

# Feel free to interrupt with questions!

## Plan for Today

- Discuss what visualization is & why we care
- Get to know each other

## STAFF INTRODUCTIONS

#### Instructors



Cody Dunne
codydunne-and-tas@ccs.neu.edu, c.dunne@northeastern.edu
Office Hours: Tuesdays, 1–2pm on Khoury Office Hours

Fun Fact: I like pretty pictures that tell you something about data!

#### Library Visualization Specialist

Kate Kryder



codydunne-and-tas@ccs.neu.edu, k.kryder@northeastern.edu

Office Hours: By appointment on Zoom (schedule here)

Fun Fact: Students who visit me often refer to the D3 Reusable Chart Model as the "Cody code."

#### Teaching Assistants



Dhruv Miyani

codydunne-and-tas@ccs.neu.edu, miyani.d@northeastern.edu

Office Hours: Wednesdays 12–3:30pm, location TBD



Evan Suslovich

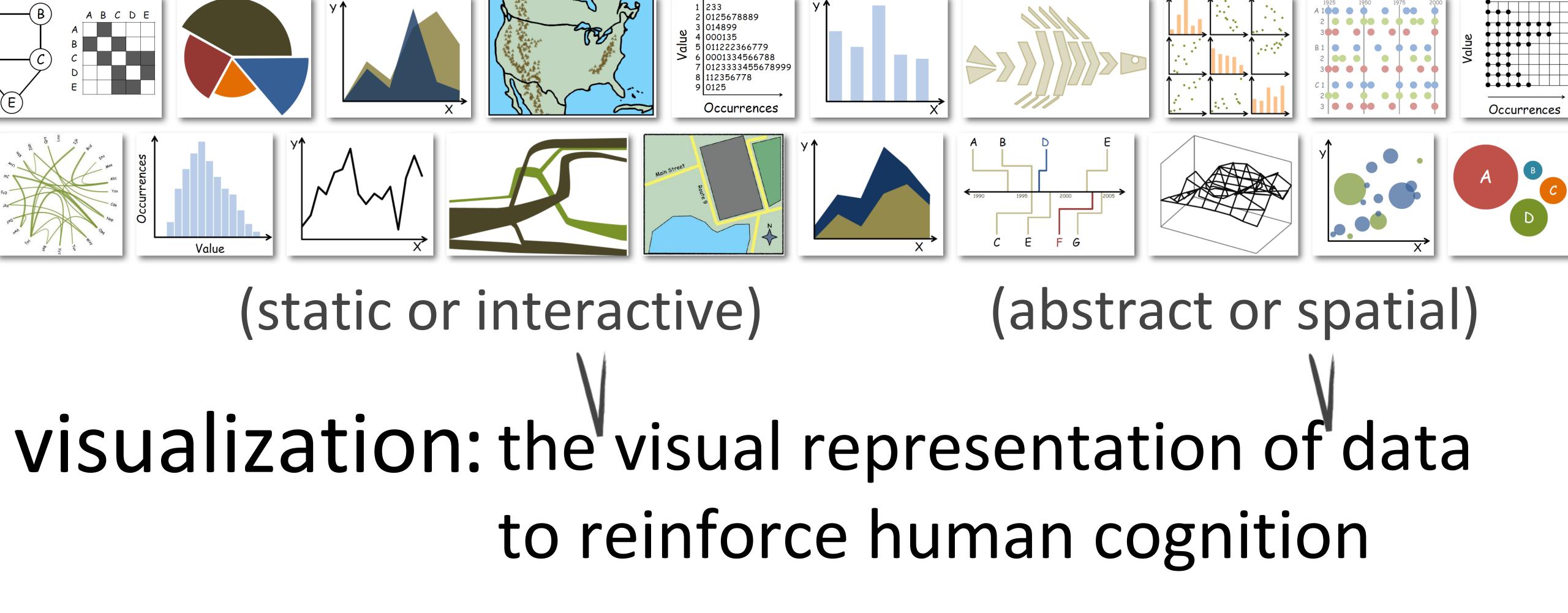
codydunne-and-tas@ccs.neu.edu, suslovich.e@northeastern.edu

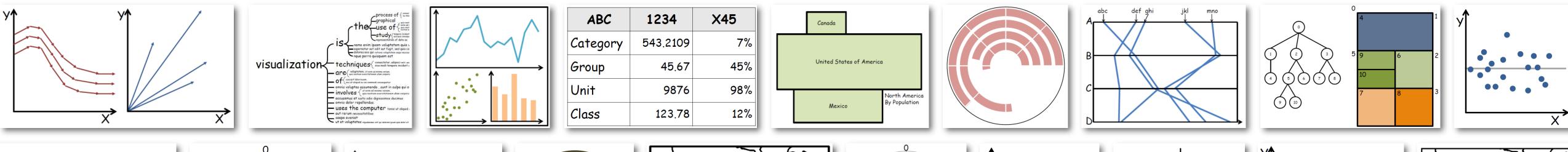
Office Hours: Thursdays 1–4:30pm, location TBD



Sibi Thirukonda
codydunne-and-tas@ccs.neu.edu, thirukonda.s@northeastern.edu
Office Hours: Fridays 6–8pm on Khoury Office Hours

# What is visualization anyway?

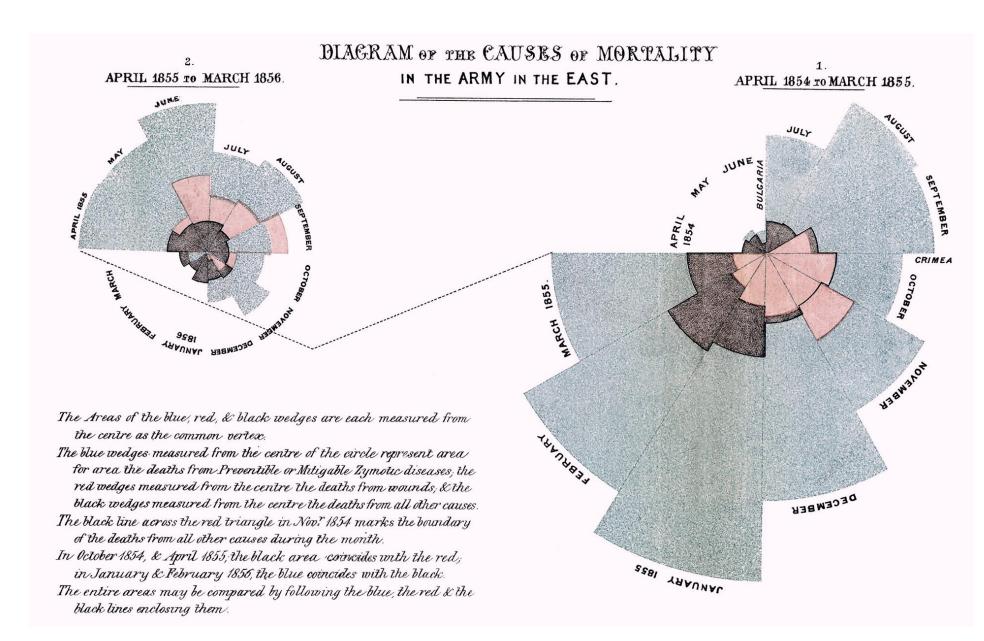




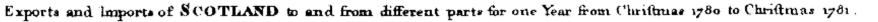


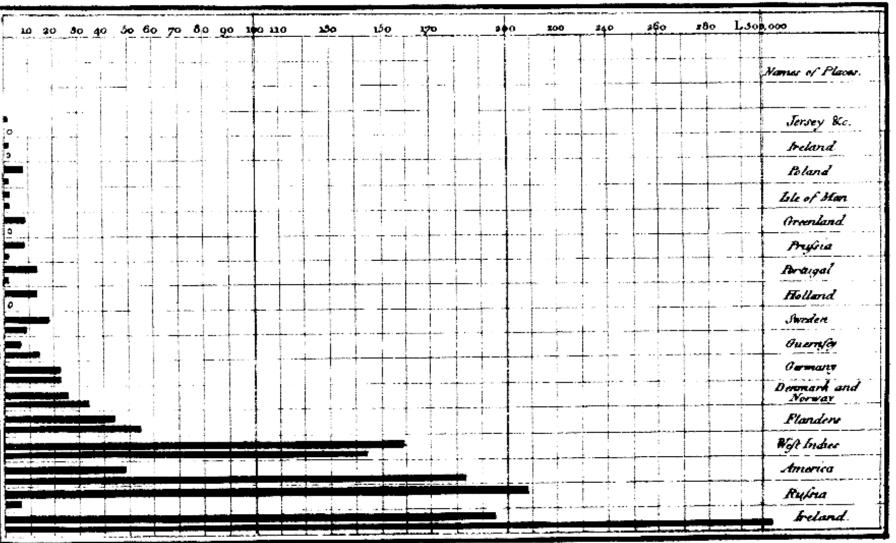


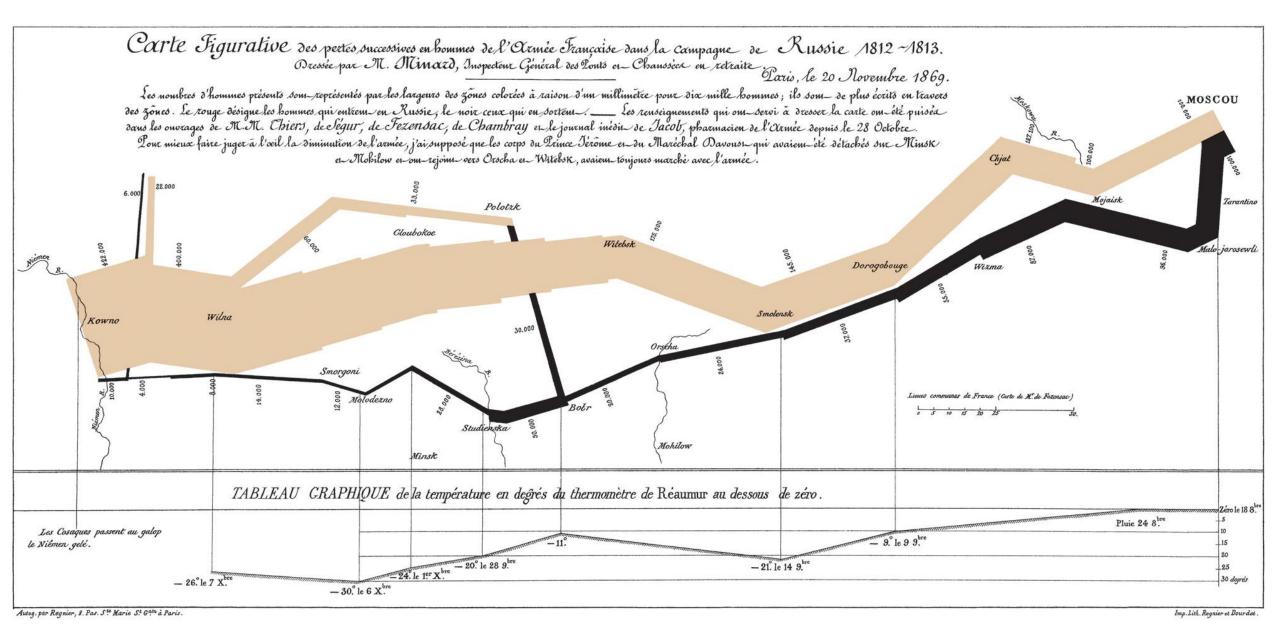
PTOLEMY (c. 150)



FLORENCE NIGHTINGALE (C. 1858)





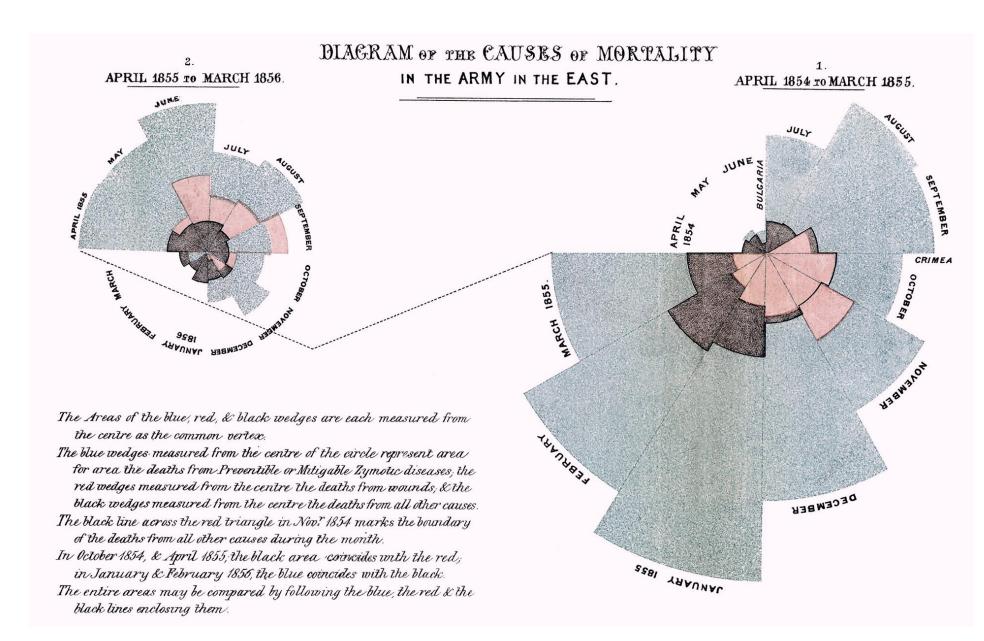




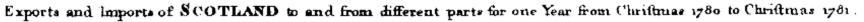
PTOLEMY (c. 150) 8

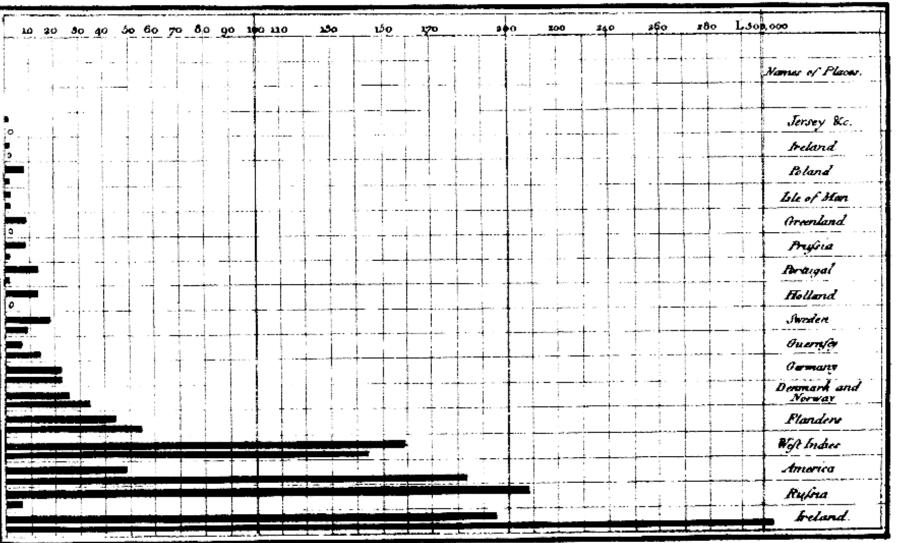


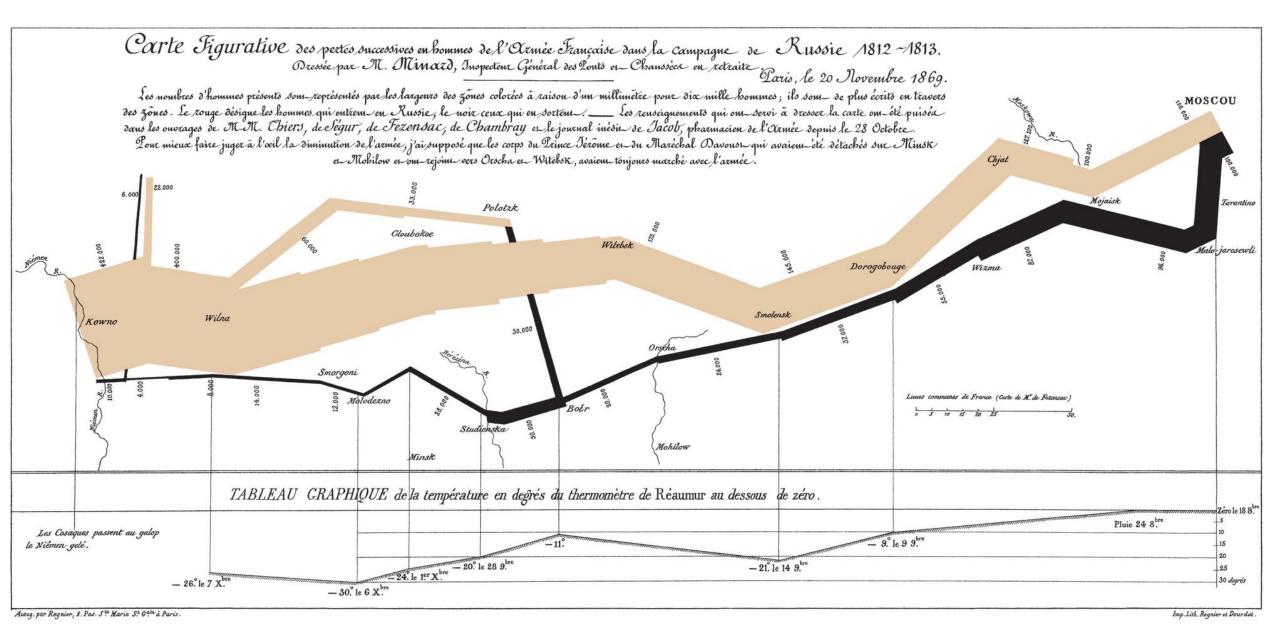
PTOLEMY (c. 150)



FLORENCE NIGHTINGALE (C. 1858)







Exports and Imports of SCOTLAND to and from different parts for one Year from Christmas 1780 to Christmas 1781.

70 80 90 100 110 150 150 200 240	260 280 L300,000
	Names of Places.
	Jersey &c.
	Ireland
	Poland
	Tole of Han
	Oreenland
	Pregista
	Braugal
	Holland
	Sweden
	Querrifa
	Denmark and Norway
	Flandere
	West Indices
	America
	Rufina. Freland.
the second secon	breland.

The I pright divisions are Ten Thousand Pounds each. The Black Lines are Exports the Ribbellines Imports.

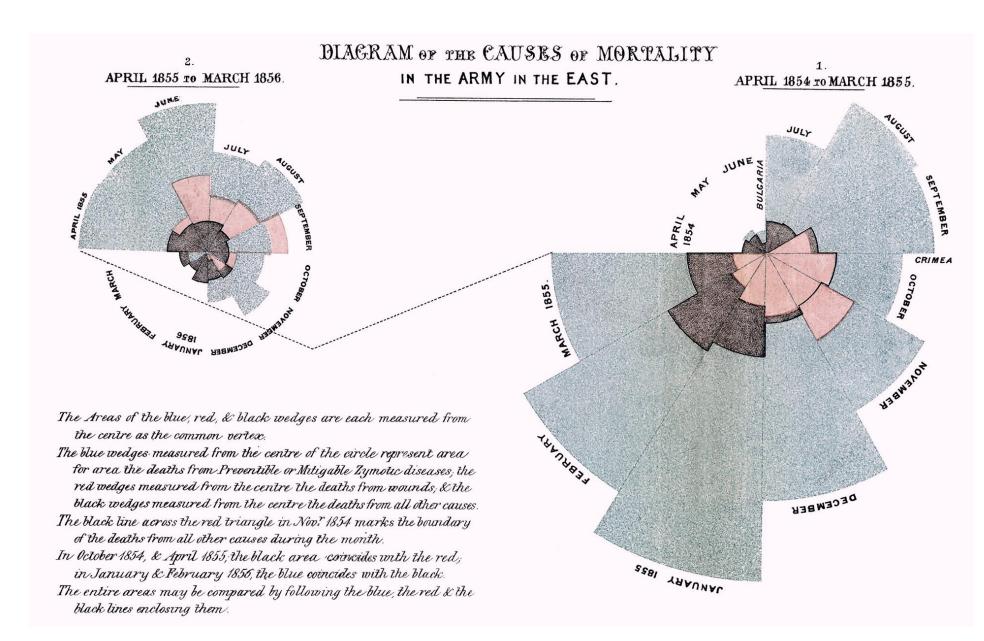
All the Marketine Fine of the Works.

