



Data Visualization Tools & Techniques

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Plan for Today

• 9:00 Intro

9:30 Visual Variables

• 10:15 Break

• 10:30 Sketching

• 11:30 Vis Software & Tools

• 12:00 Lunch

• 1:00 Tableau

• 2:30 Break

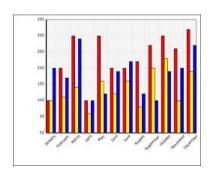
• 3:30 Vis in the Library & Professional Practice

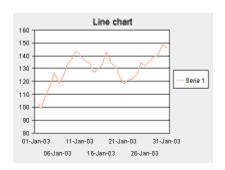
4:00 Work with Data

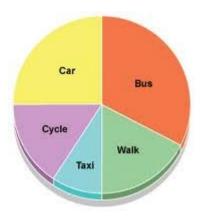
Icebreaker

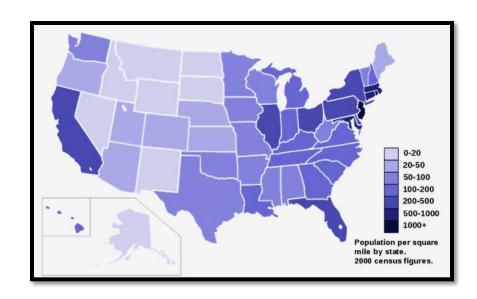
- Introduce yourself
- Do you have a visualization project?
- What's your goal for the day?

What is Data Visualization?









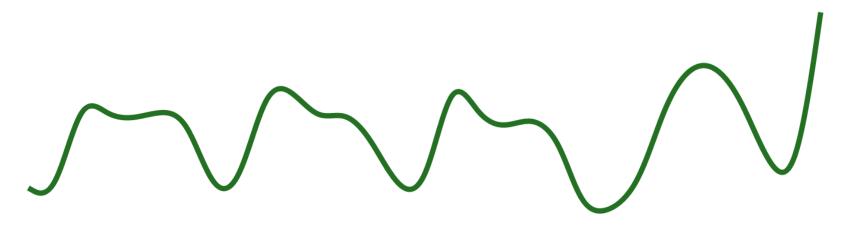
What is Visualization?

- Visual representation of data
- "Transformation of the symbolic into the geometric" [McCormick et al, 1987]
- "... artificial memory that best supports our natural means of perception" [Bertin, 1967]
- "Use of computer-generated, interactive, visual representations of data to amplify cognition" [Card, Mackinlay, & Shneidermann, 1999]

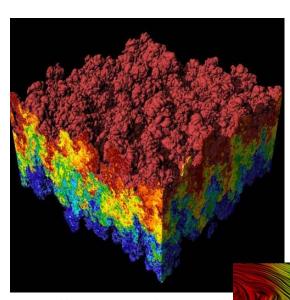
What is Visualization?

- 1. Based on non-visual data
- 2. Produce an image
- 3. Result must be readable and recognizable

Robert Kosara



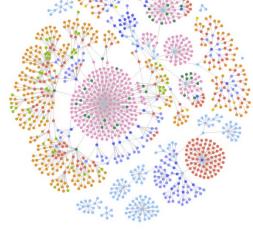
Scientific Visualization & Information Visualization



http://wikimedia.org/wikipedia/ commons/5/54/Rayleigh-Taylor_instability.jpg



http://rossdawsonblog.com/palin_manyeyes.jpg

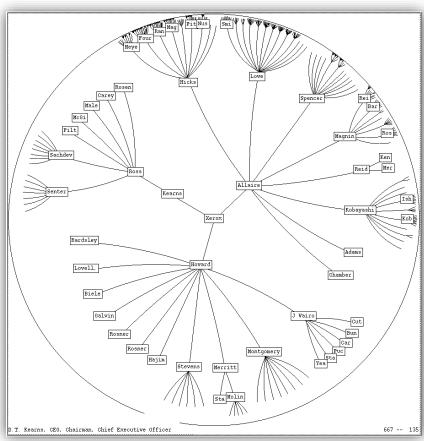


http://slrohall.files.wordpress.com/2013/08/risk.png

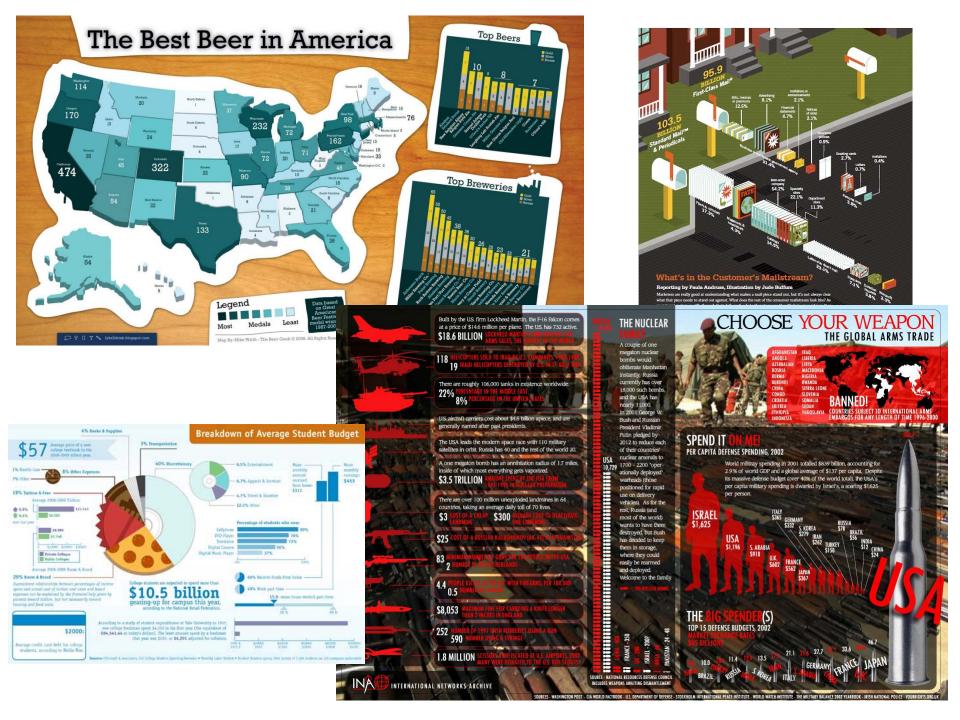
http://tutor.rascal-mpl.org/Rascalopedia/Visualization/flow.png

InfoGraphics vs Visualization





A visualization can be applied to many datasets; an infographic is created for a particular dataset.



"The ability to take data -

to be able to **understand** it, to **visualize** it, to **communicate** it –

that's going to be a hugely important skill in the next decades,

... because now we really do have essentially free and ubiquitous data.

So the complimentary scarce factor is the ability to understand the data and extract value from it."

Hal Varian, Google's Chief Economist The McKinsey Quarterly, Jan 2009

Visual bandwidth is enormous

- Visual bandwidth is enormous
- Human perceptual skills are remarkable
 - Trend, cluster, gap, outlier, pattern ...
 - Color, size, shape, proximity...

How many 3s?

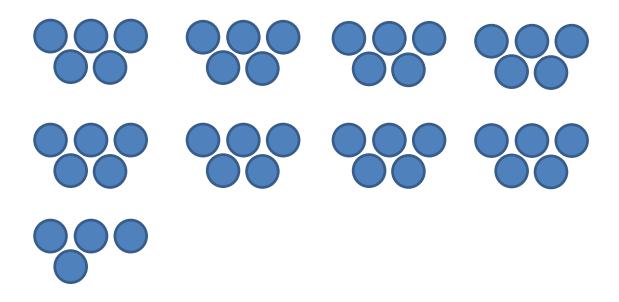
```
1847953212467895643
4806480328879623106
9963442681568790321
1568796512359978965
4321321549834258489
2215678656314513451
```

How many 3s?

```
1847953212467895643
4806480328879623106
9963442681568790321
1568796512359978965
4321321549834258489
2215678656314513451
```

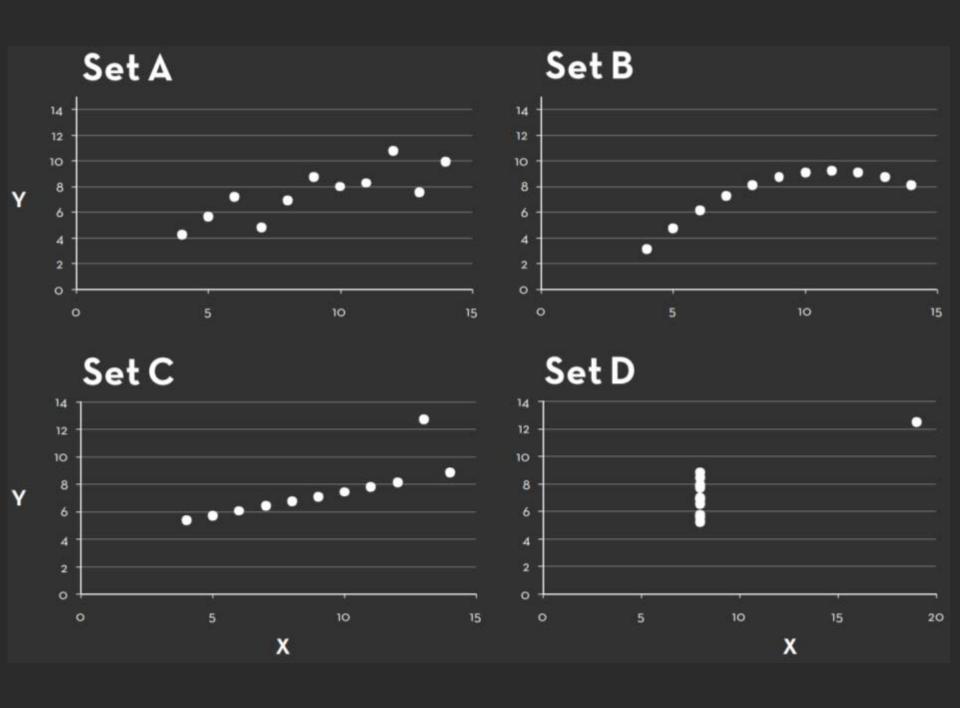
How many os?

How many os?



