

Cody Dunne Northeastern University

STORYTELLING, How to Give a Talk



CHECKING IN



IN-CLASS PROGRAMMING— MATPLOTLIB AND SEABORN



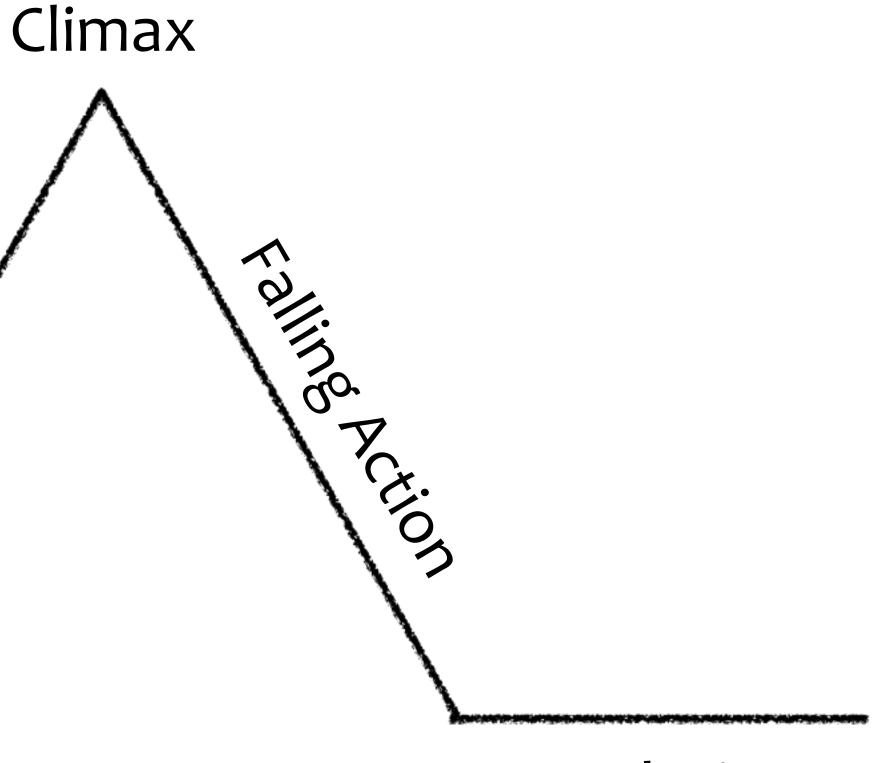
HOW TO GIVE A GOOD TALK



Narrative Structure*

with the second second

Exposition



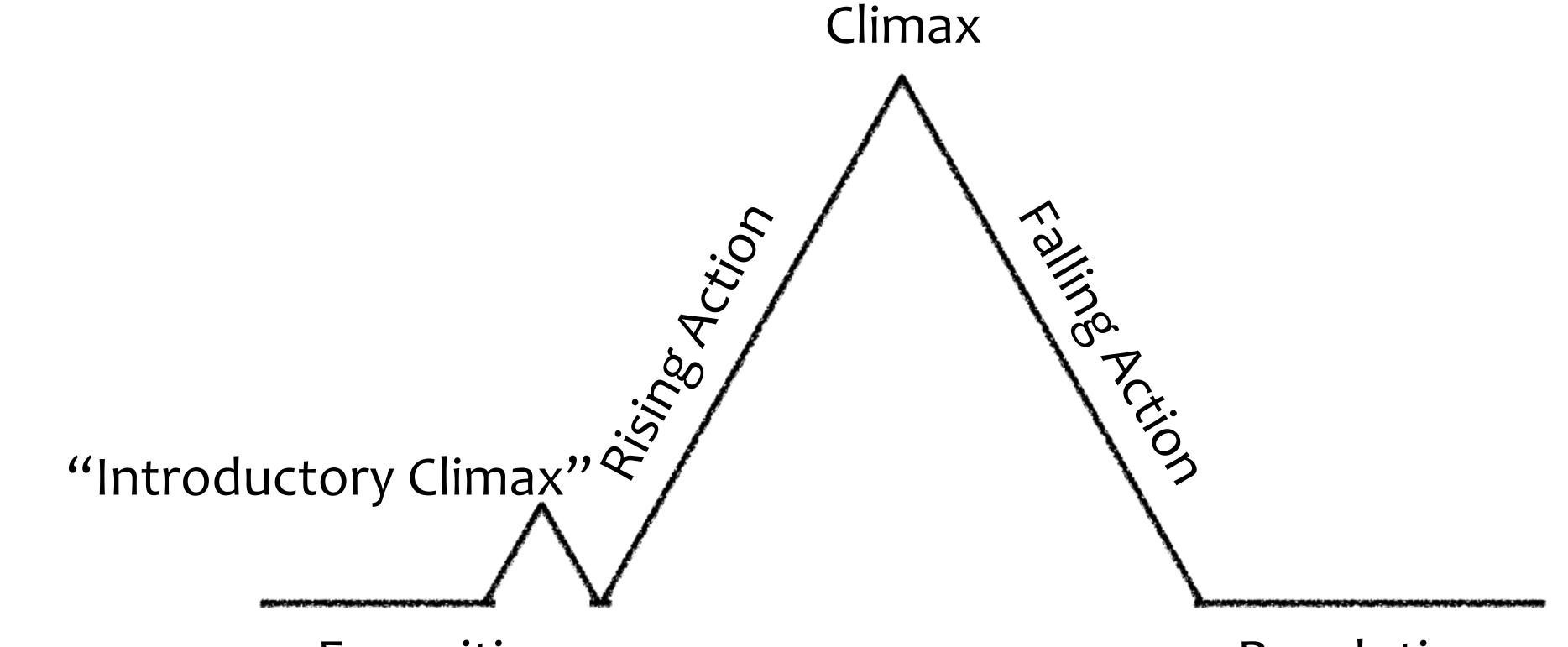
Resolution

*Gustav Freytag



Narrative Structure*

Exposition



Resolution

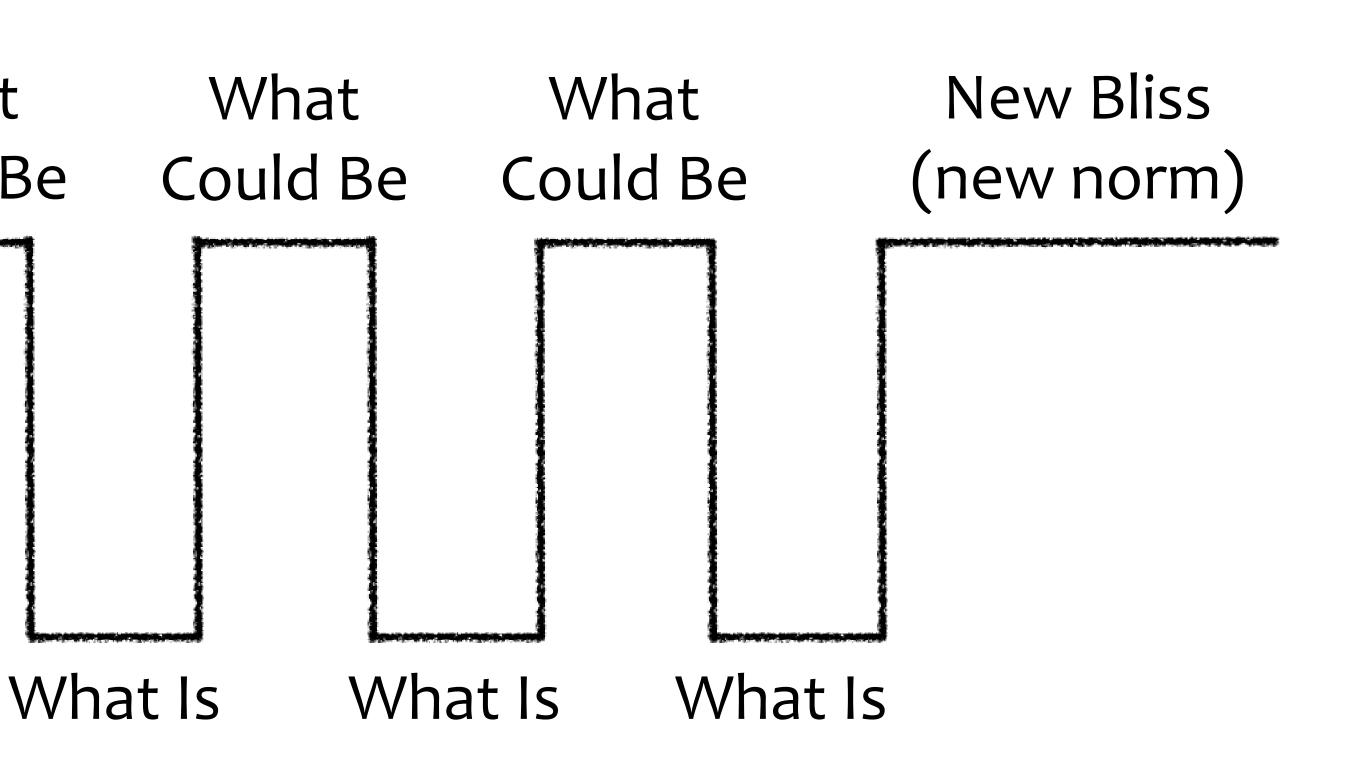
*Gustav Freytag



Narrative Structure*

What Could Be

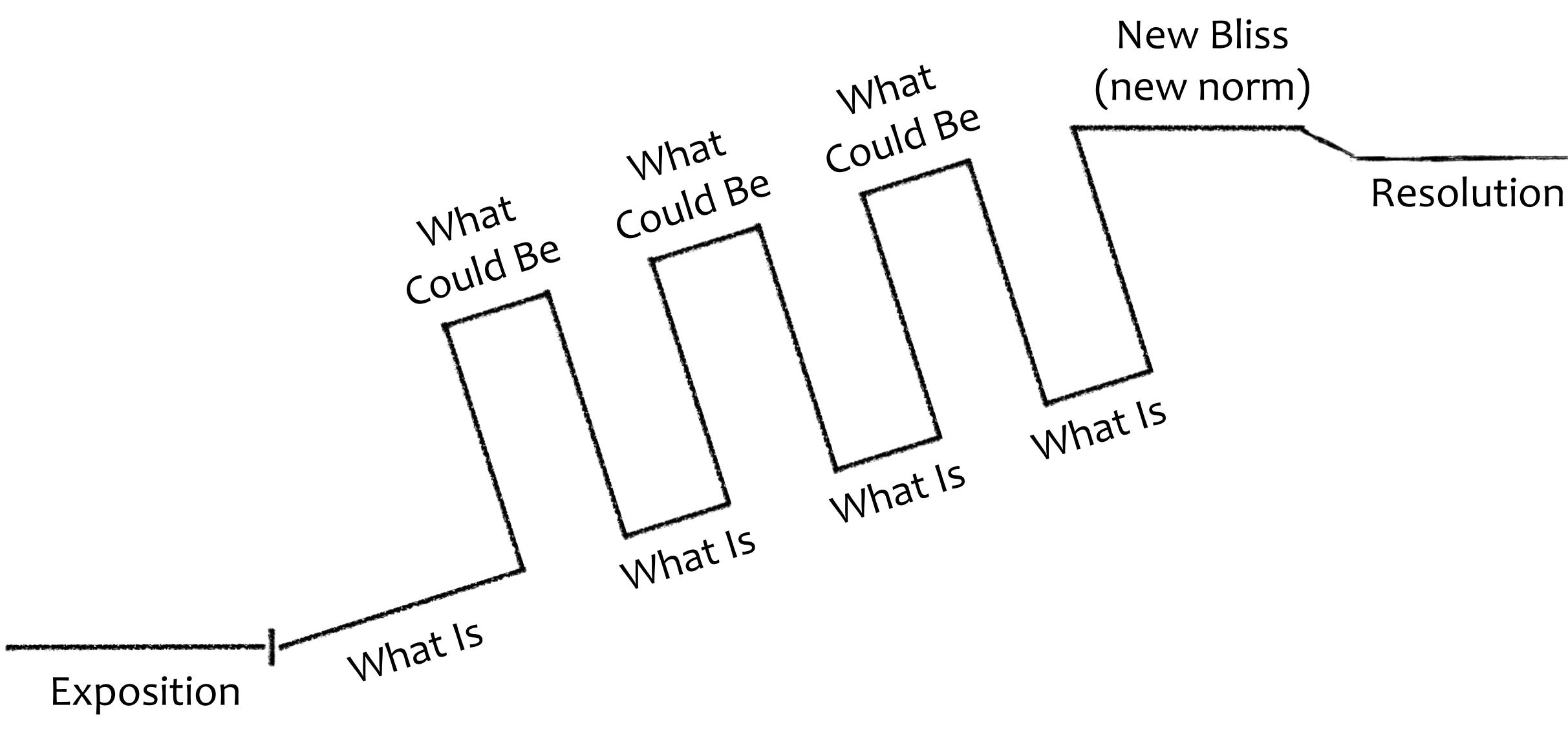
Exposition What Is



*Nancy Duarte



Narrative Structure

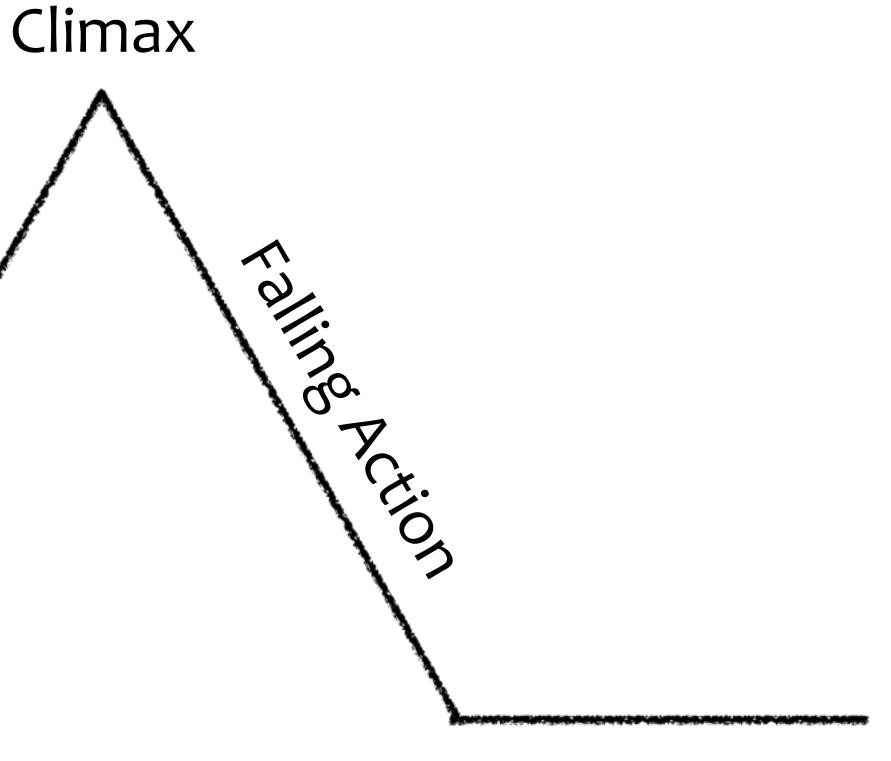




Narrative Structure

Silve Solution

Exposition



Resolution

Reveal something never seen before. Do something the Share an idea that could change the world.

1. Dream big. Strive to create the best talk you have ever given. audience will remember forever.

2. Show us the real you. Share your passions, your dreams... and also your fears. Be vulnerable. Speak of failure as well as success.

Don't speak in abstractions. Explain! Give examples. Tell stories. Be specific.

3. Make the complex plain. Don't try to dazzle intellectually.

4. Connect with people's emotions. Make us laugh! Make us cry!

5. Don't flaunt your ego. Don't boast. It's the surest way to switch everyone off.

your products or services or asking for funding from stage.

6. No selling from the stage! Unless we have specifically asked you to, do not talk about your company or organization. And don't even think about pitching