WILLIAM PLAYFAIR (C. 1786)

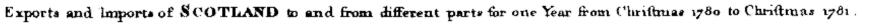
Mile map '552 Sound. Linding.

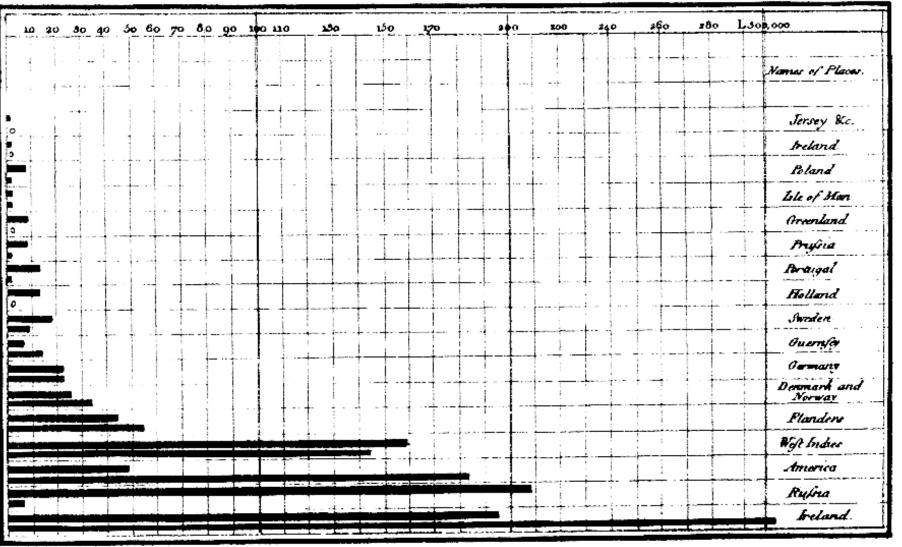


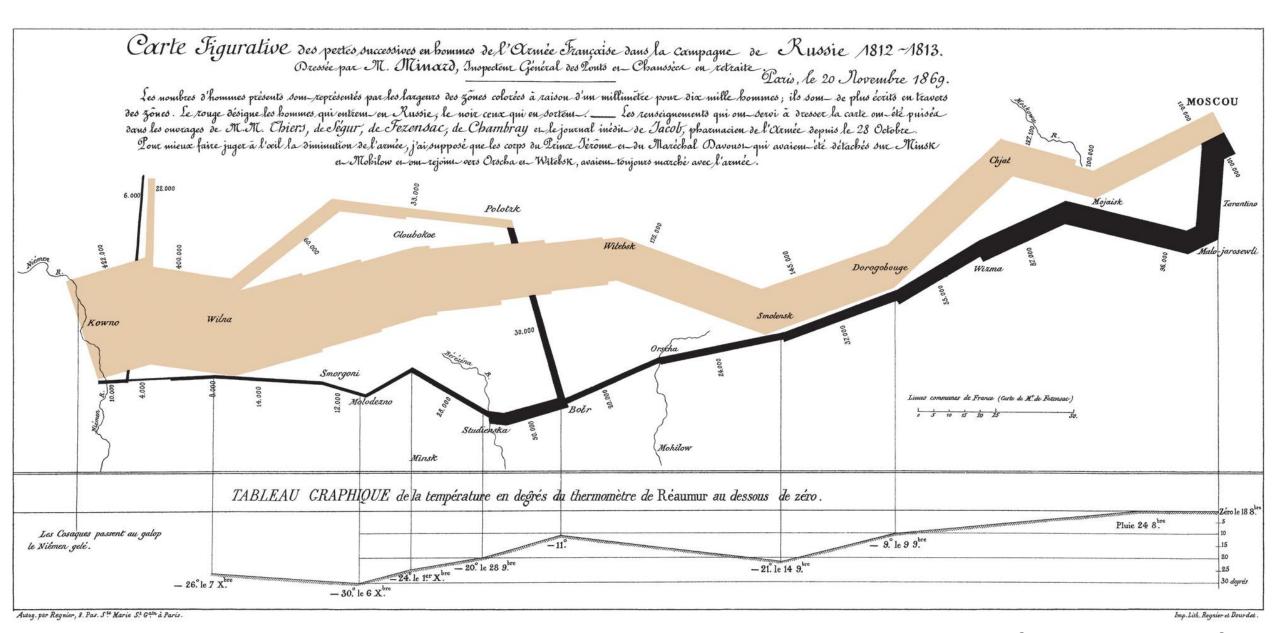
PTOLEMY (c. 150)

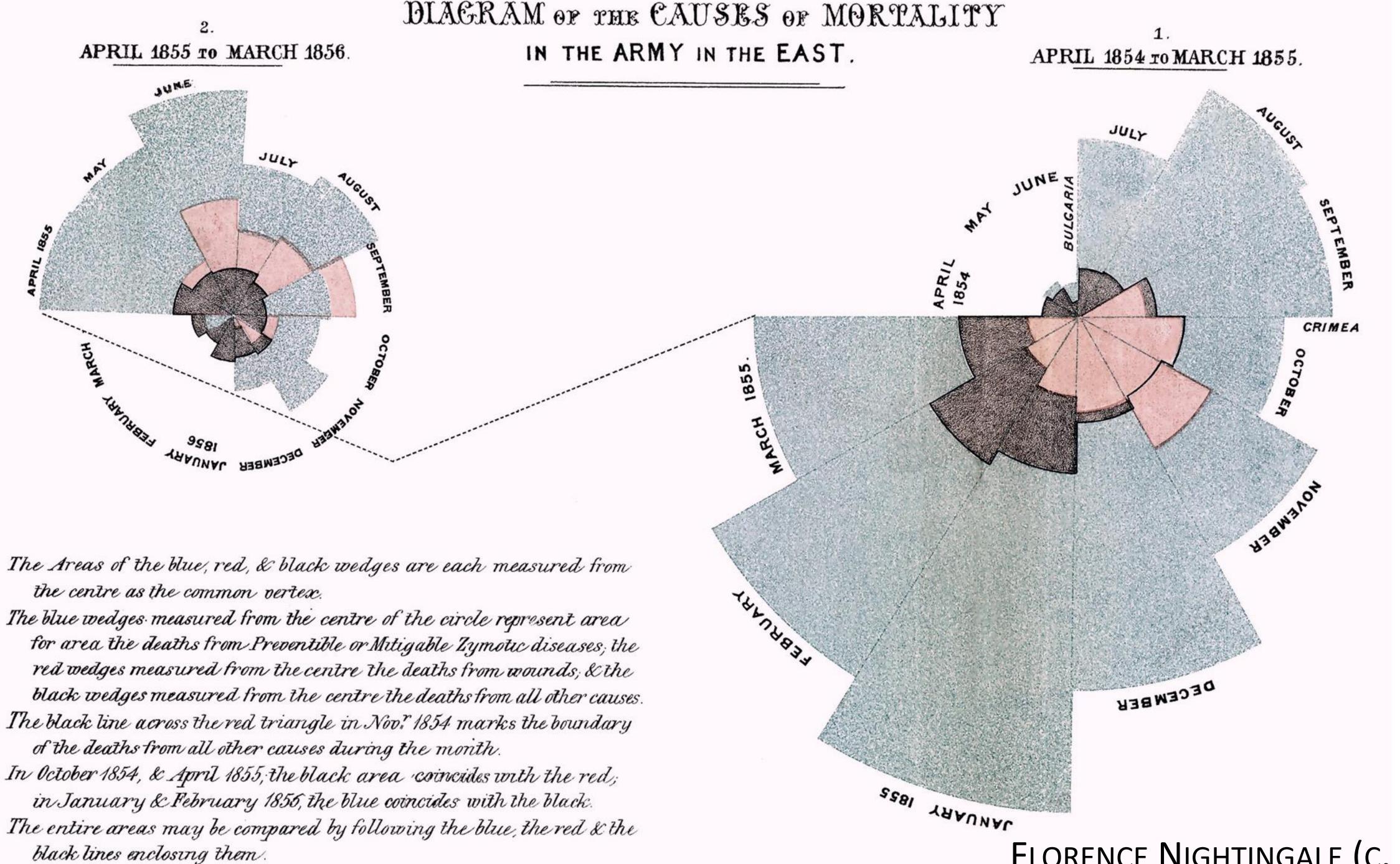


FLORENCE NIGHTINGALE (C. 1858)



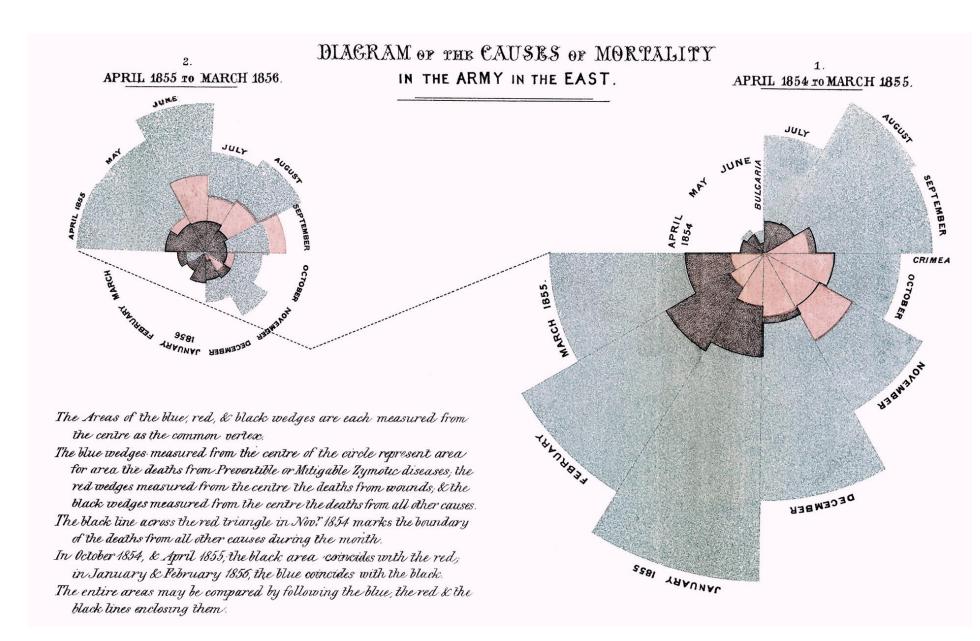




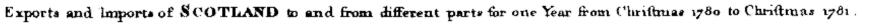


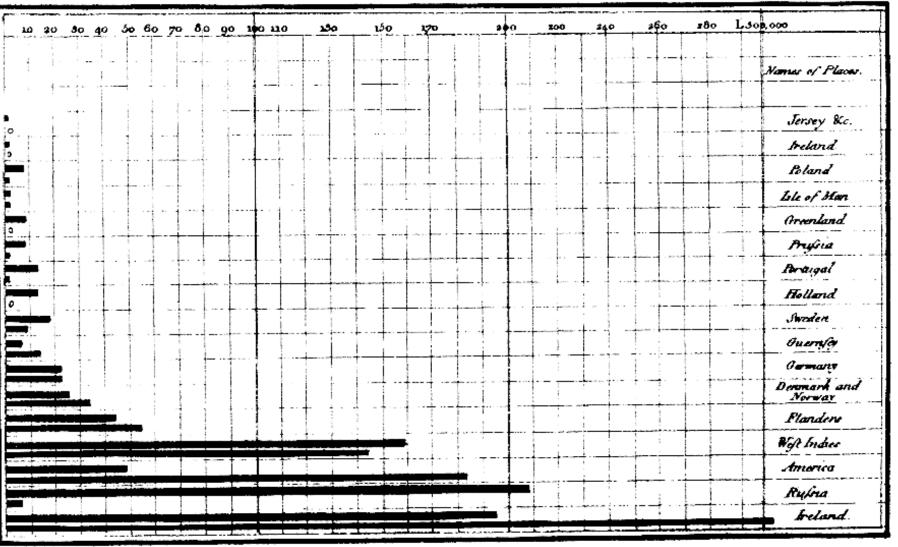


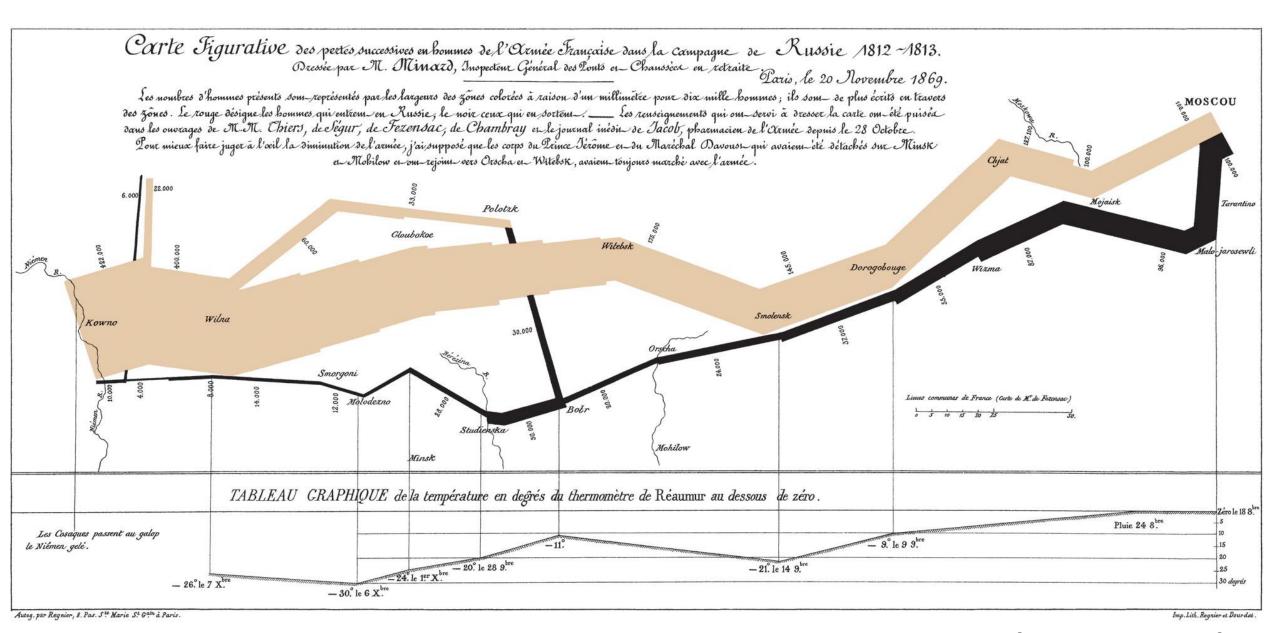
PTOLEMY (c. 150)

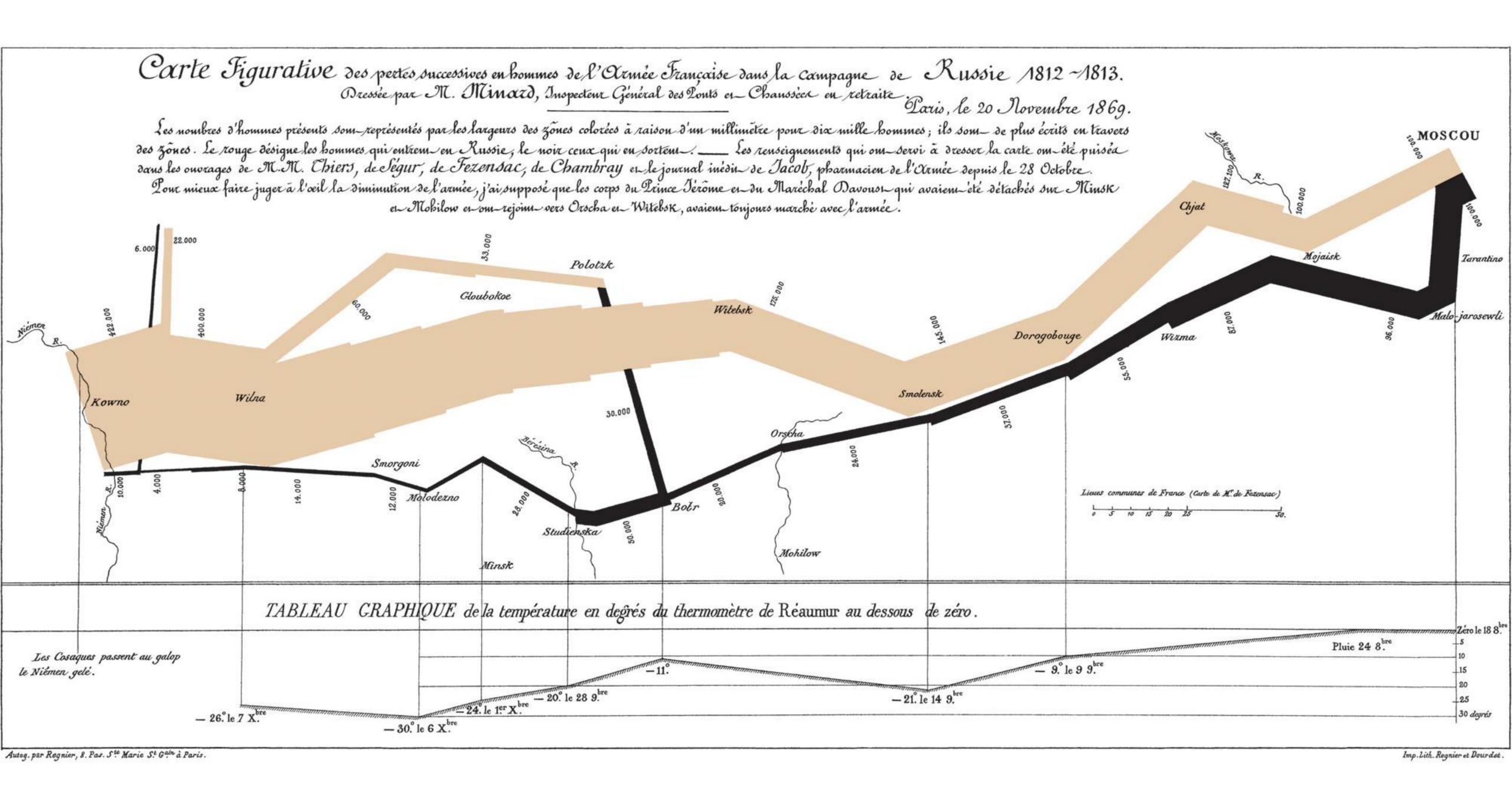


FLORENCE NIGHTINGALE (C. 1858)