Set A		Set B		Set C		Set D	
X	Υ	X	Υ	X	Υ	X	Υ
10	8.08	10	9.14	10	7.47	8	6.58
8	6.95	8	8.14	8	6.77	8	5.76
13	7.58	13	8.74	13	12.74	8	7.71
9	8.81	9	8.77	9	7.11	8	8.84
11	8.33	11	9.26	11	7.81	8	8.47
14	9.96	14	8.1	14	8.84	8	7.04
6	7.24	6	6.13	6	6.08	8	5.25
4	4.26	4	3.1	4	5.39	19	12.5
12	10.84	12	9.11	12	8.15	8	5.56
7	4.82	7	7.26	7	6.42	8	7.91
5	5.68	5	4.74	5	5.73	8	6.89

Summary Statistics $u_X = 9.0 \quad \sigma_X = 3.317$ $u_Y = 7.5 \quad \sigma_Y = 2.03$



- Visual bandwidth is enormous
- Human perceptual skills are remarkable
 - Trend, cluster, gap, outlier, pattern...
 - Color, size, shape, proximity...
- External representation
 - Reduces load on working memory
 - Offload cognition

Paper	Mental Buffer
57	
57 <u>X 48</u>	

Paper	Mental Buffer
57 <u>X 48</u>	7*8 = 56

Paper	Mental Buffer
5 57 <u>X 48</u> 6	7*8 = 56

Paper	Mental Buffer
⁵ 57	
<u>X 48</u>	
6	

Paper	Mental Buffer
5 X 48 456	5*8 = 40 + 5 = 45

Paper	Mental Buffer
5 X 48 456	

Paper	Mental Buffer
57 X 48 456 8	4 * 7 = 28

Paper	Mental Buffer
²⁵ 57	
<u>X 48</u>	
456	
8	

Paper	Mental Buffer
57 X 48 456 228	4 * 5 = 20 + 2 = 22

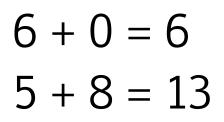
Paper	Mental Buffer
²⁵ 57	
X 48	
456	
228	

Paper	Mental Buffer
²⁵ 57	
<u>X 48</u>	
¹ 456	6 + 0 = 6
228	5 + 8 = 13
2736	2 + 4 = 6 + 1 = 7
	2 + 0 = 2

Paper
25
57
X 48
¹ 456
228
2726

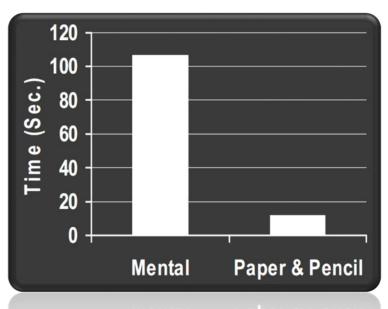
2/36

Mental Buffer



$$2 + 4 = 6 + 1 = 7$$

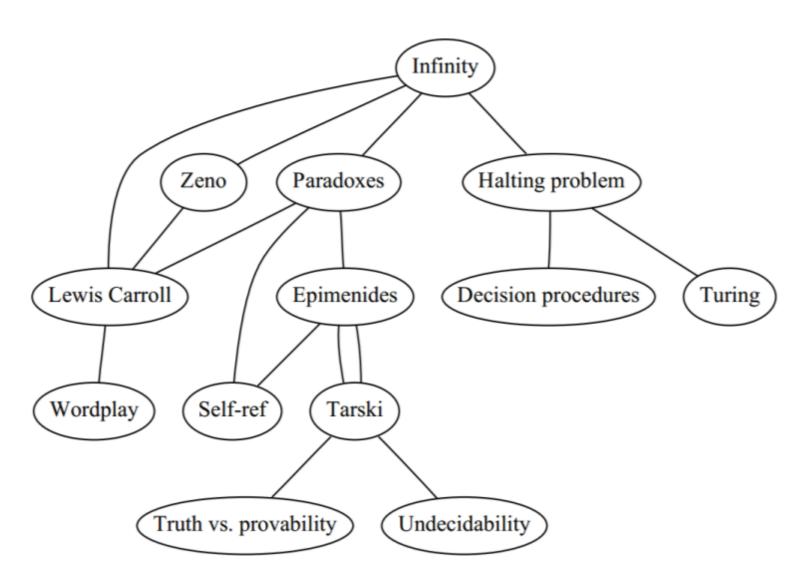
$$2 + 0 = 2$$



External Representation: Example

- Paradoxes Lewis Carroll
- Paradoxes Epimenides
- Paradoxes Self-ref
- Paradoxes Infinity
- Epimenides Self-ref
- Epimenides Tarski
- Halting Problem Decision Procedure
- Halting Problem Turing

- Infinity Halting problem
- Infinity Recursion
- Infinity Zeno
- Infinity Lewis Carroll
- Zeno Lewis Carroll
- Lewis Carroll Wordplay
- Tarski Epimenides
- Tarski Truth vs Provability
- Tarski Undecidability



- Visual bandwidth is enormous
- Human perceptual skills are remarkable
 - Trend, cluster, gap, outlier, pattern...
 - Color, size, shape, proximity...
- External representation
 - Reduces load on working memory
 - Offload cognition
- Fewer coded symbols to decode

Decoding

Compare:

2947 vs 6621 vs 95.12

Decoding

Compare:

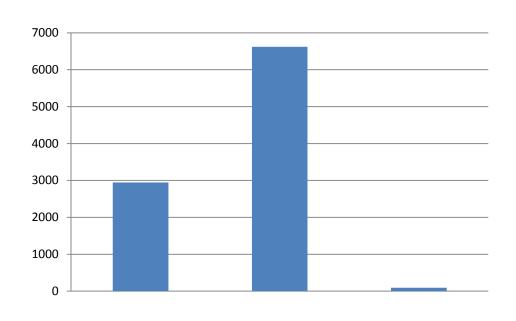
2947

VS

6621

VS

95.12



Why Don't We Visualize

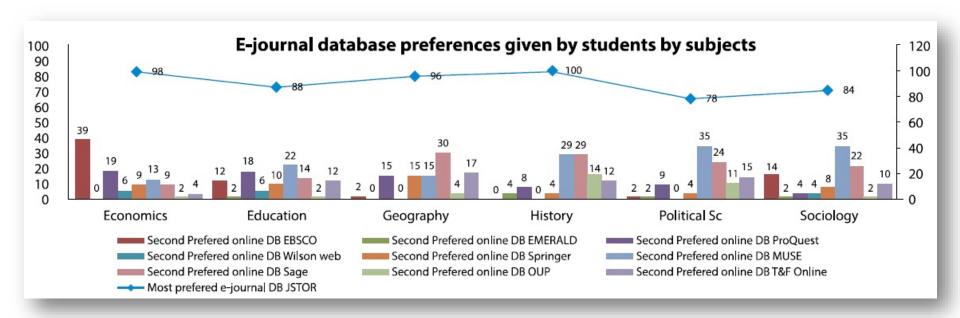
Myths:

- We visualize data because some people are visual learners.
- We visualize data for people who have difficulty understanding numbers.
- We visualize data to grab people's attention with eyecatching displays.

Why Visualize in the Library?

Your Practice

Explore our data



Why Visualize in the Library?

Your Practice

- Explore our data
- Communicate our data

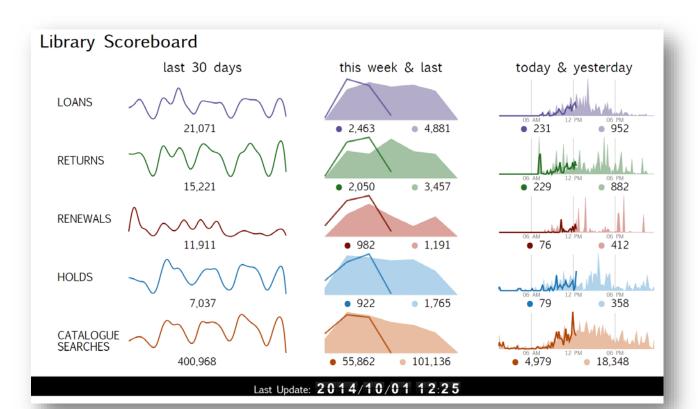


	Image:	▲ Title:	Author:	Description:
□ 1.		Acromegaly	Sternberg, Maximilian, b. 1863	An early monograph on acromegaly including photos.
□ 2.		Appendix to The anatomy of the brain: containing a paper read before the Royal Society on the 14th of May, 1829, and some remarks on Mr. Charles Bell's animadversions on phrenology	Spurzheim, J. G. (Johann Gaspar), 1776-1832	Remark regarding Mackie Family History of Neuroscience Collection copy: Laid in a typed letter signed by Barbara Rootenberg, bookseller regarding her knowledge of the significance of this book.
П з.	THE ACCUMANT AND ASSESSMENT ASSES	Autonomic nervous system, The. Part I	Langley, J. N. (John Newport), 1852-1925	Langley succeeded Gaskell as head of the Department of Psysiology at Cambridge. He coined the term, "autonomic nervous system," (adapting it from Gaskell's Involuntary nervous system). He also introduced the terms, "preanglionic" and "postanglionic." His orientation was more physiological and pharmacological

4.

□ 5.

Basis of sensation

the sense organ

Beiträge zur Ker normalen mense : Festschrift zun Jubiläum des är: Frankfurt a. M., 1895



NUMBER OF PAGES

Browse Books by Page Count



AUTHORS Browse Books by Author Name



COVER COLOUR

Browse Books by Colour

KEYWORDS Follow Keyword Chains to New Books



TIMELINES
Compare Publication Year and Content Time

Why Visualize in the Library?

