VERSION 0.1 POSTER 04

Visualization Design Process

Benjamin Wiederkehr Zürcher Hochschule der Künste Master of Arts in Design Interaction Design

FIGURE 01

Activities

Define goals,

Define intent,

Define timing,

· Define contents,

· Define audience,

INFORM

Have a shared vision for the project.

Have the data ready for usage.

- Assess data quality
- Define scope, Define challenges,
- · Define strategies, Define the deployment environment,
- Define technical constraints
- Involve stakeholder
- User Experience research Design and visualization research

- · Requirements document Competitive landscape
- User scenarios User personas

PREPARE

Activities

- Identify the data set Gather the data set
- Assess data quantity
- Clean the data Mine the data
- Parse the data Normalize the data
- Format the data Massage the data
- Organize the data Develop data structure

Outputs

Data structure

Understand the texture of the data.

EXPLORE

- Activities • Explore the data
- Analyze the data
- Inspect the data Interview the data
- Translate the data to form Encode the data differently

Rapid exploratory visualizations

· Different views on the data

· Use standard tools (R, Processing, Tableau, Excel)

DISCOVER

Understand and connect with the contents of the data.

- Activities Find patterns
- Find tendencies
- Find stories Find structures Find relationships
- Find facts
- Find hotspots Find a tweak
- Find something interesting
- Find something novel
- Find areas to expose Solve challenges
- Check facts

· Identify insights and problems Answer questions

Outputs

Insights doocumentation

Outputs Visualization concepts

Digital sketches

Hand-drawn sketches

SKETCH

Explore range of visualization ideas

Experiment with algorithms

Ask questions visually

Imagining forms of interaction

Break away from traditional tools

Create rapid exploratory visualizations

Find more interesting ways to represent the data

• Explore how the data answers your questions

conclusion.

Activities

Testing ideas out visually to come to a quick

Computational sketches

EVALUATE

Ensure the result is readable, understandable,

QUESTION

Verifiy the selected visualization method.

Activities

Outputs

concepts

- · Review the visualization concepts Consult coworkers
- Get feedback
- Get fresh perspectives Ask questions of the sketches

Validate assumptions

- Question does it meet the expected goals Question is it useful
- Question does it offer insights Question does it tell a story Collaboratively rework the concepts

· Answers to the questions of the sketches

More options of and sophistication for the visualization

Activities

Outputs

User flows

Wireframes

Mood board

Mockups

· Information architecture

 Hierarchical structure Composition ideas Interaction model Prototype

- Apply inspiration from other areas
- · Interface design
- Audio design Animations and transitions

Prepare the specification for implementation.

DESIGN

- Alignment
- Color studies Font studies
- Visual design
- Functional design Copywriting

Activities

Iterate

Outputs

Prototype

Working application

 Technical assessment Technical design

DEVELOP

Build a flawlessly working application.

- · Develop the visualization · Server side implementation
- · Client side implementation

- Expert review Design evaluation Develop the application Usability testing
 - User surveys Performance tests Interface tests
 - User mechanics tests

Activities

 Usage observation Quality assurance

useful and usable.

Reconsider everything

Make adjustments · Care about the details

- Outputs Refine the visual design
- Refine the functional design · User interactivity adjustments · Interface motion adjustments

- Public relation campaigns Ambassador outreach
- · Traditional public relations methods

Outputs

· Use of social media channels

10 DELIVER

Conclude the project.

· Deploy the application

· Launch the application

Promote the project

Document the project

Describe main findings

Review of the project

Activities

Celebrate

Tweak your approach