### Data Visualization (CSCI 627/490)

### Tasks

Dr. David Koop





### Data

• What is this data?

R011	42ND STREET & 8TH AVENUE	00228985	00008471	00000441	00001455	00000134	00033341	00071255
R170	14TH STREET-UNION SQUARE	00224603	00011051	00000827	00003026	00000660	00089367	00199841
R046	42ND STREET & GRAND CENTRAL	00207758	00007908	00000323	00001183	00003001	00040759	00096613

- Semantics: real-world meaning of the data
- Type: structural or mathematical interpretation
- Both often require metadata
  - Sometimes we can infer some of this information
  - Line between data and metadata isn't always clear

this information isn't always clear





## Data Terminology

- Item (also Nodes): an entity
- Link: relationship between two items
- Attribute: property of an item
- Position: location in space
- Grid: how data is sampled

В	С	S	Т	
Order Date	Order Priority	Product Container	Product Base Margin	Shi
10/14/06	5-Low	Large Box	0.8	
2/21/08	4-Not Specified	Small Pack	0.55	
7/16/07	2-High	Small Pack	0.79	
7/16/07	2-High	Jumbo Box	•1	
7/16/07	2-High	Medium Box	attribute	
7/16/07	2-High	Medium Box	0.03	
10/23/07	4-Not Specified	Wrap Bag	0.52	
10/23/07	4-Not Specified	Small Box	0.58	
11/3/07	1-Urgent	Small Box	0.55	
3/18/07	1-Urgent	Small Pack	0.49	
1 /20 /05	5-Low	Wrap Bag	0.56	
item 5	4-Not Specified 4-Not Specified	Small Pack	0.44	
5	4-Not Specified	Wrap Bag	0.6	
12/18/06	5-Low	Small Box	0.59	
12/18/06	5-Low	Wrap Bag	0.82	
4/17/05	2-High	Small Box	0.55	
1/29/06	3-Medium	Small Box	0.38	
11/19/08	5-Low	Small Box	0.37	
5/8/08	2-High	Small Box	0.37	
5/8/08	2-High	Medium Box	0.38	
5/8/08	2-High	Small Box	0.6	
6/11/06	3-Medium	Medium Box	0.6	
6/11/06	3-Medium	Jumbo Box	0.69	
5/1/08	4-Not Specified	Large Box	0.82	
10/21/07	4-Not Specified	Small Pack	0.64	
9/12/07	2-High	Small Box	0.55	
8/8/06	1-Urgent	Medium Box	0.57	
4/5/08	3-Medium	Wrap Bag	0.42	



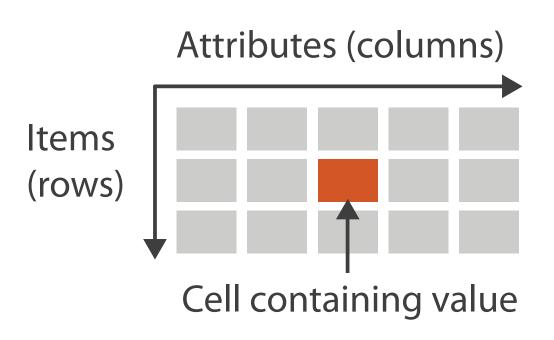




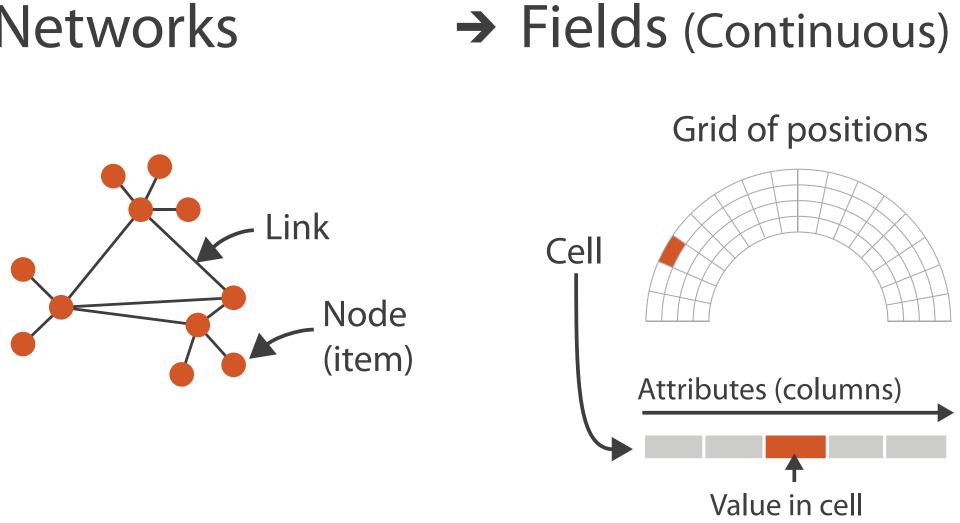


## Dataset Types

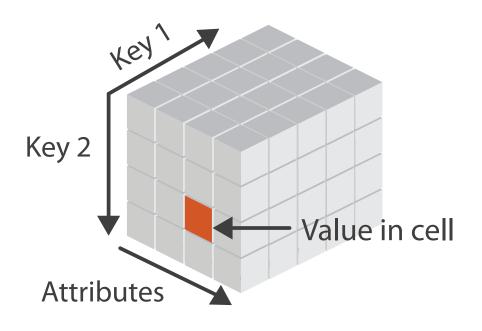
→ Tables



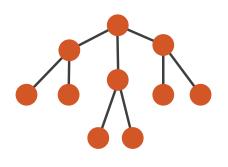
### → Networks



 $\rightarrow$  Multidimensional Table

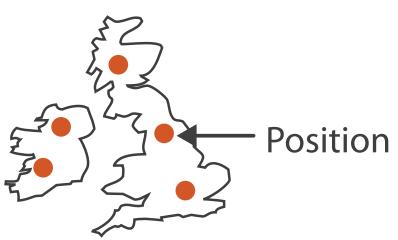






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### → Geometry (Spatial)



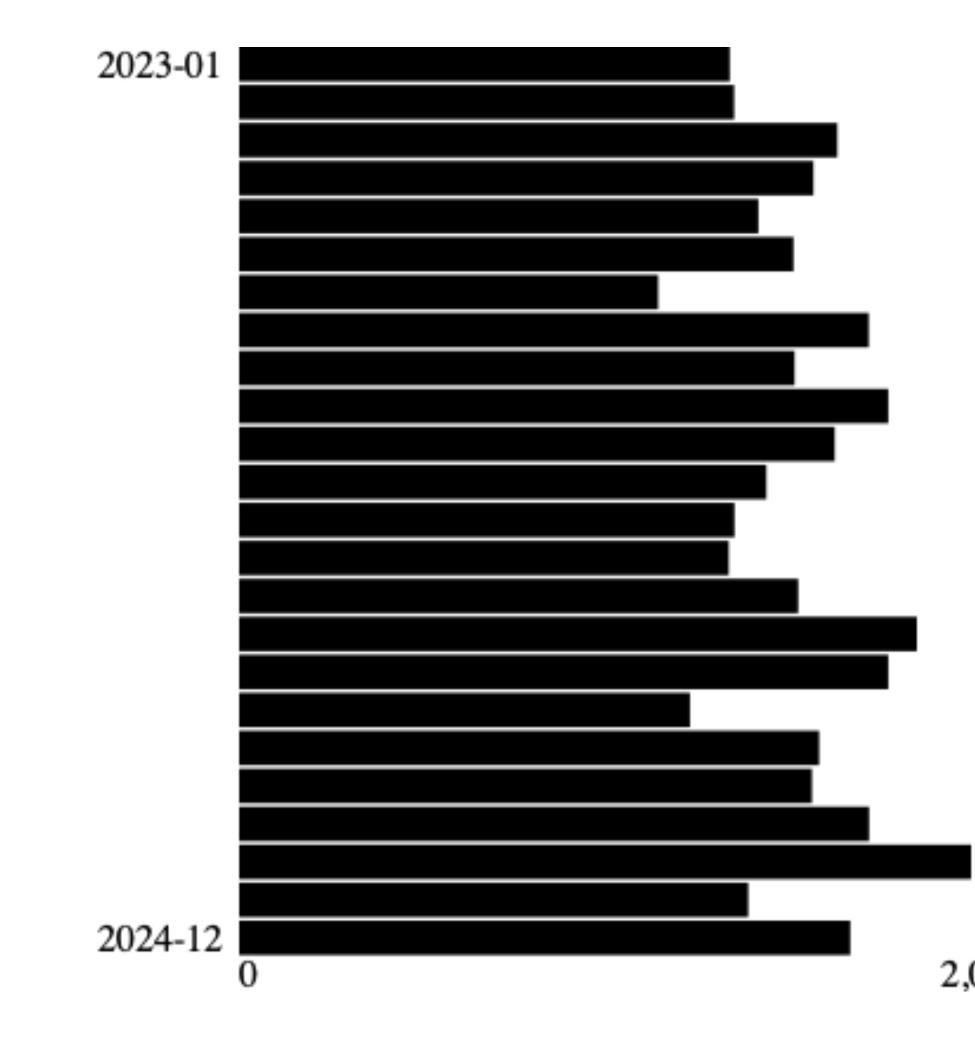






### <u>Assignment 2</u>

- Chicago Food Inspections
- Data Processing in JavaScript
- Create Bar Charts using SVGs and JavaScript
- Do not sort the data for Parts 2 & 3
- [CSCI 627] Add Interaction









### Attribute Types

## → Categorical

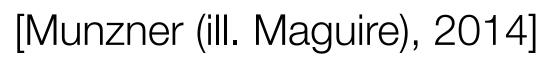
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### → Ordered

### → Ordinal



# $\rightarrow$ Quantitative





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### Categorial, Ordinal, and Quantitative

Α	В	C		S	Т	U
Order ID	Order Date	Order Priority		Product Container	Product Base Margin	Ship Date
3	10/14/06	5-Low		Large Box	0.8	10/21/06
6	2/21/08	4-Not Specified		Small Pack	0.55	2/22/08
32	7/16/07	2-High		Small Pack	0.79	7/17/07
32	7/16/07	2-High		Jumbo Box	0.72	7/17/07
32	7/16/07	2-High		Medium Box	0.6	7/18/07
32	7/16/07	2-High		Medium Box	0.65	7/18/07
35	10/23/07	4-Not Speci	fied	Wrap Bag	0.52	10/24/07
35	10/23/07	4-Not Speci	fied	Small Box	0.58	10/25/07
36	11/3/07	1-Urgent		Small Box	0.55	11/3/07
65	3/18/07	1-Urgent		Small Pack	0.49	3/19/07
66	1/20/05	5-Low		Wrap Bag	0.56	1/20/05
69	6/4/05	4-Not Speci	fied	Small Dack	0.44	6/6/05
69	6/4/05	4-Not Spec	(1191	ntitative	0.6	6/6/05
70	12/18/06	5-Low	yua	IIIIalive	0.59	12/23/06
70	12/18/06	5-Low	ordinal		0.82	12/23/06
96	4/17/05	2-High			0.55	4/19/05
97	1/29/06	3-Medium	cate	gorical	0.38	1/30/06
129	11/19/08	5-Low	cute	Sorrear	0.37	11/28/08
130	5/8/08	2-High		Small Box	0.37	5/9/08
130	5/8/08	2-High		Medium Box	0.38	5/10/08
130	5/8/08	2-High		Small Box	0.6	5/11/08
132	6/11/06	3-Medium		Medium Box	0.6	6/12/06
132	6/11/06	3-Medium		Jumbo Box	0.69	6/14/06
134	5/1/08	4-Not Specified		Large Box	0.82	5/3/08
135	10/21/07	4-Not Specified		Small Pack	0.64	10/23/07
166	9/12/07			Small Box	0.55	9/14/07
193	8/8/06	1-Urgent		Medium Box	0.57	8/10/06
194	4/5/08	3-Medium		Wrap Bag	0.42	4/7/08