other speakers' talks, to praise or to criticize. Controversy energizes! Enthusiastic endorsement is powerful!

7. Feel free to comment on

are fine. But if the choice is then read!

8. Don't read your talk. Notes between reading or rambling,

9. End your talk on time. Doing otherwise is to steal time from the people that follow you. We won't allow it.

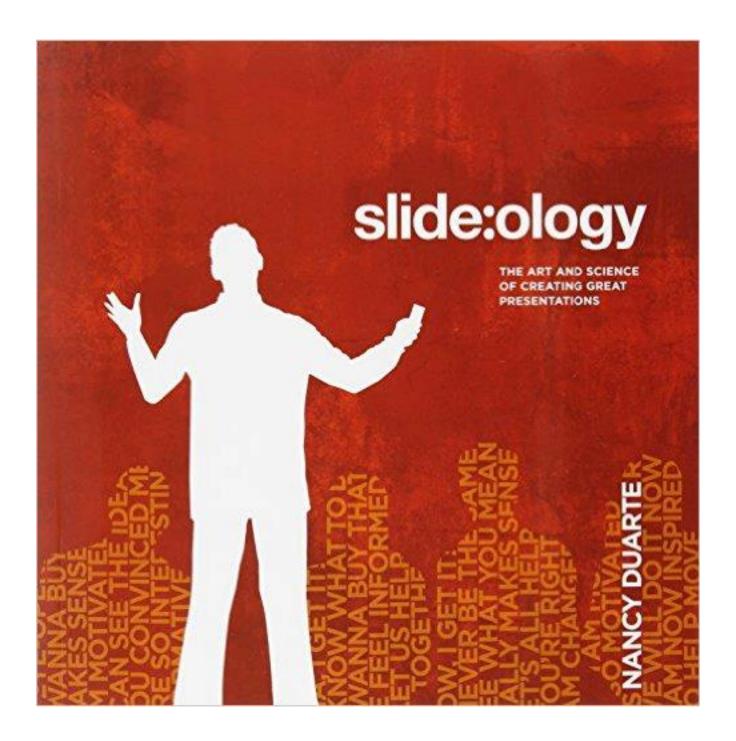
10. Rehearse your talk in front of a trusted friend ... for timing, for clarity, for impact.

This is especially challenging when multiple people are giving the talk together!

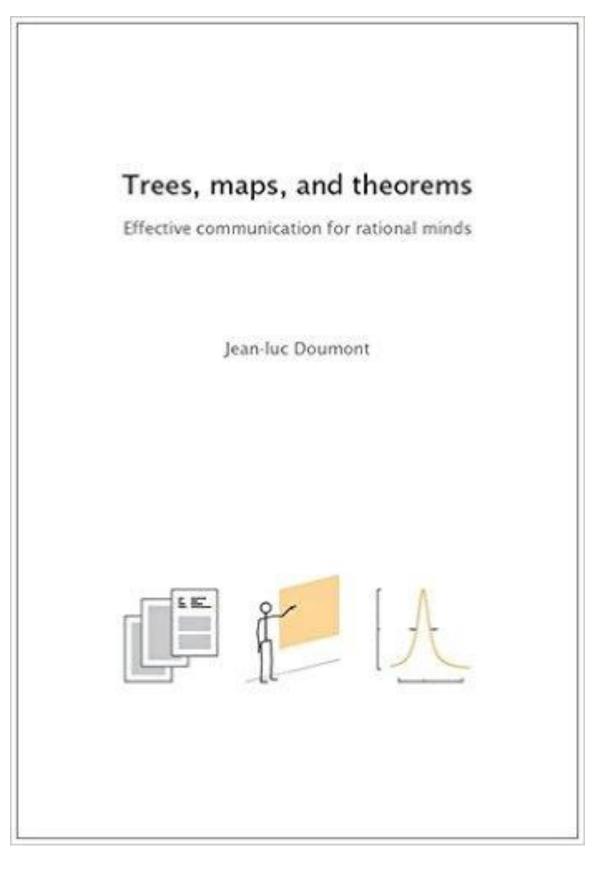
Other Presentation Tips...

- Practice, practice, practice.
- Watch lots of talks for good role models.
- Breathe.
- Vary tone & rate of speaking. • Take pauses. Avoid filler words (um, ah, uh).
- Never apologize.
- Always have a clear message.
- Make sure to have your "ah ha!" moment.
- Know your audience.

More Presentation Resources



<u>"slide:ology</u>" by Nancy Duarte http://eelmaa.net/dld/blog/slideology.pdf



"Trees, Maps, and Theorems Effective Communication for Rational Minds" by Jean Luc Domont



Example Talks

Michelle Borkin "Can astronomers help doctors?" (9:42)

Derek Sivers "Weird or Just Different" (2:38)

Terry Moore **"How to Tie Your Shoes" (2:52)**

Hans Rosling " <u>200 Countries, 200 Years, 4 Minutes</u>" (4:47)

(Pikard Lecture Commentary) (1:21:19)



Megan Monroe " "The Talk Talk" (36:13)