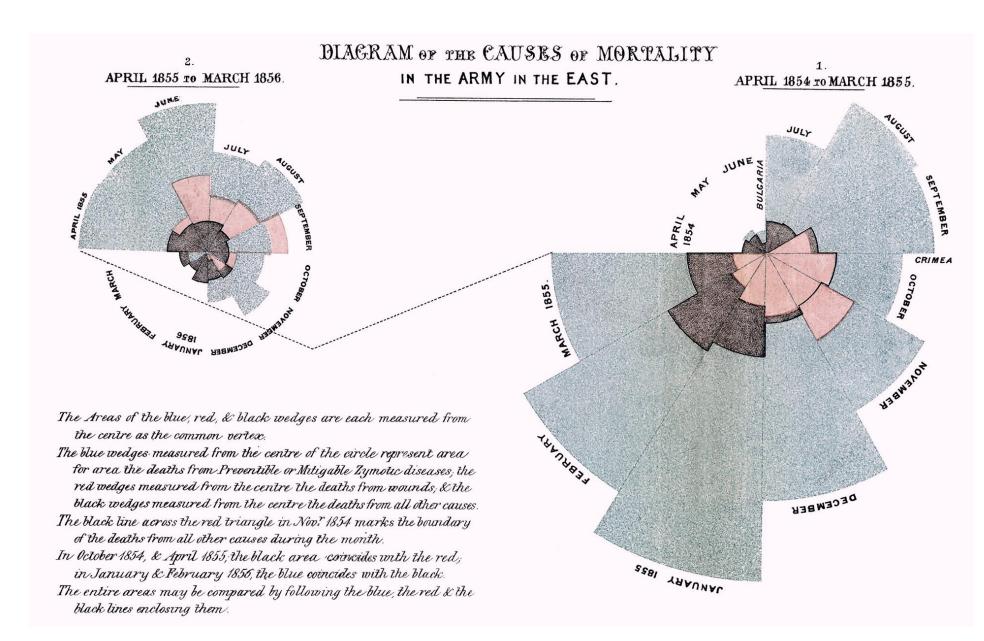




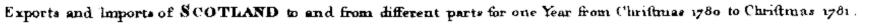


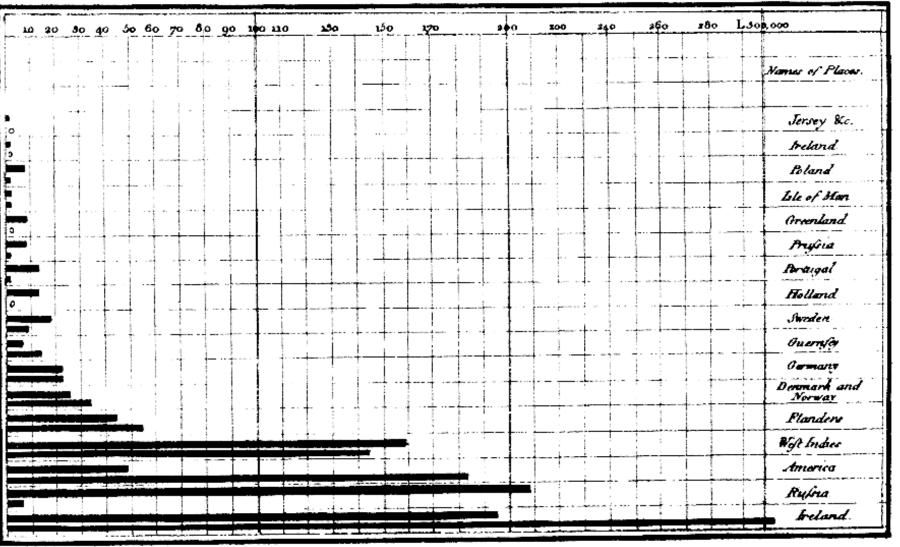


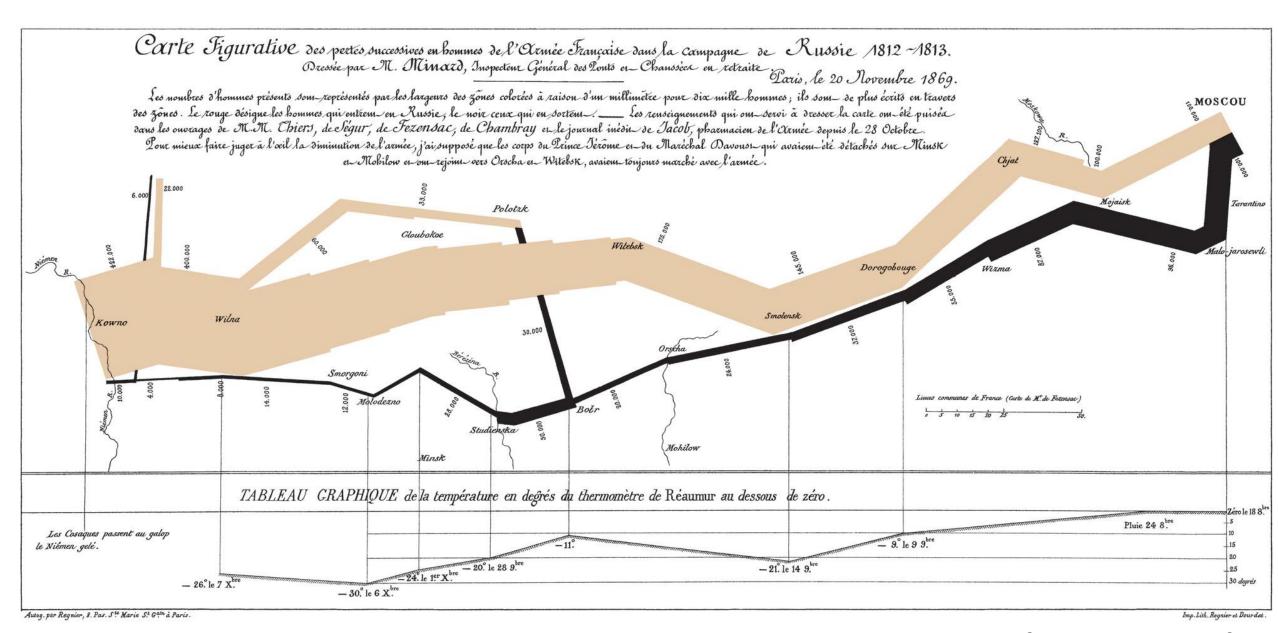
PTOLEMY (c. 150)

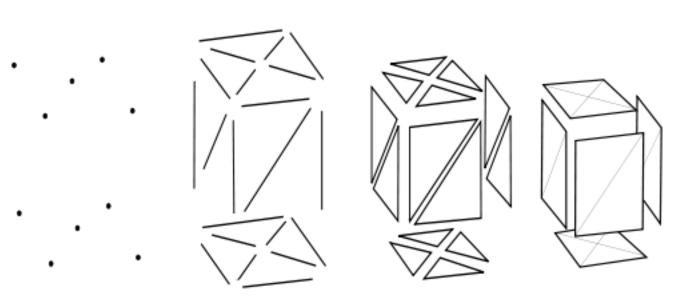


FLORENCE NIGHTINGALE (C. 1858)

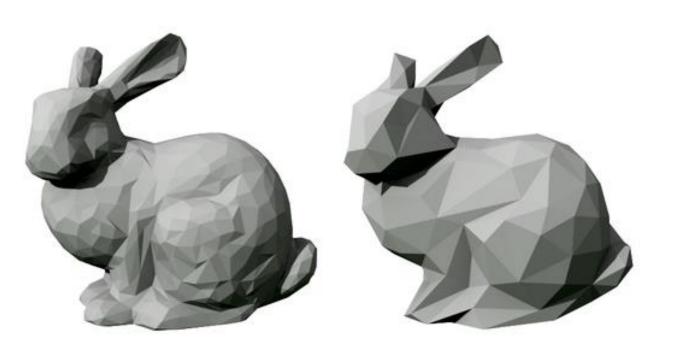




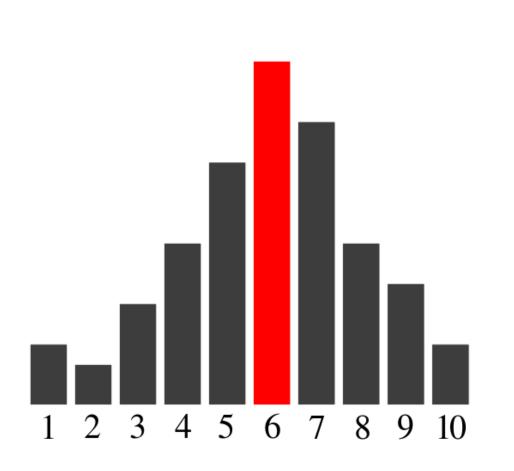


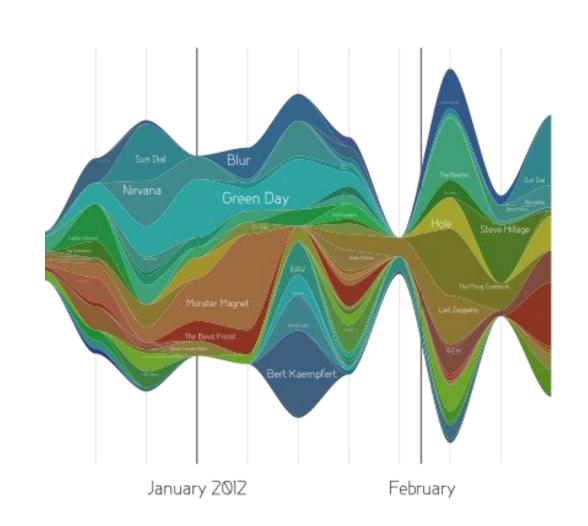


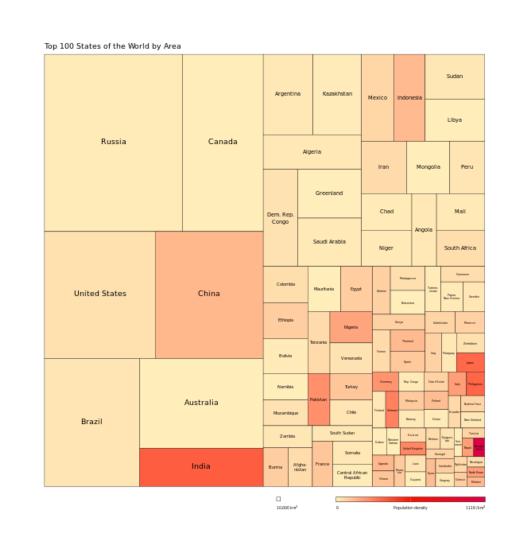
# computer graphics

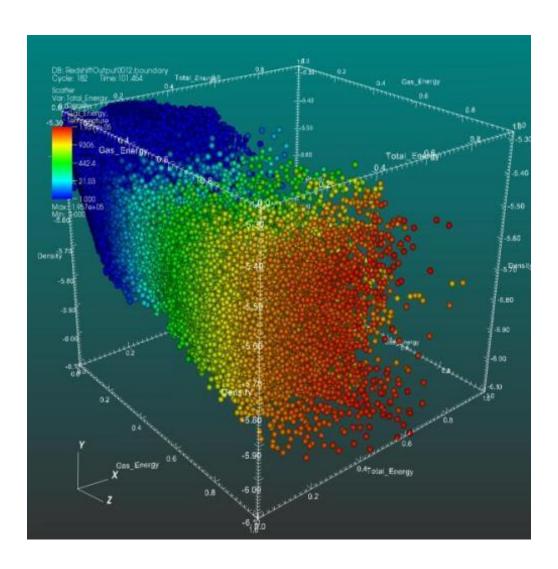


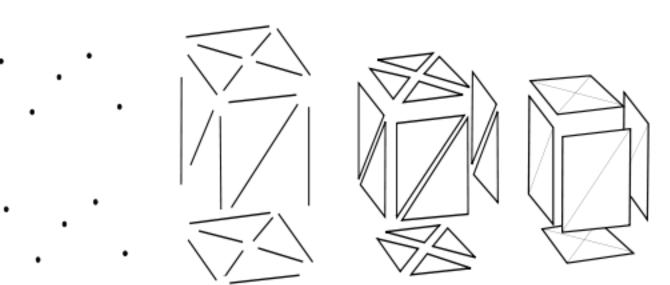
## visualization



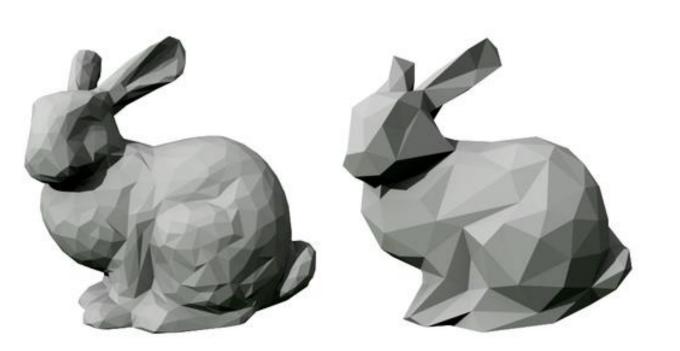




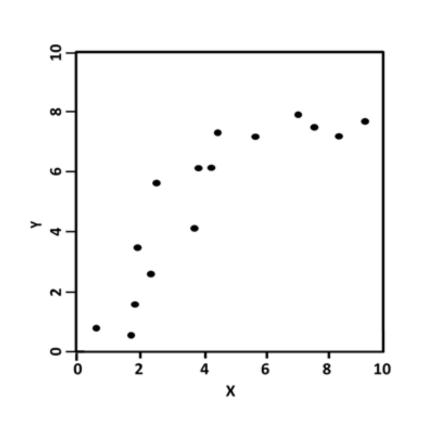


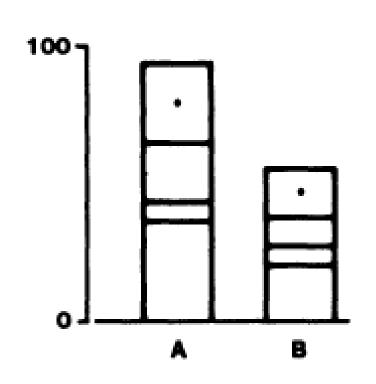


# computer graphics

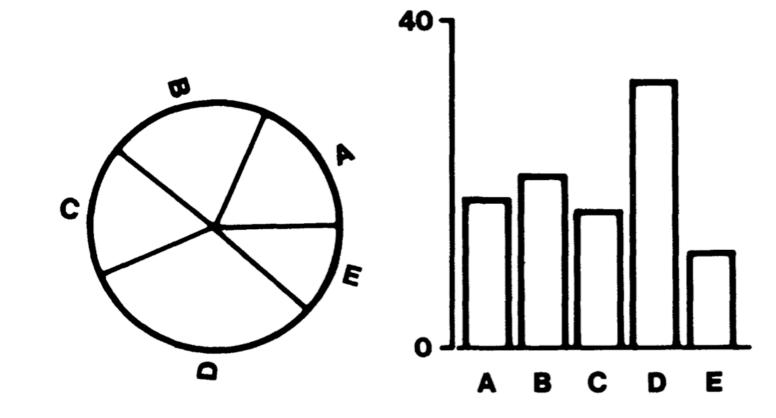


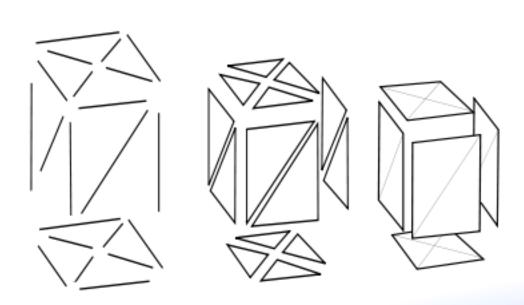
## visualization



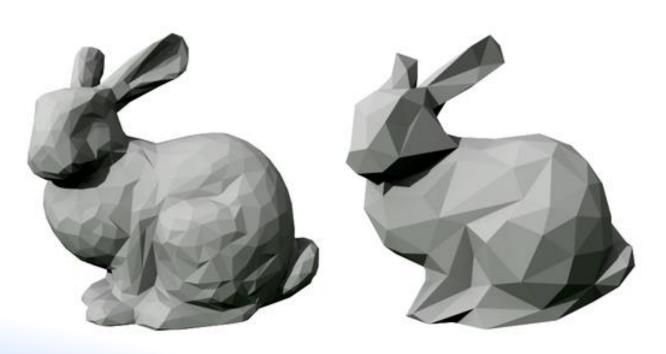


## statistics





# computer graphics

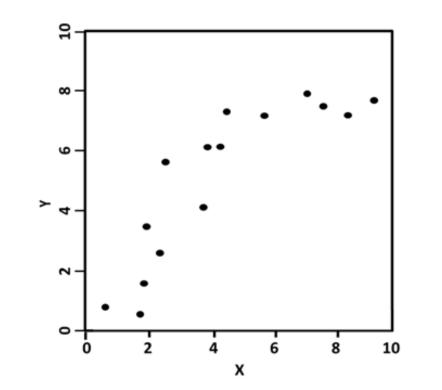


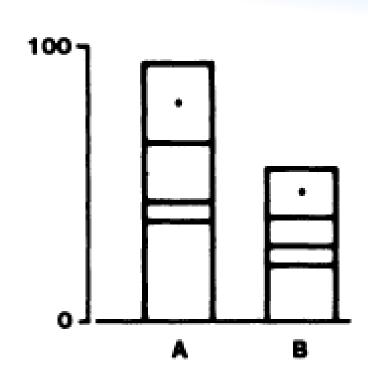
HCI design

## visualization

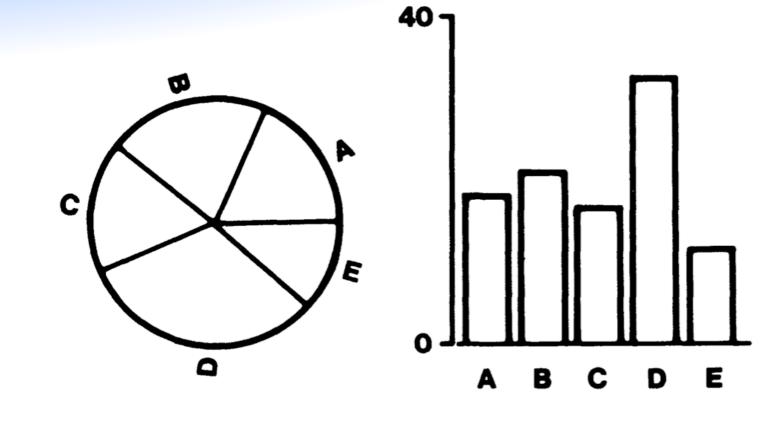
## psychology

art

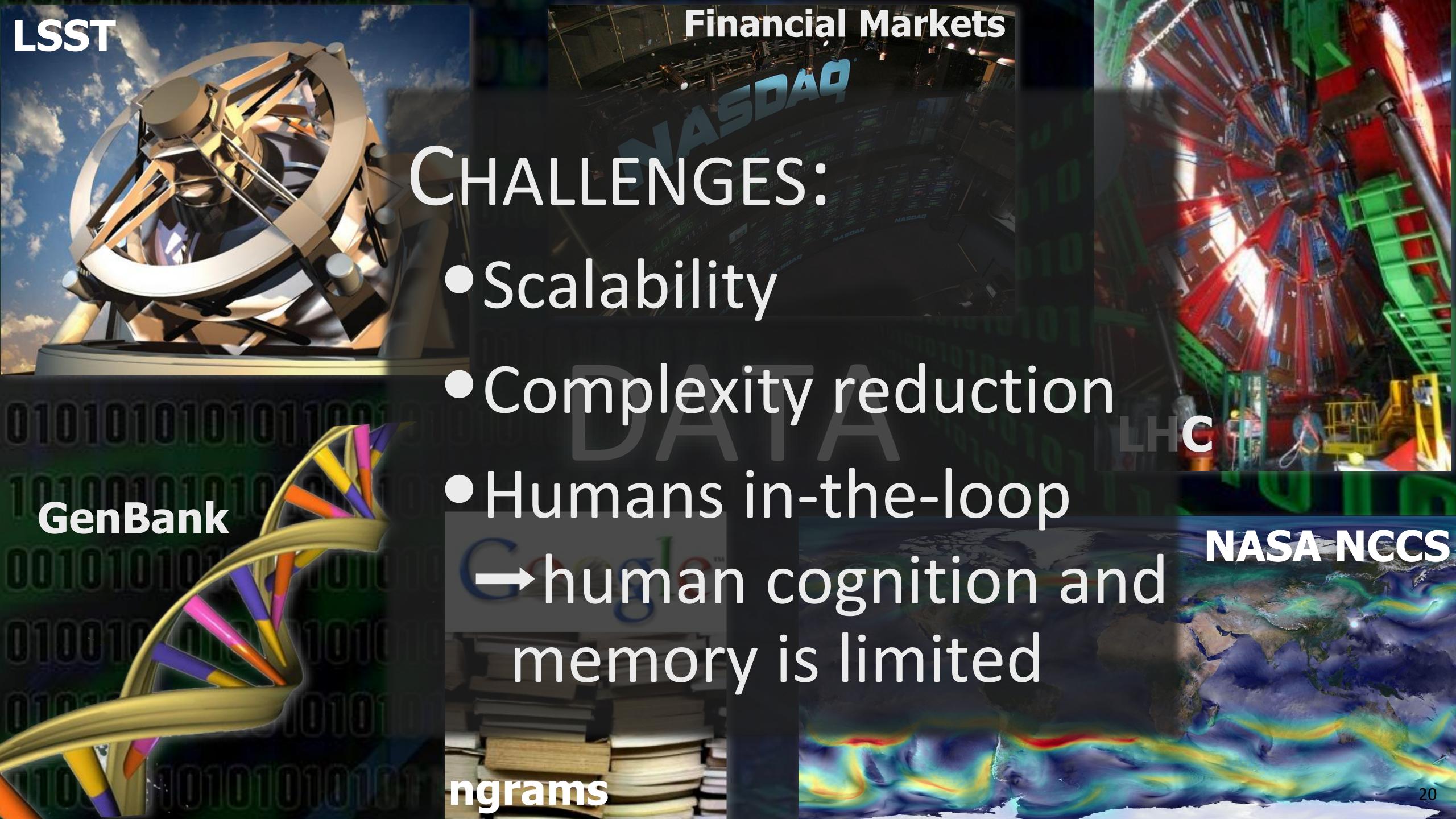




statistics



# Ok, but why do we need visualization?



### "change blindness"



https://www.youtube.com/watch?v=FWSxSQsspiQ

## The "Door" Study

from Simons & Levin (1998)