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70	12/18/06	5-Low	ordinal categorical		0.82	12/23/06
96	4/17/05	2-High			0.55	4/19/05
97	1/29/06	3-Medium			0.38	1/30/06
129	11/19/08	5-Low	cute	5011041	0.37	11/28/08
130	5/8/08	2-High		Small Box	0.37	5/9/08
130	5/8/08	2-High		Medium Box	0.38	5/10/08
130	5/8/08	2-High		Small Box	0.6	5/11/08
132	6/11/06	3-Medium		Medium Box	0.6	6/12/06
132	6/11/06	3-Medium		Jumbo Box	0.69	6/14/06
134	5/1/08	4-Not Specified		Large Box	0.82	5/3/08
135	10/21/07	4-Not Specified		Small Pack	0.64	10/23/07
166	9/12/07	2-High		Small Box	0.55	9/14/07
193	8/8/06	1-Urgent		Medium Box	0.57	8/10/06
194	4/5/08	3-Medium		Wrap Bag	0.42	4/7/08
101	1 / 2 / 2 0	A 14 P				1 17 100

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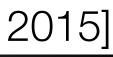


### Data Model vs. Conceptual Model

- Data Model: raw data that has a specific data type (e.g. floats): - Temperature Example: [32.5, 54.0, -17.3] (floats)
- Conceptual Model: how we think about the data
  - Includes semantics, reasoning
  - Temperature Example:
    - Quantitative: [32.50, 54.00, -17.30]









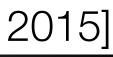


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    - Ordered: [warm, hot, cold]









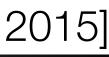


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    - Ordered: [warm, hot, cold]
    - Categorical: [not burned, burned, not burned]











### Ordering Direction

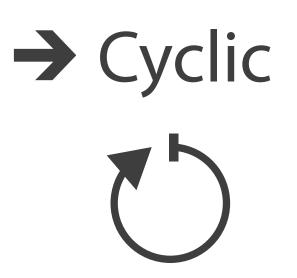






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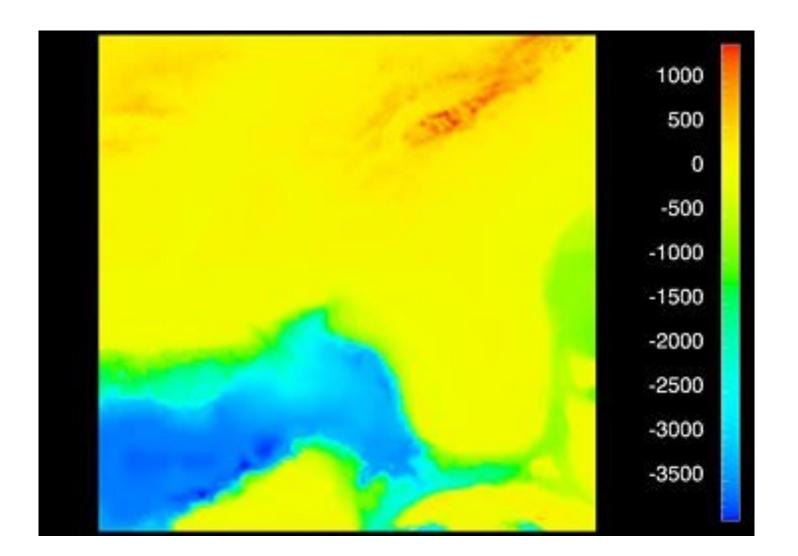


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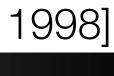
## Sequential and Diverging Data

- Sequential: homogenous range from a minimum to a maximum
  - Examples: Land elevations, ocean depths
- Diverging: can be deconstructed into two sequences pointing in opposite directions
  - Has a **zero point** (not necessary 0)
  - Example: Map of both land elevation and ocean depth



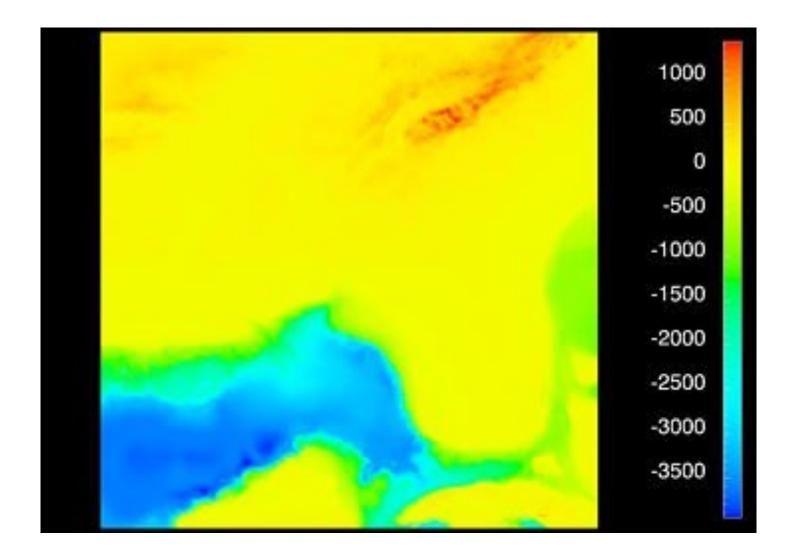


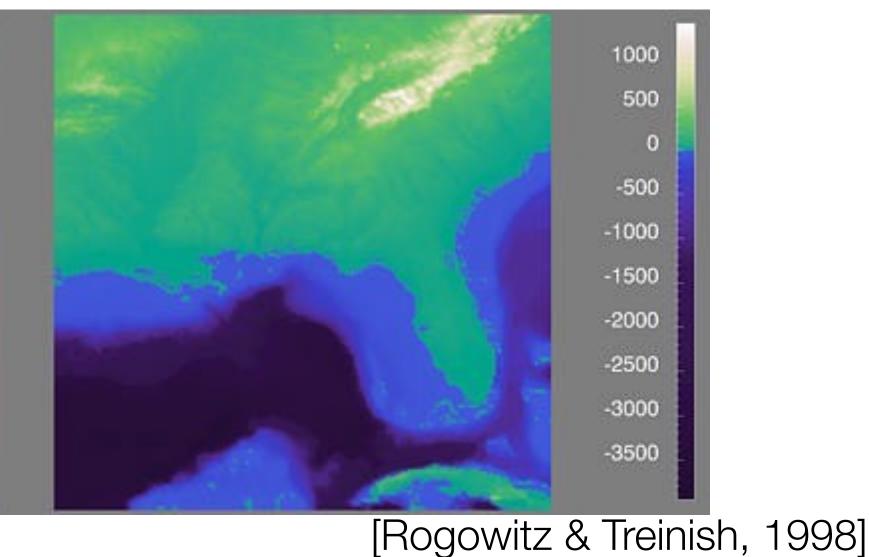




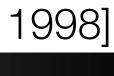
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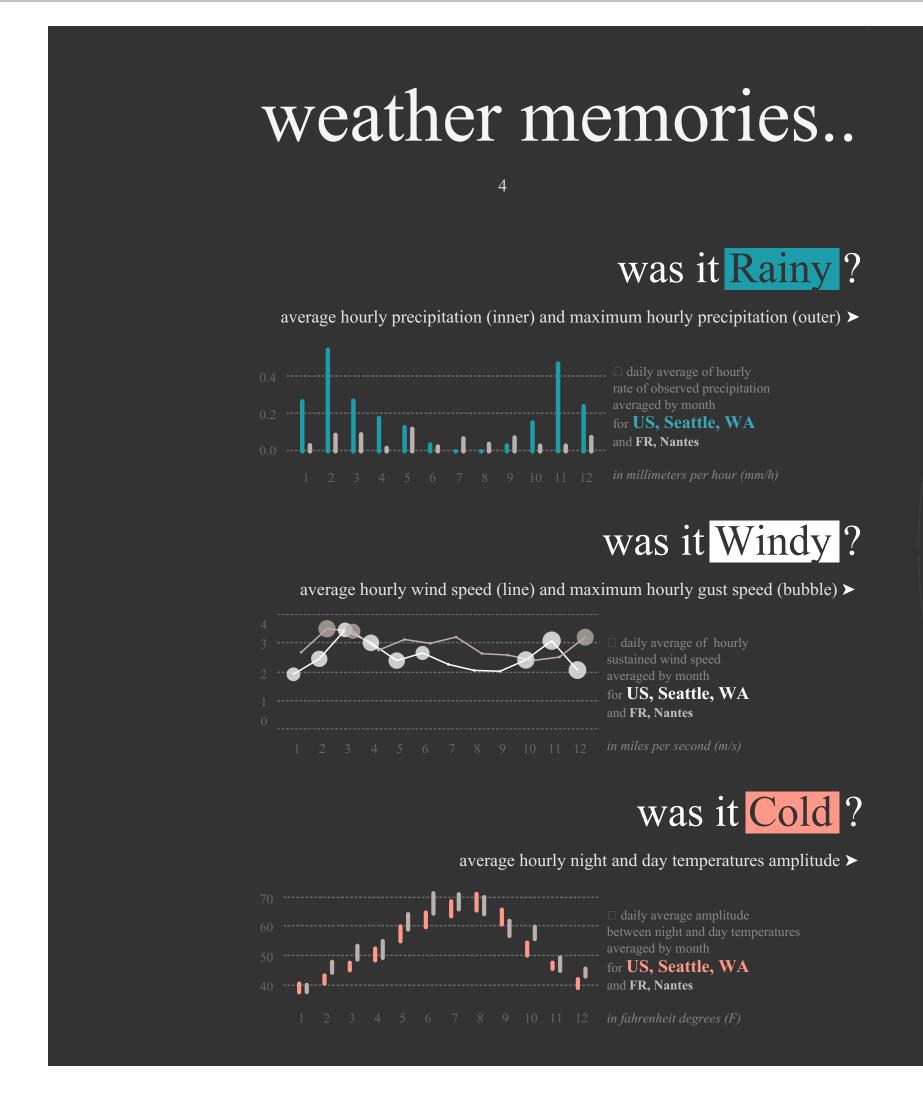




