables correlation</u>	Visualization Technique: <u>bubble chart</u>
Vis 2 - Category: <u>path flow</u>	Visualization Technique: <u>network; chord</u>
Vis 3 - Category: <u>magnitude</u>	Visualization Technique: <u>proportional symbol</u>

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.
more info on answering questions?
- 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.
Could be added a comparison between cats' & dogs' questions
- 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, correctly. No questions to g design
- IV. What other interaction techniques could be used to improve the user experience?
brushing and filtering
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
placement and representation of the data is adopted good.
- VI. What questions do you have for the creator of the story?
Where did the author get the idea?



Learning Cues for Explanatory Storytelling

Title of the Story: Why do cats and dogs..?

Main Message of the Story: Behavior explanation search

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.

2150 most asked questions

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

Search requests are shown
but a lot of other data

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

N/A

many be asked not online

Emotional Response elicited from the story:

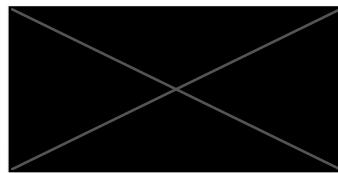
- Sympathy / Empathy
- Distaste / Frustration about the topic
- Call to Action
- Information / Enlightening the audience
- Questioning beliefs and behavior
- Users find themselves in the data (increased engagement)
- Other: _____

Color:

- Is the color legend visible and legible? No, but it is not informative
- Do they use appropriate color scales (Colorbrewer, Colorgorical, etc.)? N/A many colors repeated but placed ok.
- 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 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 checked="" type="checkbox"/> Other: highlighting



Learning Cues for Explanatory Storytelling

Title of the Story: How Coronaviruses brought Southeast Asia's megacities to a Standstill

Main Message of the Story:

How the Pandemic affects People's life such as traffic

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.

GPS location, traffic snapshot

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

Before Covid and after Covid Video footage, map

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

Something other than traffic, such as school, markets

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: Spatial
Vis 2 - Category: Spatial
Vis 3 - Category: _____

Visualization Technique: Flow map
Visualization Technique: Dot density
Visualization Technique: _____

Other details to observe:

- | | |
|---|--|
| <input checked="" type="checkbox"/> Annotations | <input checked="" 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.

The map is only about major cities and major streets

- 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.

They could use SVG instead of static images to zoom in or out.

- 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

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

We can click the map to check the real number of traffic of the

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

specific location

Map could be smaller

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

—



Learning Cues for Explanatory Storytelling

Title of the Story: *How coronavirus brought Southeast Asia's megacities to a standstill*

Main Message of the Story: *Pandemic's effect on people's lives and restrictions in Southeast Asia*

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.

Gps location pings, traffic snapshots, camera footage, travel time

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

Pre-covid and during covid data being shown.

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

Other locations with traffic i.e. schools, markets

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 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: Spatial

Visualization Technique: Flow map

Vis 2 - Category: Spatial

Visualization Technique: Dot density

Vis 3 - Category: _____

Visualization Technique: _____

Other details to observe:

<input checked="" type="checkbox"/> Annotations	<input checked="" 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.

Locations, the traffic, is only limited and visualized of the main streets and highways

- 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.

In terms of the visuals, they could use SVGs to show and resize maps when zooming in instead of static images.

- 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?

Include information and color legend.

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

Be able to click and specify congestion data, also include street names.