### "change blindness"

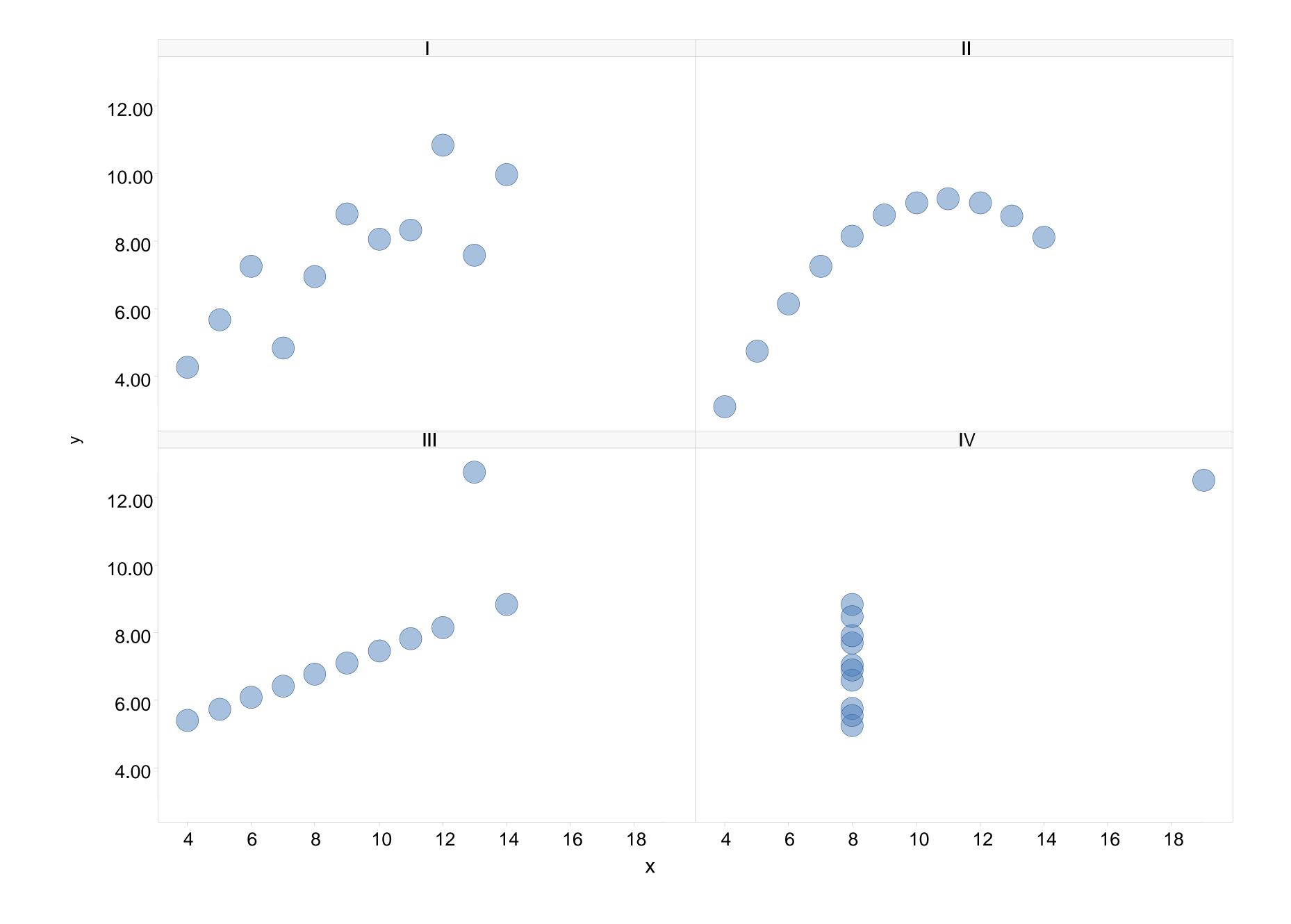


https://www.youtube.com/watch?v=FWSxSQsspiQ

# Again, why do we need visualization?

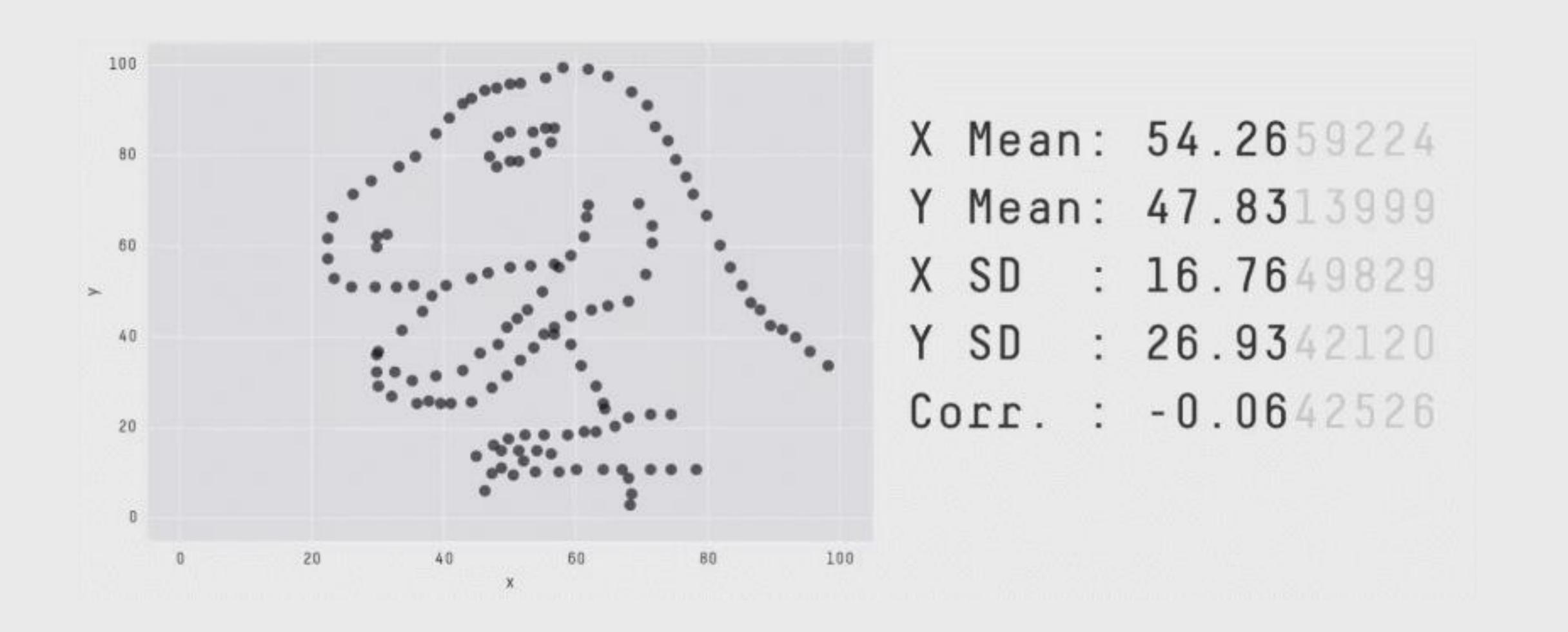
X	y	X	Y	X	Y	X	Y
10.00	8.04	10.00	9.14	10.00	7.46	8.00	6.58
8.00	6.95	8.00	8.14	8.00	6.77	8.00	5.76
13.00	7.58	13.00	8.74	13.00	12.74	8.00	7.71
9.00	8.81	9.00	8.77	9.00	7.11	8.00	8.84
11.00	8.33	11.00	9.26	11.00	7.81	8.00	8.47
14.00	9.96	14.00	8.10	14.00	8.84	8.00	7.04
6.00	7.24	6.00	6.13	6.00	6.08	8.00	5.25
4.00	4.26	4.00	3.10	4.00	5.39	19.00	12.50
12.00	10.84	12.00	9.13	12.00	8.15	8.00	5.56
7.00	4.82	7.00	7.26	7.00	6.42	8.00	7.91
5.00	5.68	5.00	4.74	5.00	5.73	8.00	6.89

	Value	Equality
X Mean	9	=
Y Mean	7.50	.00
X Variance	11	=
Y Variance	4.12	.00
Correlation	0.816	.000
Linear regression line	y = 3.00 + 0.500x	.00 and .000



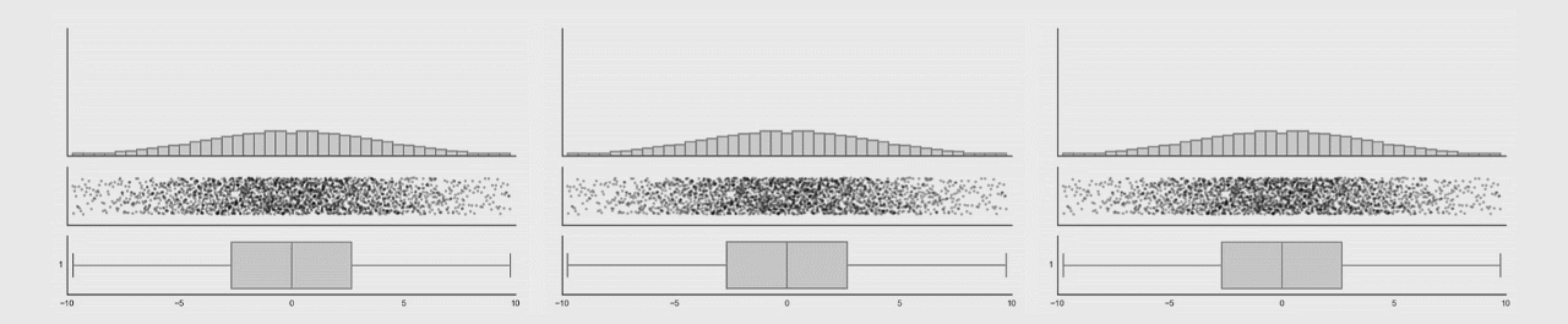
# There are three types of lies: lies, damned lies, and statistics

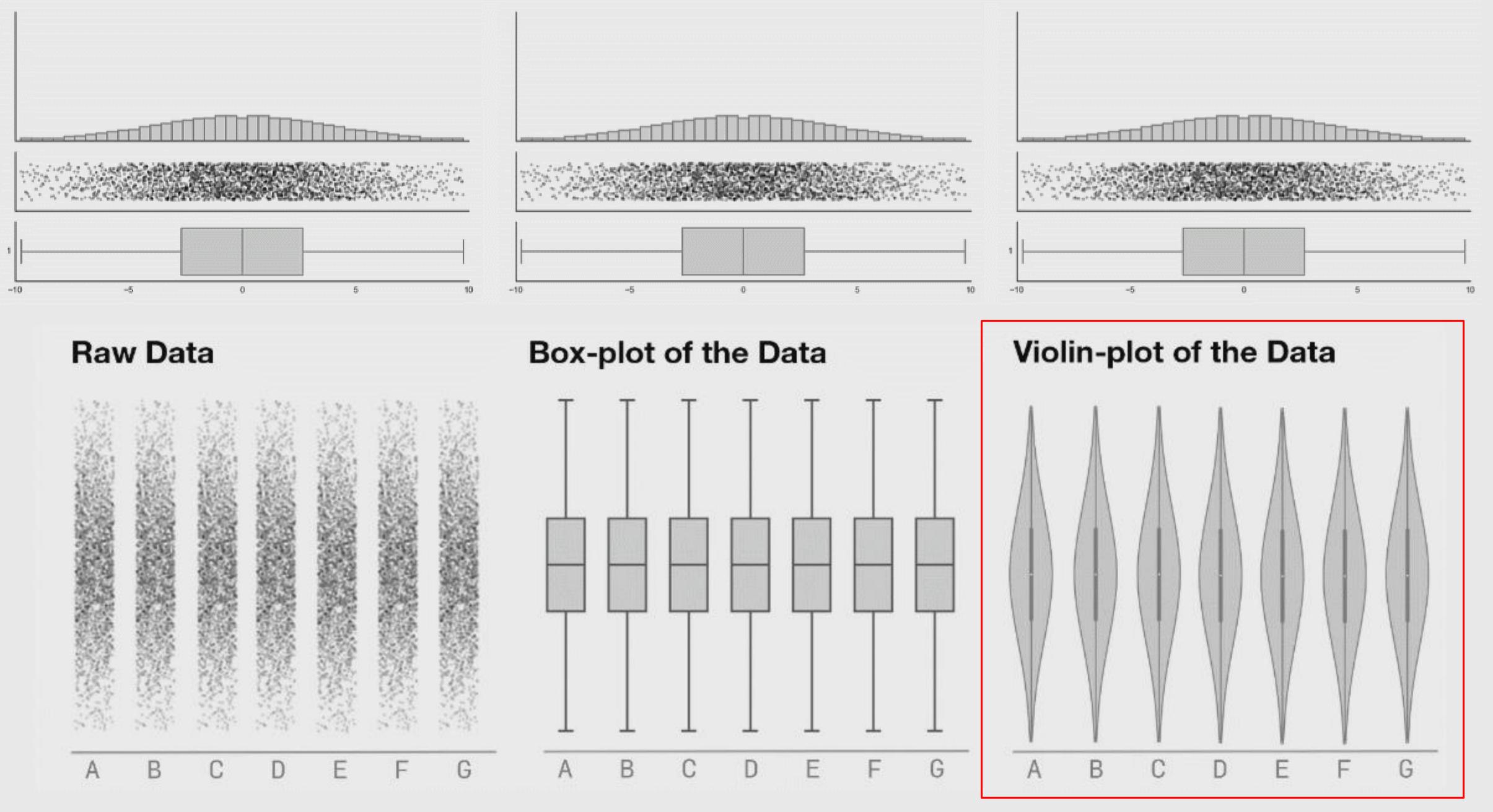
Unknown author, popularized by Mark Twain



No catalogue of techniques can convey a willingness to look for what can be seen, whether or not anticipated. Yet this is at the heart of exploratory data analysis. ... the picture-examining eye is the best finder we have of the wholly unanticipated.

- Tukey, 1980





Matejka & Fitzmaurice, 2017

# Ok, but why do we need visualization?

# Why visualize your data?

- Help cognition
- Expand memory
- Generate hypotheses
- Answer questions
- Make decisions
- Find patterns
- Record
- Clarify
- Communicate
- Inspire

# In-class sketching — table tents

20 min

neu-ds-4200-f23.github.io/in-class/table-tents/

# DESIGN RULES OF THUMB

# Design Rules of Thumb

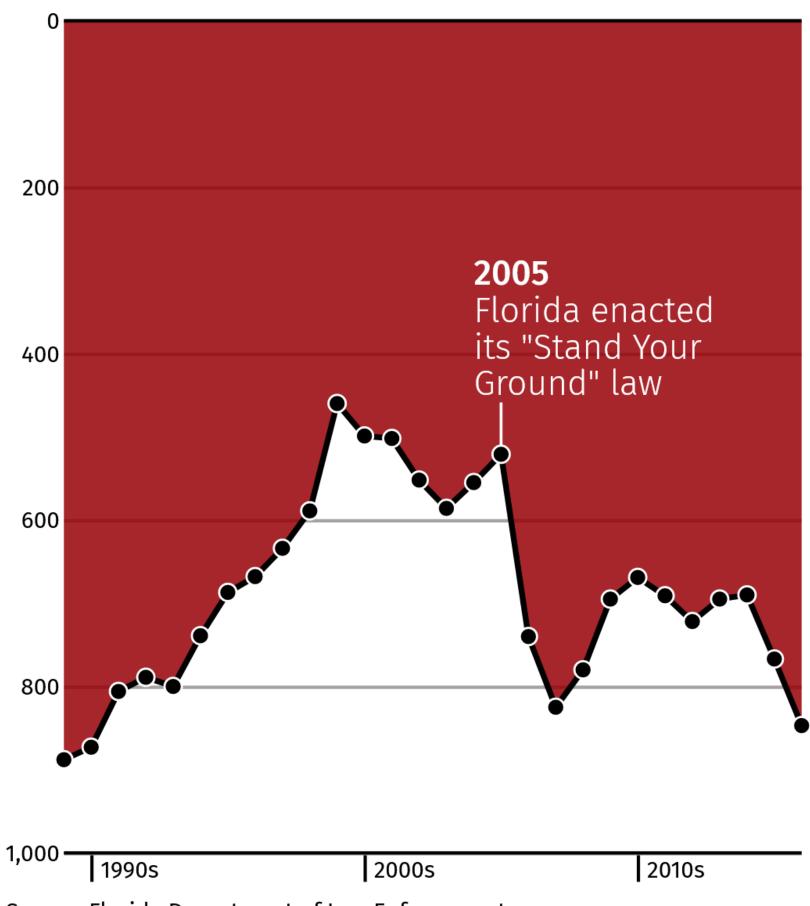
1. Function first, form next

# "Function first, form next

1,000 -

#### **Gun deaths in Florida**

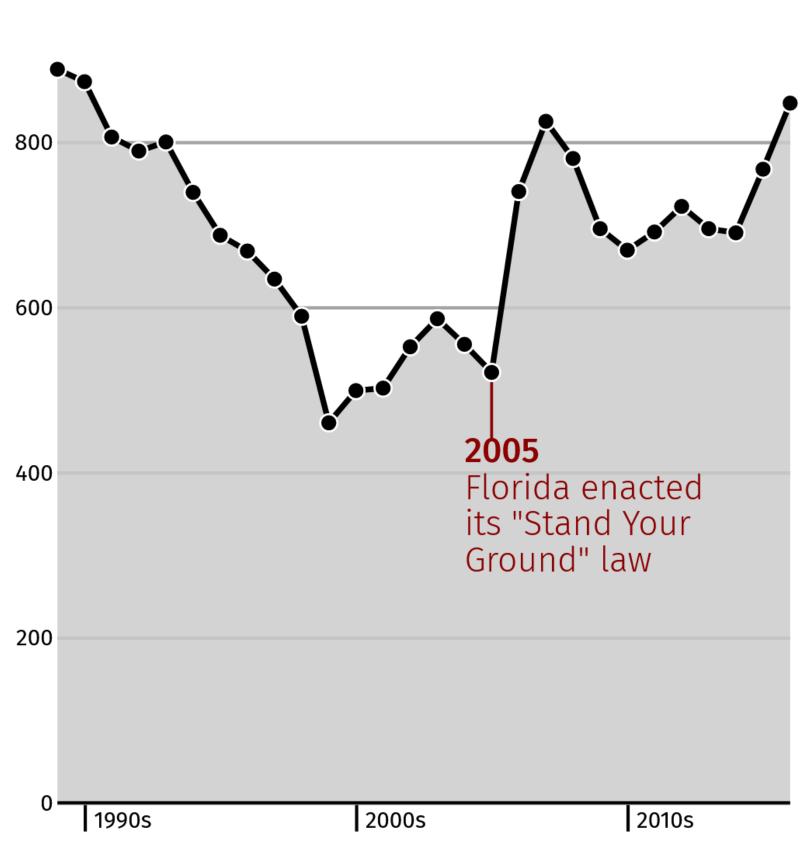
Number of murders committed using firearms