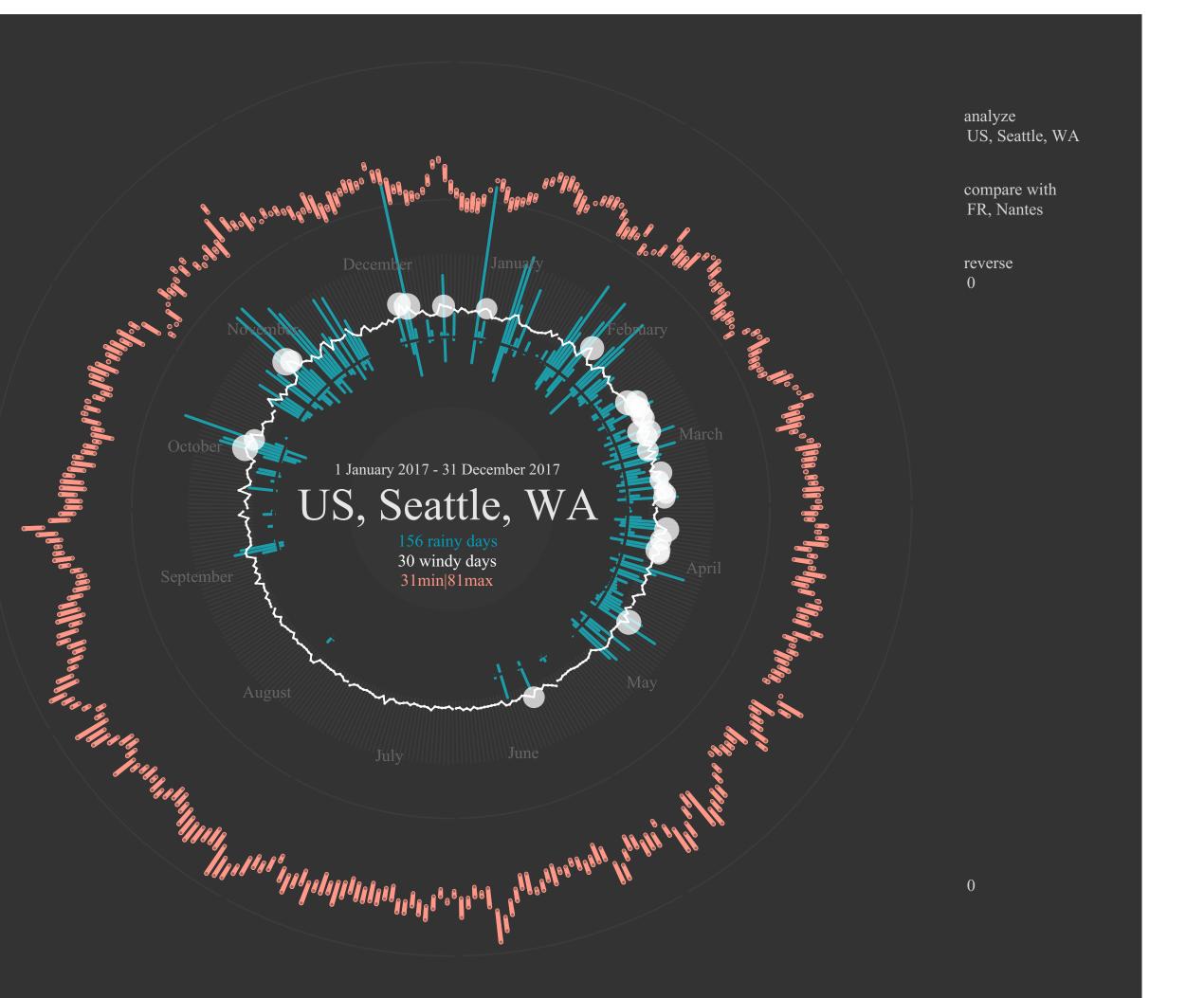




### Cyclic Data



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#### [Weather Memories, L. Tavernier, 2018]





"Computer-based visualization systems provide visual representations of datasets designed to help people carry out tasks more effectively."

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– T. Munzner







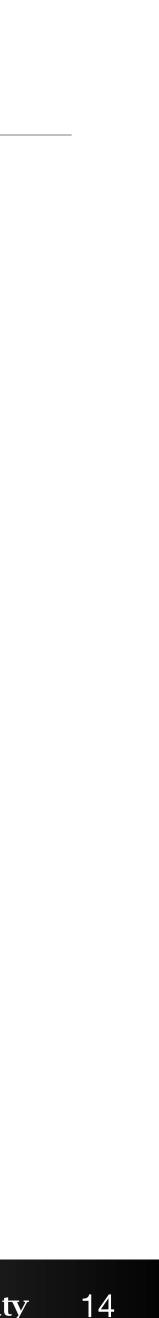
### Tasks

- Why? Understand data, but what do I want to do with it?
- Levels: High (Produce/Consume), Mid (Search), Low (Queries)
- Another key concern: Who?
  - Designer <-> User (A spectrum)
  - Complex <-> Easy to Use
  - General <-> Context-Specific
  - Flexible <-> Constrained
  - Varied Data <-> Specific Data

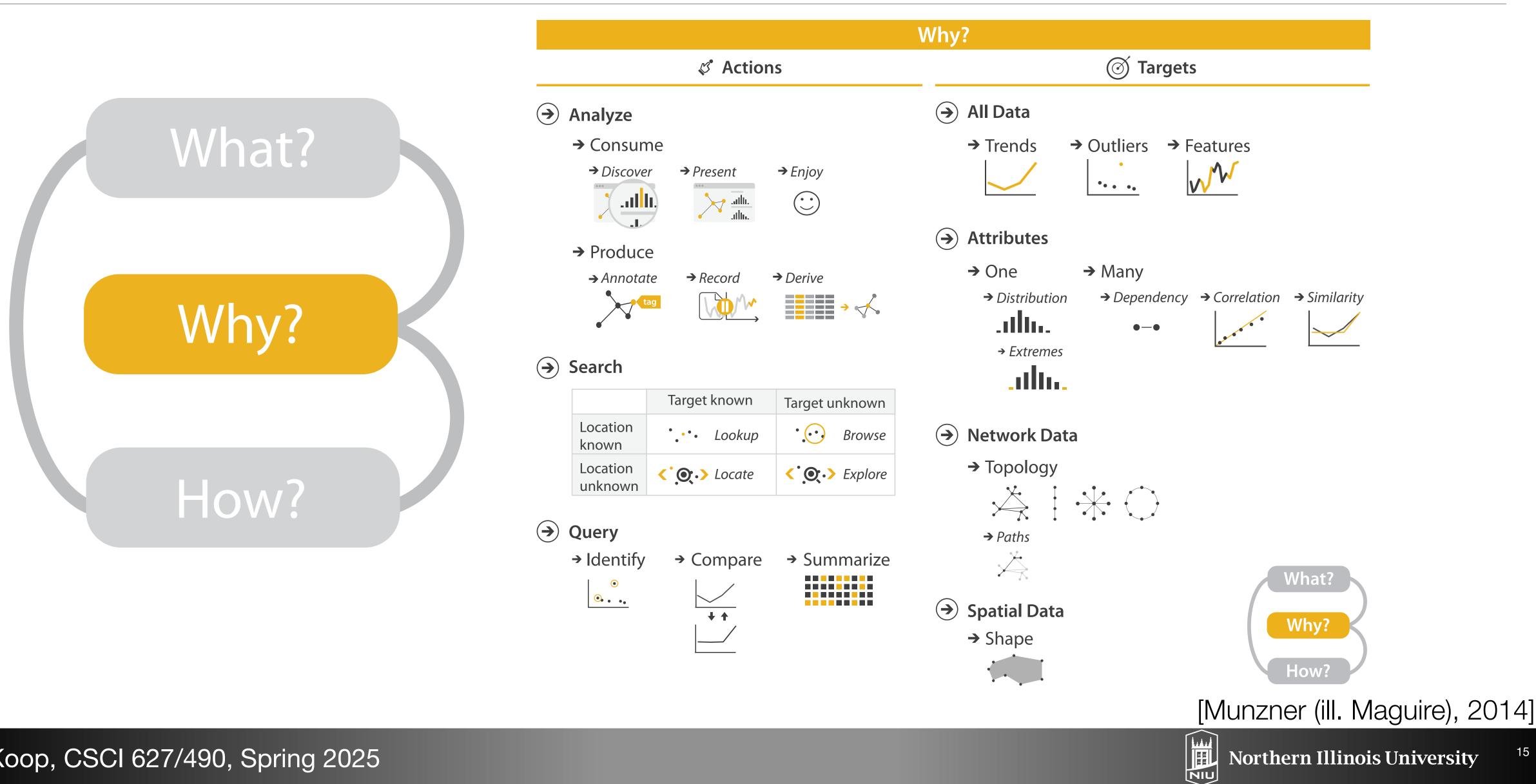
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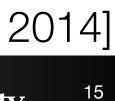
### lo I want to do with it? Aid (Search), Low (Queries)











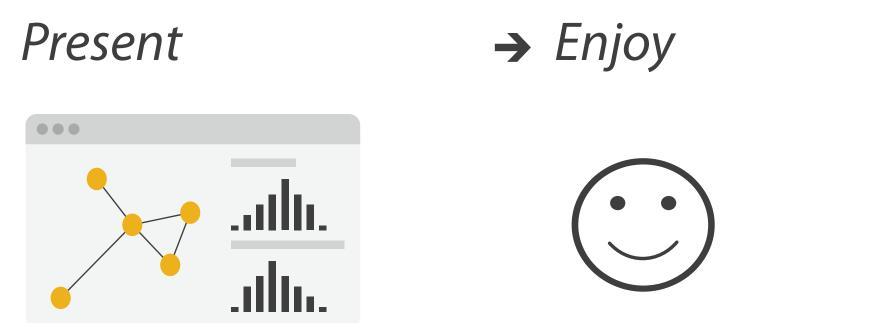
### Actions: Analyze



→ Discover

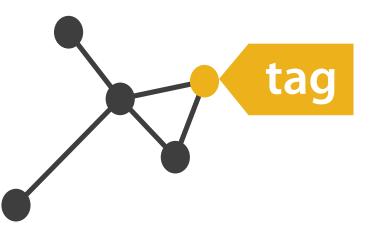






→ Produce

→ Annotate







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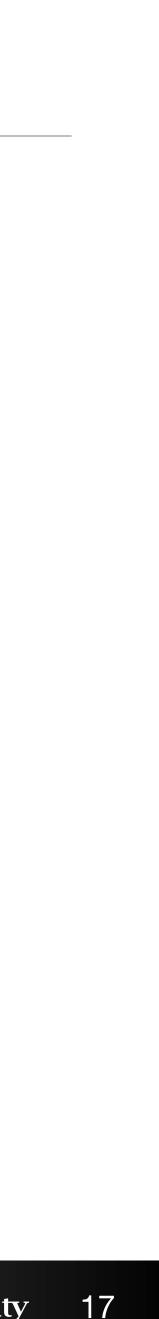
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## Visualization for Consumption

- Discover new knowledge
  - Generate new hypothesis or verify existing one
  - Designer doesn't know what users need to see
  - "why doesn't dictate how"
- Present known information
  - Presenter already knows what the data says
  - Wants to communicate this to an audience
  - May be static but not limited to that
- Enjoy
  - Similar to discover, but without concrete goals - May be enjoyed differently than the original purpose