Storytelling



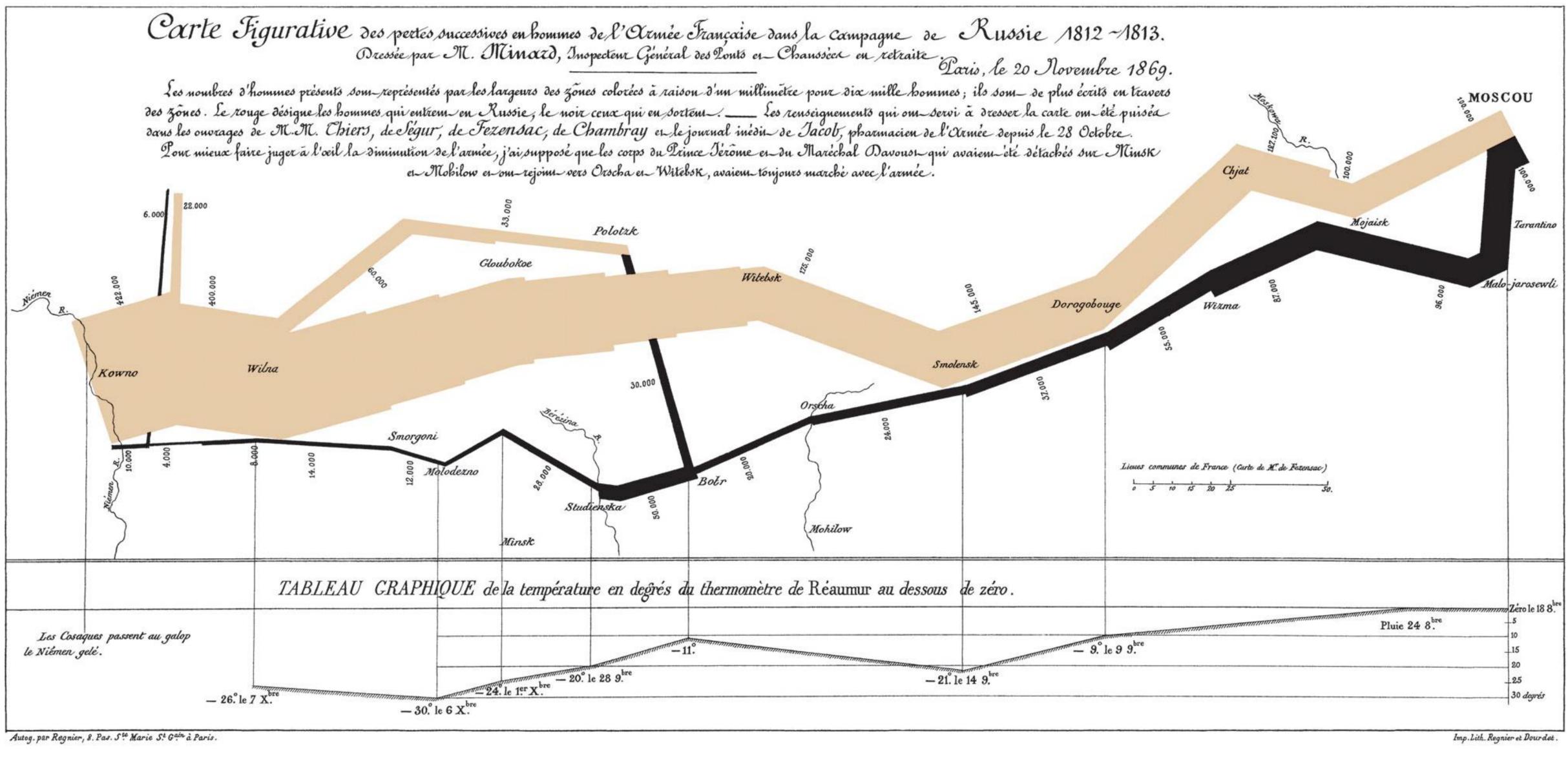
GOALS FOR TODAY

- Learn about the basic narrative elements of a story arc.
- Learn about the three basic storytelling scenarios, and how that informs your visualization.

 Learn the 7 genres of visual storytelling, and what the advantages of each one are.

Hall of Fame or Hall of Shame



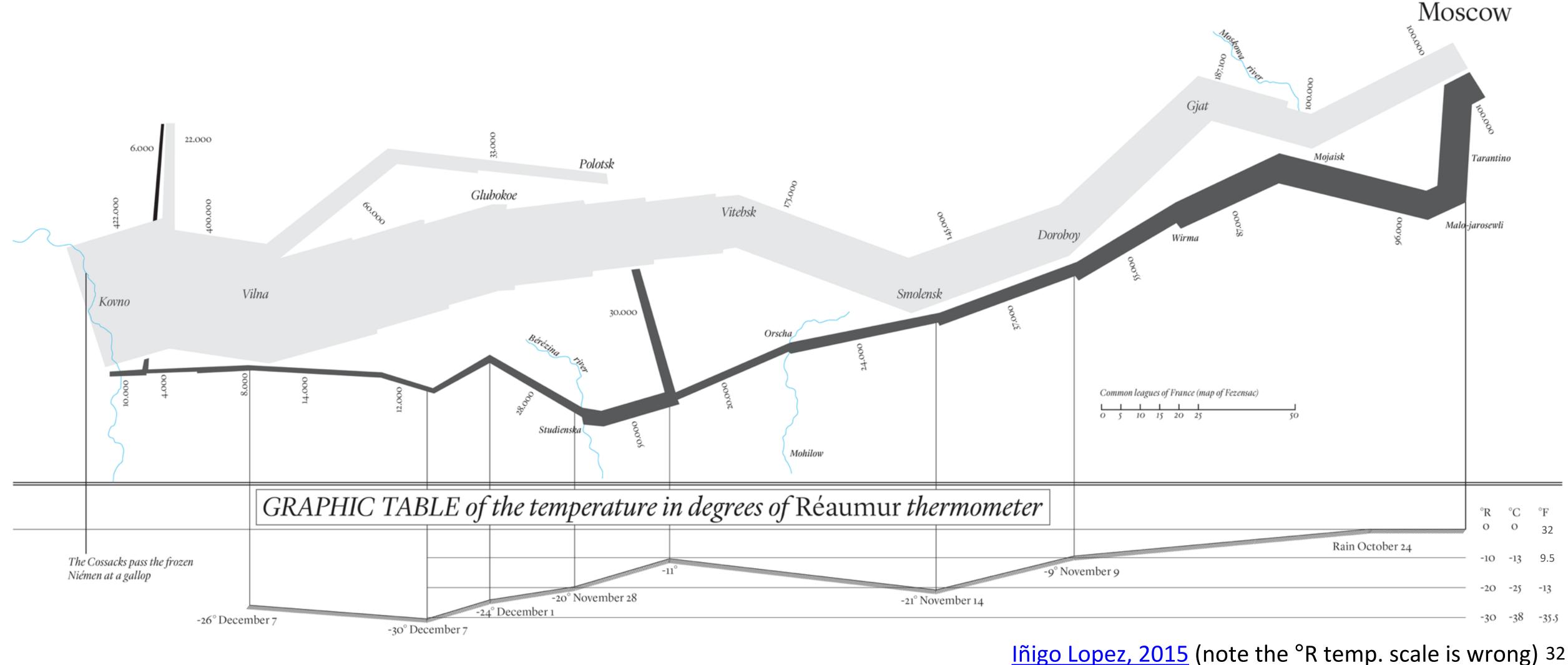


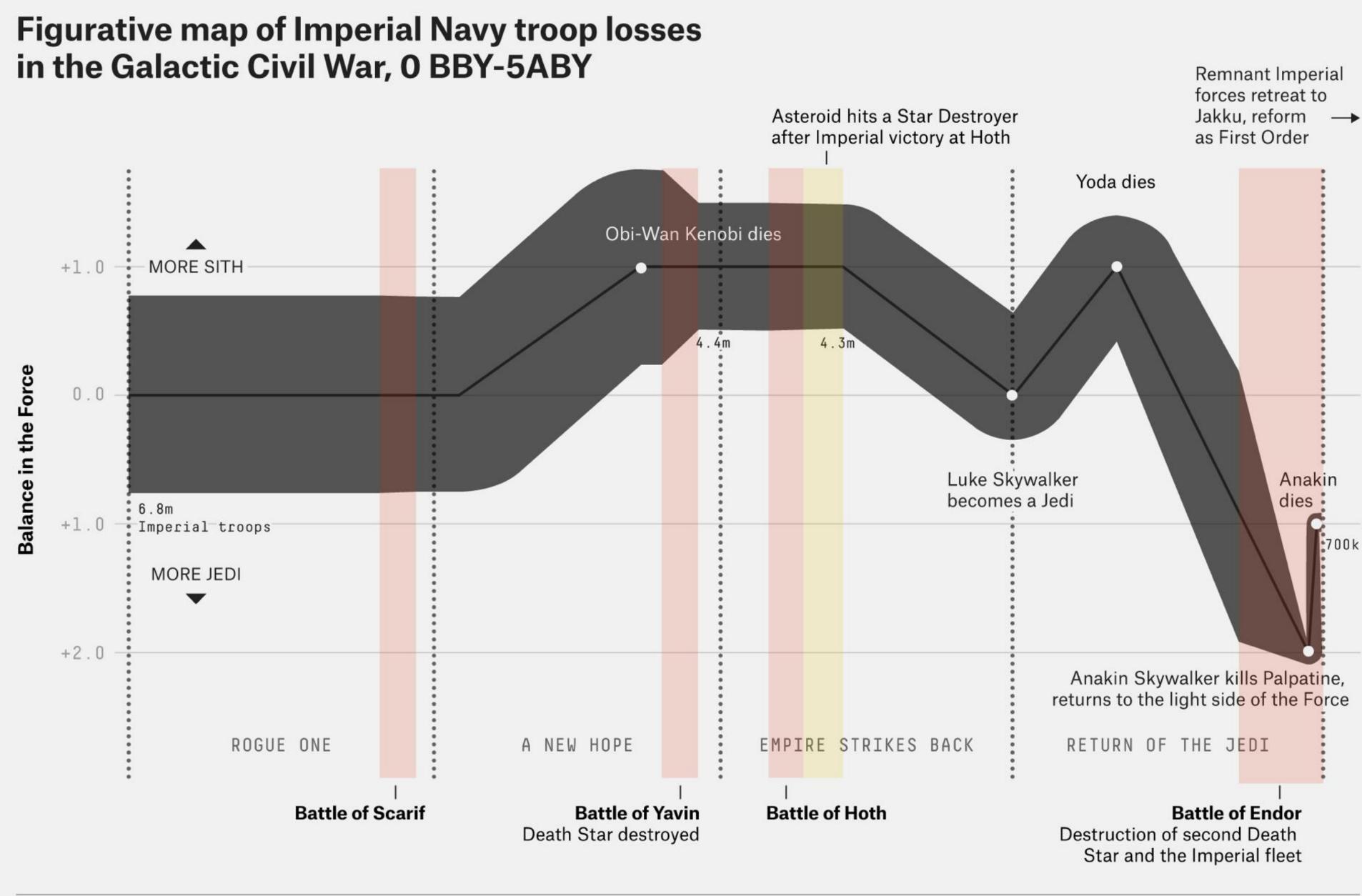
Charles Joseph Minard, 1869 31



FIGURATIVE MAP of the successive losses in men of the French Army in the RUSSIAN CAMPAIGN OF 1812-1813

Drawn by Mr. Minard, Inspector General of Bridges and Roads in retirement. Paris, 20 November 1869. The numbers of men present are represented by the widths of the colored zones in a rate of one millimeter for ten thousand men; these are also written beside the zones. Red designates men moving into Russia, black those on retreat. — The informations used for drawing the map were taken from the works of Messrs. Chiers, de Ségur, de Fezensac, de Chambray and the unpublished diary of Jacob, pharmacist of the Army since 28 October. In order to facilitate the judgement of the eye regarding the diminution of the army, I supposed that the troops under Prince Jerôme and under Marshal Davoust, who were sent to Minsk and Mobilow and who rejoined near Orscha and Witebsk, had always marched with the army.





FiveThirtyEight

SOURCE: LUCASFILM, WOOKIEEPEDIA, STAR WARS FILMS

<u>http://fivethirtyeight.com/features/star-wars-in-one-chart/</u>







YOUR READING LIST



Data Storytelling: The Essential Data Science Skill **Everyone Needs**



Beyond Kimchi And Kale: How Millennial 'Foodies' Are Challenging The Supply Chain From Farm To Table

💟 Active on Twitter



The Future Is Now: Five Awesome Uses Of Virtual Reality In Marketing

Active on Twitter



GreenWave's Startup Program For Ocean Farmers Can Change The Planet (And The Typical Seafood Menu)

81,779 VIEWS MAR 31, 2016 @ 11:26 AM

Data Storytelling: The Essential Data Science Skill **Everyone Needs**





Brent Dykes, CONTRIBUTOR FULL BIO \checkmark Opinions expressed by Forbes Contributors are their own

TWEET THIS

People hear statistics, but they feel stories

Once your business has started collecting and combining all kinds of data, the next elusive step is to extract value from it. Your data may hold tremendous amounts of *potential value*, but not an ounce of value can be created unless insights are uncovered and translated into actions or business outcomes. During a 2009 interview, Google's Chief Economist Dr. Hal R.Varian stated, "The ability to take data—to be able to understand it, to process it, to extract value from it, to visualize it, to communicate it—that's going to be a hugely important skill in the next decades." Fast forward to 2016 and many businesses would agree with Varian's astute assessment.