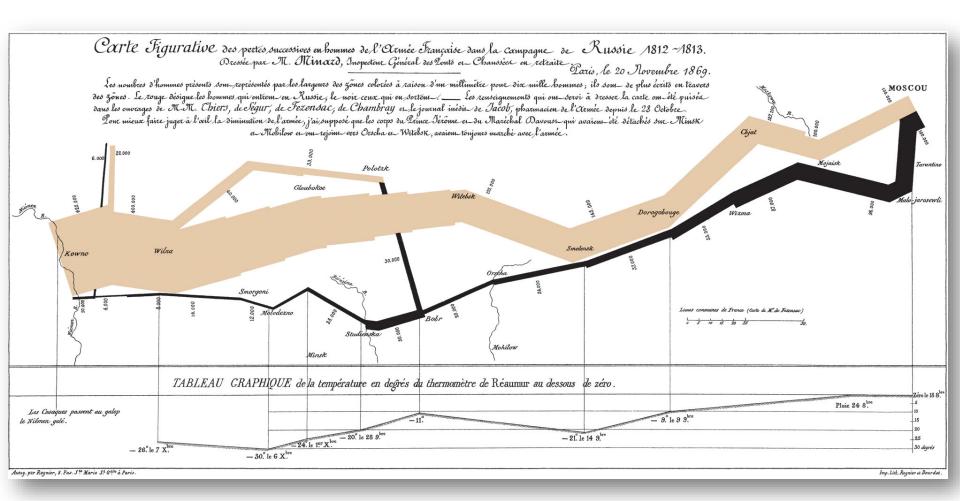
Your Practice

- Explore our data
- Communicate our data
- 21st Century Competency

External Practice

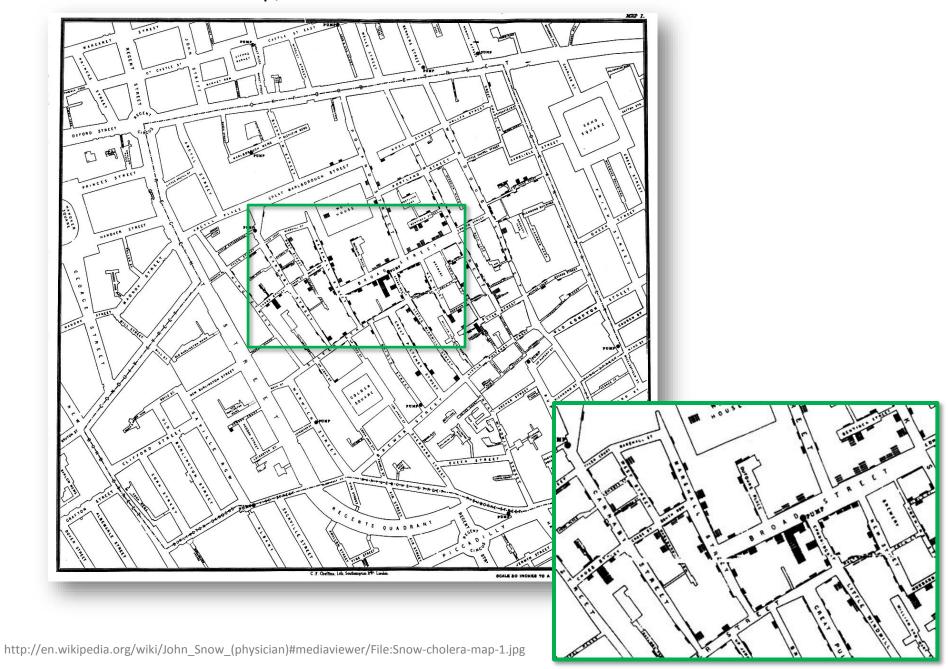
- Support data resources
- Tool across entire academy

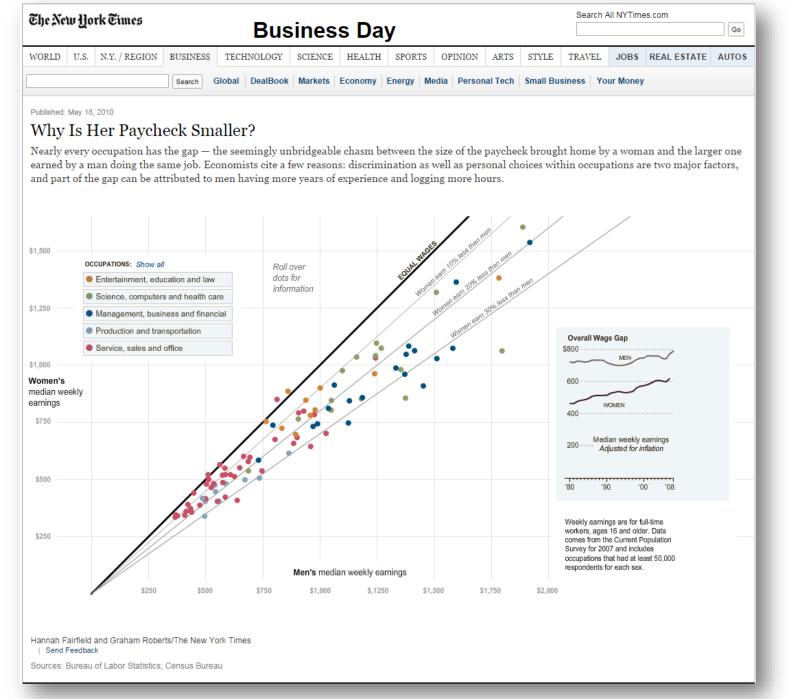
Visualization Examples



Map of the successive losses in men of the French Army in the Russian campaign 1812-1813. Charles Minard, 1869.

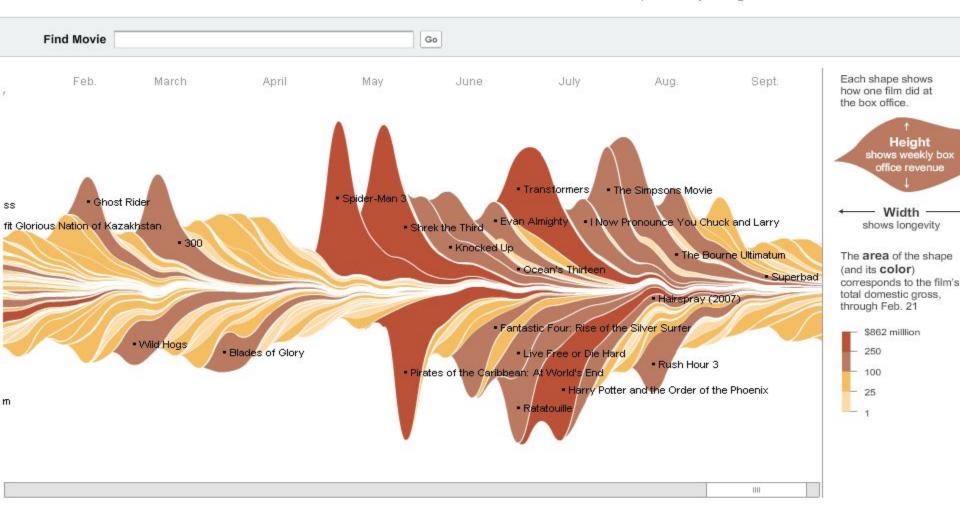
John Snow's Cholera Map, London 1854





The Ebb and Flow of Movies: Box Office Receipts 1986 — 2008

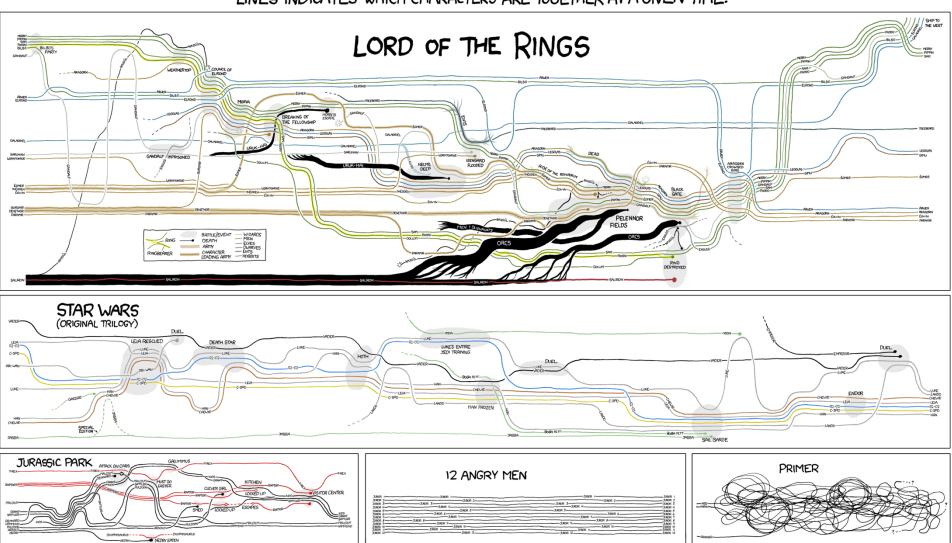
Summer blockbusters and holiday hits make up the bulk of box office revenue each year, while contenders for the Oscars tend to attract smaller audiences that build over time. Here's a look at how movies have fared at the box office, after adjusting for inflation.



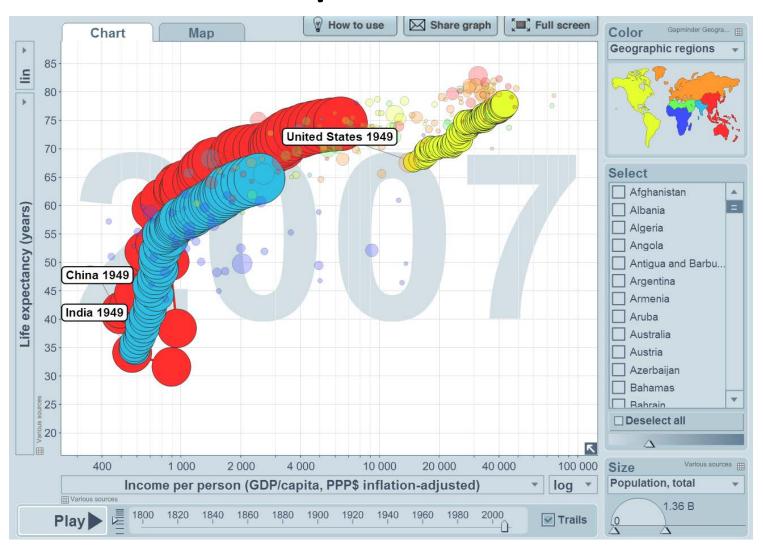
Sources: Baseline StudioSystems; Box Office Mojo

Mathew Bloch, Lee Byron, Shan Carter and Amanda Cox

THESE CHARTS SHOW MOVIE CHARACTER INTERACTIONS. THE HORIZONTAL AXIS IS TIME. THE VERTICAL GROUPING OF THE LINES INDICATES WHICH CHARACTERS ARE TOGETHER AT A GIVEN TIME.



Gapminder



http://www.ted.com/talks/hans_rosling_shows_the_best_stats_you_ve_ever_seen?language=en http://www.gapminder.org/

Exercise:

How many ways can you communicate two quantities?