## Asking good questions is very important



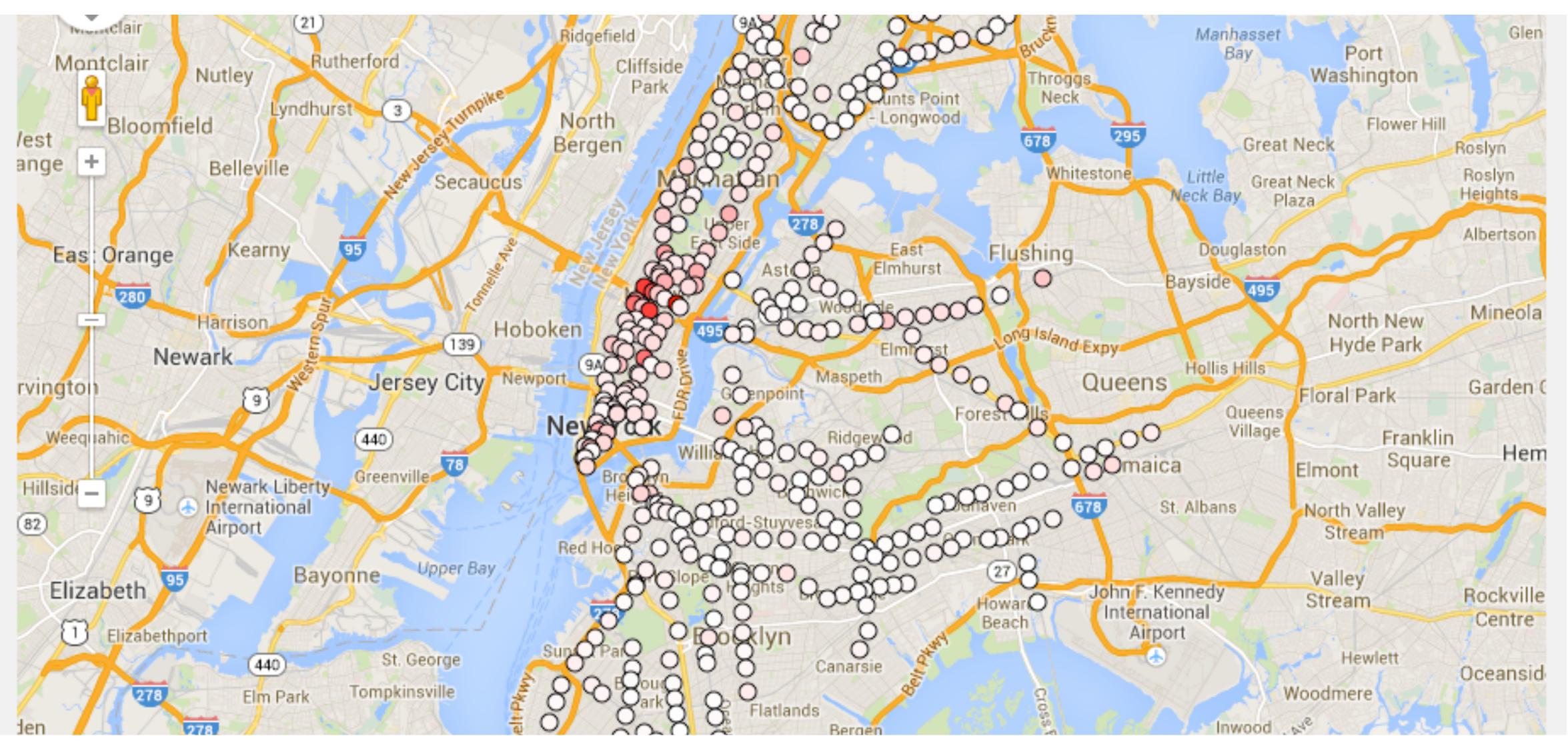


### Answers often lead to more questions





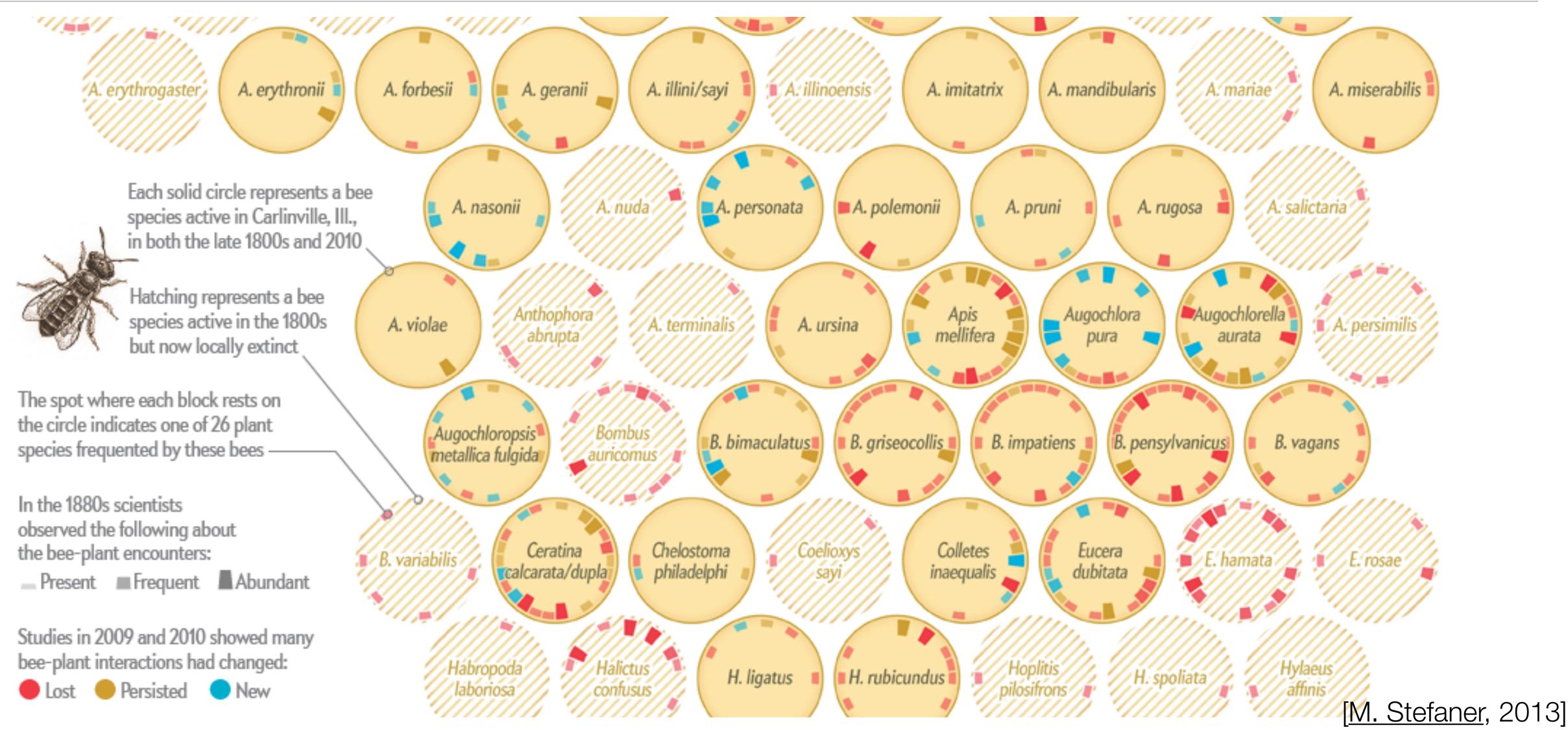
## Explore MTA Fare Data







### Present Known Information



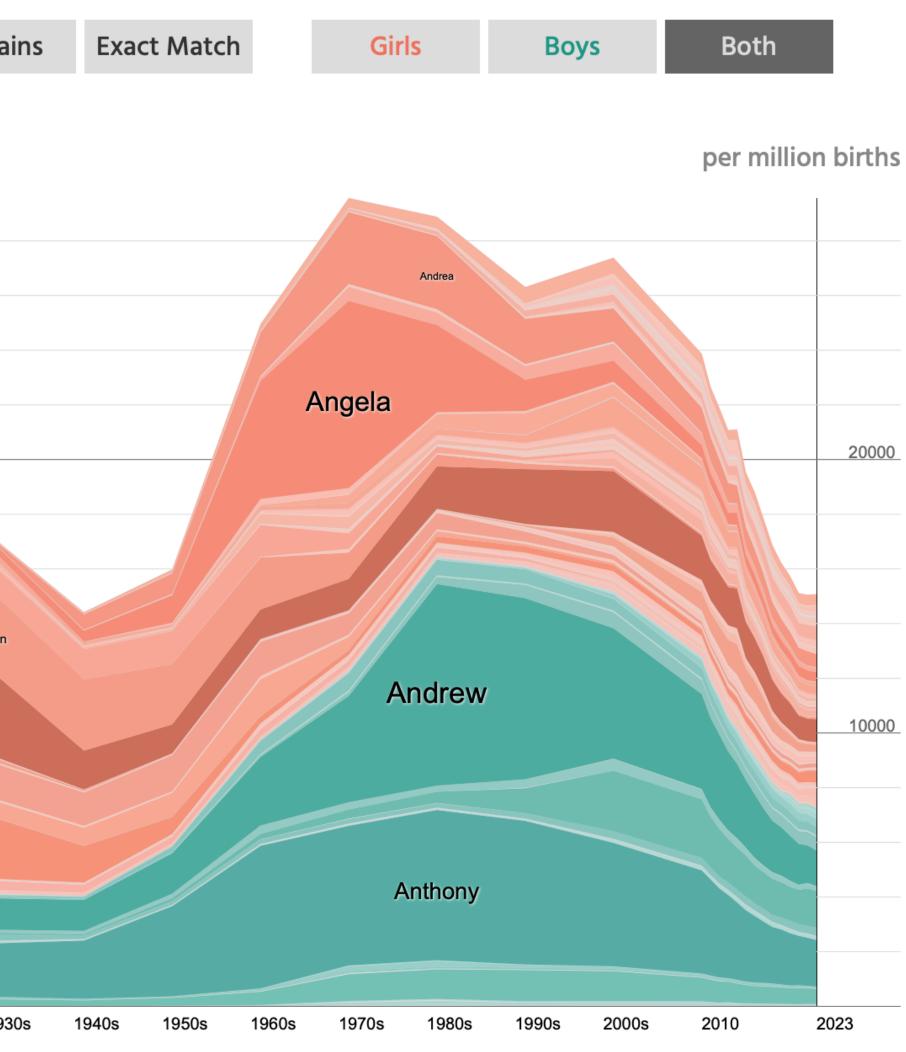






## Enjoy Visualizations of Names

an	Star	ts with	En	ds wit	th	Conta
<b>An</b> na F		Total			Comp	are
Anthony M						
Andrew M						
<b>An</b> nie F						
<b>An</b> gel M						
Angela F						
Andrea F						
<b>An</b> n F						
Antonio M	An	na				
<b>An</b> ne F	/ \					
Annabelle F						
Angelina F						Ann
Andres M						
<b>Nn</b> ita F						
<b>Nn</b> a F						
	Annie					
And 178 more			Ì			









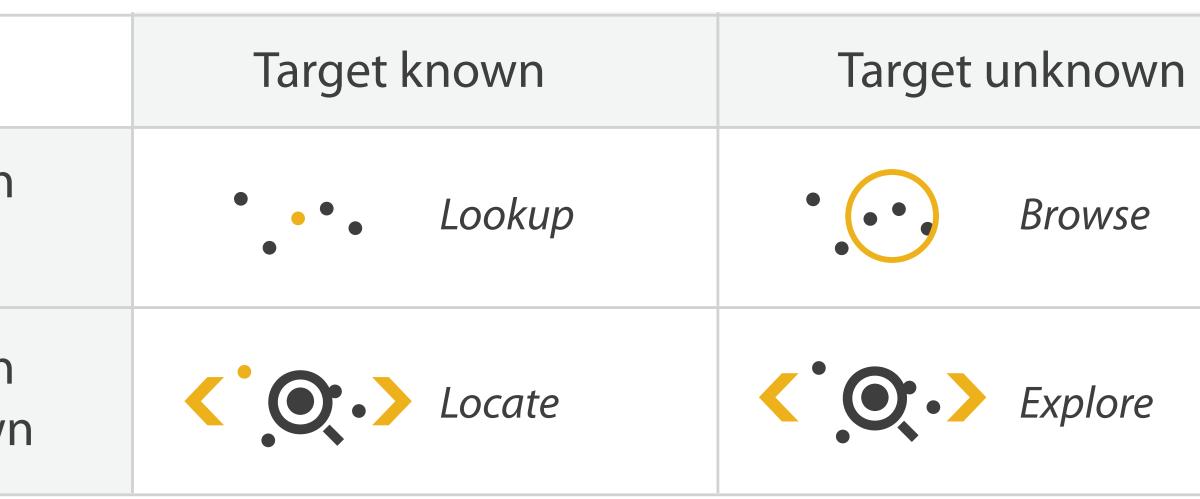


### Actions: Search

- What does a user know?
  - Lookup: check bearings
  - Locate: find on a map
  - Browse: what's nearby
  - Explore: where to go
    - Patterns