As data becomes increasingly ubiquitous companies are

The Little Black Book of Billionaire Secrets





D V





Primary Sources for Today's Lecture

Storytelling: The Next Step for Visualization

Robert Kosara, Jock Mackinlay **Tableau Software** rkosara@tableausoftware.com, jmackinlay@tableausoftware.com

Narrative Visualization: Telling Stories with Data

Edward Segel and Jeffrey Heer

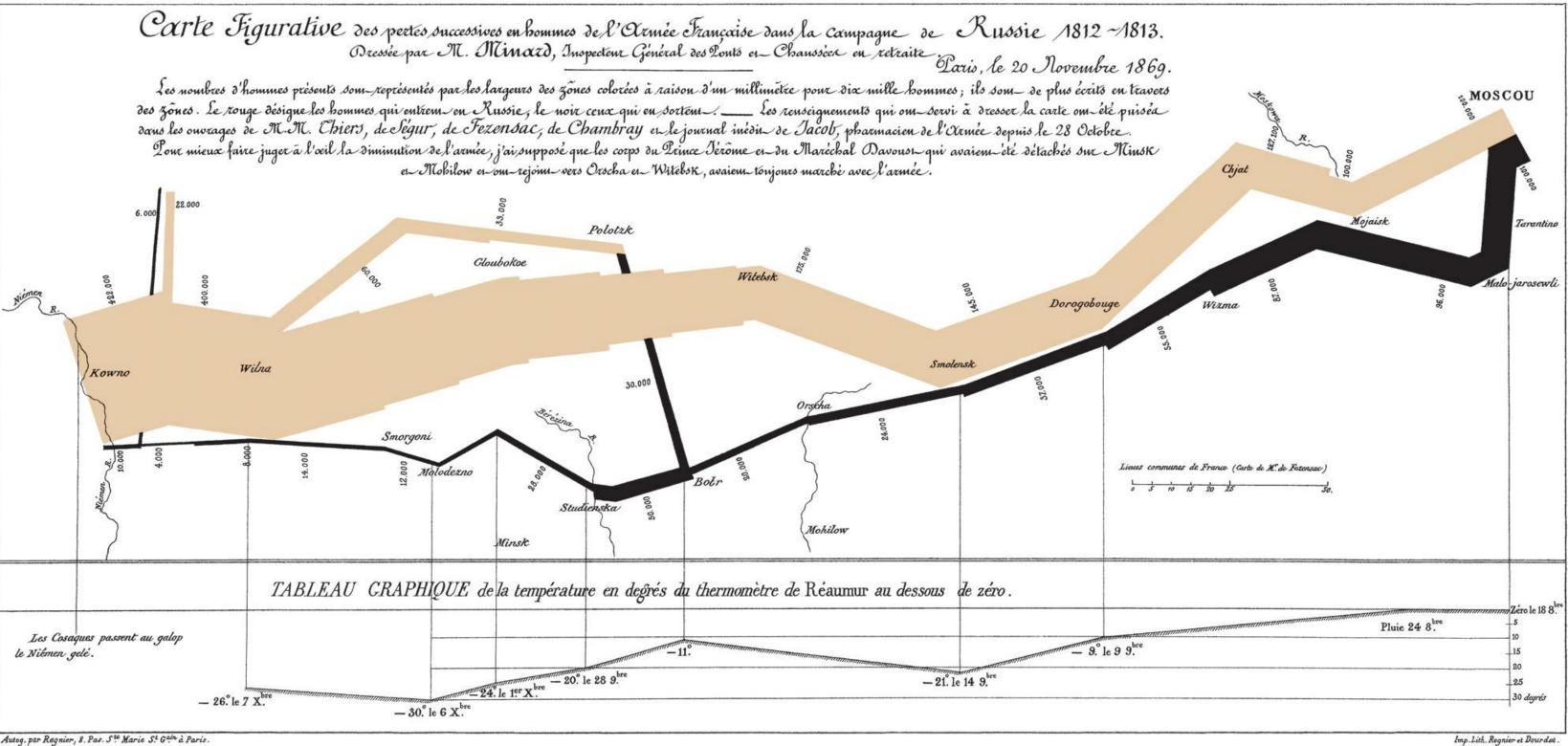
Kosara & Mackinlay, 2013; Segel & Heer, 2010 36





What is a story?

- Common components:
 - Characters
 - Setting
 - Plot
 - Conflict
 - Resolution



Autog. par Regnier, 8. Pas. Ste Marie St Gain à Paris

Story - an ordered sequence of steps with a clearly defined path through it.

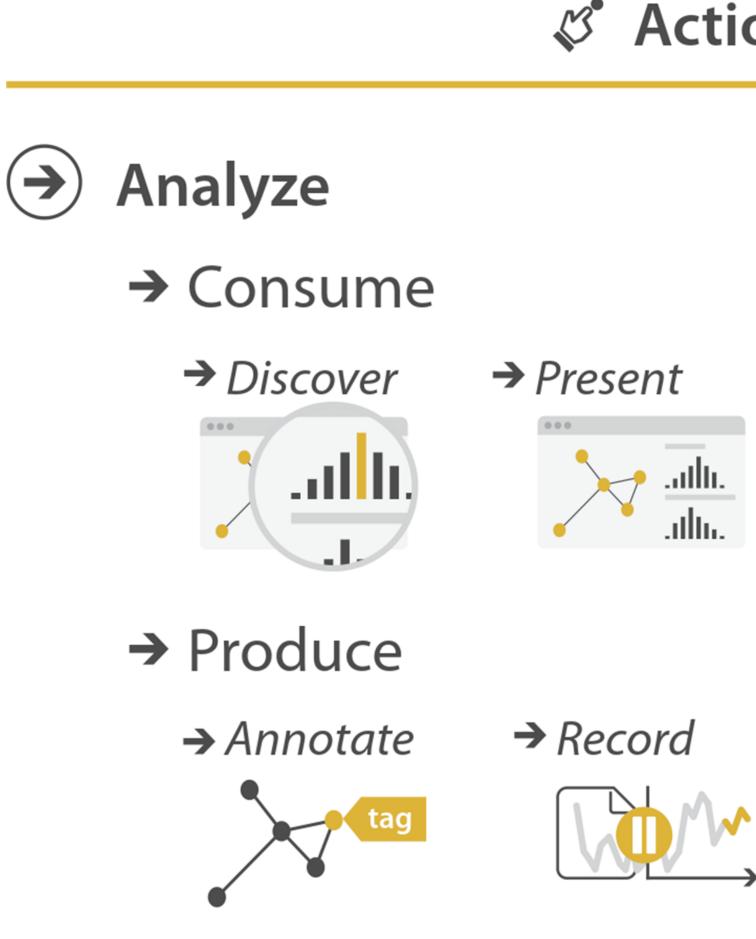


What is a story in visualization?

- Story an ordered sequence of steps with a clearly defined path through it.
- Steps can contain text, images, visualizations, or video, or combinations.
- Order is a key element of stories (usually linear in time).



What is a story in visualization?



Actions

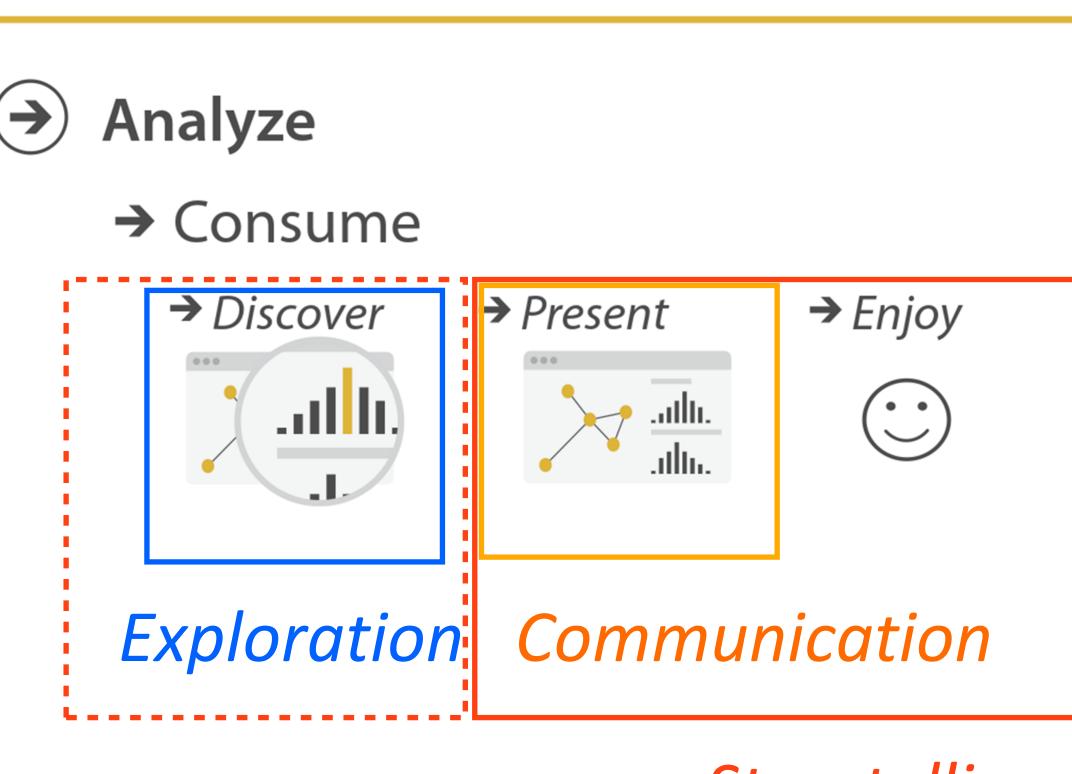








What is a story in visualization?