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

Maps just seem smaller

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



Learning Cues for Explanatory Storytelling

Title of the Story:

A Night under the Skies

Main Message of the Story:

Visiting overnights at U.S. Parks - when & how to visit

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.

of overnight stays at U.S. National Parks and temperature

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

Time-period and geographic data, type of overnight accommodated

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

Park capacities,

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 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: Small multiples

Visualization Technique: Radial

Vis 2 - Category: Part-to-whole

Visualization Technique: Radial timeline

Vis 3 - Category: Change over time

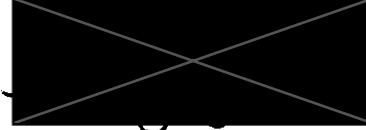
Visualization Technique: _____

Other details to observe:

<input checked="" type="checkbox"/> Annotations	<input 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.
They had missing data and proportion seems to be wrong when no relevance data is present
- 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.
They could have started the meaning of the three trinities, and a tooltip would have been applied
- 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 visualize a feature in the trinity, but don't classify it in the legend
- IV. What other interaction techniques could be used to improve the user experience?
A zooming ability to highlight certain tilted based on math and coding
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
yes, it is just a smaller version
- VI. What questions do you have for the creator of the story?
What was the objective?



Learning Cues for Explanatory Storytelling

Title of the Story: *at night under the stars*

Main Message of the Story: *Looks at several attributes to explore how times to visit different national parks*

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.

overnight stays data from us parks, weather data (WONTR)

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

showing avg. temp + overnight stays @ park, categorised by lodging type (ex. RV, tent)

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

maybe overall capacity of a park

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 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: comparison

Visualization Technique: small multiples

Vis 2 - Category: temporal data

Visualization Technique: radial chart

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.
Annotations section would author note some data was missing, so they had to give default values.
- 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. *A section that shows the "highlights" of the data would be helpful. There is no "point" to the story, the author simply allows readers to examine all data.*
- 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 would say they use techniques correctly. I think these "now to read" section is useful, but not everything is explained.
- IV. What other interaction techniques could be used to improve the user experience?
Filtering / brushing would be useful, maybe a way to zoom to get more details on specific park.
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
yes, but adds difficulty re: comparison
- VI. What questions do you have for the creator of the story?
what is the overall message?



Learning Cues for Explanatory Storytelling

Title of the Story: How coronavirus brought Southeast Asia's megacities to a standstill

Main Message of the Story: How the pandemic has affected people's lives and traffic.

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.

GPS location pins, traffic snapshots, travel time, total vehicles

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

Pre-covid traffic, covid traffic,

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

Schools, market effect, time lapse

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: Spatial Visualization Technique: flow map
Vis 2 - Category: Spatial Visualization Technique: dot density
Vis 3 - Category: _____ Visualization Technique: _____

Other details to observe:

<input checked="" type="checkbox"/> Annotations	<input checked="" 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.
limited to main streets
- 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.
built in story rather than page
- 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?
Interactions should be implemented
- IV. What other interaction techniques could be used to improve the user experience?
Being able see street name
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
maps seem smaller
- VI. What questions do you have for the creator of the story?

Learning Cues for Explanatory Storytelling

Title of the Story:

A Night Under the Stars

Main Message of the Story:

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.

Temperature, # of night stars (cumulative), amount of visitors, accommodation types,
What data is being shown and what data is not being shown?

Specific temperature data,

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

Changes over time would have been interesting.

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).

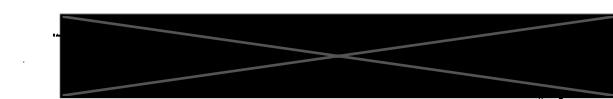
Vis 1 - Category: Choropleth Visualization Technique: Radial Timeline
Vis 2 - Category: Proportional Symbol Visualization Technique: Magnitude
Vis 3 - Category: Radial Timeline distribution Visualization Technique: Cumulative Curves

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 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.
An abundance of geographical data in terms of location makes it difficult to not be overwhelming.
- 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.
Interaction like tooltips to get more specific data.
- 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?
For it was well-thought out, just difficult to digest all the data.
- IV. What other interaction techniques could be used to improve the user experience?
Tooltips, zoom, filtering
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
It is more crowded and requires more scrolling.
- VI. What questions do you have for the creator of the story?
How would you represent different serum levels on other locations in the world?