Locatior known
Locatior unknow

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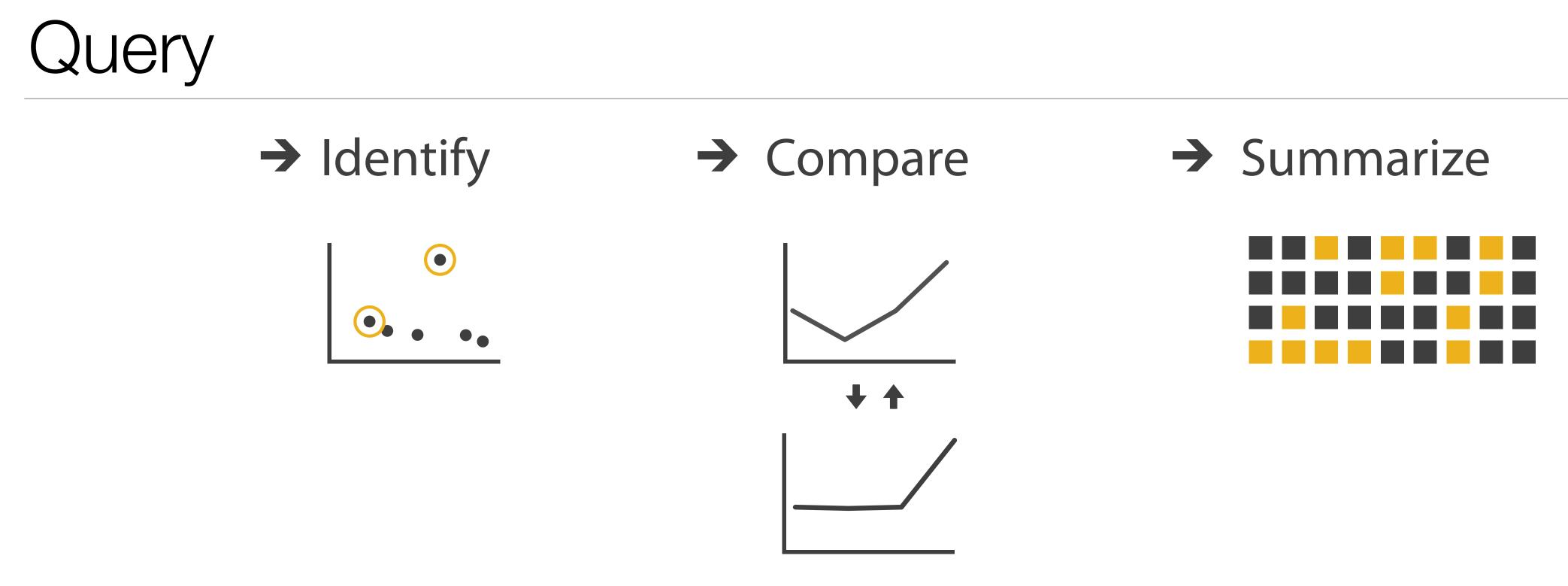
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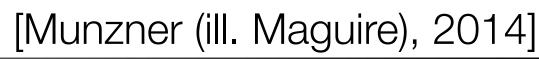








- Scope relates to number of targets: One, Some (Often 2), or All
  - Identify: characteristics or references
  - Compare: similarities and differences
  - Summarize: overview of everything





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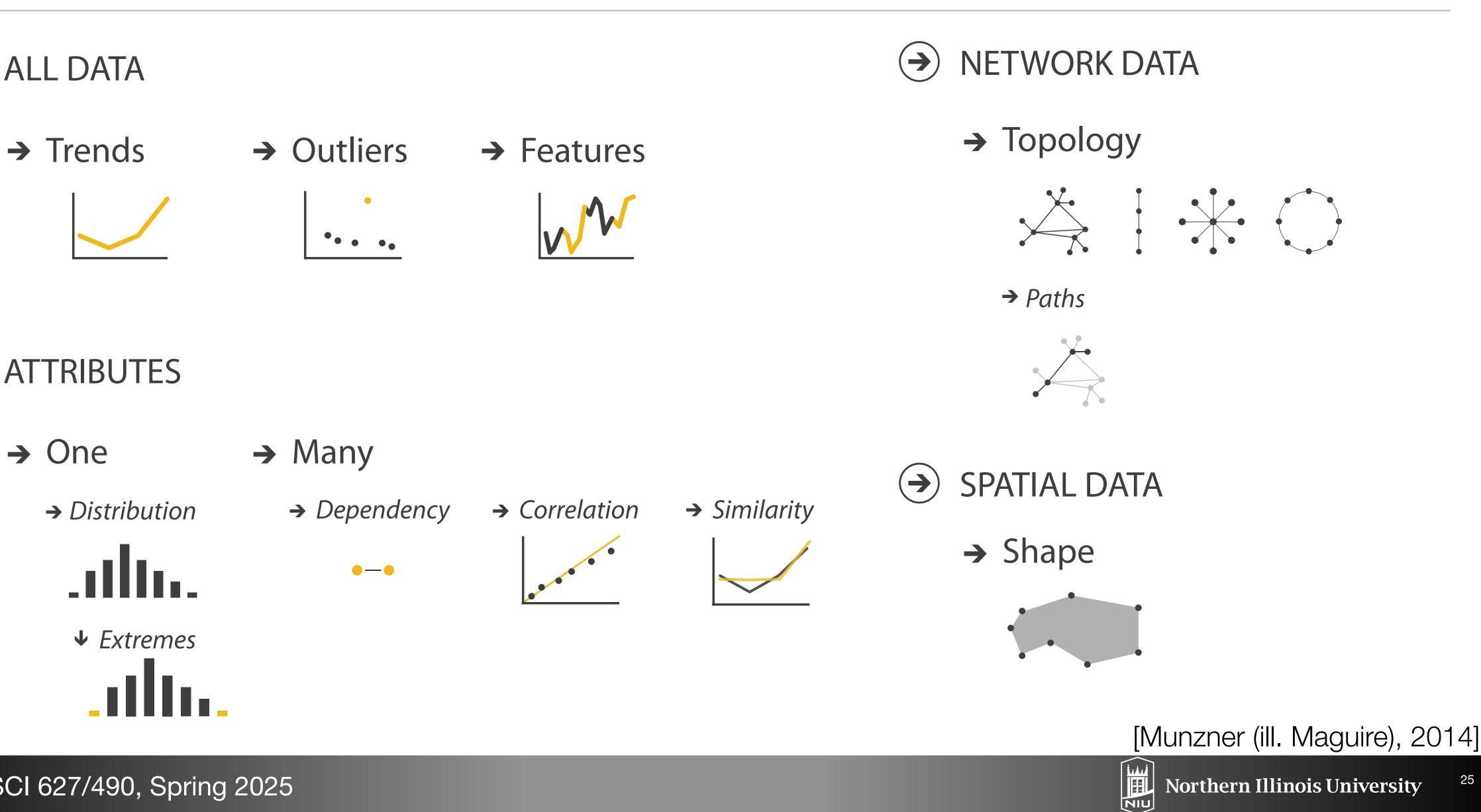