#### Source: Florida Department of Law Enforcement

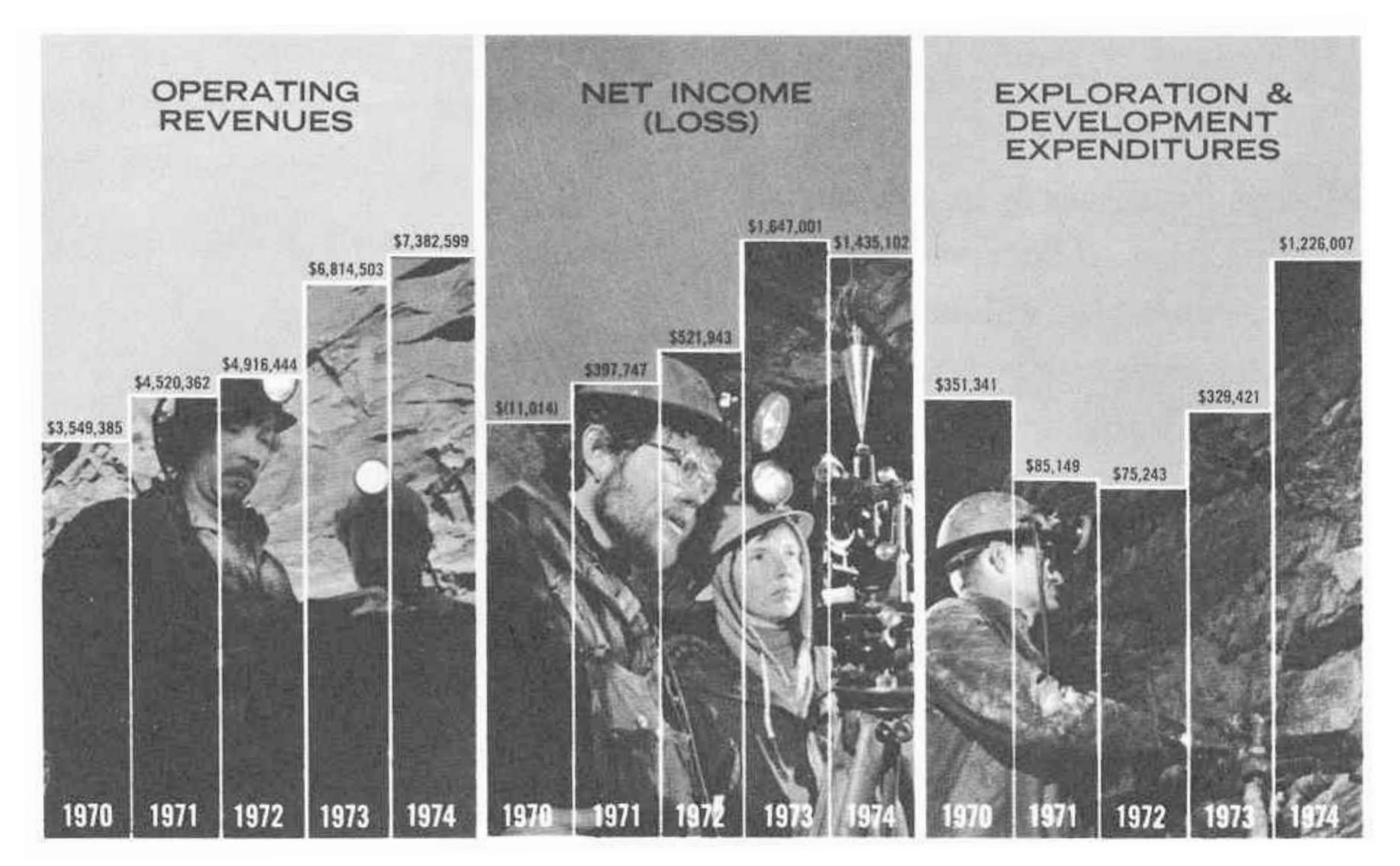
#### **Gun deaths in Florida**

Number of murders committed using firearms



Source: Florida Department of Law Enforcement

# "Function first, form next

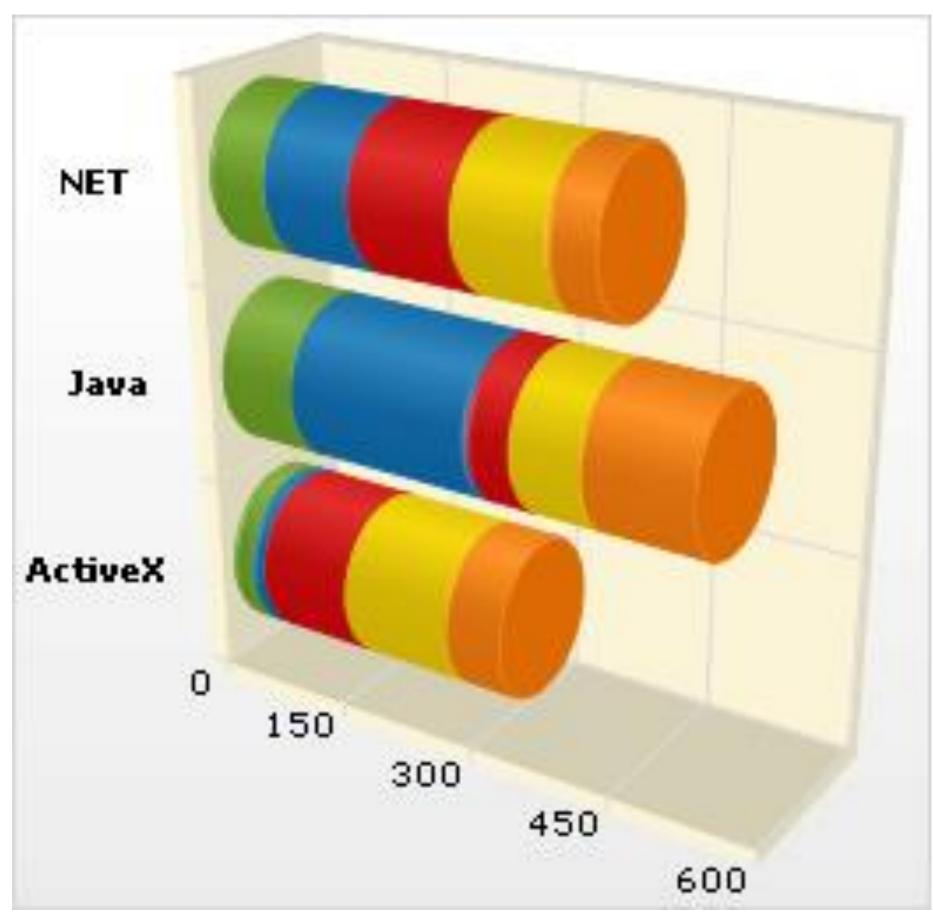


"Clear, detailed, and thorough labeling should be used to defeat graphical distortion and ambiguity. Write out explanations of the data on the graphic itself. Label important events in the data."

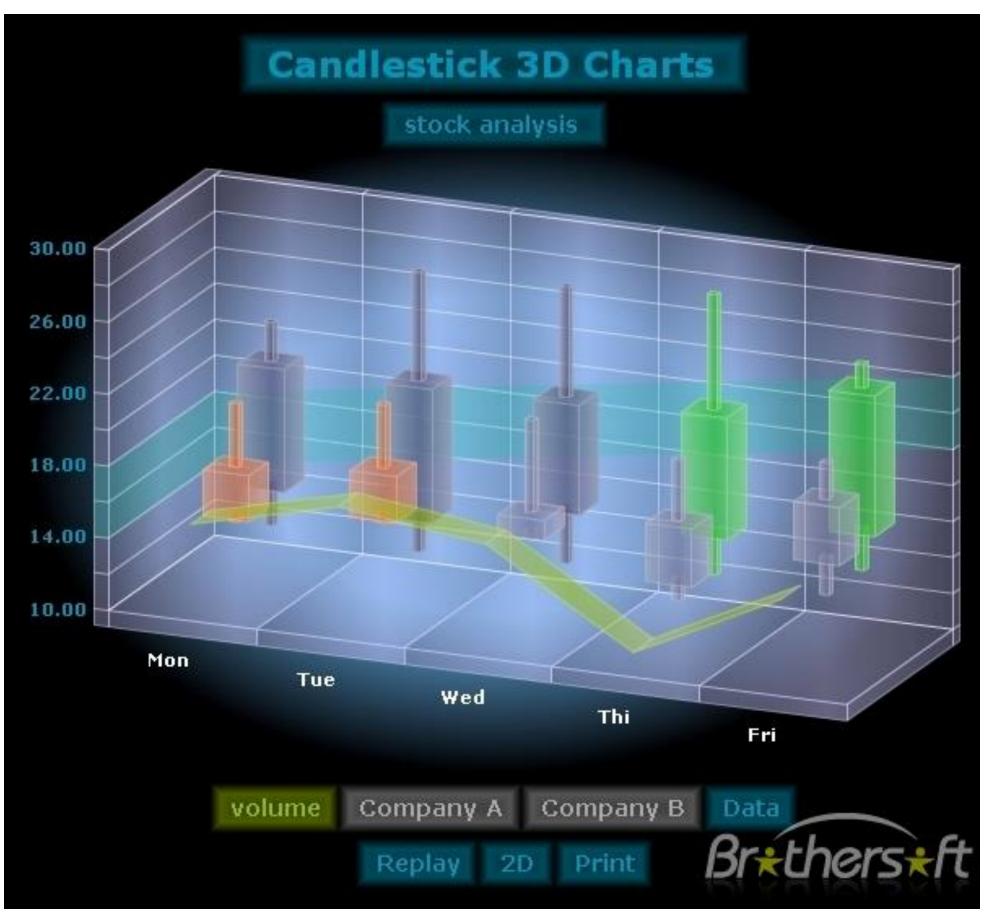
# Design Rules of Thumb

- 1. Function first, form next
- 2. No unjustified 3D

# "No Unjustified 3D"

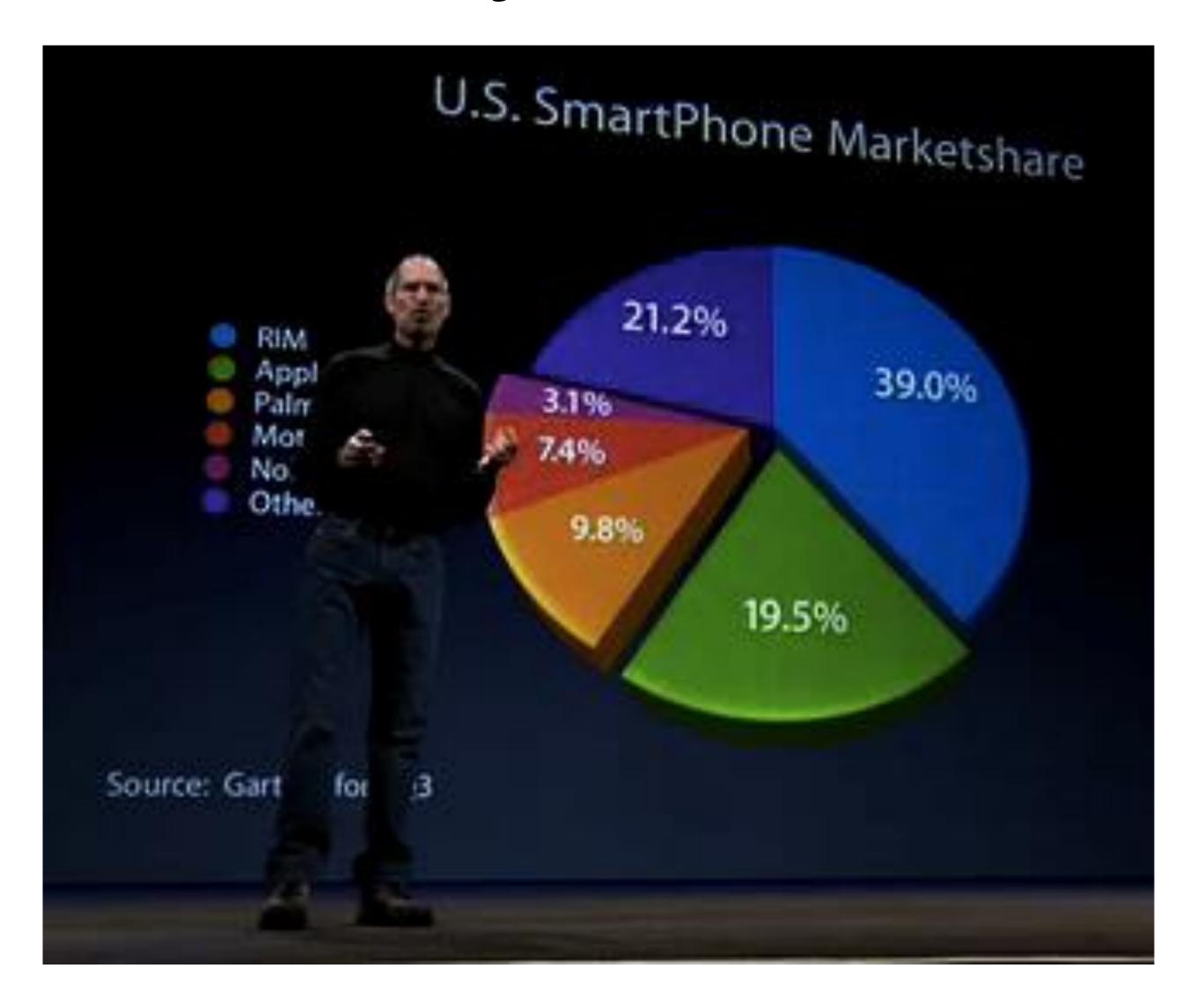


http://help.infragistics.com/Help/Doc/WinForms/2014.2/CLR4.0/h tml/Images/Chart Bar Chart 03.png

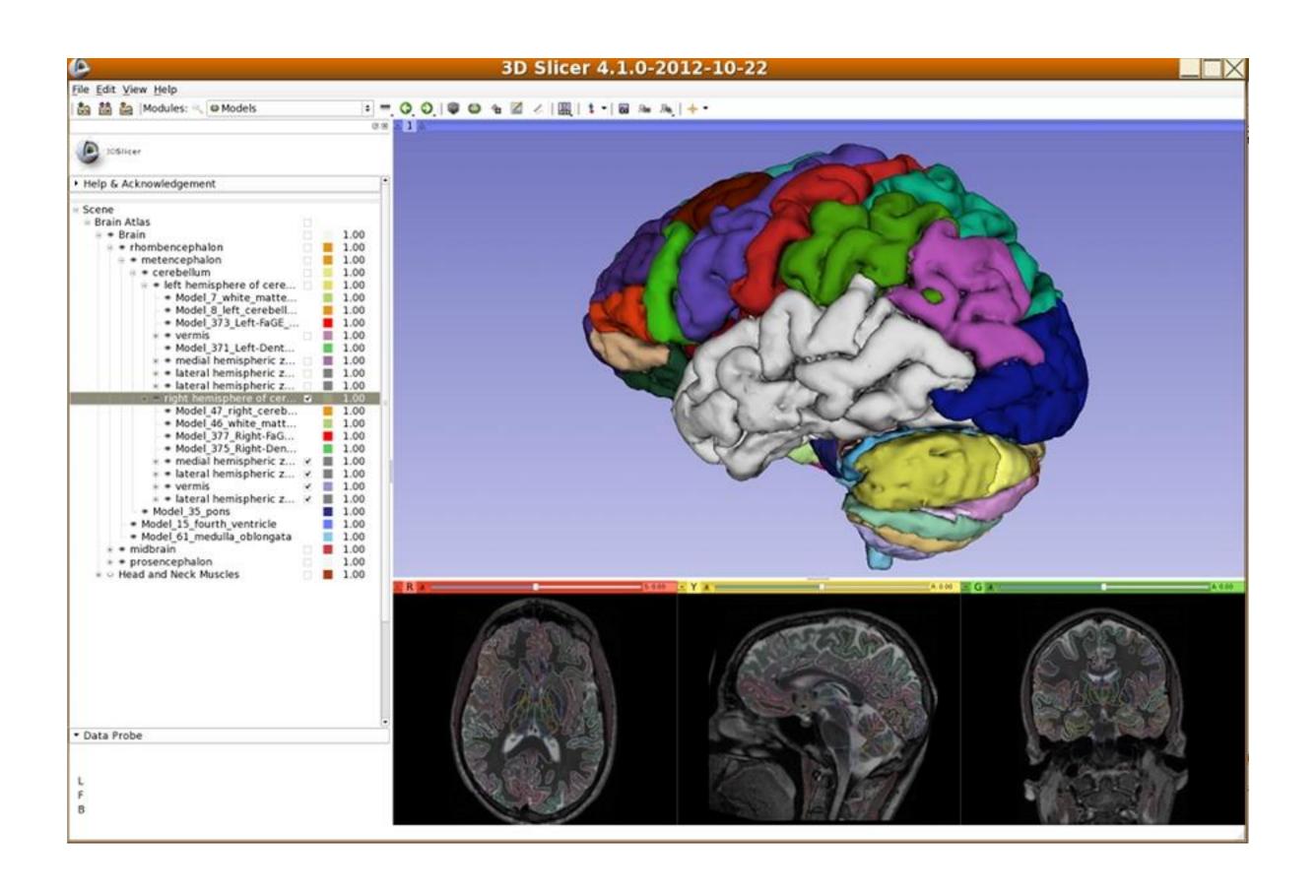


http://img.brothersoft.com/screenshots/softimage/0/3d charts-171418-1269568478.jpeg

