Evaluation Framework

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FIGURE 01

TASKS

Question-driven tasks to be accomplished with the interactive visualization prototypes.

Tasks

- How does a reduction of A impact my wealth?
- How does an increase in B impact my wealth?
- How would my liquidity look like in the case of C?
- Can I afford to buy D?
- When can I afford to increase my spending for E?
- How much do I spend for F?
- How do I have to change my spending to achieve G?
- If I didn't do H, how would my wealth look like?

TECHNIQUES

Interaction techniques used by the user to interact with the data to acquire knowledge.

Techniques

- Select: mark something as interesting
- Explore: show me something else
- Reconfigure: show me a different arrangement
- Encode: show me a different representation
- Level of Detail: show me more or less detail
- Filter: show me something conditionally
- Connect: show me related items

ATTRIBUTES

Interaction attributes that will be changed and tested in the interactive visualization prototypes.

Attributes

- Connectivity: independent → networked
- Continuity: discrete → continuous
- Directness: indirect → direct
- Movement: static → dynamic
- Orderliness: random → orderly
- Proximity: precise → proximate
- Pace: slow → fast
- Resolution: scarce → dense
- Speed: delaying → rapid
- State: fixed vs. changing
- Time-depth: concurrent → sequential