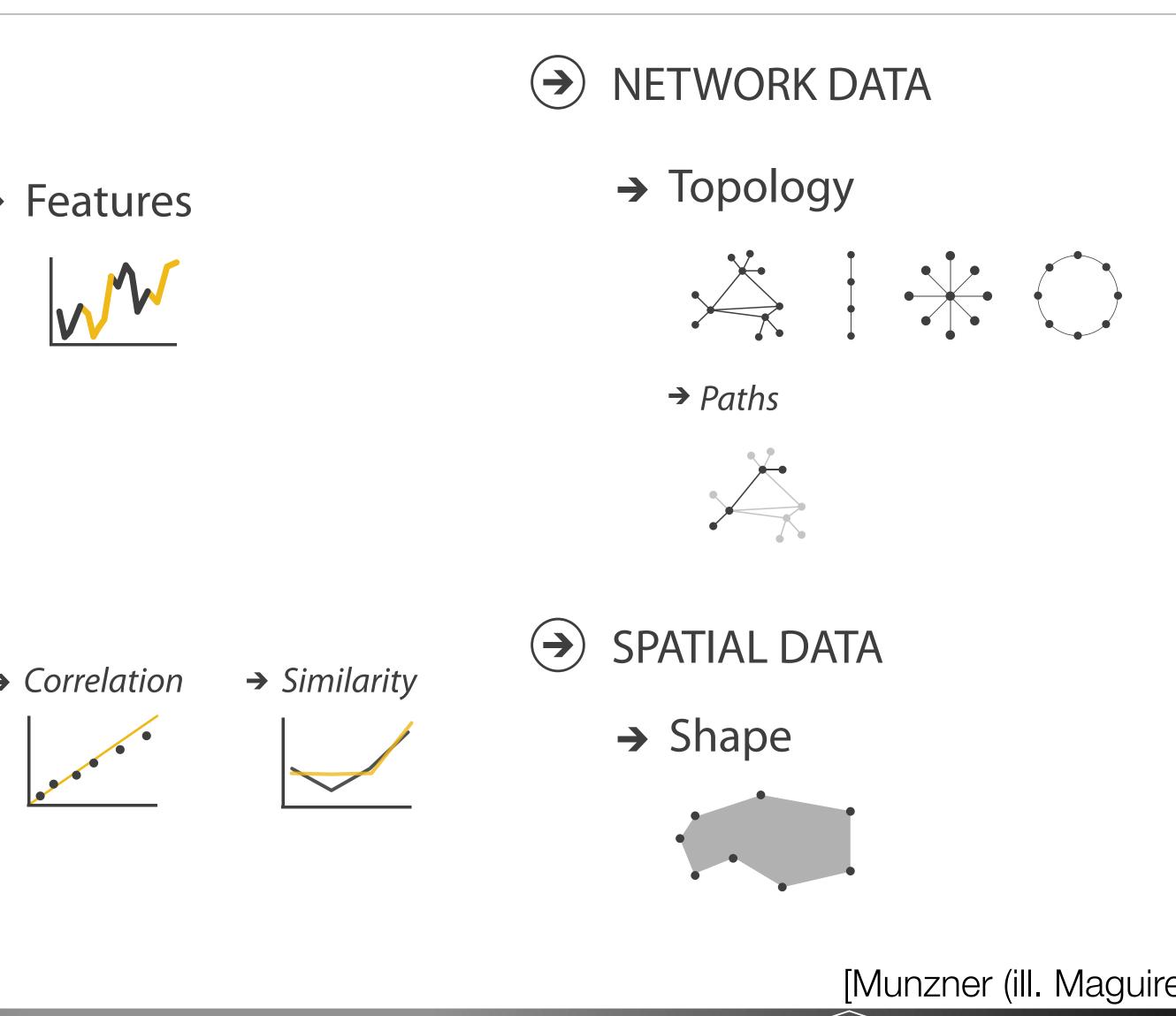
### Targets

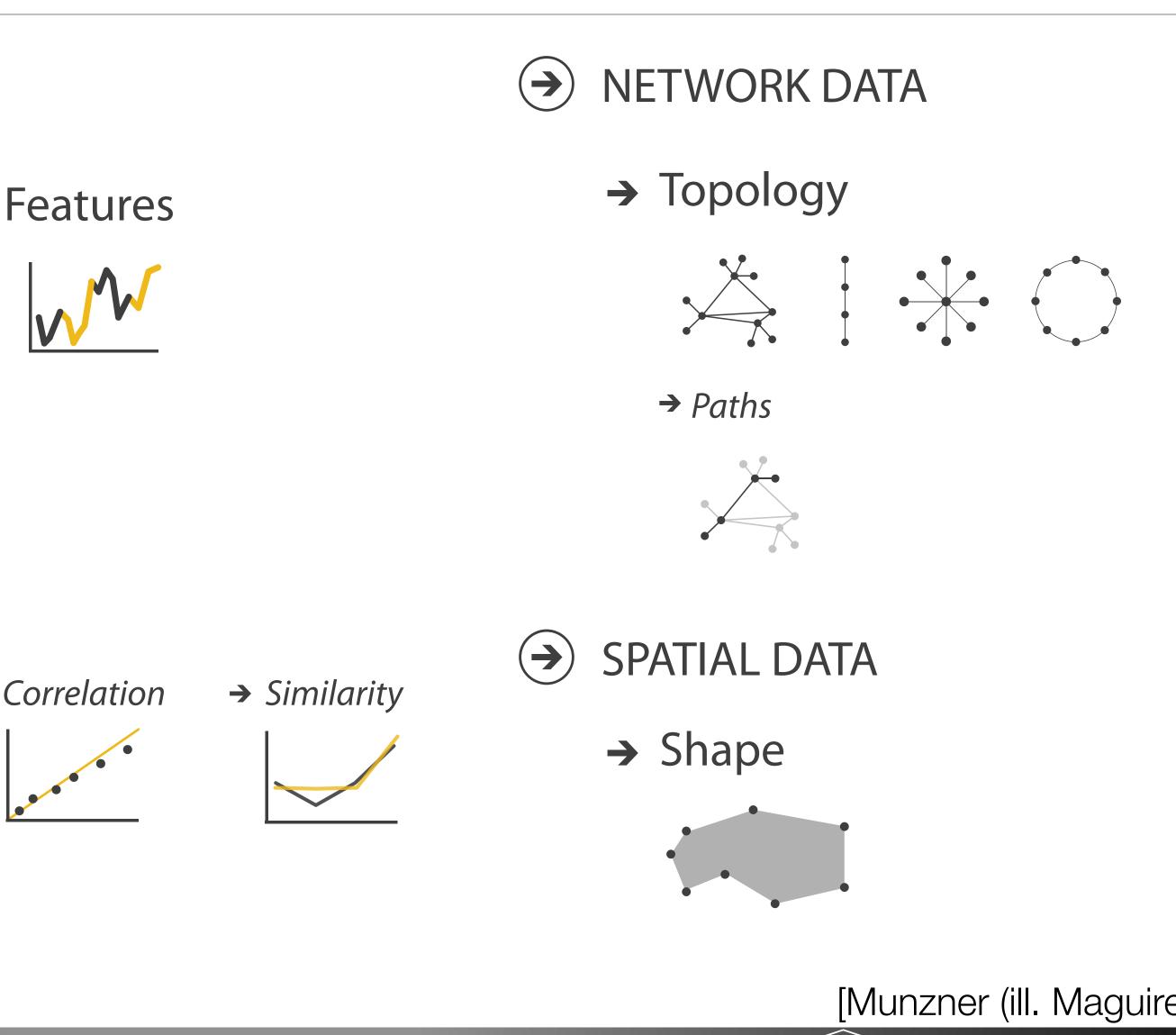












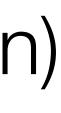






"[W]e scientists now understand how important emotion is to everyday life, how valuable. Sure, utility and usability are important, but without fun and pleasure, joy and excitement, and yes, anxiety and anger, fear and rage, our lives would be incomplete." -D. Norman (Emotional Design)







## Measuring User Experience in Visualization

- Memorability: Capability of maintaining and retrieving information [J. Brown et al., 1977]
- Attfield et al., 2011]
- recognized with occurrent happiness and excitement, which can be explained in terms of belief, desire, and thought. [W. A. Davis, 1982]

 Engagement: Emotional, cognitive and behavioral connection that exists, at any point in time and possibly over time, between a user and a resource. [S.

• Enjoyment: Feeling that causes a person to experience pleasure. Pleasure is



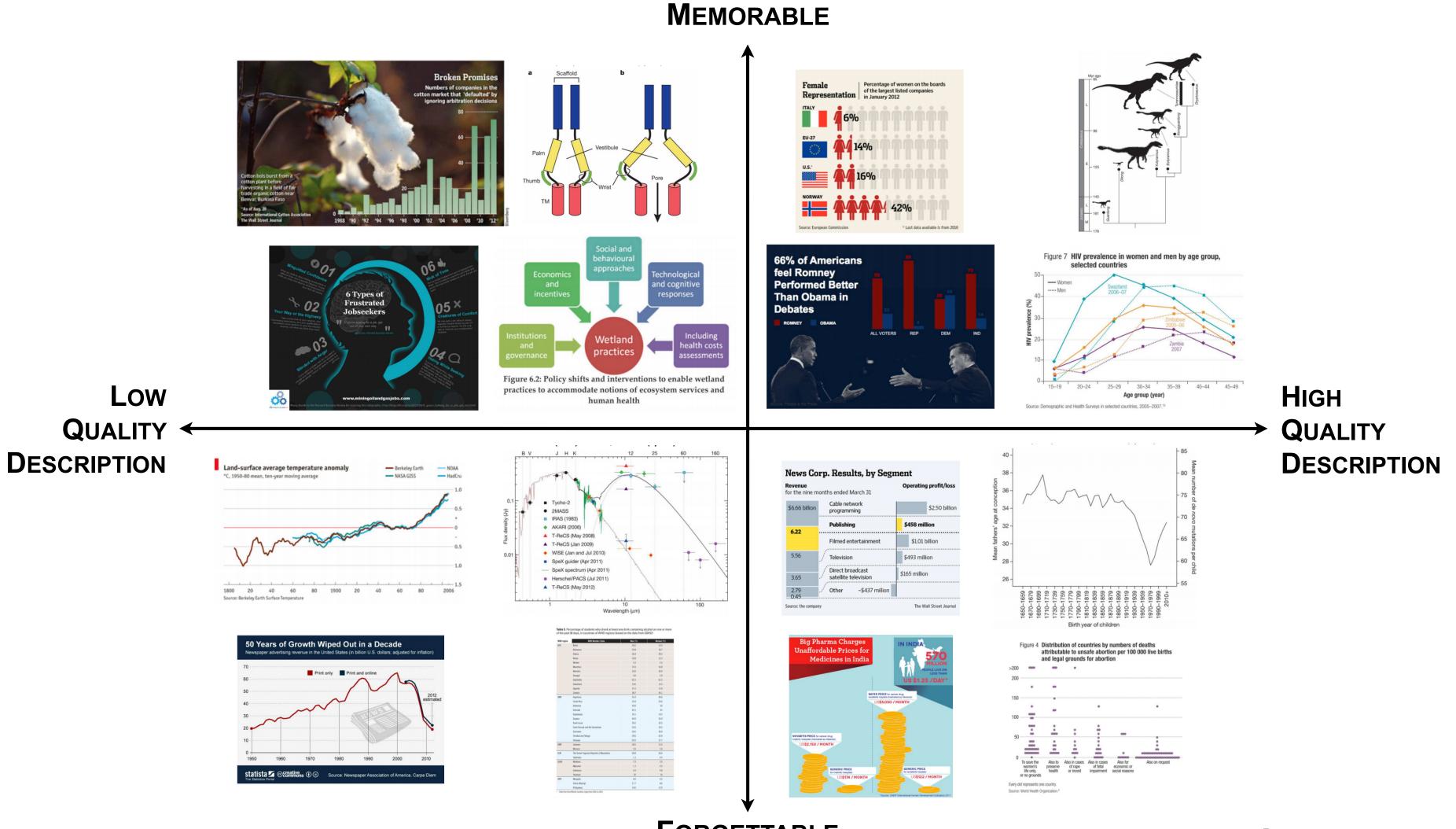
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## Memorability