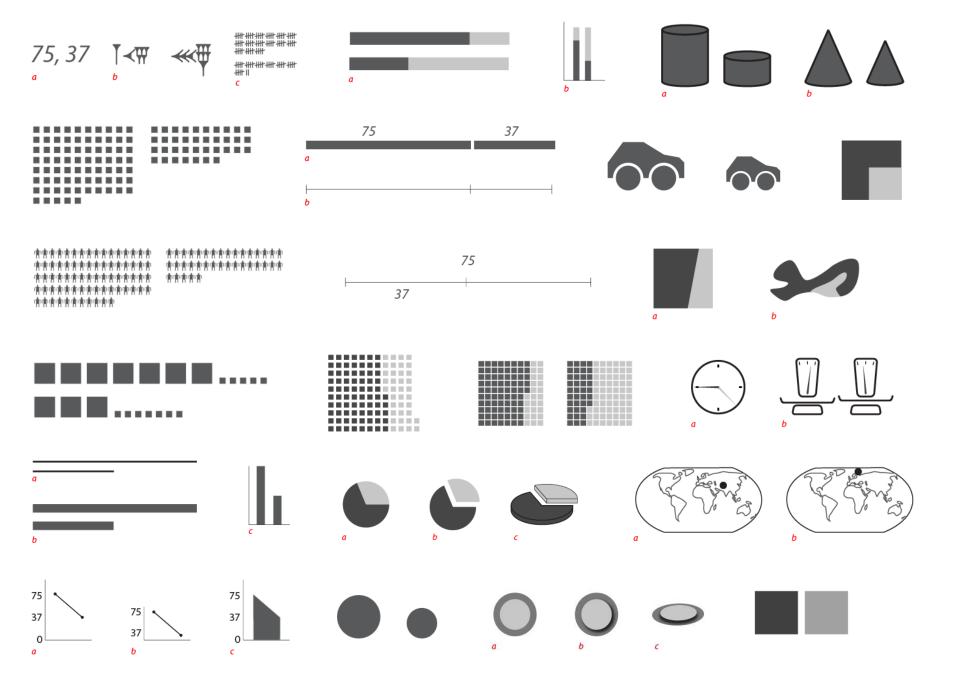
75 and 37

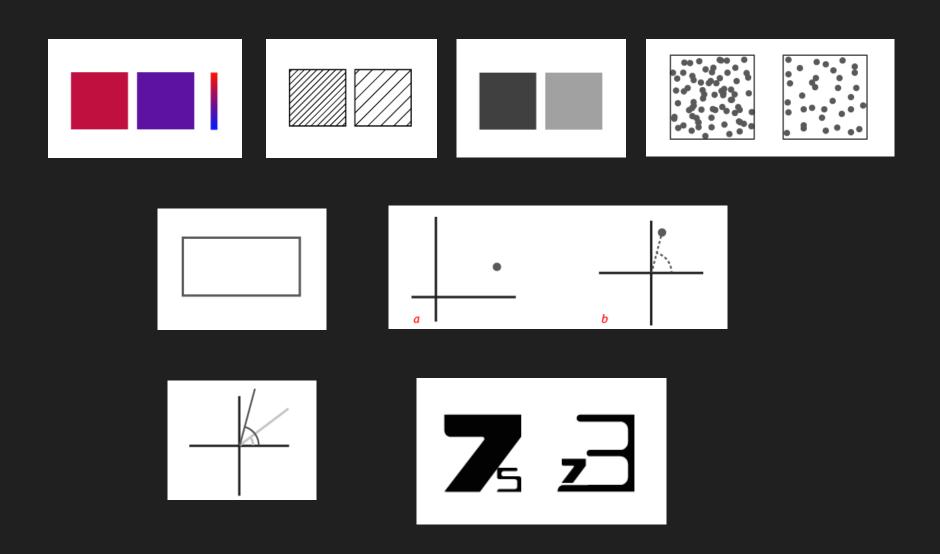
Exercise:

How many ways can you communicate two quantities?

75 and 37

http://blog.visual.ly/45-ways-to-communicate-two-quantities/





Visualization Resources

Books

- Semiology of Graphics by Jacques Bertin
 - The book on visual variables
- Visual Display of Quantitative Information, Beautiful Evidence,
 Visual Explanations, or Envisioning Information by Edward Tufte
 - Beautiful examples of historic visualizations
- Visualizing Data by Ben Fry
 - Current overarching text book
- Visual Thinking for Design by Colin Ware
 - Ties perception theory and design processes to visualization practices.
- **Beautiful Visualization** by Steele & Iliinsky
 - Combines techniques from artists, designers, scientists, and others.

Visualization Resources

Web Sites

- New York Times
 - Dedicated team producing exceptional work.
- Information aesthetics
 - Creative design applied to visualization. Gorgeous.
- Eagereyes
 - Vis Researcher with criticism as well as overview from assorted research conferences.
- Gapminder
 - Hans Rosling's stat software & data.
- Visual Business Intelligence
 - Analytics blog, frequently discussing big data and dashboard design.
- Tableau Viz of the Day
 - Daily example of a visualization created with Tableau software.

Plan for Today

- 9:00 Intro
- 9:30 Visual Variables
- 10:15 Break
- 10:30 Sketching
- 11:30 Vis Software & Tools
- 12:00 Lunch
- 1:00 Tableau
- 2:30 Break
- 3:30 Vis in the Library & Professional Practice
- 4:00 Work with Data

Creating a Visualization

1. Know the Data

2. Know the Audience/Purpose/Venue

3. Visually Encode the Data

1 - Know the Data

- Number of attributes *Examples*,
 - Weather: date/time, temperature, precipitation, humidity, wind, forecast, pressure, cloud cover.
 - Real Estate: price, location, square feet, lot size, floors, # bathrooms, # bedrooms, etc.
- Quality of the data
 - Missing, uncertain, bad values
- Amount of data
- Data Types

Data Types

Categorical











- Ordered
 - Ordinal
 - Quantitative

Small Medium Large

1 2 5.29 42 101

Spatial

2 - Know the Audience

- Who is the for?
- What is your goal?
- What is interesting?
- Story?
- Interactive?
- Display capacity?

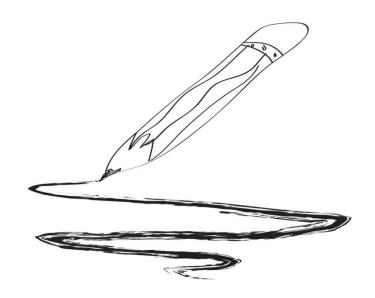
3 - Visually Encode

- Requires awareness of:
 - -Human perceptual system
 - -Display capacity
 - -Characteristics of data (size, type)
 - -Task

Step #2

3 - Visually Encode

Marks



3 - Visually Encode

Marks



What can we change about a mark?

Visual Encoding

Visual Channels:

- Position
- Angle
- Slope
- Length
- <-> Area
 - Volume
 - Shape

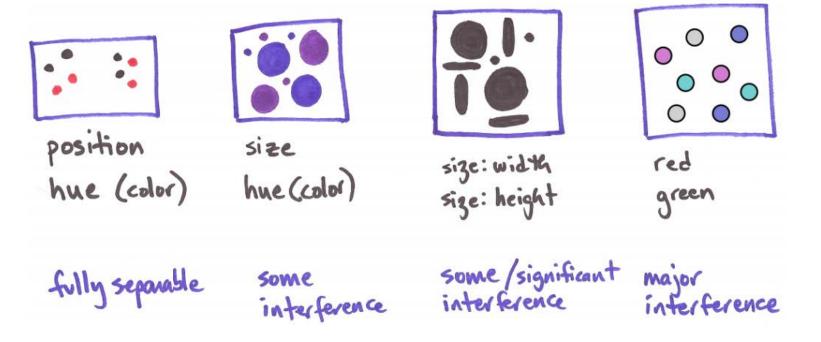
- Lightness
- Saturation
- Hue
- Texture
- Connection
- Containment

Independent?

Opacity
"Sketchiness"

Visual Encoding

- How well can we judge a channel's magnitude
- Are differences perceivable?
- How many bins?
- Ideally all channels would be independent (not so)
 - Interactions between channels



Visual Variable Properties

1. Selective

2. Associative

3. Quantitative

4. Order

5. Length

Visual Variable Properties

1. Selective

- Is a change of a mark in this variable alone enough to allow us to select it from other marks?
- 2. Associative
- 3. Quantitative

- 4. Order
- 5. Length

Is Size Selective?

Can you find the big & small Muppets?



Is Size Selective?

Can you find the big & small Muppets?



Visual Variable Properties

1. Selective

— Is a change of a mark in this variable alone enough to allow us to select it from other marks?

2. Associative

— Can we identify a group of marks by this variable?

Quantitative

4. Order

5. Length

Is Size Associative? Can you find the small Muppets?



Is Size Associative? Can you find the small Muppets?



Visual Variable Properties

1. Selective

Is a change of a mark in this variable alone enough to allow us to select it from other marks?

2. Associative

— Can we identify a group of marks in this variable?

Quantitative

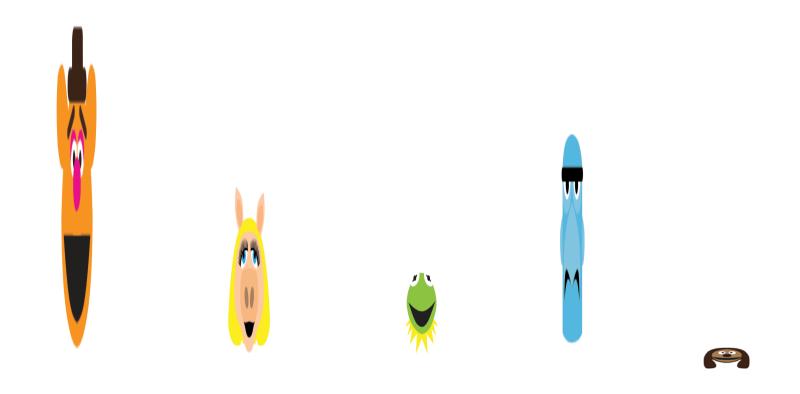
Can the relation between two of these marks be seen as numeric? Can we tell if one is 3X another?

4. Order

5. Length

Is Size Quantitative?

What value is Kermit compared to Fozzie?

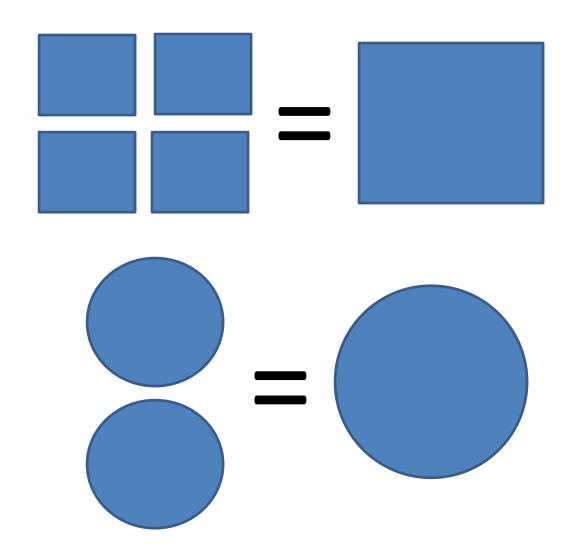


Is Size Quantitative?

What value is Kermit compared to Fozzy?



Is Size Quantitative?



Visual Variable Properties

1. Selective

— Is a change of a mark in this variable alone enough to allow us to select it from other marks?

2. Associative

— Can we identify a group of marks in this variable?

Quantitative

Can the relation between two of these marks be seen as numeric? Can we tell if one is 3X another?

4. Order

– Does this variable support ordered reading (more/less)?

5. Length

Is Size Ordered?



Visual Variable Properties

1. Selective

Is a change of a mark in this variable alone enough to allow us to select it from other marks?

2. Associative

— Can we identify a group of marks in this variable?

Quantitative

Can the relation between two of these marks be seen as numeric? Can we tell if one is 3X another?