# "No Unjustified 3D"



# "No Unjustified 3D"

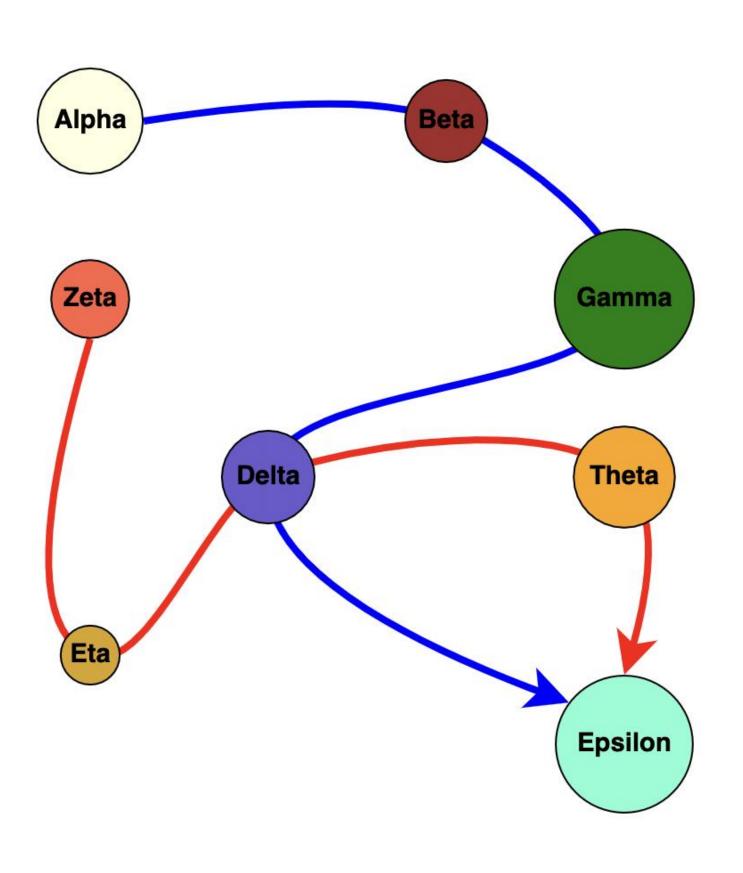




## Design Rules of Thumb

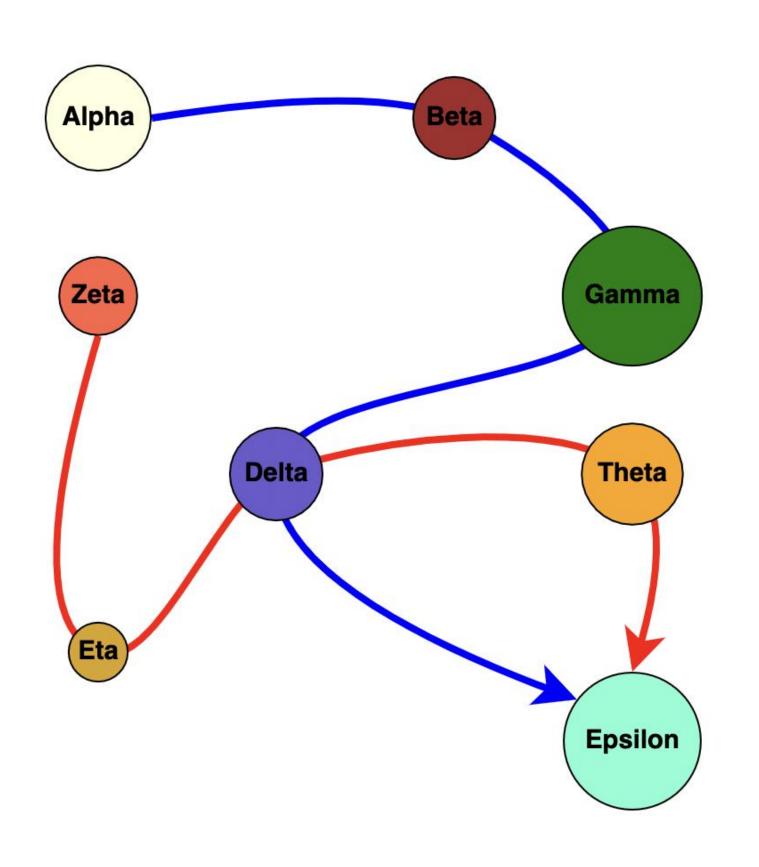
- 1. Function first, form next
- 2. No unjustified 3D
- 3. No unjustified 2D

# "No Unjustified 2D"



Task: What color is Delta?

# "No Unjustified 2D"



Task: What color is Delta?

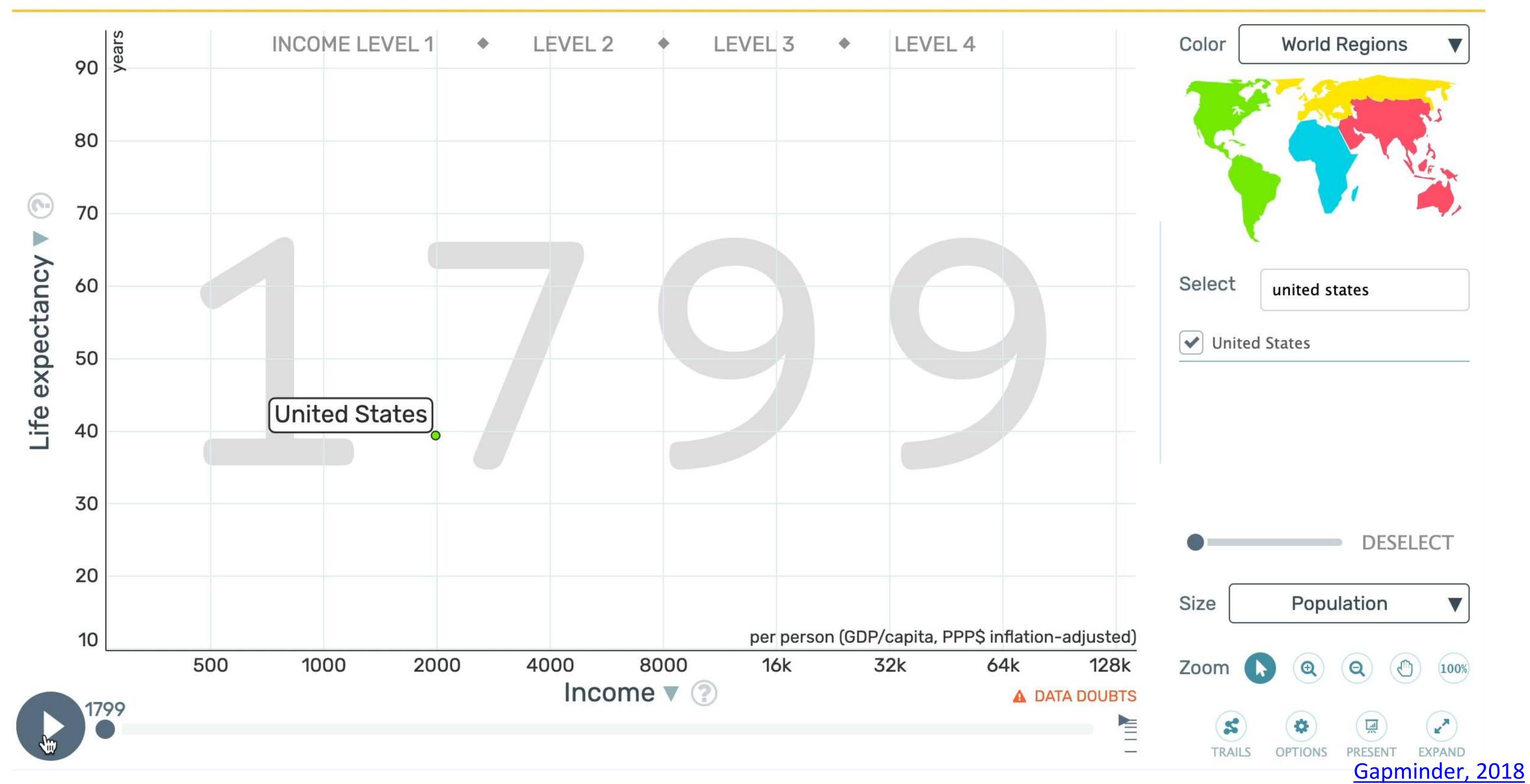
Node	Color
Alpha	White
Beta	Maroon
Delta	Purple
Epsilon	Teal
Eta	Mustard Yellow
Gamma	Green
Theta	Orange
Zeta	Pink

If the task doesn't need a 2D visualization, then don't use one.

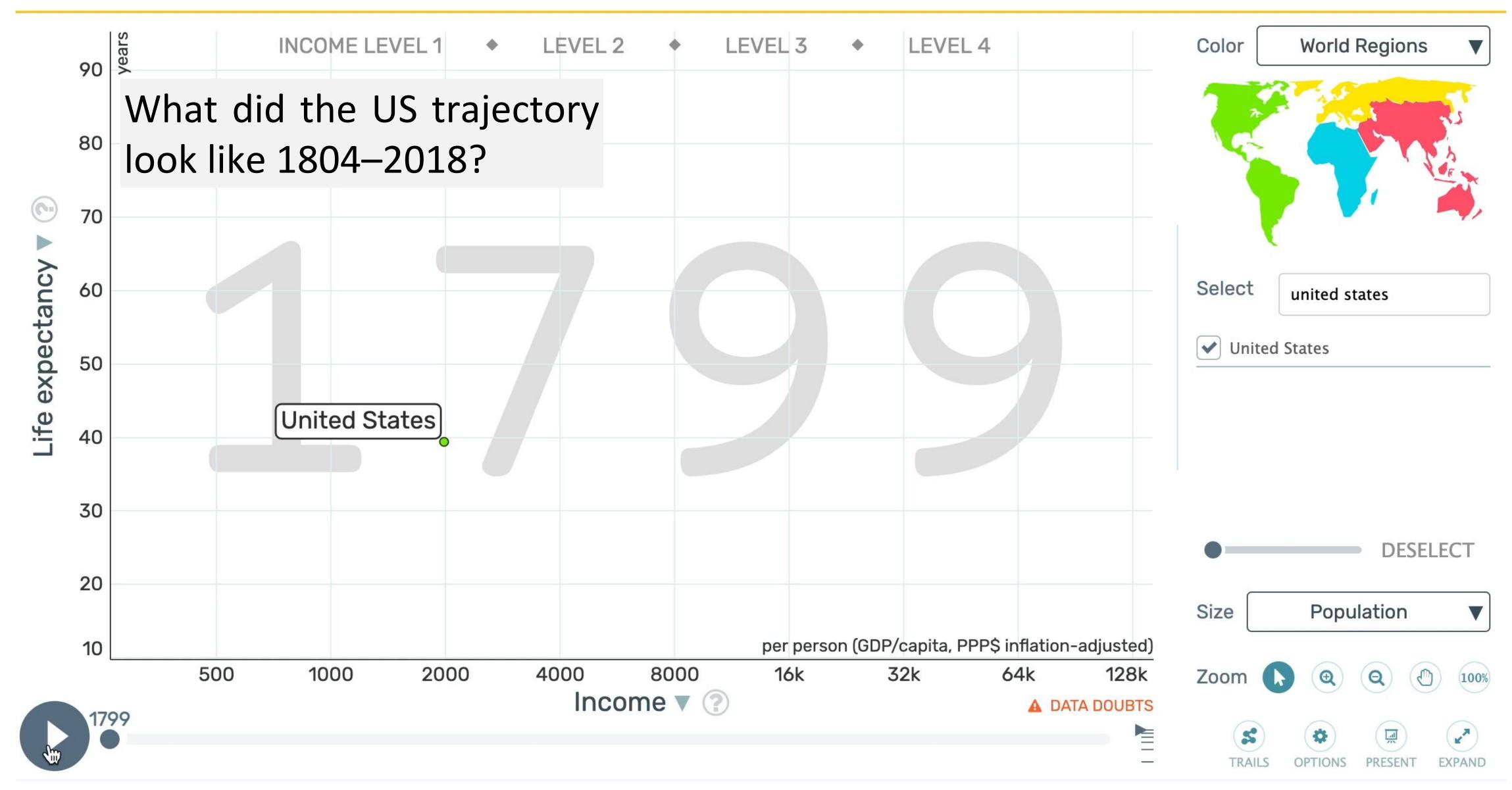
# Design Rules of Thumb

- 1. Function first, form next
- 2. No unjustified 3D
- 3. No unjustified 2D
- 4. Eyes beat memory

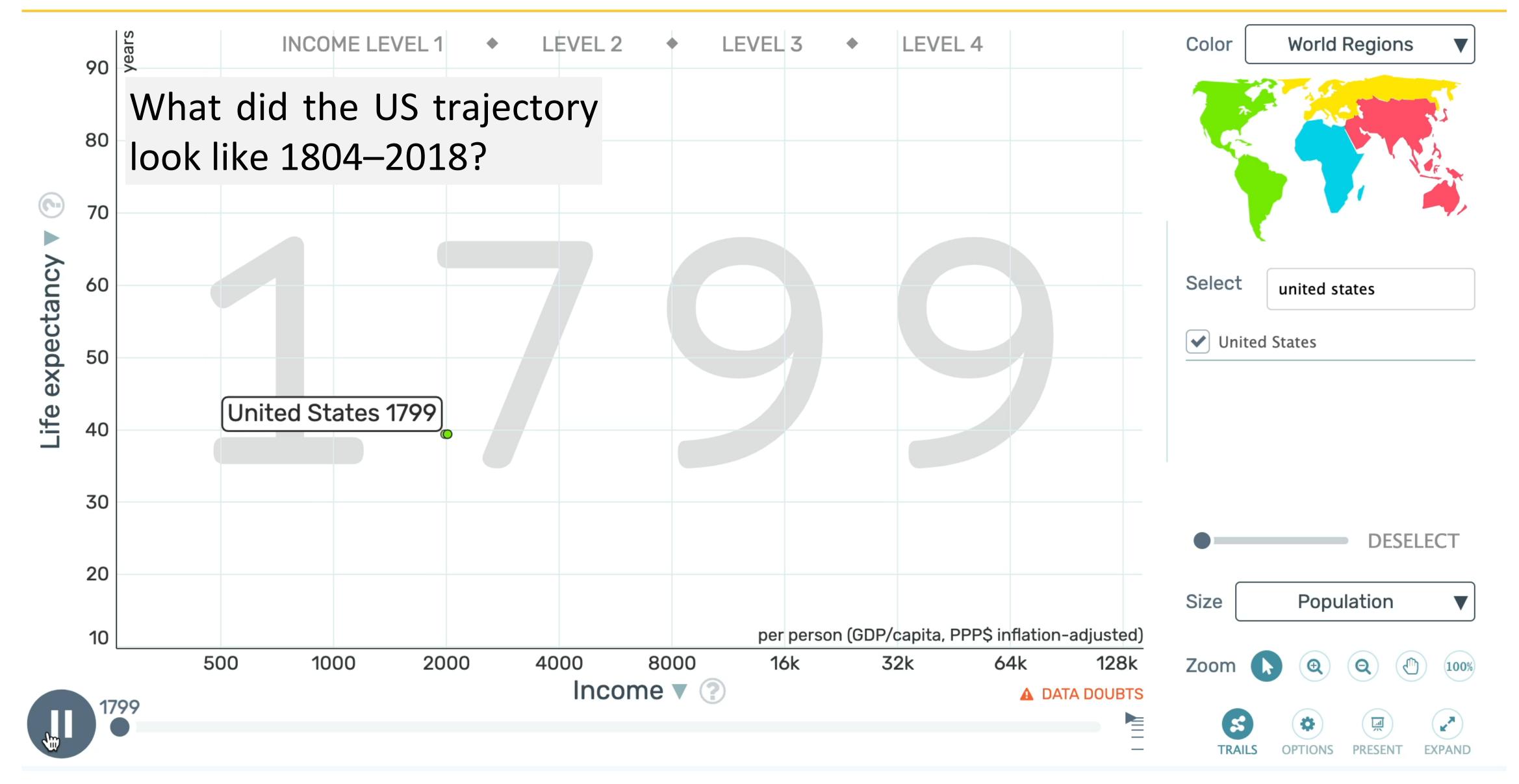
# "Eyes Beat Memory"



# "Eyes Beat Memory"



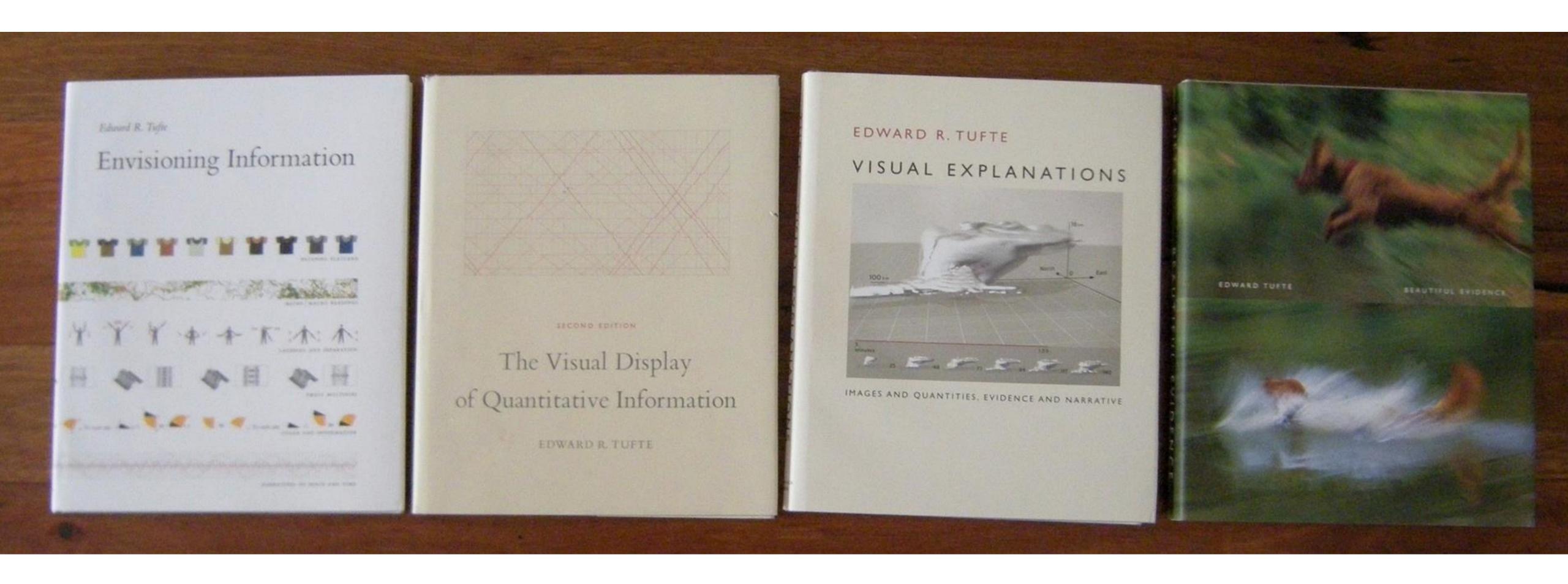
# "Eyes Beat Memory"



# Design Rules of Thumb

- 1. Function first, form next
- 2. No unjustified 3D
- 3. No unjustified 2D
- 4. Eyes beat memory