Actions

Storytelling

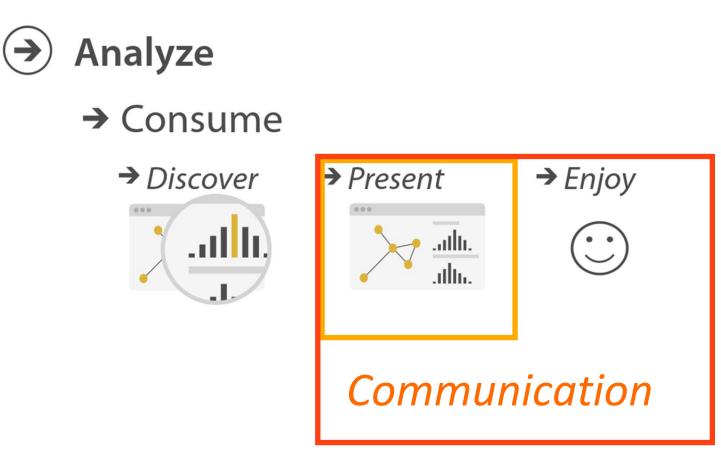


Cholera Epidemic of 1854

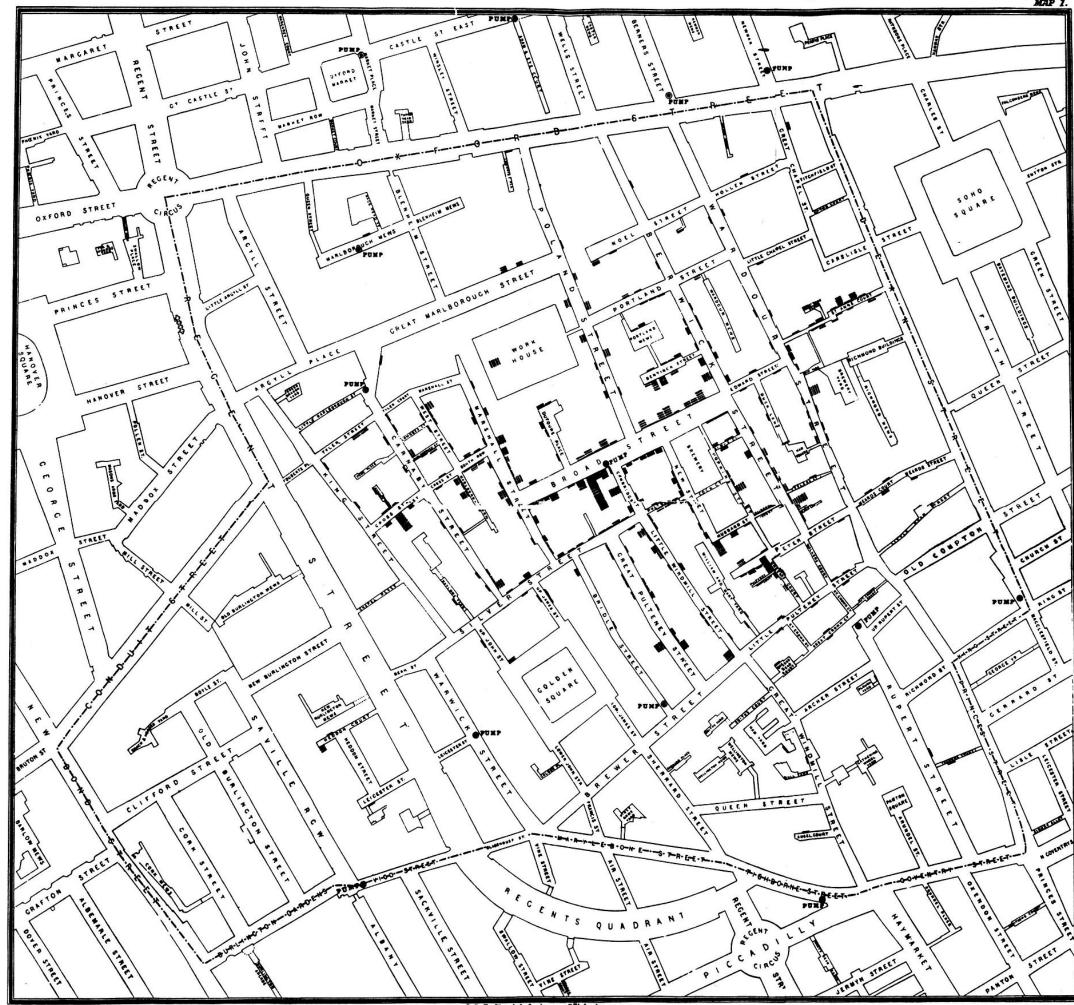
Map by John Snow (physician)

First to demonstrate cholera is a water-born illness

616 people died



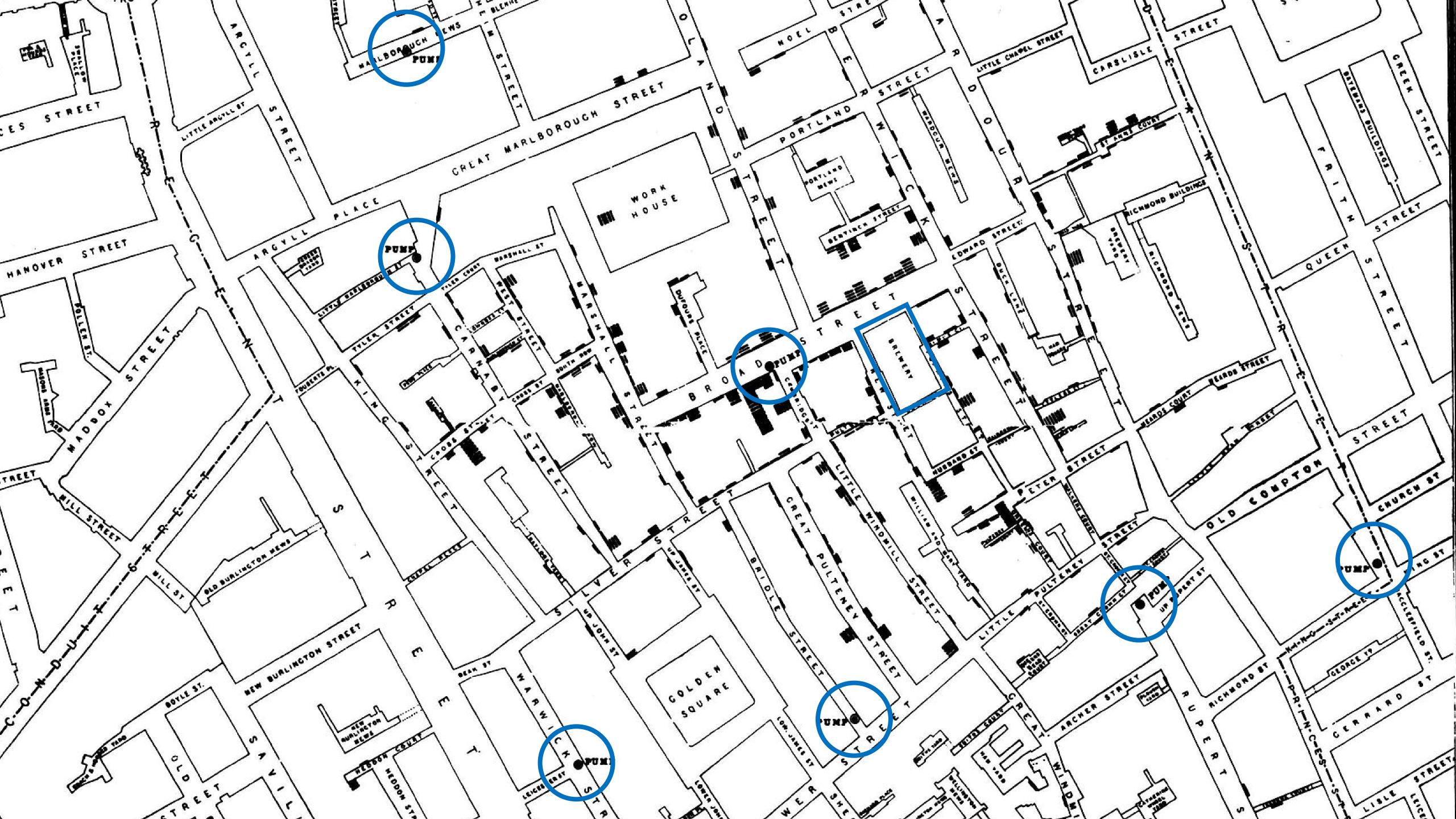
Storytelling



.F. Cheffins, Lith, South

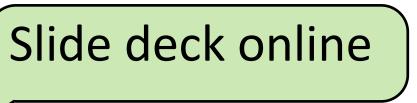
SCALE SO INCHES TO A MILE.

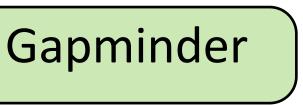


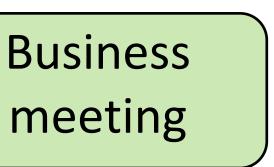


Storytelling Scenarios

- Self-running presentation to a large audience: Self-explanatory; limited interaction; similar to a written story.
- Live presentation by a speaker in front of audience: Speaker can respond to audience, answer questions, pause story and interact. Additional layers/annotations, interactivity.
- Individual/small-group presentation of results: More interaction with audience; presentation leads to new questions; collect and consolidate information.









"Narrative Storytelling"

		Genre			Visual Narrative									Narrative Structure																	
							Vis	sual S	tructu	ring		High	ighting		Tr	ansiti	ion Gu	idance	O	rdering		I	ntera	ctivity	/			Mes	saging		Ī
Visualization Description	Source	Magazine Style	Annotated Graph / Map	Partitioned Poster Flow Chart	Comic Strip	Slide Show Film / Video / Animation	Establishing Shot / Splash Screen	Consistent Visual Platform	Progress Bar / Timebar	"Checklist" Progresss Tracker		Feature Distinction Character Direction		Audio Zooming	Familiar Objects (but still cuts)	gle	Viewer (Camera) Motion Continuity Editing	Object Continuity Animated Transitions	Random Access	User Directed Path	Hover Highlighting / Details	Filtering / Selection / Search	uttons	very Limited Interactivity Explicit Instruction	Tacit Tutorial	Stimulating Default Views	Captions / Headlines Annotations	Accompanying Article	Multi-Messaging Comment Repitition	Introductory Text Summary / Synthesis	Summer y / Summers
Architecture and Justice (Brooklyn Crime Blocks) John Snow's Chart of Deaths from Cholera Politicians Abuse their Free-mailing Privileges before Elec Football Drawings Pedestrians Crossing the Street The Climate Agenda When Did Your County's Jobs Disappear? Acadametrics House Price Index Banks' Earnings: How Compensation Relates to Performa Deadly Offensive: Taliban Attacks in Pakistan GDP Moves by Sector UK Economic Data Budget 2010: Reaction from around the UK Formula One 2010: Driver's Rankings Lighting Up Hadrian's Wall Mapping Hydropower Hotspots across the UK Moscow Metro Bombs: interactive map The World Economy Turns the Corner Minnesota Employment Explorer A Map of Olympic Medals All of Inflation's Little Parts Paths to the Top of the Home Run Charts The Ebb and Flow of Movies: Box Office Receipts 1986 — The Jobless Rate for People Like You Advertisement: Bus Advertisement: Helicopter Analyzing Obama's Schedule Oscars 2010: The Best Picture Nominees The Consumer and Retail Price Indices since 2006 UK Voting Intentions Comparison of Bear Markets Faces of the Dead How Americans Spend Their Day Michelle Obama's Family Tree NetFlix Rentals Steroids or Not, the Pursuit is On Vancouver's Olympic Venue On the Map: Five Major North Korean Prison Camps Spheres of Influence: The Bush Campaign Pioneers A Visual Guide to the Financial Crisis Economic Meltdown of 2008-2009 Where Did All the Money Go? Life Cycle of a Beetle through a Year	Columbia Univ. SIDL Edward Tufte Visual Complexity Visual Complexity Washington Post Washington Post Financial Times Financial Times Financial Times Financial Times Financial Times Guardian Guardian Guardian Guardian Guardian Guardian Minnesota Public Radio New York Times New York Times	₩ + + + + + + + + + + + + + + + + + + +	· · · · · · · · · · · · · · · · · · ·				ES	+ + + + + + + + + + + + + + + + + + +	Ed +++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ +	₽ - - - - - - - - - - - - - - - - - - -	U I I		W					V 0 - - - <th></th> <th></th> <th>J J J</th> <th>· + + + + + + + +</th> <th></th> <th></th> <th></th> <th>3</th> <th>· + + + + + + + + + + + + + + + + + + +</th> <th>+ + - - - - - - - - - - - - - - - - - -</th> <th>- -<th></th><th></th></th>			J J J	· + + + + + + + +				3	· + + + + + + + + + + + + + + + + + + +	+ + - - - - - - - - - - - - - - - - - -	- - <th></th> <th></th>		
McCloud's Making Comics Afghanistan: Behind the Front Line Toyota Timeline: A Company History Gapminder Human Development Earthquakes: Why They Happen Iran's Nuclear Programme Shaun White's Double McTwist Toyota's Stick Accelerator Problem Alpine Skiing, From Technical Turns to Tucks and Speed Budget Forecasts vs. Reality How the Government Dealt with Past Recessions Mac Orientation Video Delta Airplane Safety Video The Story of Stuff Virgin America Airplane Safety Video	Scott McCloud Financial Times Financial Times Gapminder Guardian Guardian Guardian New York Times New York Times New York Times New York Times New York Times Apple Delta Story of Stuff Project Virgin America				+	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	· + + + + + + + + + + + + + + + + + + +	- + + - - - - - - - - - - - - - - - - -	· · · · · · · · · · · · · · · · · · ·	+ +	+ · · · · · · · · · · · · · · · · · · ·	+ + + + + + + + + + + + + + + + + + +	+ + + + + + + + + + + + + + +		+++++++++++++++++++++++++++++++++++++++							+++++++++++++++++++++++++++++++++++++	+ + + + + + + + + + + + + + + + + + + +				$\begin{array}{cccccccccccccccccccccccccccccccccccc$	+ + - - - - - - - -	+ + + + + + + + + + + + + + + + + +		

Fig. 7. Design space analysis of narrative visualization. Columns indicate recurring design elements and selected regions highlight patterns in the data. Region (1) shows clusters of ordering strategies that correspond to distinct genres of visual narration. Region (2) highlights the consistency of interactive designs used by visualizations. Region (3) shows the under-utilization of strategies to engage the user in the interactive functionality. Region (4) shows the under-utilization of common storytelling techniques across narrative visualizations.