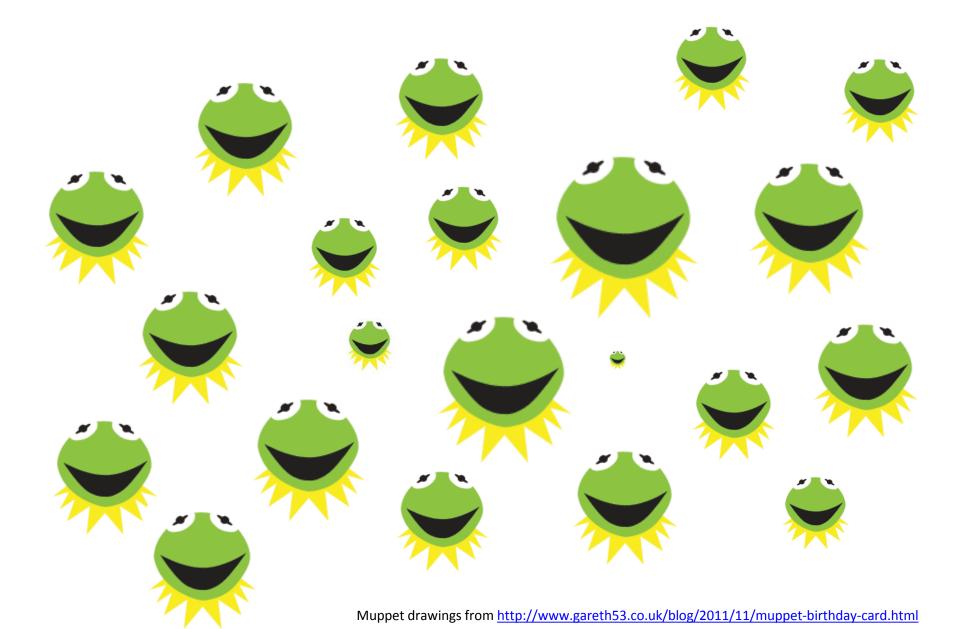
4. Order

– Does this variable support ordered reading (more/less)?

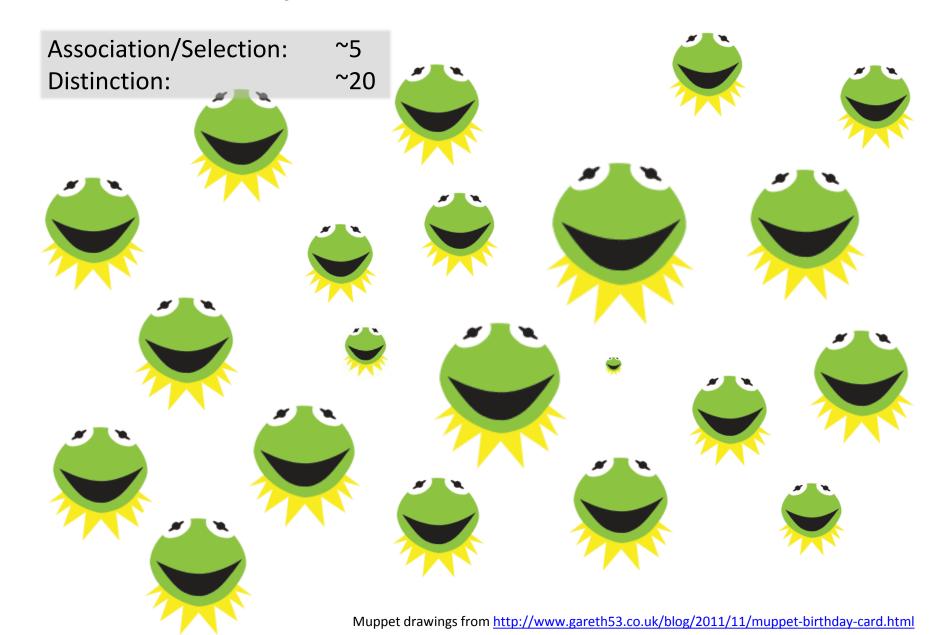
5. Length

– How many differences in this variable can be discerned?

What Length Does Size Have?



What Length Does Size Have?



Visual Encoding Channel Properties

Selective

- Is a change in this variable alone enough to allow us to select it from a group?

Associative

- Can we identify a group of these marks?

Quantitative

– Can the relation between two of these marks be seen as numeric? Can we tell if one is 3X as much as another?

Order

– Does this variable support ordered reading (more/less)?

Length

– How many differences in this variable can be discerned?

Size

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly (2D), Not likely (3D)	Yes	5/20
Position					
Shape					
Lightness					
Saturation					
Hue					
Angle					
Texture					

Position

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly (2D), Not likely (3D)	Yes	5/20
Position					
Lightness					
Saturation Hue					
Angle					
Texture					





Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes				
Shape					
Lightness					
Saturation					
Hue					
Angle					
Texture					

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes				
Shape					
Lightness					
Saturation					
Hue					
Angle					
Texture					

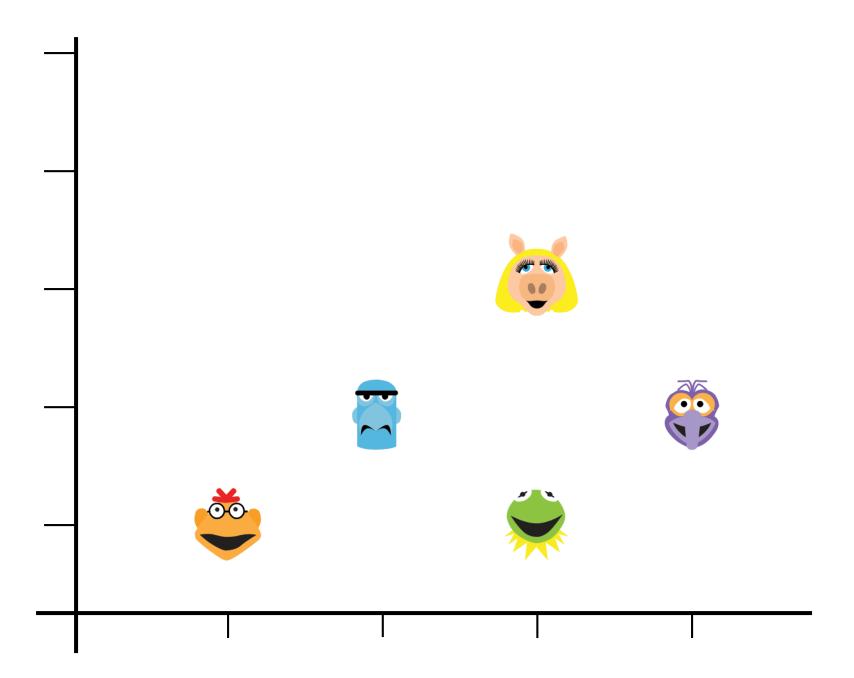






Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes			
Shape					
Lightness					
Saturation					
Hue					
Angle					
Texture					

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (iD), iviostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes			
Shape					
Lightness					
Saturation					
Hue					
Angle					
Texture					



Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
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Position	Yes	Yes	Yes		
Shape					
Lightness					
Saturation					
Hue					
Angle					
Texture					

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
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Position	Yes	Yes	Yes		
Shape					
Lightness					
Saturation					
Hue					
Angle					
Texture					











Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	
Shape					
Lightness					
Saturation					
Hue					
Angle					
Texture					

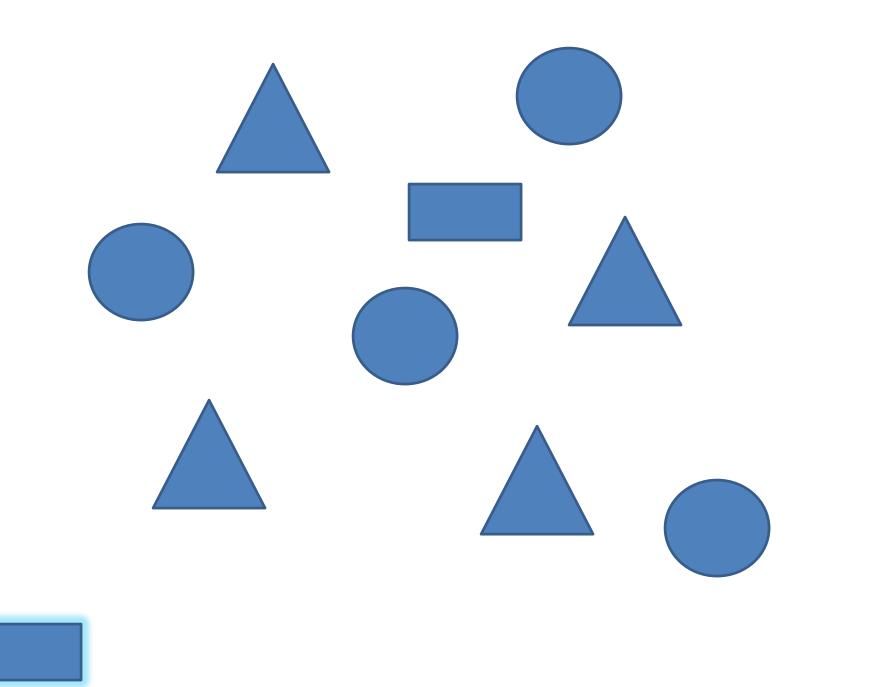
Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly (2D), Not likely (3D)	Yes	5/20
Position	Yes	Yes	Yes	Yes	
Shape					
Lightness					
Saturation					
Hue					
Angle					
Texture					

Variable	Selective	Associative	Quantitative	Order	Length			
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20			
			(2D), Not likely (3D)					
Position	Yes	Yes	Yes	Yes	Infinite			
Shape					/'			
Lightness								
Saturation								
Hue								
Angle								
Texture								