## **Edward Tufte**



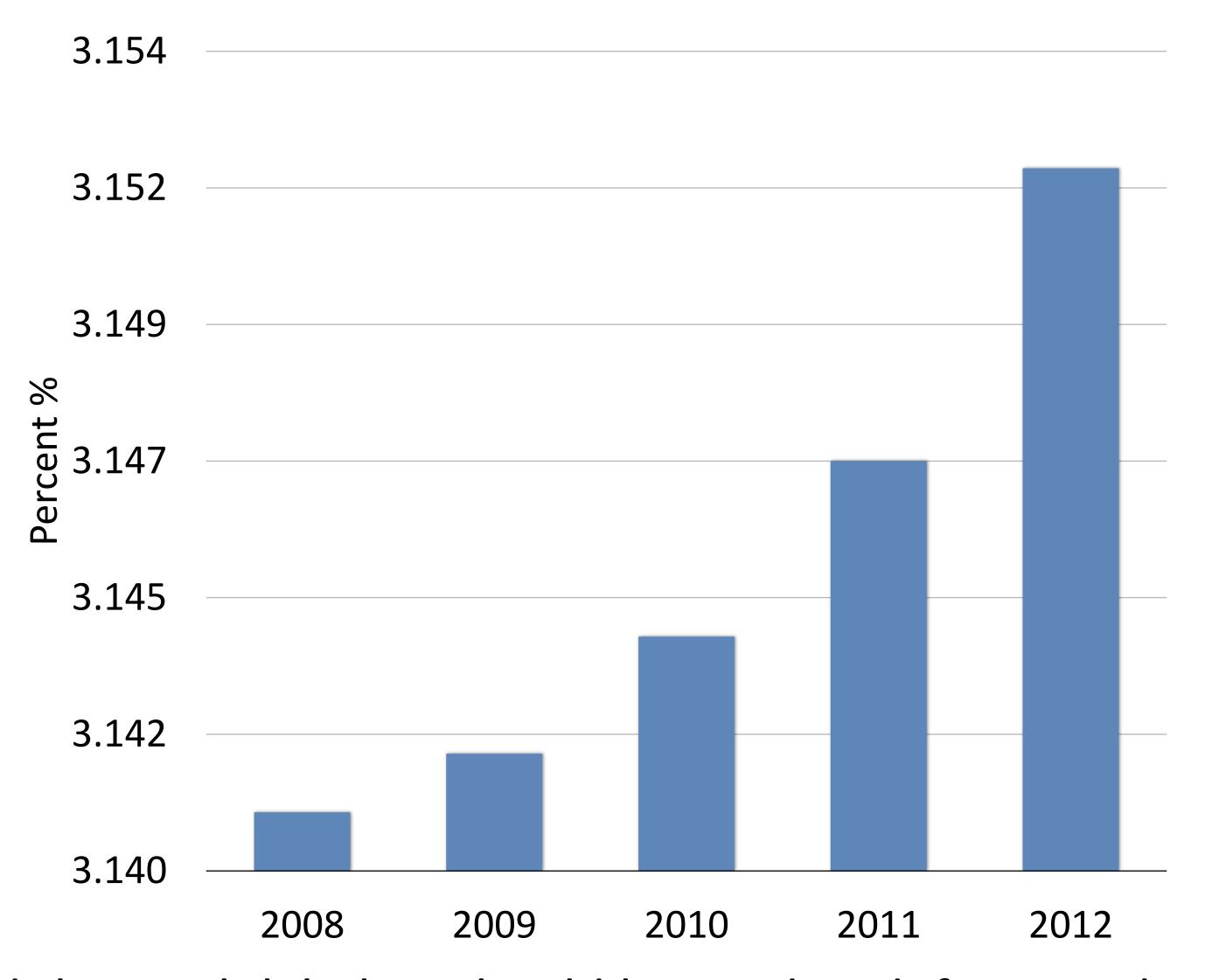
Tufte will be doing one of his one-day courses in Boston on Oct. 3, 4, 5 2023. \$240 for students includes these books. <a href="https://www.edwardtufte.com/tufte/courses">https://www.edwardtufte.com/tufte/courses</a>

# "Graphical Integrity"

"Clear, detailed, and thorough labeling should be used to defeat graphical distortion and ambiguity. Write out explanations of the data on the graphic itself. Label important events in the data."

(Axes and axis labels, titles, annotations, legends, etc.)

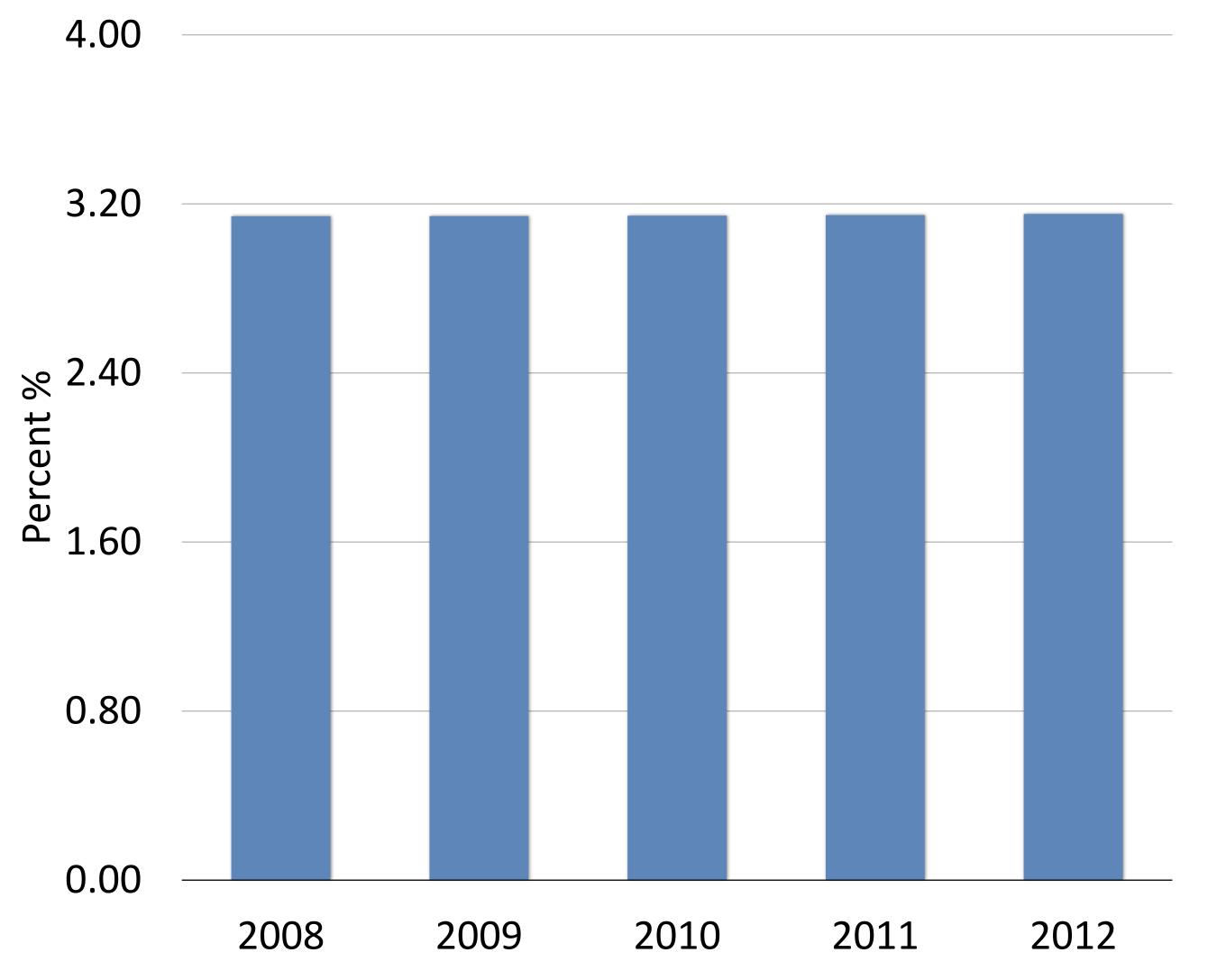
#### **Interest Rates**



"Clear, detailed, and thorough labeling should be used to defeat graphical distortion and ambiguity. Write out explanations of the data on the graphic itself. Label important events in the data."

\*\*Based on http://data.heapanalyti

#### **Interest Rates**

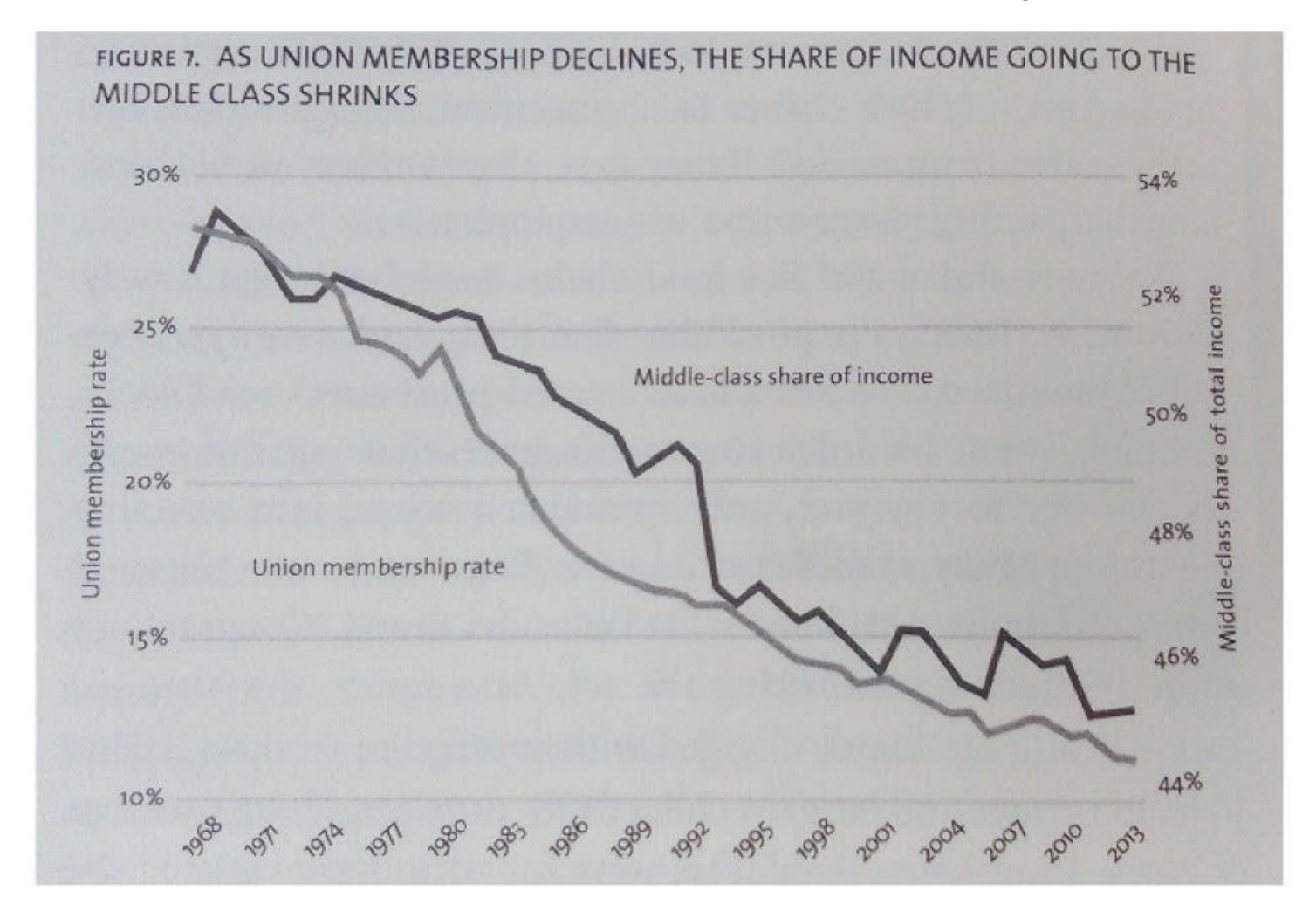


CONTEXT!

"Clear, detailed, and thorough labeling should be used to defeat graphical distortion and ambiguity. Write out explanations of the data on the graphic itself. Label important events in the data."

Based on http://data.heapanalyti

#### "Double the axes, double the mischief"



"Clear, detailed, and thorough labeling should be used to defeat graphical distortion and ambiguity. Write out explanations of the data on the graphic itself. Label important events in the data." <a href="http://www.thefunctionalart.com/2015/10/double-axes-double-priorbiote.">http://www.thefunctionalart.com/2015/10/double-axes-double-priorbiote.</a>

mischief.html

# "Graphical Integrity"

### Lie Factor

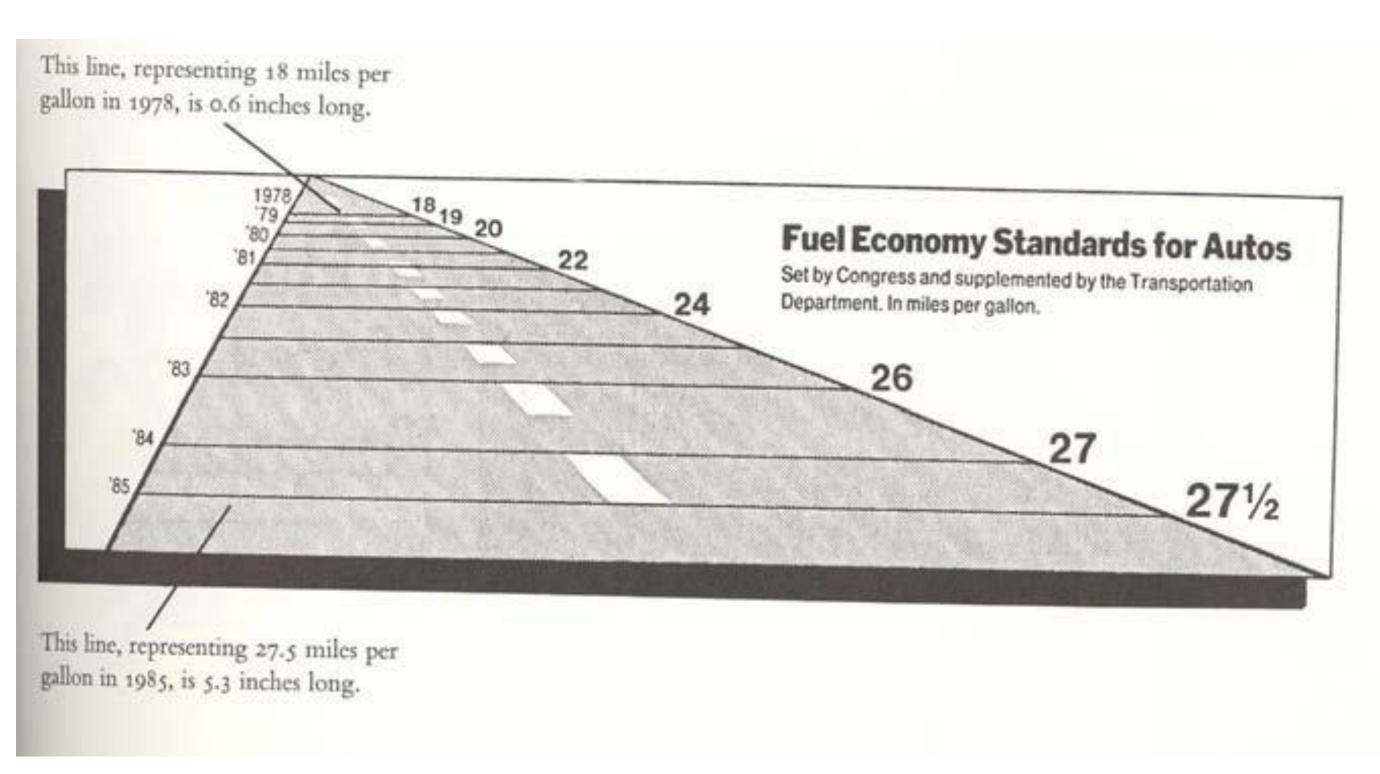
Lie Factor = (Size of effect in graphic)

(Size of effect in data)

Lie Factor = >1, overstating

Lie Factor = 1, accurate :-)

Lie Factor = <1, understating



#### Lie Factor

Lie Factor = (Size of effect in graphic)
(Size of effect in data)

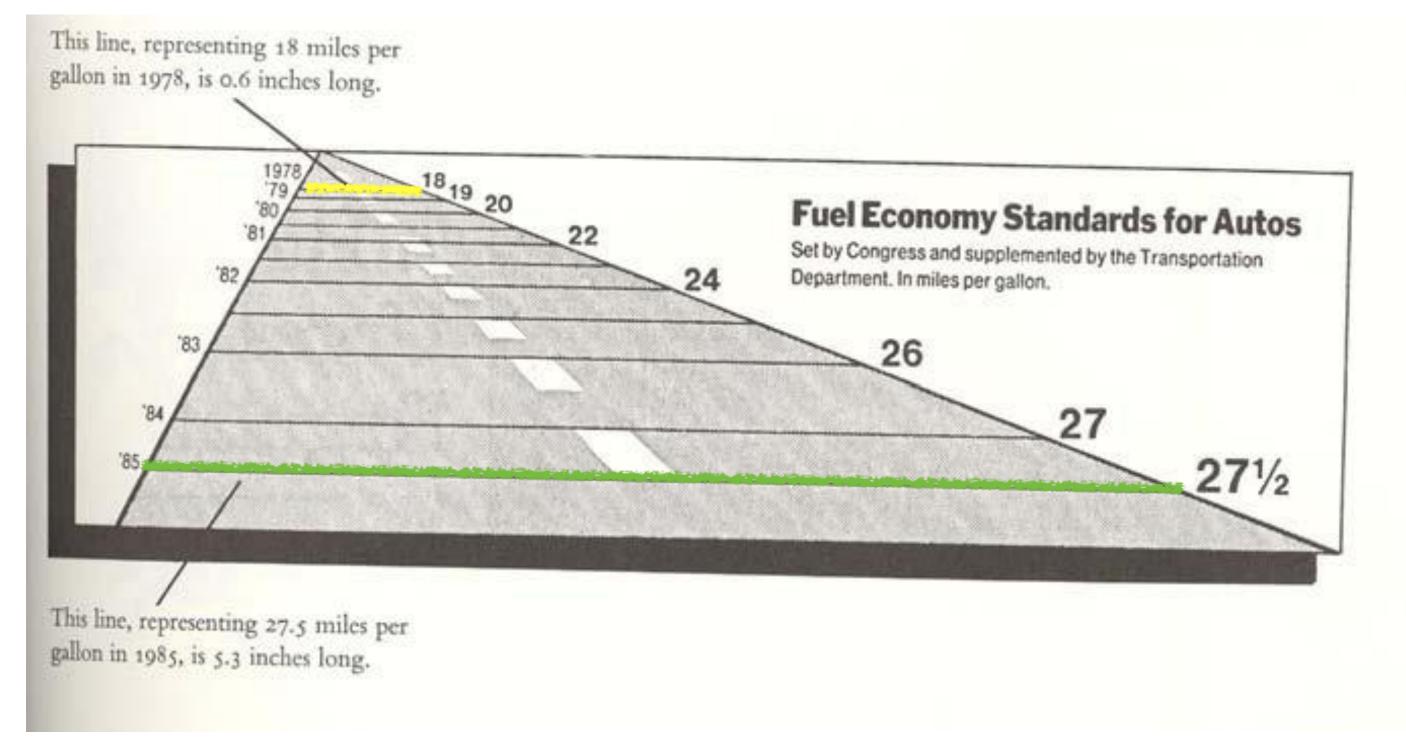


Image = 
$$5.3'' - 0.6'' = 7.83 = 783\%$$

Data = 
$$27.5 - 18 = 0.53 = 53\%$$

Lie Factor = 
$$\frac{783\%}{53\%}$$
 = 14.8

#### Lie Factor

Lie Factor = (Size of effect in graphic)
(Size of effect in data)