58 examples



"Narrative Storytelling"

- Visual Narrative techniques:
 - Visual Structure
 - Highlighting
 - Transition Guidance
- Narrative structures:
 - Ordering
 - Interactivity
 - Messaging





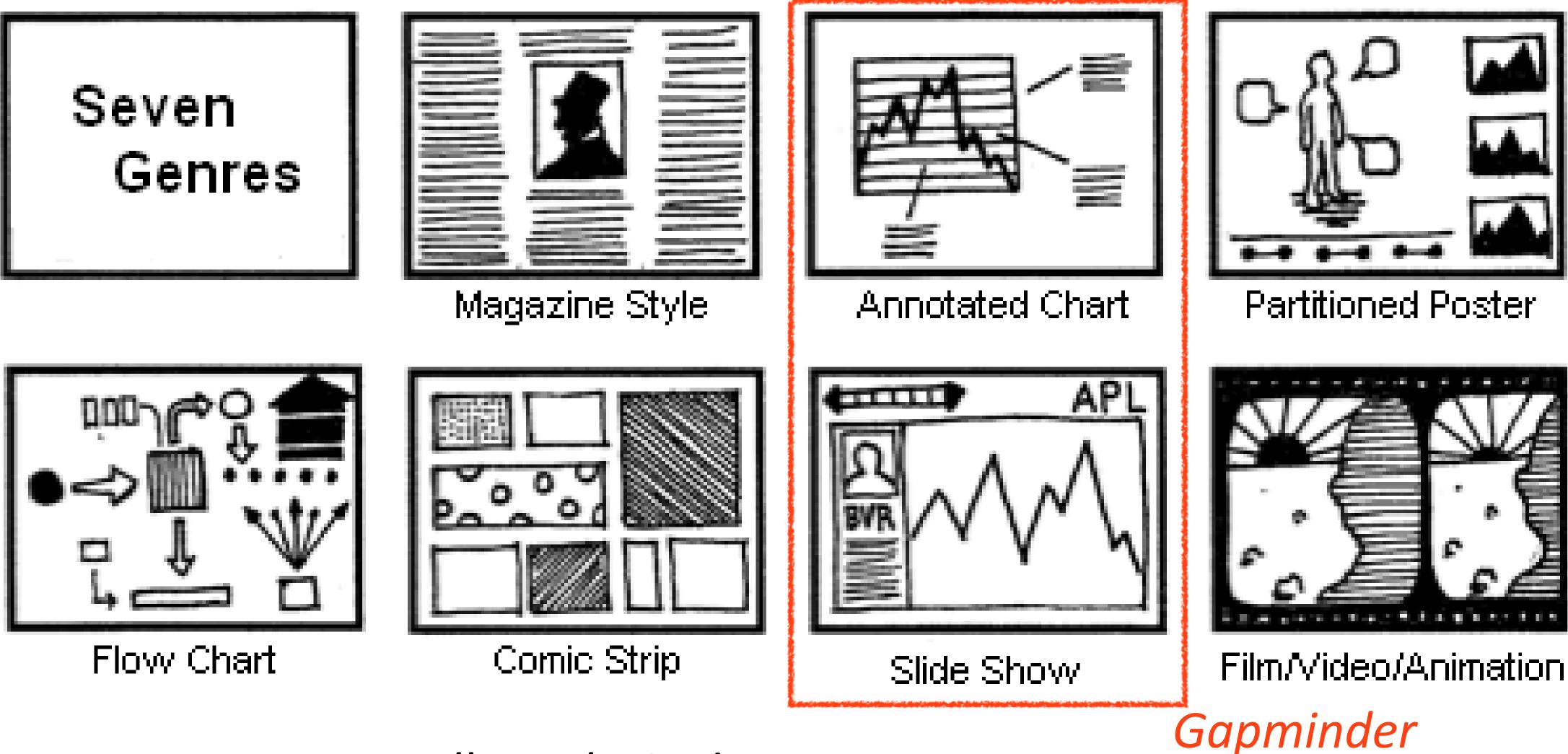
Genres of "Narrative Data Storytelling"

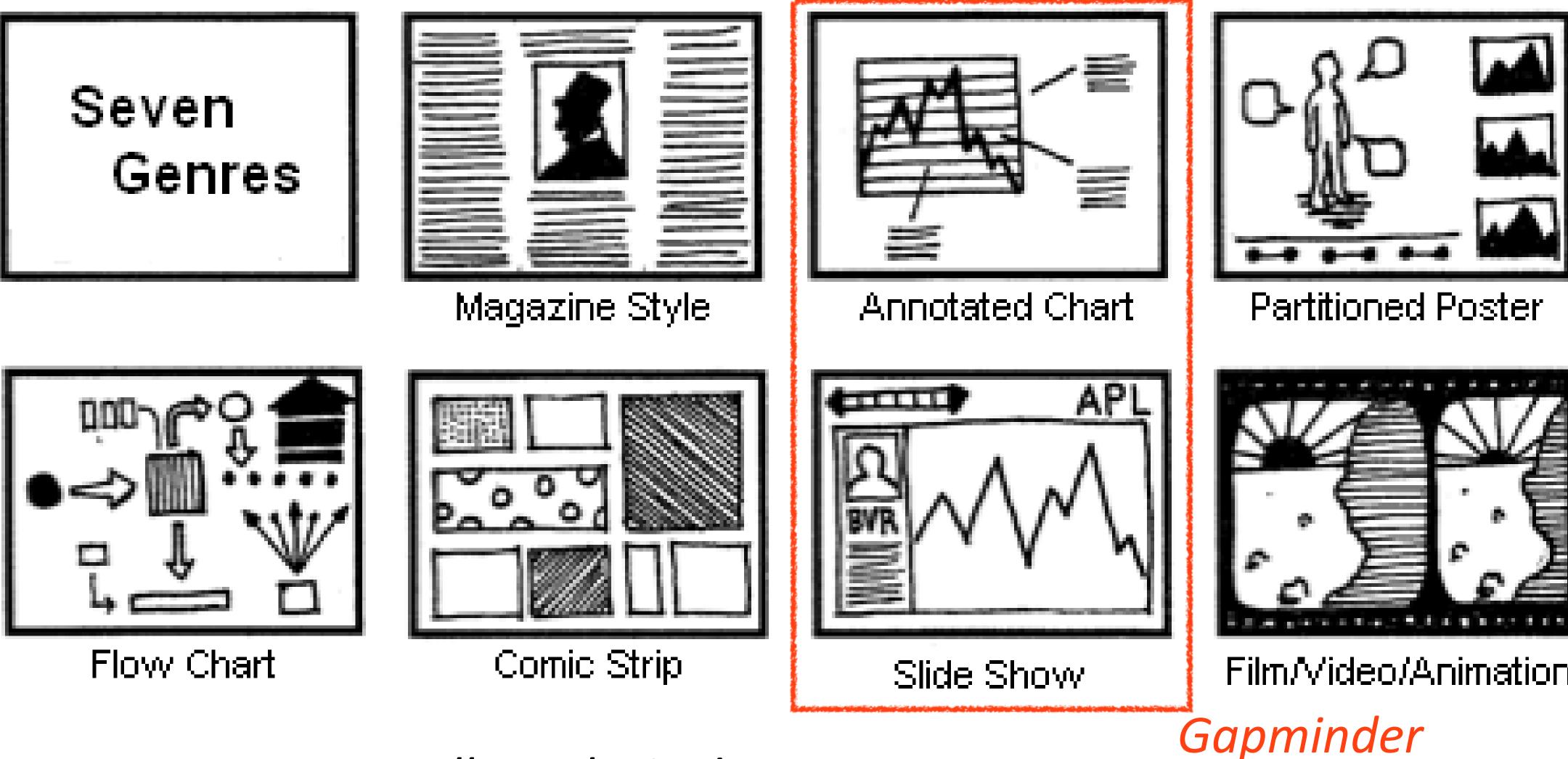


Note: not mutually exclusive!



Genres of "Narrative Data Storytelling"





Note: not mutually exclusive!



Magazine Style

Annotated Graph / Map

Partitioned Poster

Flow Chart

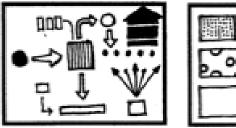
Comic Strip

Slide Show

Film / Video / Animation



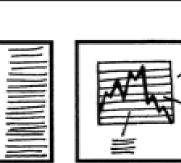


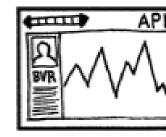


Flow Chart



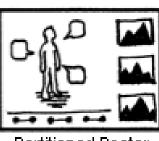
Comic Strip





Annotated Chart

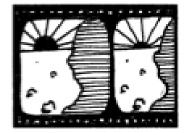
Slide Show



G

TO

Partitioned Poster



Film/Video/Animation

Establishing Shot

Consistent Visual

Progress Bar / Tir

"Checklist" Progre

Close-Ups

Feature Distinction

Character Direction

Motion

Audio

Zooming

Familiar Objects

Viewing Angle

Viewer (Camera)

Continuity Editing

Object Continuity

Animated Transit

Random Access User Directed Path Linear Hover Highlighting / Details Filtering / Selection / Search Navigation Buttons Very Limited Interactivity **Explicit Instruction Tacit Tutorial** Stimulating Default Views Captions / Headlines Annotations Accompanying Article Multi-Messaging **Comment Repitition** Introductory Text Summary / Synthesis