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#### FORGETTABLE

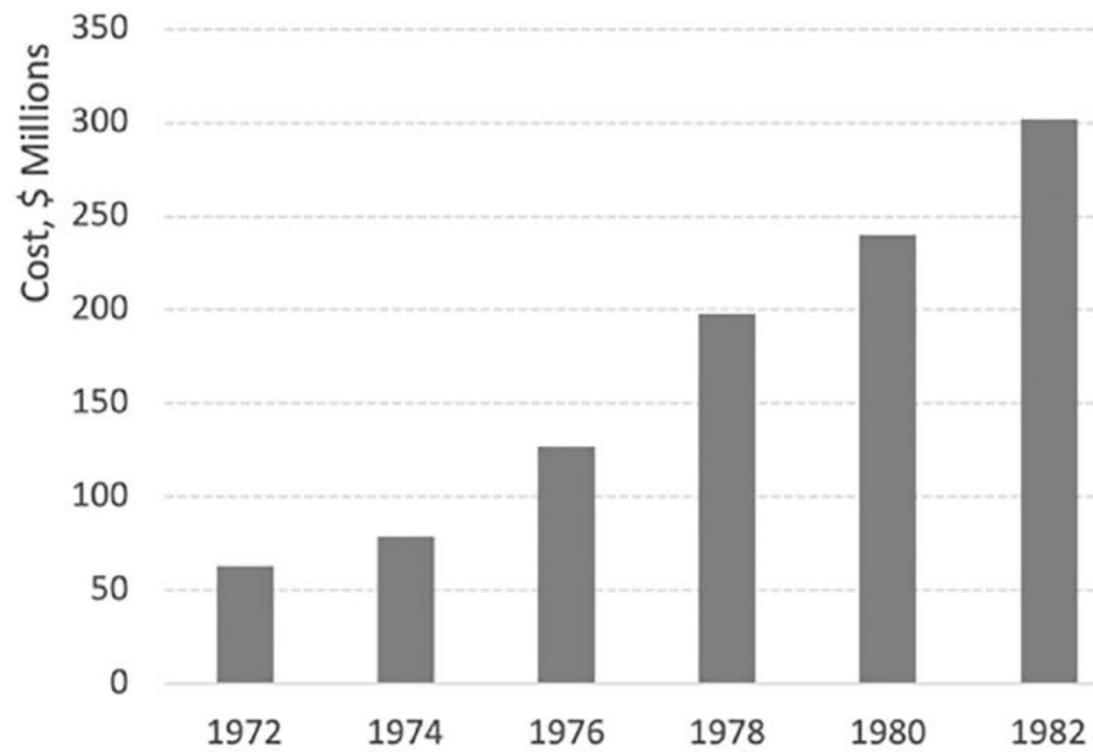






### Memorability & Clutter

### MONSTROUS COSTS Total House and Senate Campaign Expenditures



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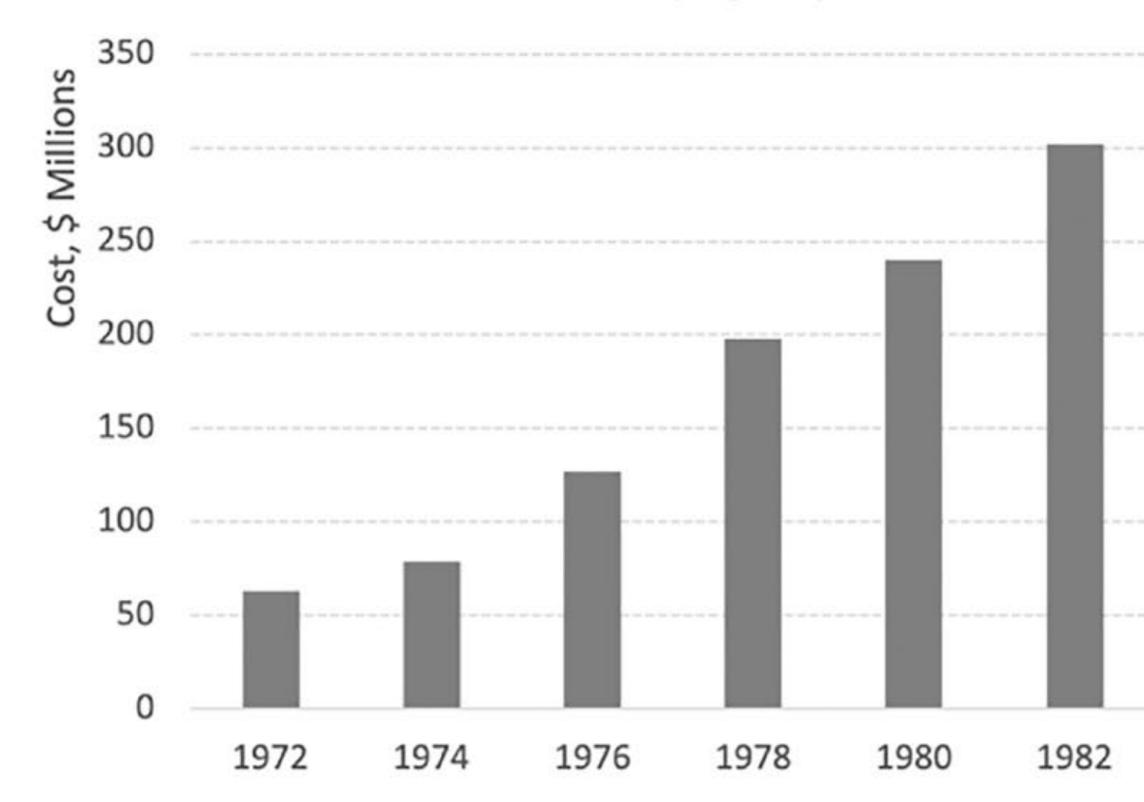






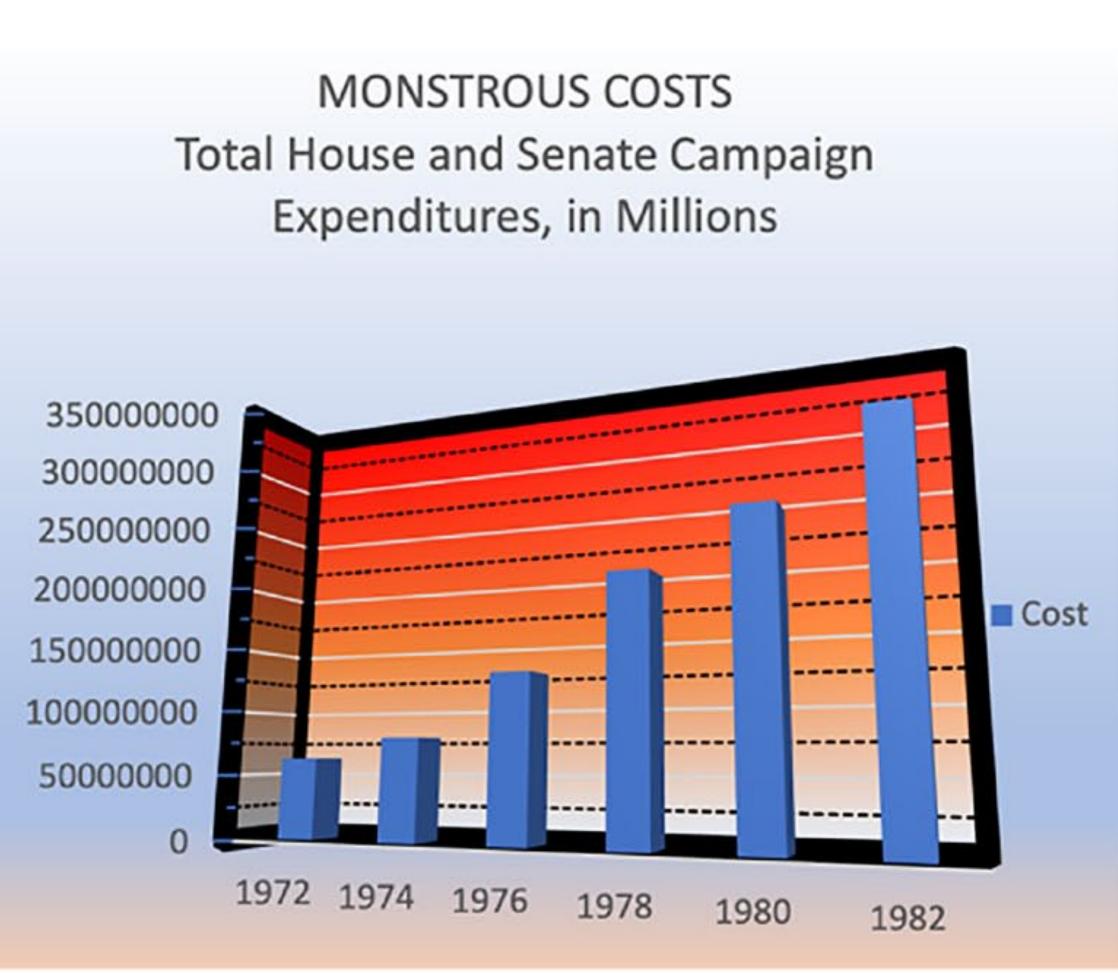
### Memorability & Clutter

### MONSTROUS COSTS **Total House and Senate Campaign Expenditures**



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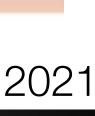
### MONSTROUS COSTS Expenditures, in Millions



NIU

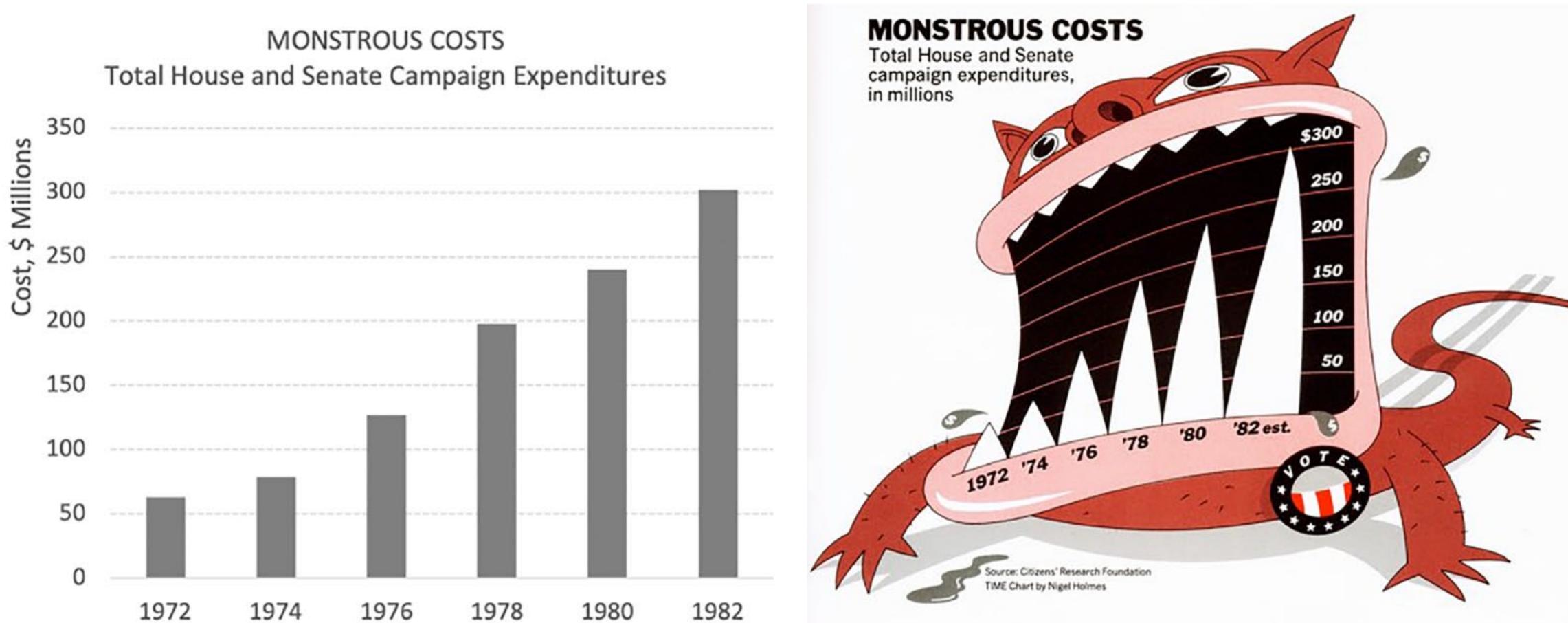


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### Memorability & Clutter

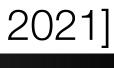
### MONSTROUS COSTS Total House and Senate Campaign Expenditures



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#### [N. Holmes, 2014] and [S. Franconeri et al., 2021]











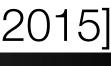
### Memorability: Maps instead of Networks