Theoretically infinite but dependent on display size

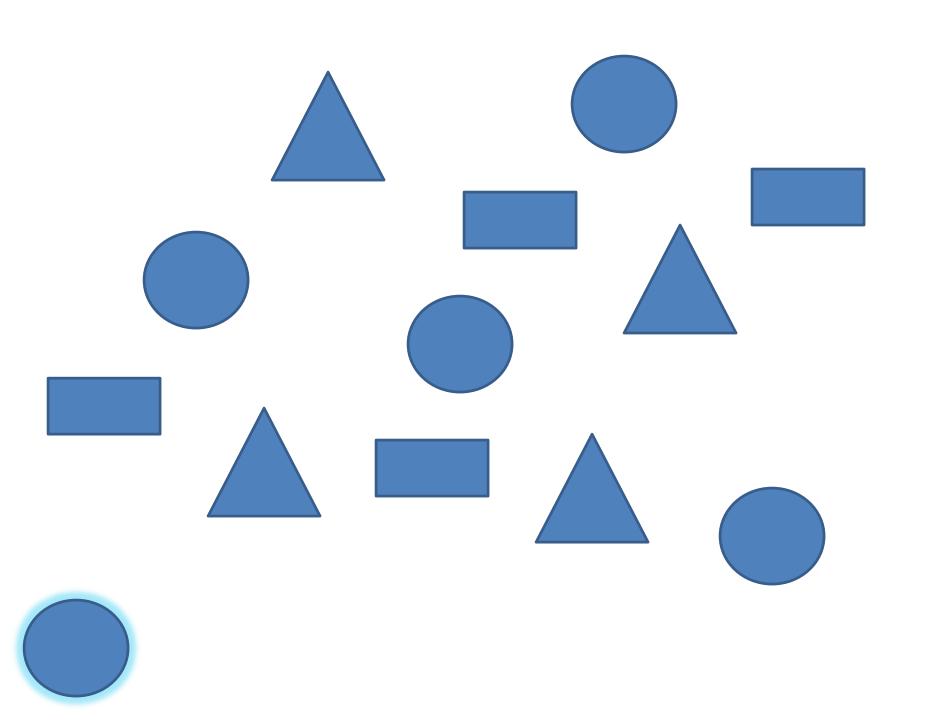
Shape

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly (2D), Not likely (3D)	Yes	5/20
Position	Yes	Yes	Yes	Yes	Infinite
Shape					
Ligitiness					
Saturation					
Hue					
Angle					
Texture					

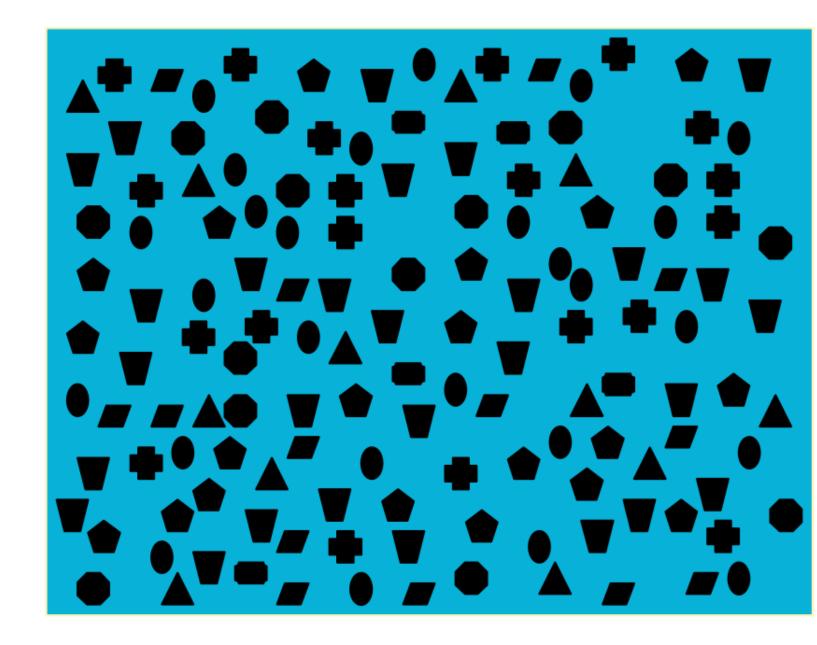


Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	Yes				
Ligitiness					
Saturation					
Hue					
Angle					
Texture					

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly (2D), Not likely (3D)	Yes	5/20
Position	Yes	Yes	Yes	Yes	Infinite
Shape	Yes				
Ligitiness					
Saturation					
Hue					
Angle					
Texture					



Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	Yes	Yes			
Ligitiness					
Saturation					
Hue					
Angle					
Texture					



Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5			
Ligitiness					
Saturation					
Hue					
Angle					
Texture					

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly (2D), Not likely (3D)	Yes	5/20
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5			
Ligitiness					
Saturation					
Hue					
Angle					
Texture					

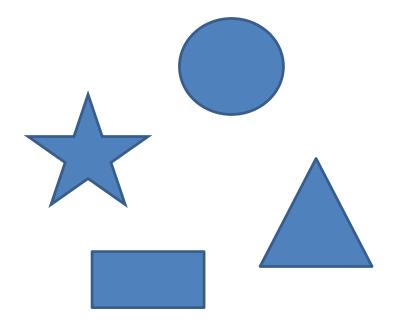












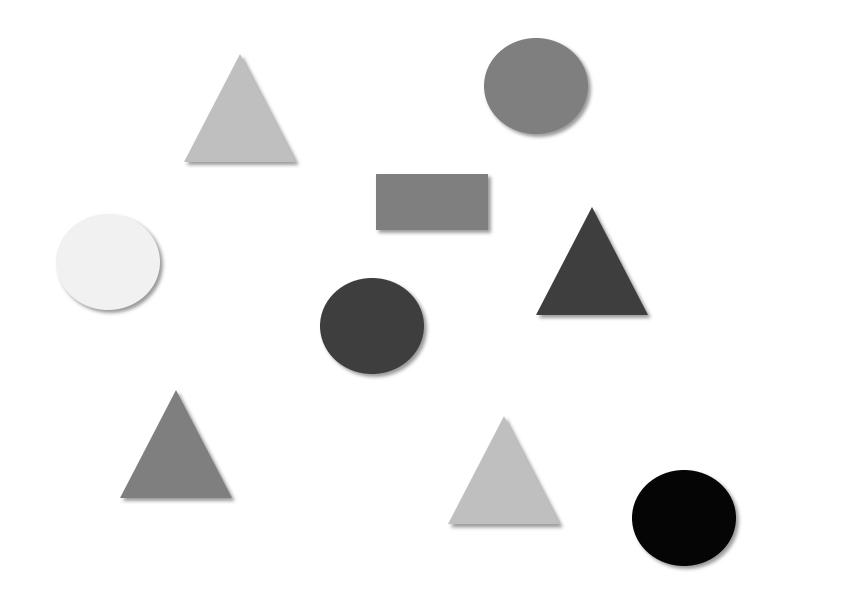
Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No) (No	
Ligitiness					
Saturation					
Hue					
Angle					
Texture					

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Ligitiness					
Saturation					
Hue					
Angle					
Texture					

Theoretically infinite

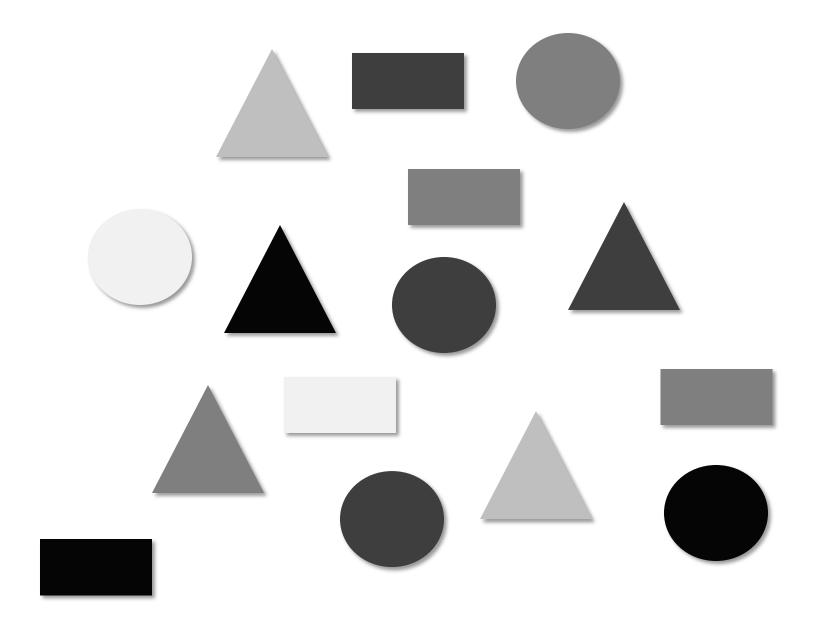
Lightness

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Chape	< 5	< 5	No	No	5 / Infinite
Lightness					
Saturation					
Hue					
Angle					
Texture					



Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	\(\)	< 5	No	No	5 / Infinite
Lightness	Yes				
Saturation					
Hue					
Angle					
Texture					

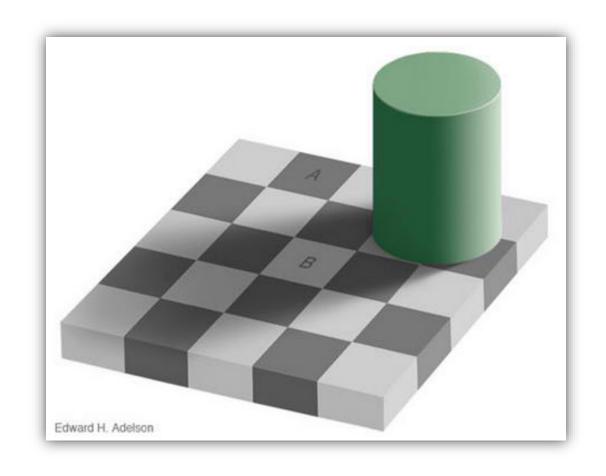
1	/ariable	Selective	Associative	Quantitative	Order	Length
S	iize	Yes	Yes	Yes (1D), Mostly (2D), Not likely (3D)	Yes	5/20
F	Position	Yes	Yes	Yes	Yes	Infinite
9	hape	< 5	< 5	No	No	5 / Infinite
L	ightness	Yes				
5	aturation					
ŀ	lue					
A	Angle					
1	exture					



Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	15	No	No	5 / Infinite
Lightness	Yes	Yes			
Saturation					
Hue					
Angle					
Texture					

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly (2D), Not likely (3D)	Yes	5/20
Position	Yes	Yes	Yes	Yes	Infinite
Chape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes			
Saturation					
Hue					
Angle					
Texture					





Weber's Law: human perception is fundamentally based on relative judgments, not absolute values.