Ordering

Interactivity

Messagir



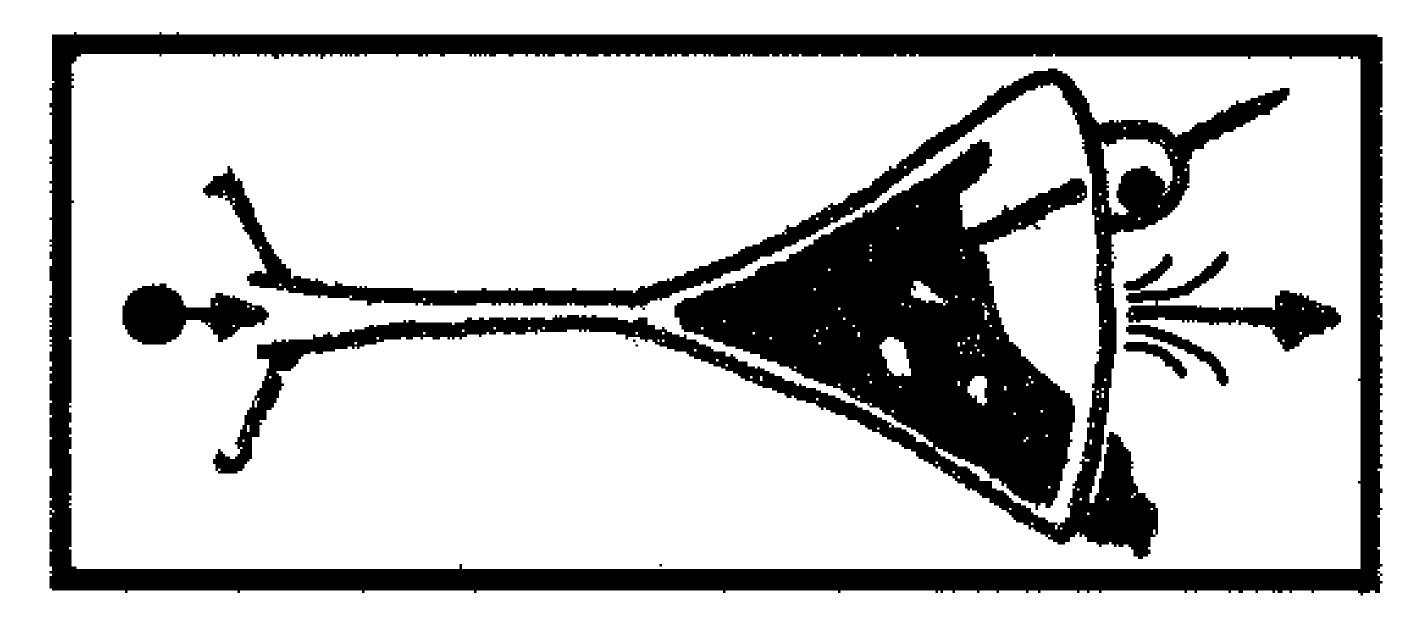
Author-Driven Linear ordering of scenes Heavy messaging No interactivity

Reader-Driven No prescribed ordering No messaging Free interactivity





"Martini Glass Structure"



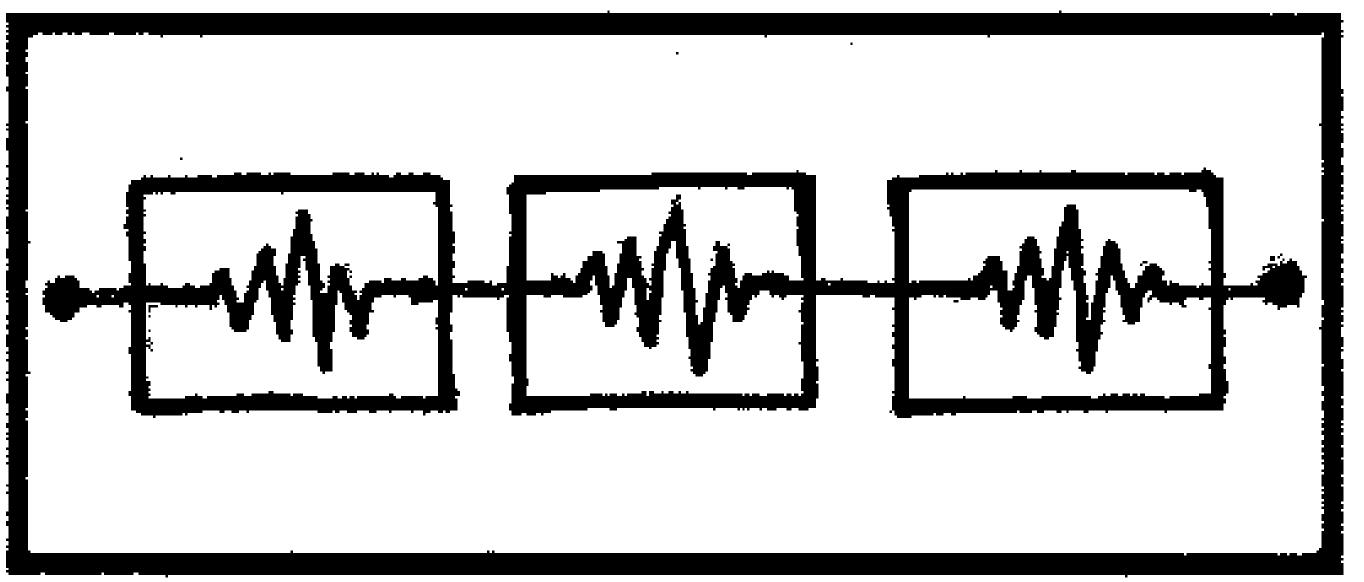
Starts as Author-driven

Leads to Reader-driven exploration



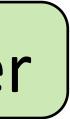


Interactive Slideshow **Overall Author-driven**



Allows for Reader-driven exploration on each slide

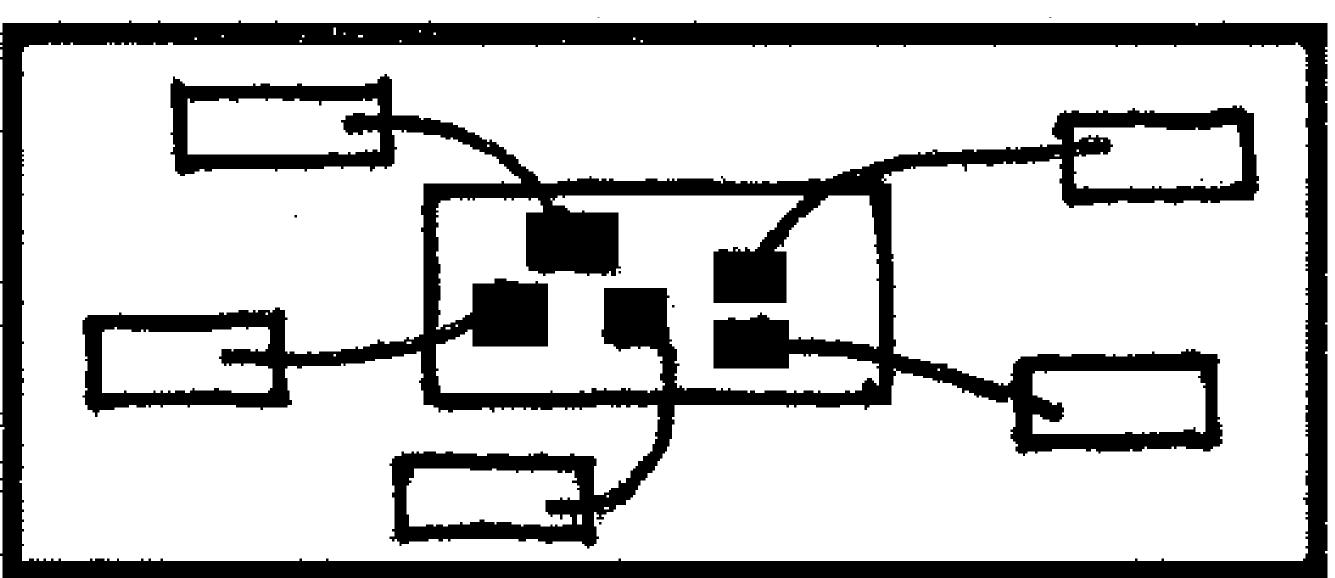








Drill-down Story **Overall Reader-driven**



Requires lots of advanced Authoring to create narrative paths





Bear market: prolonged price declines

October 11, 2008 How This Bear Market Compares

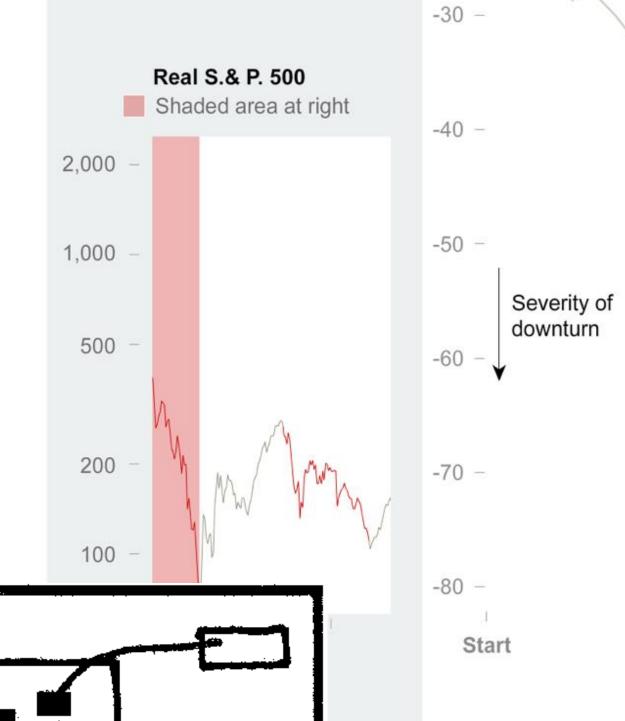
0%

-10 -

-20 -

The current bear market is already among the worst in history. Here is how it lines up - in losses and length with those of the last 80 years.

The S.& P. 500, adjusted for inflation, shown monthly during bear markets.



's; Robert J. Shiller

SIGN IN TO E-MAIL OR SAVE THIS FEEDBACK

Click on the lines to investigate each bear market

April 20, 2009

20

10

Oct/1974



June 1932

40

Π.

30

Months ----->

Stocks dropped 24 percent on Black Monday and Tuesday in 1929. And as bank failures began to mount and the economy sunk into a depression, they turned down again, sharply. At their low point, they were more than 80 percent below their 1929 high. After hitting bottom in 1932, it took 29 years - until 1958 - for the market to reach its pre-Depression, inflation-adjusted peak.

April 1942

50 60

Amanda Cox, Xaquín G.V. and David Leonhardt





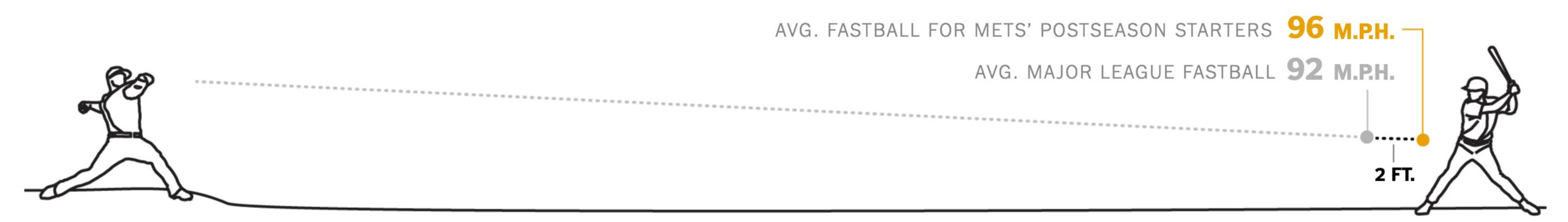


Hall of Fame or Hall of Shame



The Fastest Pitchers in Baseball

By JOE WARD and AMANDA COX OCT. 27, 2015 **RELATED ARTICLE**



Two feet.

That is the difference between the average major league fastball and the fastballs thrown by the Mets' postseason starters. For every mile an hour faster, the ball is about six inches farther on its path when it crosses the plate.