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 |
|--|---|---|--|
- (slideshow)

Data:

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

temporal temperature data, accommodation types, geographic, # of nights stayed

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

specific dates for each day (interaction).

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

→ and maybe population vs. park size

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: Change over time Visualization Technique: Radial timeline
Vis 2 - Category: Magnitude Visualization Technique: proportional symbol
Vis 3 - Category: Distribution Visualization Technique: cumulative area

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:

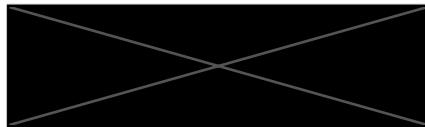
- I. Keeping in mind the challenges associated with creating a story, identify some of the limitations/constraints that may have existed during the creation of the story.
so many locations.
- II. How could this story be improved? What in the story may be misleading? If you have any questions that are unanswered at the end, what are they? Comment on the pacing and the continuity of the narrative.
interactive tooltip.
- 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

- IV. What other interaction techniques could be used to improve the user experience?
Tooltips, zoom, filtering.
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
Yes. Mobile version is squished

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

What inspired you to do this?



Learning Cues for Explanatory Storytelling

Title of the Story: A night under the stars

Main Message of the Story: A look at overnight stays at US National Parks.

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.

Four data categories: Lodging, RV, tent, backgrounds
temperature, dates, season.
What data is being shown and what data is not being shown?
of nights, # of visitors.

The four categories of accommodations are shown. Specific dates are not shown.

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

Specific temperature, dates, not a uniform scale across all charts.

Emotional Response elicited from the story:

Accommodation's change over time

- 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? Yes

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

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. Yes

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 type="checkbox"/> Timeline slider | <input type="checkbox"/> Brush |
| <input checked="" type="checkbox"/> Filter | <input type="checkbox"/> Sort (ascending/descending) | <input type="checkbox"/> Drag and Drop |
| <input type="checkbox"/> Details-on-demand | <input checked="" 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: Change over time

Visualization Technique: ratio timeline

Vis 2 - Category: Magnitude

Visualization Technique: proportional symbol

Vis 3 - Category: Distribution

Visualization Technique: cumulative curve

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 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 are so many different locations. Many geo 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.

Maybe more interactions, add tool-tips.

- 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, the author did a pretty good job.

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

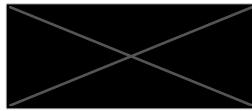
Tooltips, magnification, zoom, ability to sort and filter

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

squished, need to scroll more.

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

Where did you get all the data?



Learning Cues for Explanatory Storytelling

Title of the Story: 2014 was the hottest year on record

Main Message of the Story: 2014 was the hottest year on record

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. Climate temperature

What data is being shown and what data is not being shown? temperature and year and months

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

It could be informative to have the data for land and sea temperature separately

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

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: _____

Vis 2 - Category: _____ Visualization Technique: _____

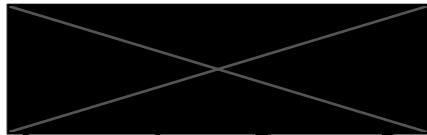
Vis 3 - Category: _____ Visualization Technique: _____

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.
Choosing the years that are most important
- 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.
Brushing could ~~not~~ give access to the years that are not active
- 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 did not notice anything incorrect
- IV. What other interaction techniques could be used to improve the user experience?
Brushing
- 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? —



Learning Cues for Explanatory Storytelling

Title of the Story: A Visual Introduction to Machine Learning

Main Message of the Story:

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.

City Data (Categorical), Housing info (Price, Bedrooms, etc.)

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

House Predictions based on housing info. Missing: Other city data

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

Explain more of the technical side to making ML Evaluations.

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 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 checked="" 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: Distribution

Visualization Technique: Bar Code Plot

Vis 2 - Category: Ranking

Visualization Technique: Tree diagram

Vis 3 - Category: Distribution

Visualization Technique: Pie 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.
-I didn't really get to play with the data myself, and I'm not as confident of where the data came from.