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No		
Saturation					
Hue					
Angle					
Texture					

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly (2D), Not likely (3D)	Yes	5/20
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No		
Saturation					
Hue					
Angle					
Texture					



Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No	Yes	
Saturation					
Hue					
Angle					
Texture					

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly (2D), Not likely (3D)	Yes	5/20
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No	Yes	7 / 10
Saturation					
Hue					
Angle					
Texture					

Theoretically infinite

Saturation (same as Lightness)

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No	Yes	7 / 10
Saturation	Yes	Yes	No	Yes	7 / 10
Hue					
Angle					
Texture					

Hue

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly (2D), Not likely (3D)	Yes	5/20
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No	Yes	7 / 10
Saturation	Yes	Yes	No	Yes	7 / 10
Hue					
Angle					
Texture					









































Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No	Yes	7 / 10
Saturation	Yes	Yes	No	Yes	7 / 10
Hue	Yes				
Angle					
Texture					

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No	Yes	7 / 10
Saturation	Yes	Yes	No	Yes	7 / 10
Hue	Yes				
Angle					
Texture					









































Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No	Yes	7 / 10
Saturation	Yes	Yes	No	Yes	7 / 10
Hue	Yes	Yes			
Angle					
Texture					

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
Decition of	W	W	(2D), Not likely (3D)	V	1 - 65 - 21 -
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No	Yes	7 / 10
Saturation	Yes	Yes	No	Yes	7 / 10
Hue	Yes	Yes			
Aligic					
Texture					







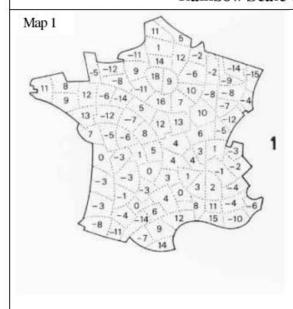


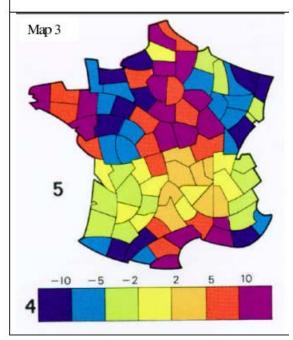


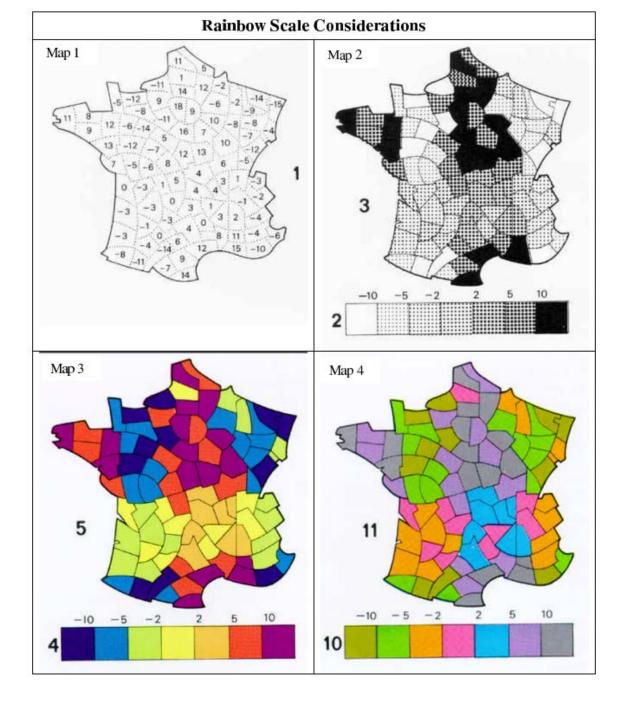


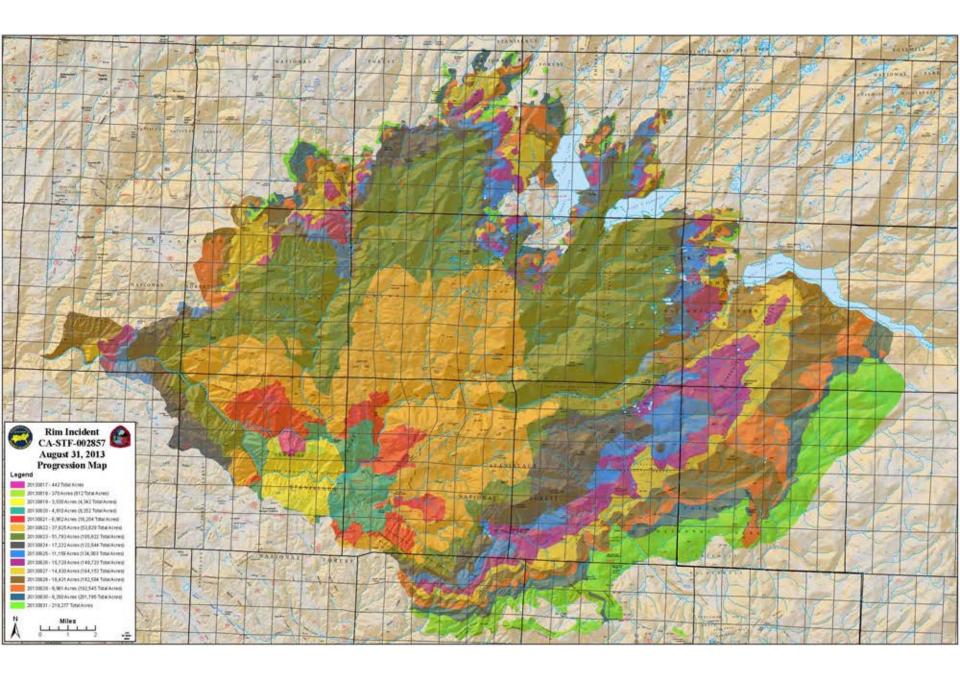


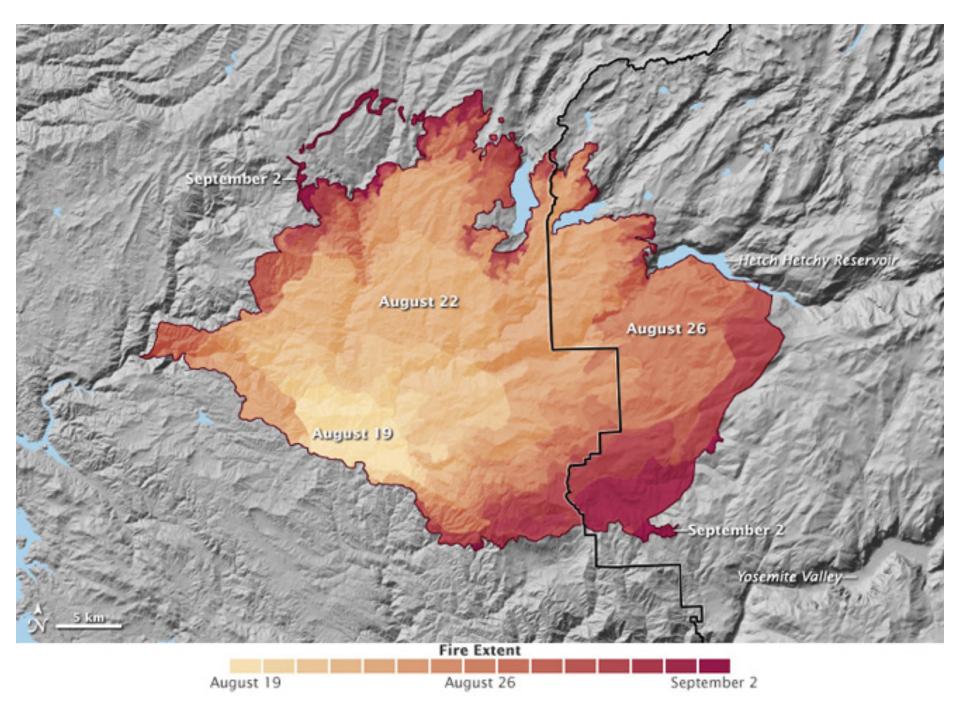
Rainbow Scale Considerations



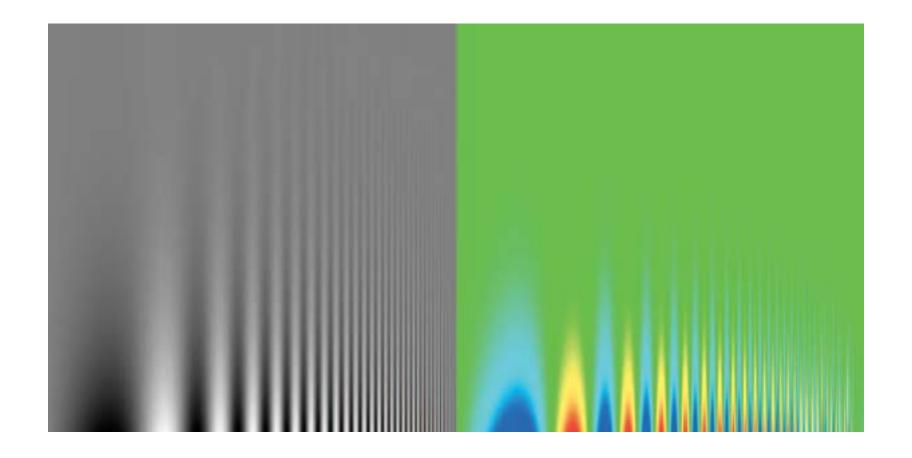


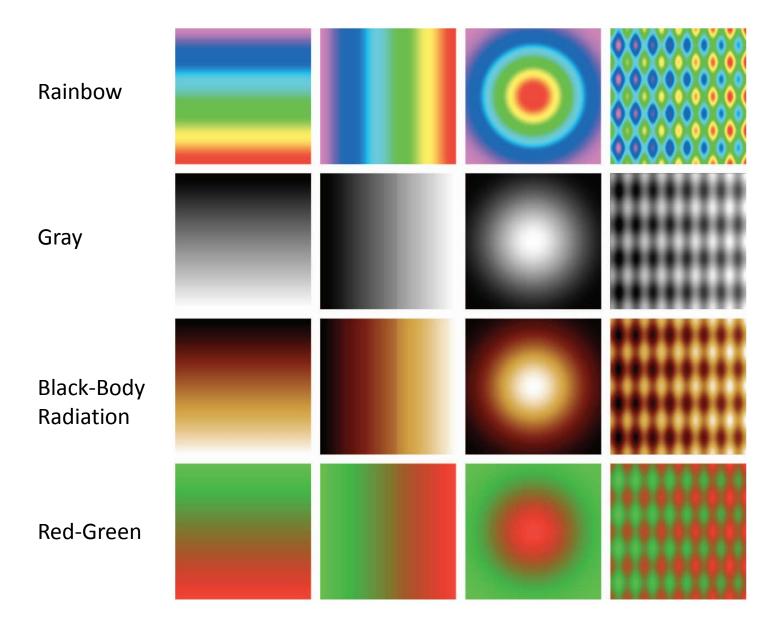






Destroys Detail





Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No	Yes	7 / 10
Saturation	Yes	Yes	No	Yes	7 / 10
Hue	Yes	Yes	Not advisable	Not advisable	
Angle					
Texture					

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly (2D), Not likely (3D)	Yes	5/20
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No	Yes	7 / 10
Saturation	Yes	Yes	No	Yes	7 / 10
Hue	Yes	Yes	Not advisable	Not advisable	7 / 10
Aligie					
Texture					

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly (2D), Not likely (3D)	Yes	5/20
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No	Yes	7 / 10
Saturation	Yes	Yes	No	Yes	7 / 10
Huc	Yes	Yes	Not advisable	Not advisable	7 / 10
Angle					
Texture					

Angle

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No	Yes	7 / 10
Saturation	Yes	Yes	No	Yes	7 / 10
Huc	Yes	Yes	Not advisable	Not advisable	7 / 10
Angle					
Texture					

















Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No	Yes	7 / 10
Saturation	Yes	Yes	No	Yes	7 / 10
Hue	Yes	Yes	Not advisable	Not advisable	7 / 10
Angle	Yes	Yes	No	No	4/8
Texture					

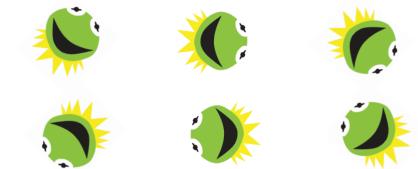














Texture (mostly same as Hue)

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No	Yes	7 / 10
Saturation	Yes	Yes	No	Yes	7 / 10
Hue	Yes	Yes	Not advisable	Not advisable	7 / 10
Arigic	Yes	Yes	No	No	4/8
Texture					



Angle (mostly same as Hue)

Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly (2D), Not likely (3D)	Yes	5/20
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No	Yes	7 / 10
Saturation	Yes	Yes	No	Yes	7 / 10
Hue	Yes	Yes	Not advisable	Not advisable	7 / 10
Angle	Yes	Ves	No	No	4/8
Texture	Yes	Yes	No	No	Infinite



M.S.T. Carpendale. <u>Considering Visual Variables as a Basis for Information Visualisation</u>. Research report 2001-693-16, Department of Computer science, University of Calgary, 2003.