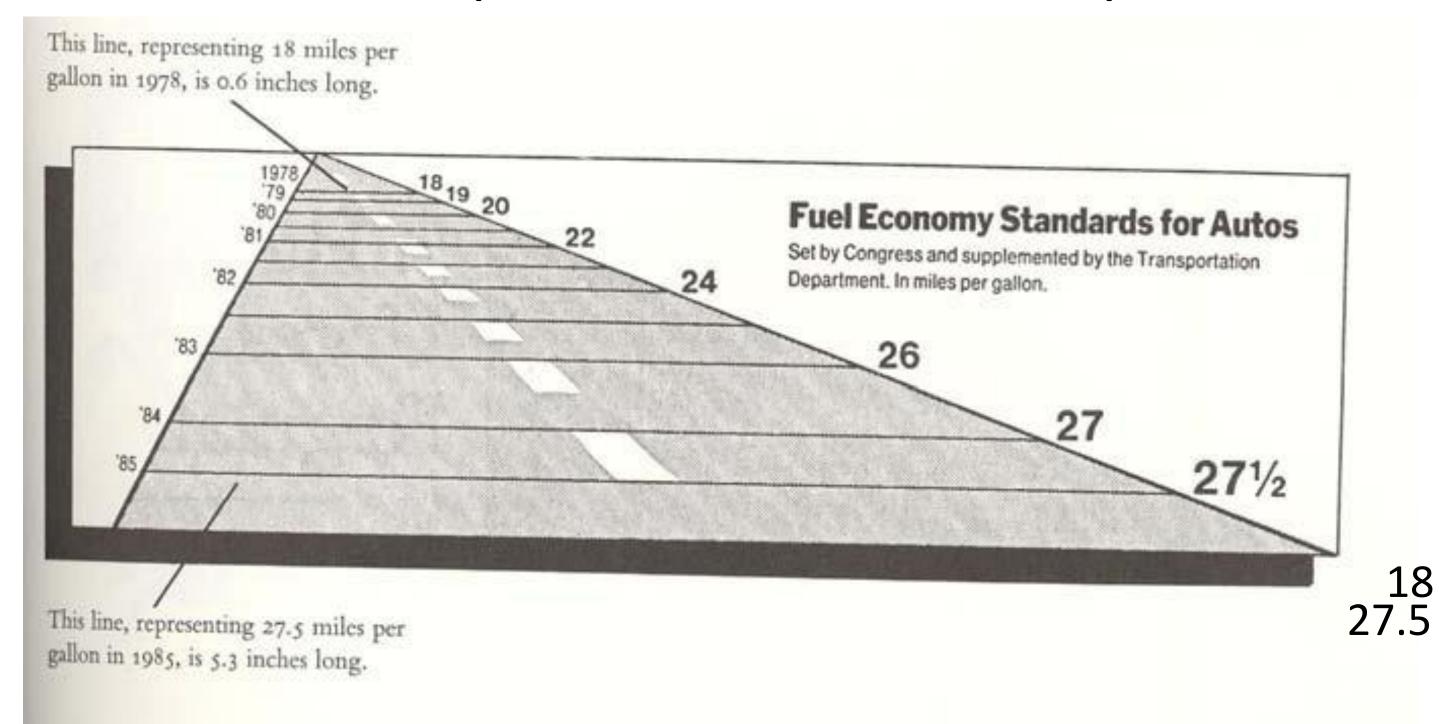


Image = 
$$5.3'' - 0.6'' = 7.83 = 783\%$$

Data = 
$$27.5 - 18 = 0.53 = 53\%$$

Lie Factor = 
$$\frac{783\%}{53\%}$$
 = 14.8

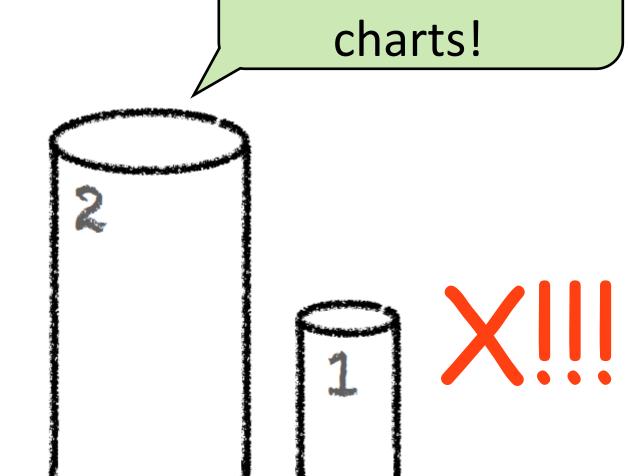
# IN-CLASS ACTIVITY: Calculate for yourself!

## Lie Factor

Data = 
$$\frac{2-1}{1}$$
 = 1 = 100%

Lie Factor = (Size of effect in graphic)
(Size of effect in data)

Make sure *area* is proportional to data!



Don't use 3D bar

Image = 
$$\frac{2^2 - 1^2}{1^2}$$
 = 3 = 300%

Image = 
$$2*\pi 1^2 - 1*\pi 0.5^2 = 7 = 700\%$$
  
 $1*\pi 0.5^2$ 

Image = 
$$2 - 1 = 1 = 100\%$$

Lie Factor = 
$$\frac{300\%}{100\%}$$
 = 3

Lie Factor = 
$$\frac{700\%}{100\%}$$
 = 7

Lie Factor = 
$$\frac{100\%}{100\%}$$
 = 1

# "Graphical Integrity"

"The number of information-carrying (variable) dimensions depicted should not exceed the number of dimensions in the data."

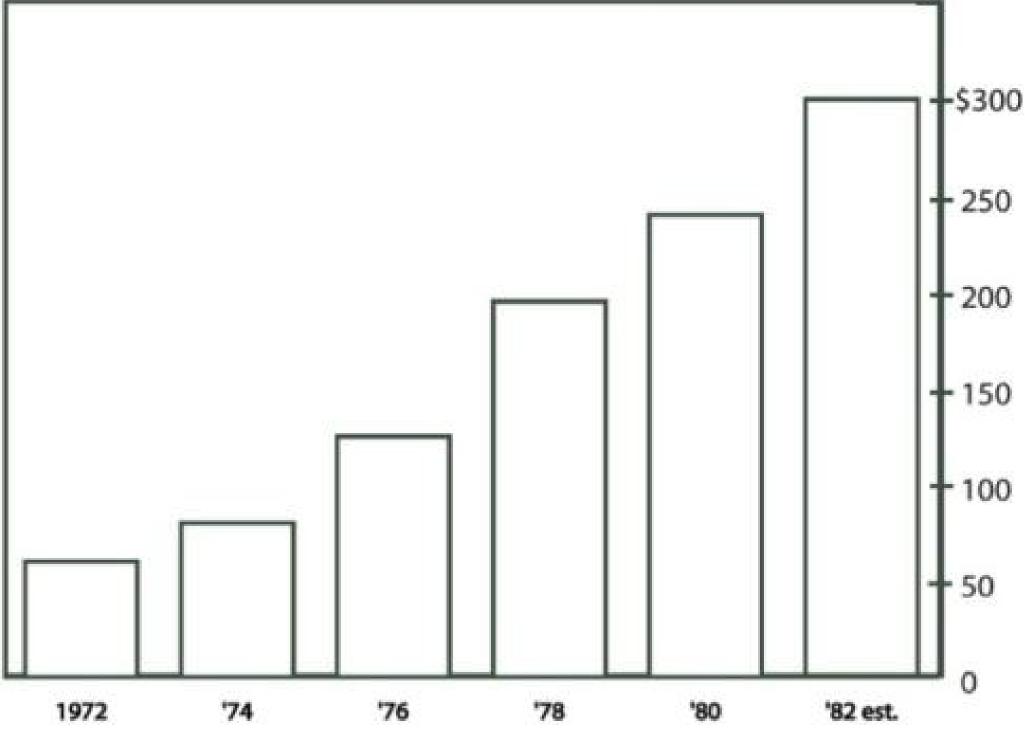
# "CHART JUNK"

## "Chart Junk"

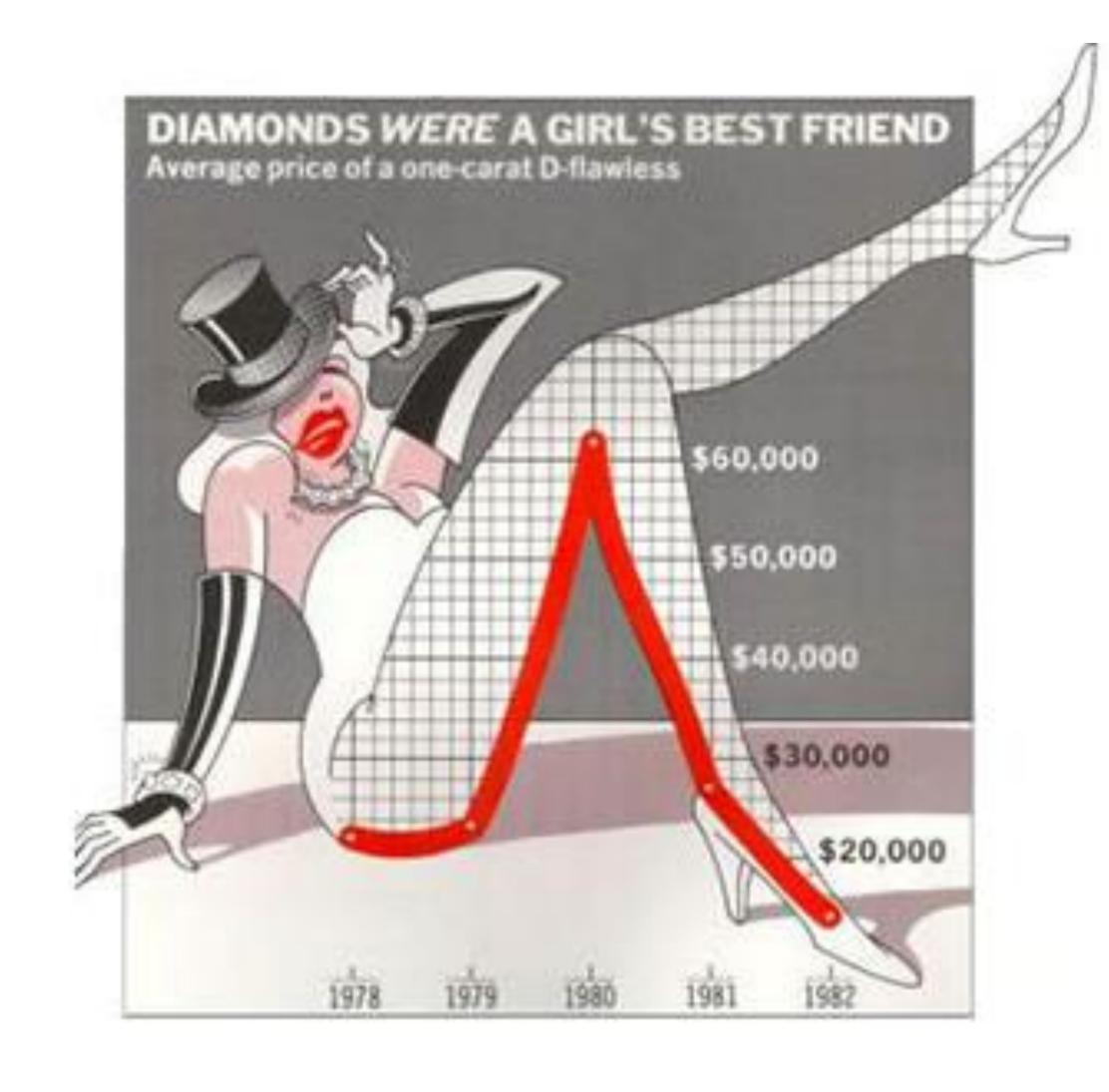


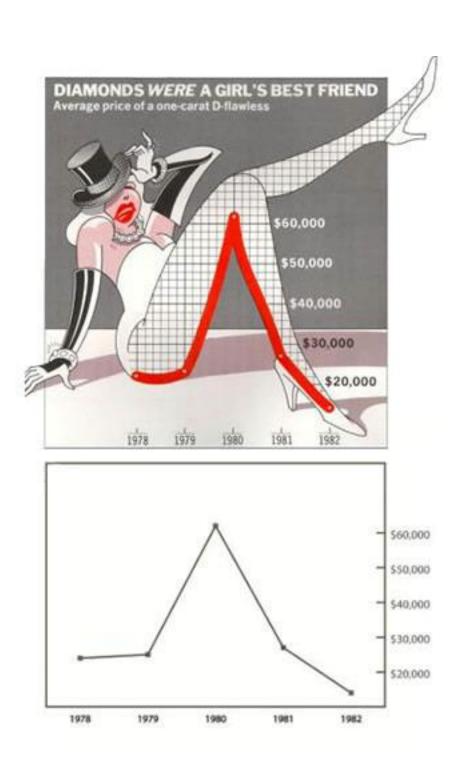
MONSTROUS COSTS

Total House and Senate campaign expenditures, in millions



## "Chart Junk"

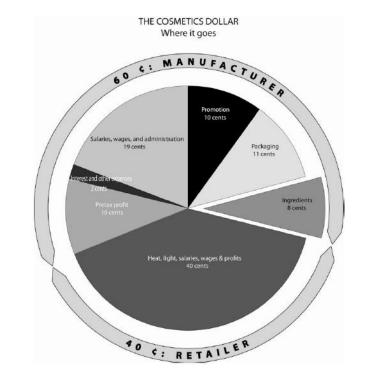




## "Chart Junk Debate"

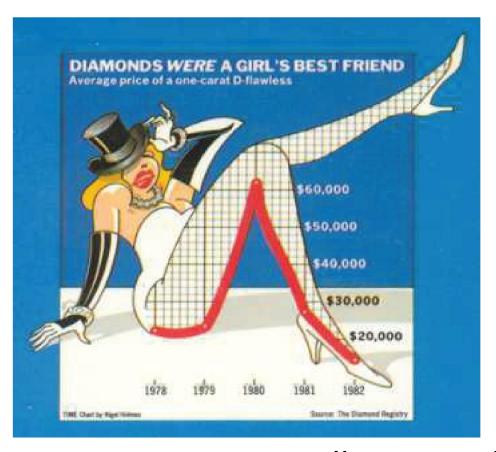
Useful Junk? The Effects of Visual Embellishment on Comprehension and Memorability of Charts



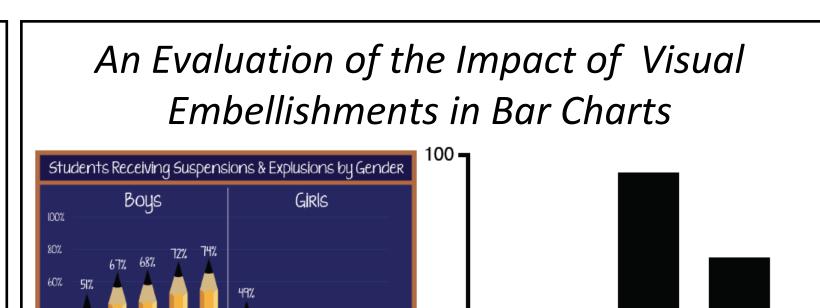


Bateman, et al. (2010)

Benefitting InfoVis with Visual Difficulties

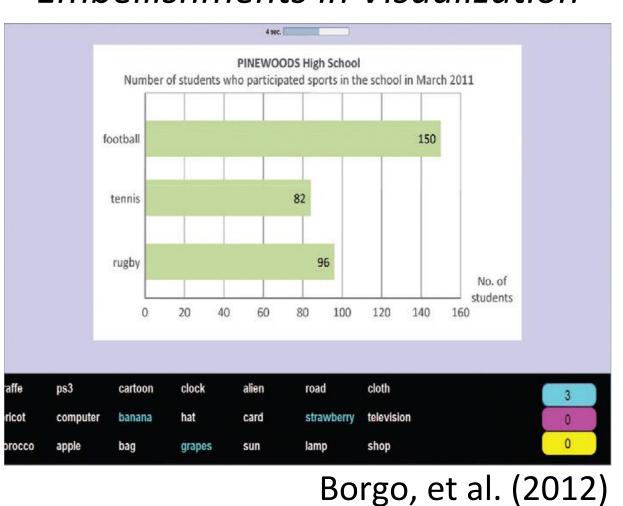


Hullman, et al. (2011)

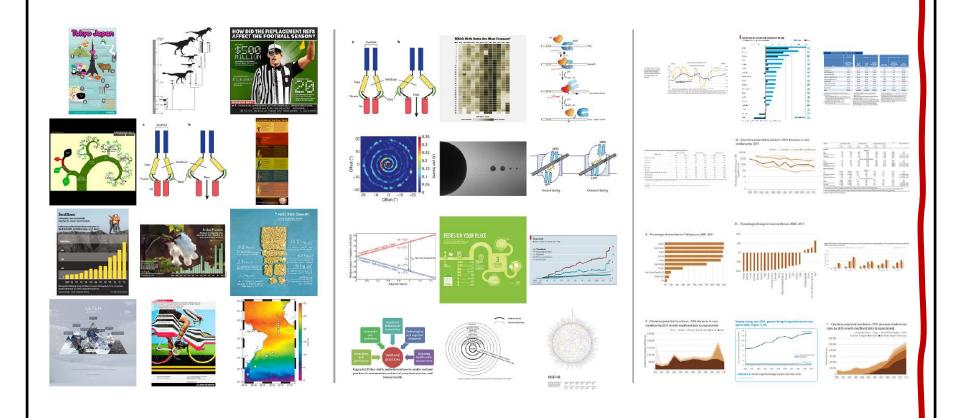


Skau, et al. (2015)

An Empirical Study on Using Visual Embellishments in Visualization

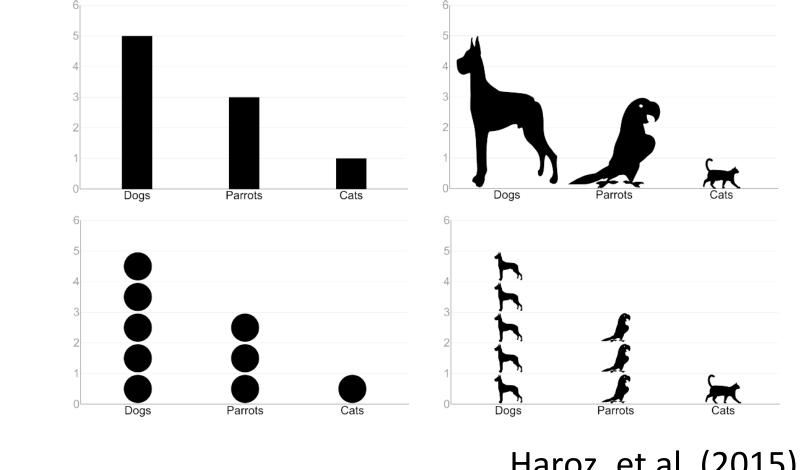


What makes a visualization memorable?



Borkin, et al. (2013) Borkin, et al. (2015)

ISOTYPE Visualization – Working Memory, Performance, and Engagement with Pictographs



Haroz, et al. (2015)

## "Chart Junk"

Chart junk can... persuade, help with memorability, engage

... bias, limit data-ink ratio, clutter, lower trust

Take-away: it depends on your audience, task, and context...

#### For Next Time

neu-ds-4200-f23.github.io/schedule/

Look at the upcoming assignments and deadlines

- Textbook, Readings, & Reading Quizzes—Variable days
- In-Class Activities—If due, they are due 11:59pm the same day as class

#### **Everyday Required Supplies:**

- 5+ colors of pen or marker
- White paper
- Laptop and charger

Use Slack for general questions, email <u>codydunne-and-tas@ccs.neu.edu</u> for questions specific to you.