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.
Allow the user to play with the data and test accuracy based on multiple variables.

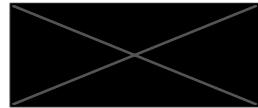
III. Do the authors use the visualization techniques correctly? Do they violate any known visualization best practices? If the design decisions made in the story seem wrong, how would you do it differently?
They use their visualization techniques effectively.

IV. What other interaction techniques could be used to improve the user experience?
Hover, select, Deselect, Test based on selection

V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
It's a little more squished, but majority of the content is comprehensible.

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

Why New York vs. San Francisco? Was there something other than elevation that was available and would make the model more accurate?



Learning Cues for Explanatory Storytelling

Title of the Story: Neurotic Neurons

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.

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

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 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 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.
- 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 won't move forward unless the user complete the interaction, sometimes I don't know how to complete it so a hint might work
- 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?
Add colour
- IV. What other interaction techniques could be used to improve the user experience?
A stepper to go to the next step
- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story?
Mobile will be touch screen instead of click
- VI. What questions do you have for the creator of the story?
What type of data do they use if there's any

Learning Cues for Explanatory Storytelling

Title of the Story: *A game of Shark and Minnow*

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.

It was 2d, static data,

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

The shipping routes and territories are being shown.

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

I think the given data is fine.

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? <i>Yes</i> |
| <input checked="" type="checkbox"/> Do they use appropriate color scales (<u>Colorbrewer</u> , <u>Colorgorical</u> , etc.)? <i>Yes</i> |
| <input checked="" type="checkbox"/> Are the colors used semantically resonant? <i>Yes</i> |
| <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: Dot density Visualization Technique: _____
Vis 2 - Category: Flow Map Visualization Technique: _____
Vis 3 - Category: Choropleth map 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.

What type of graphs could accurately show this 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.

Maybe have some interactive graphs or tooltips. I thought the pacing was fine

- 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, they use the techniques properly.*

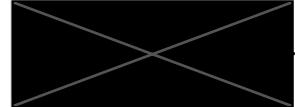
- IV. What other interaction techniques could be used to improve the user experience?

Tooltips could be added

- V. (If there is a mobile version) What are the differences between the mobile and the desktop version of the story? *There is no scrollytelling on mobile.*

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

Were there any challenges in making the interactive graphs.



Learning Cues for Explanatory Storytelling

Title of the Story: Hell and high water ✓

Main Message of the Story: Houston is not ready for hurricanes .

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.

Geo data, wind data, hurricane

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

Geo, wind, hurricane data is shown

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

~~Hurricane death & \$ loss?~~

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

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: Geo
Vis 2 - Category: Story telling
Vis 3 - Category: Interaction

Visualization Technique: Geo Vis
Visualization Technique:
Visualization Technique: interactive mouse over

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.

NA

- 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's R good already.

- 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. They do. The vis looks good, maybe change geo vis to color instead of satellite?

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

No! It's already good.

- 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?

How much fire & human resource made this happen?

Learning Cues for Explanatory Storytelling

Title of the Story: Gun Deaths in America

Main Message of the Story: There are many different types/reasons for gun violence

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.

Gun Deaths, broken down by type and demographic

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 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). None listed here

Vis 1 - Category: _____ Visualization Technique: _____

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: Nothing for this section

- 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?

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?

simulation that mandate user interaction before moving to the next page

about our brains I mean they can also unlearn showed in this interactive way

- What aspects do you think were challenging?

combining simulation, story, sound, animation in one cohesive screen.

Ex: click on a star-shaped neuron and there'll be a nice sound
that shows connection of the neuron

- What are you curious about after interacting with this story?

I am curious to explore and learn more about the neuroscience
of anxiety.

Data visualization wise, is it true that "mandatory" interaction
creates a better engagement, or would it create viewer's frustration?