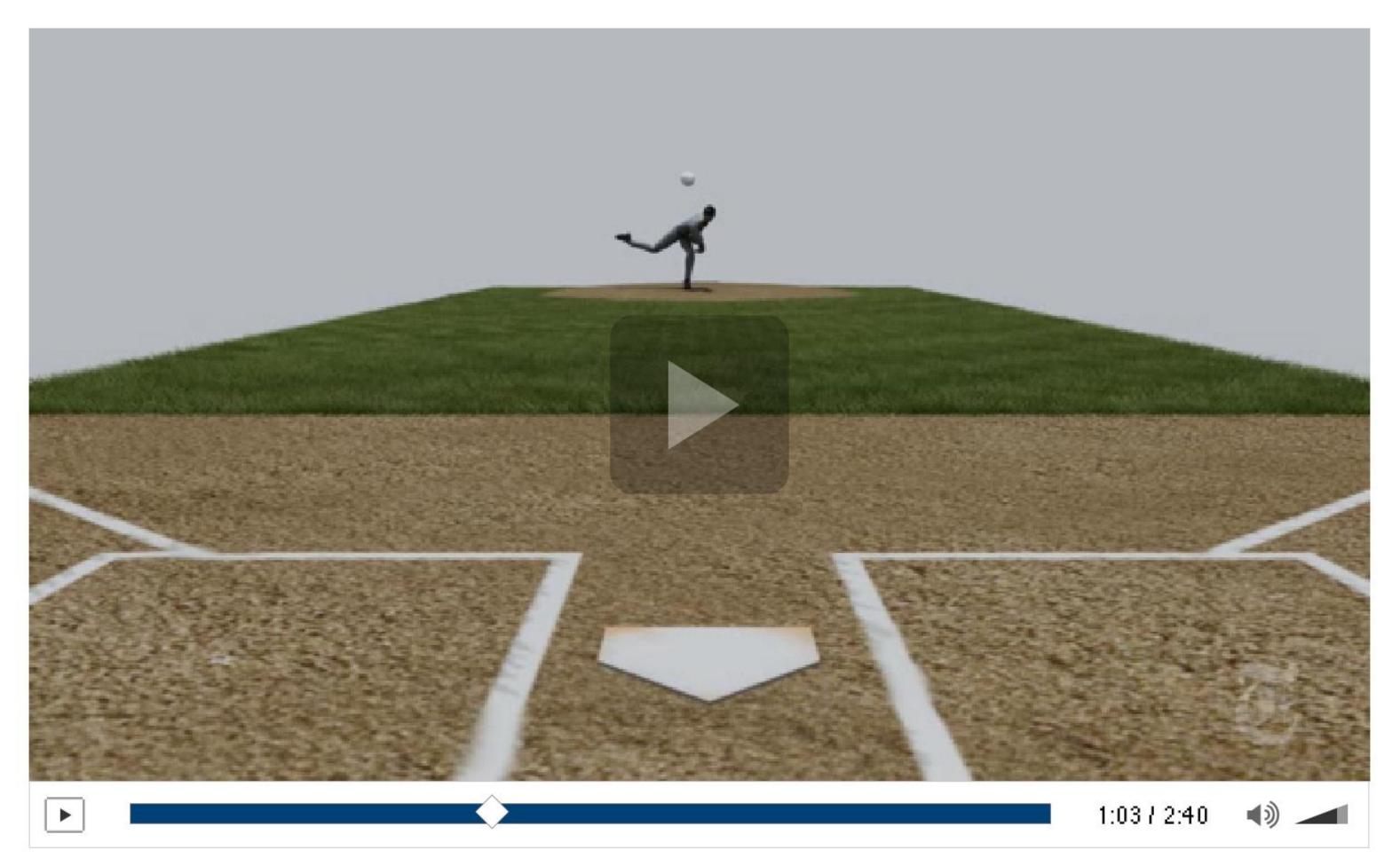




Published: June 29, 2010

How Mariano Rivera Dominates Hitters

The closer confounded hitters with mostly one pitch: his signature cutter. Related Article »



By GRAHAM ROBERTS, SHAN CARTER and JOE WARD

Sources: Major League Baseball; New York University Movement Lab; Complete Game Consulting

NY Times (Video) NY Times (Flash)



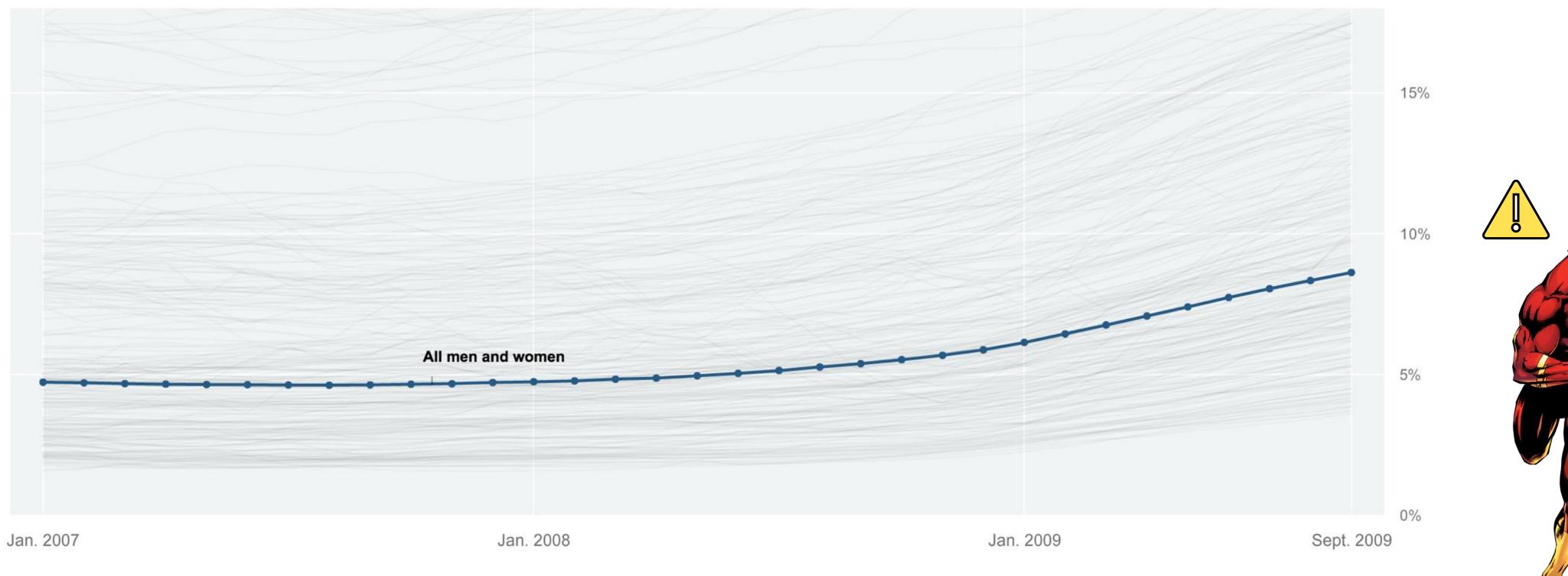


Published: November 6, 2009

The Jobless Rate for People Like You

Not all groups have felt the recession equally.

All races >	Men and Women >	All ages
White	Men	Ages 15 to 24
Black	Women	Ages 25 to 44
Hispanic		Age 45 and older
All other races		



All education levels

Not a high school grad... High school graduate

College graduate

UNEMPLOYMENT RATE, 12 MONTH AVG. ENDING SEPT. '09

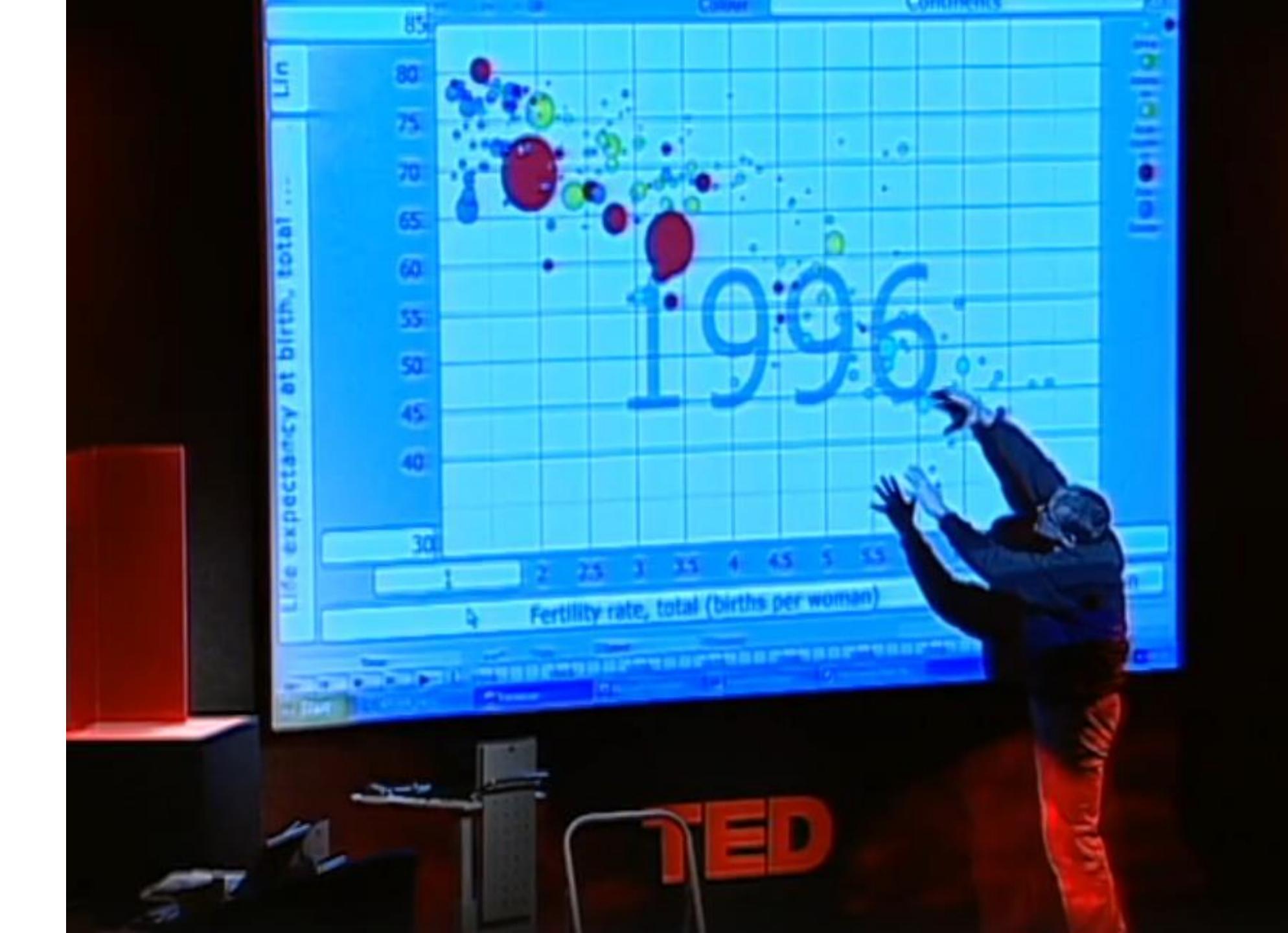
8.6% For all men and women

<u>NY Times (Flash)</u>









<u>TED video</u>





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-</u> <u>tas@ccs.neu.edu</u> for questions specific to you.

Week 9: Storytelling, Validation							
Tue, Oct 31Storytelling, how to give a talkIn-Class Activities:1 matplotlib_seabornRequired Readings:1 Storytelling: The Next Step for Visualization by Robert Kosara and Jock Mackinlay (2013)	 Fri, Nov 03 Validation and evaluation Required Readings: 1 VAD Chapter 4—Analysis: Four Levels for Va A6—Matplotlib and seaborn due at 11:59pm 						
Wee	ek 10:						
Tue, Nov 07	Fri, Nov 10						
	A7—geoplotlib due at 11:59pm						
Wee	eek 11:						
Tue, Nov 14	Fri, Nov 17						
	A8—Plotly due at 11:59pm						