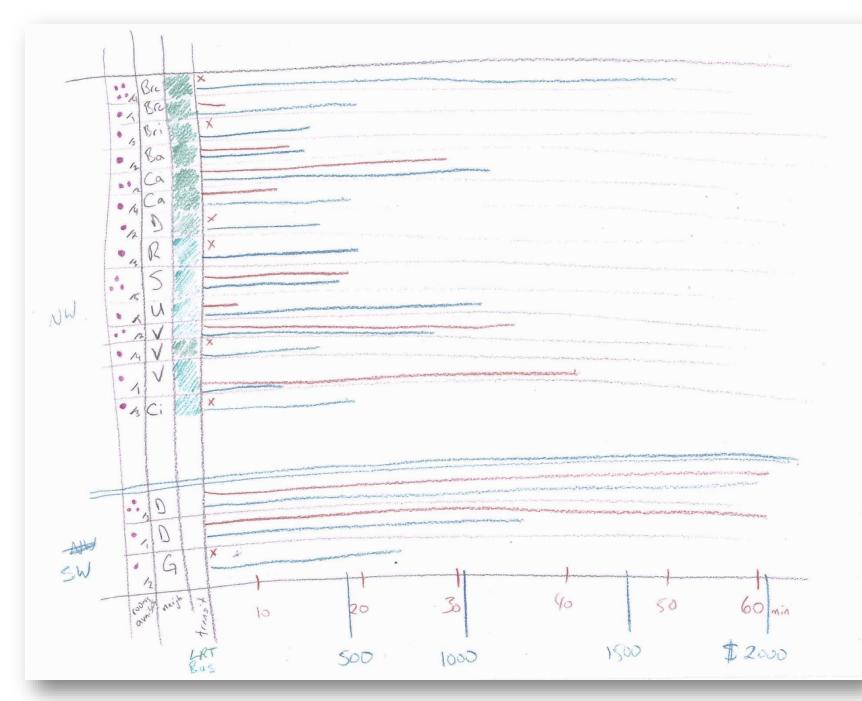
Plan for Today

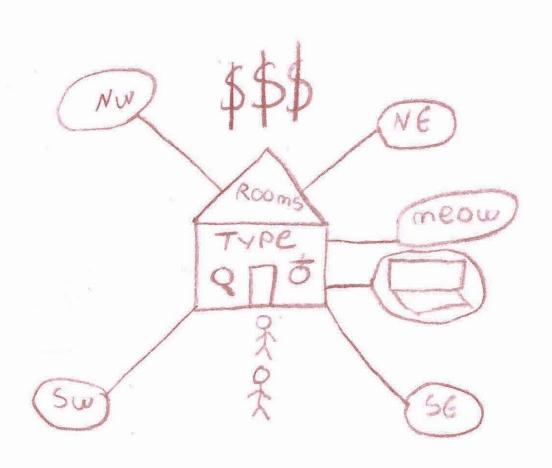
- 9:00 Intro
- 9:30 Visual Variables
- 10:15 Break
- 10:30 Sketching
- 11:30 Vis Software & Tools
- 12:00 Lunch
- 1:00 Tableau
- 2:30 Break
- 3:30 Vis in the Library & Professional Practice
- 4:00 Work with Data

Sketching Exercise

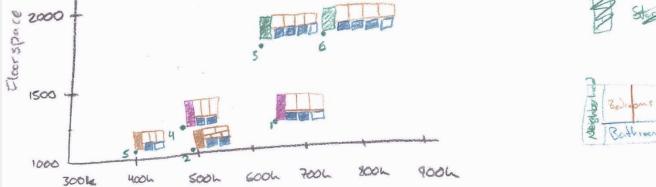
Create a visualization

- Anything you want
 - What interests you in the data?
 - What questions do you have?
- Challenge: Try to encode as many properties as possible in your visualization.



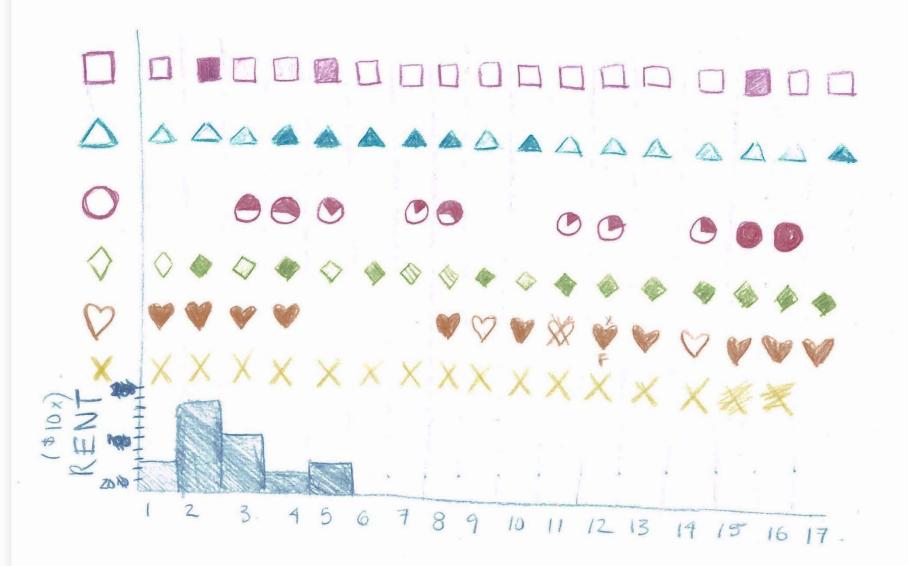


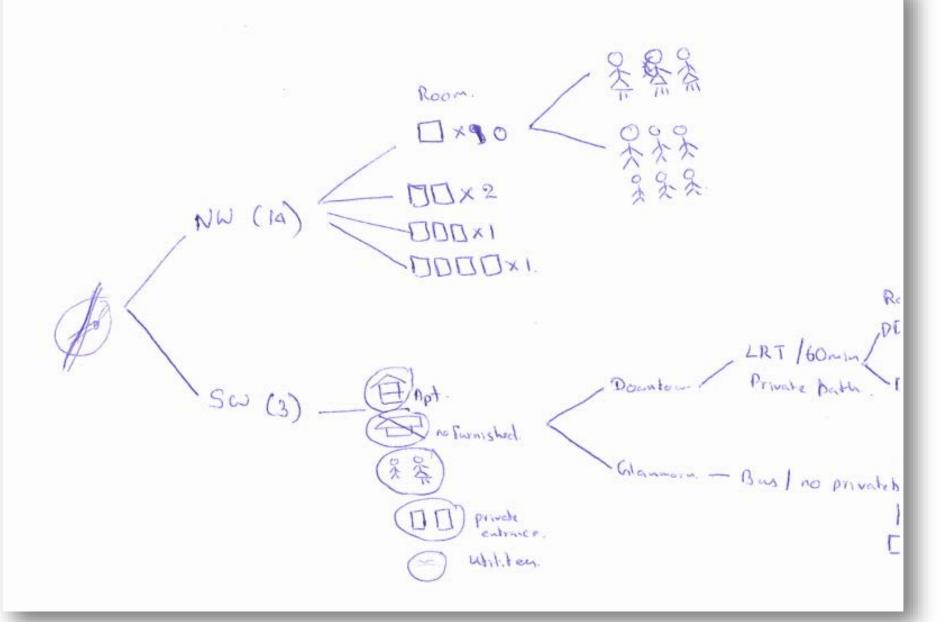




Believery Back Trail Bathroomy Brentwace

Price





Variable	Selective	Associative	Quantitative	Order	Length
Size	Yes	Yes	Yes (1D), Mostly	Yes	5/20
			(2D), Not likely (3D)		
Position	Yes	Yes	Yes	Yes	Infinite
Shape	< 5	< 5	No	No	5 / Infinite
Lightness	Yes	Yes	No	Yes	7 / 10
Saturation	Yes	Yes	No	Yes	7 / 10
Hue	Yes	Yes	Not advisable	Not advisable	7 / 10
Angle	Yes	Yes	No	No	4/8
Texture	Yes	Yes	No	No	Infinite

Example	Encoding	Ordered	Useful Values	Quantitative	Ordinal	Categorical
•	Position, Placement	Yes	Infinite	Good	Good	Good
1, 2, 3; A, B, C	Text Labels	Optional (alphabetic/ numbered)	Infinite	Good	Good	Good
	Length	Yes	Many	Good	Good	
. • •	Size, Area	Yes	Many	Good	Good	
/_	Angle	Yes	Medium/ Few	Good	Good	
	Pattern Density	Yes	Few	Good	Good	
	Weight, Boldness	Yes	Few		Good	
	Saturation, Brightness	Yes	Few		Good	
	Color	No	Few (<20)			Good
	Shape, Icon	No	Medium			Good
	Pattern, Texture	No	Medium			Good
	Enclosure, Connection	No	Infinite			Good

Closing Thought on Visual Variables

- Why is this useful?
 - Any software tool will use these variables
- Exercise useful even if design not implemented
 - Understanding
 - Quality Checking/Assurance

Plan for Today

- 9:00 Intro
- 9:30 Visual Variables
- 10:15 Break
- 10:30 Sketching
- 11:30 Vis Software & Tools
- 12:00 Lunch
- 1:00 Tableau
- 2:30 Break
- 3:30 Vis in the Library & Professional Practice
- 4:00 Work with Data