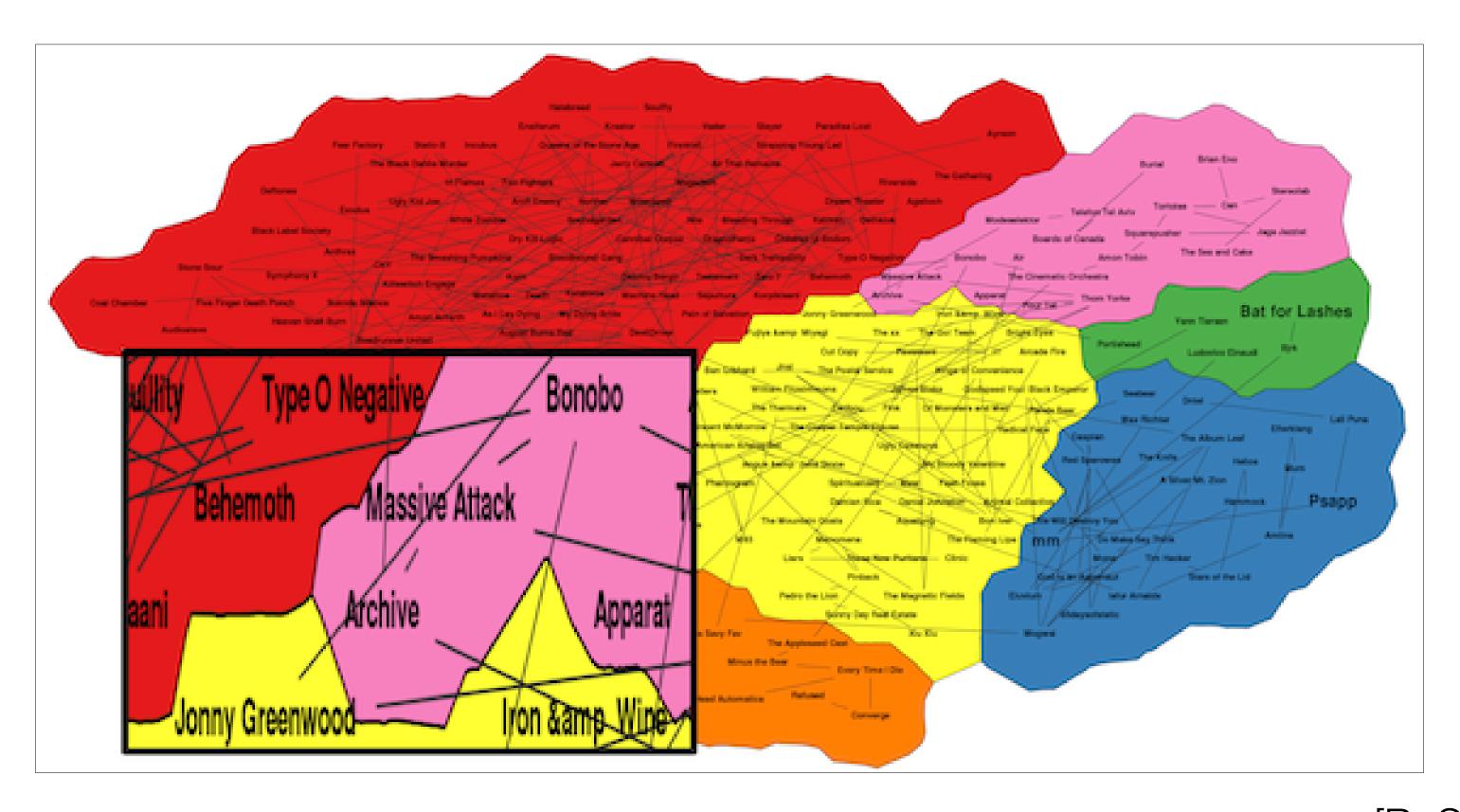








### Memorability: Maps instead of Networks

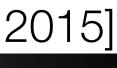


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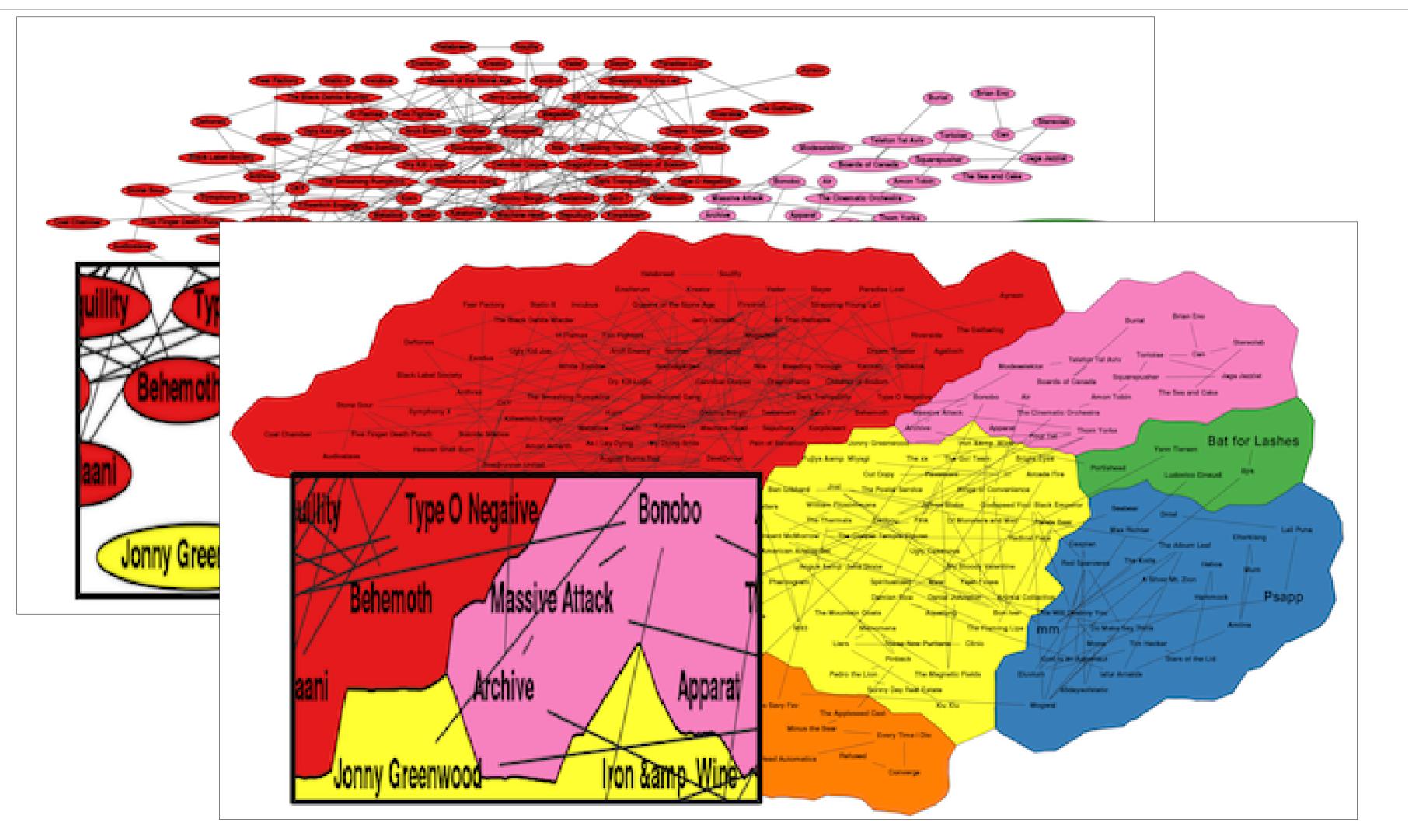
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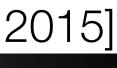


### Memorability: Maps instead of Networks













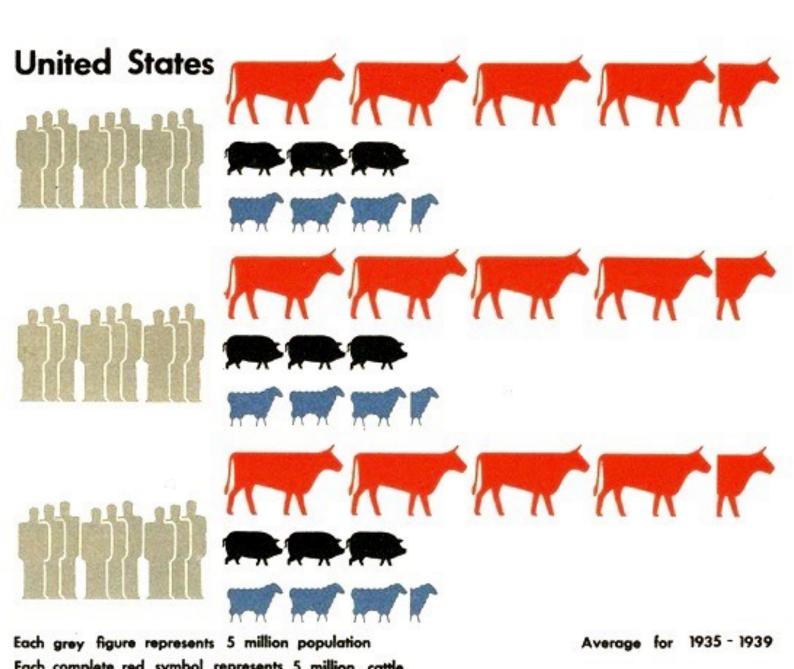
## **ISOTYPE** Visualizations

- Study [Haroz et al., 2015]
  - Want quick understanding and ease of remembering
  - Does ISOTYPE help?
- Results:
  - Stacked icons allow both length and quantity encoding
  - Icons are more memorable
  - Images that aren't used to show data are distracting

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### **Population and Live Stock**

Great Britain

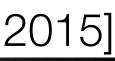


Each complete red symbol represents 5 Each complete black symbol represents 5 million Each complete blue symbol represents 5 million sheep

[Image by O. and M. Neurath, Study by S. Haroz et al., 2015]



Northern Illinois University



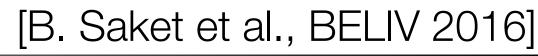






## Memorability

- Capability of maintaining and retrieving information [J. Brown et al., 1977]
- How to measure?
  - test users
- How long?
  - short-term, intermediate, or long-term?
- What types of visualizations?
  - bar/line/pie, networks, graphs, etc.











### Engagement

- al., 2011]
- How to measure? total time spent looking at a chart

### D. Koop, CSCI 627/490, Spring 2025

 "Emotional, cognitive and behavioral connection that exists, at any point in time and possibly over time, between a user and a resource." [S. Attfield et

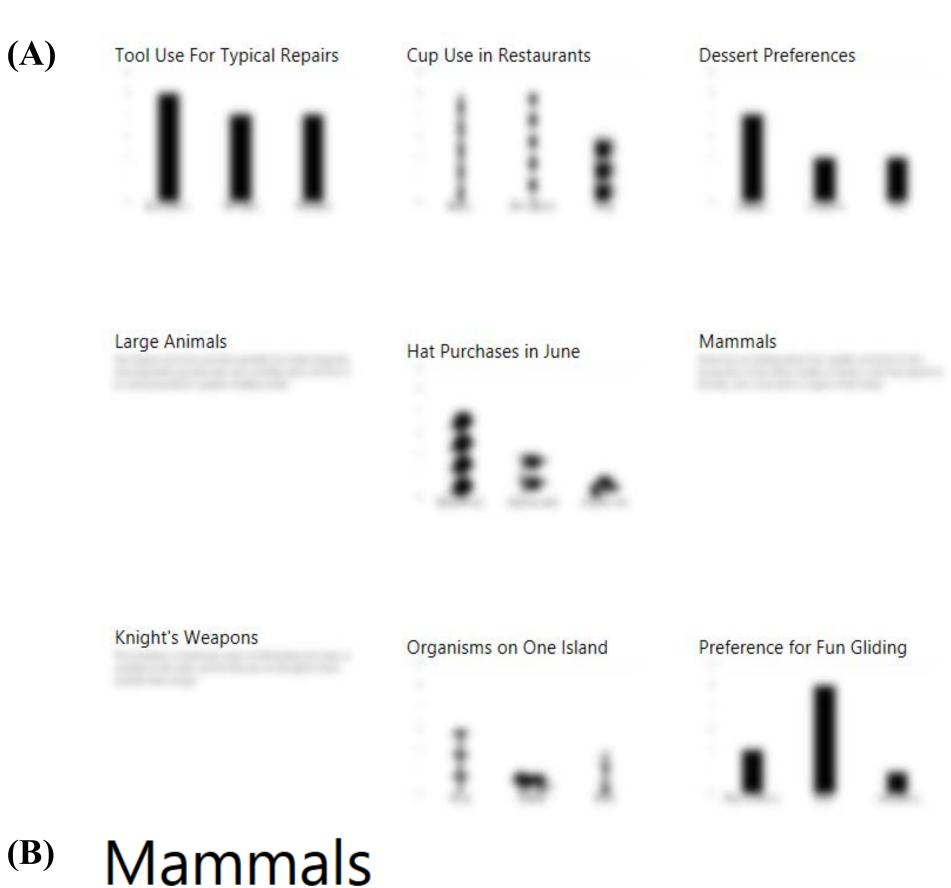








## Measuring Engagement



### Grid is blurred, click for detail

### **(B)**

Mammals are distinguished from reptiles and birds by the possession of hair, three middle ear bones, mammary glands in females, and a neocortex (a region of the brain).



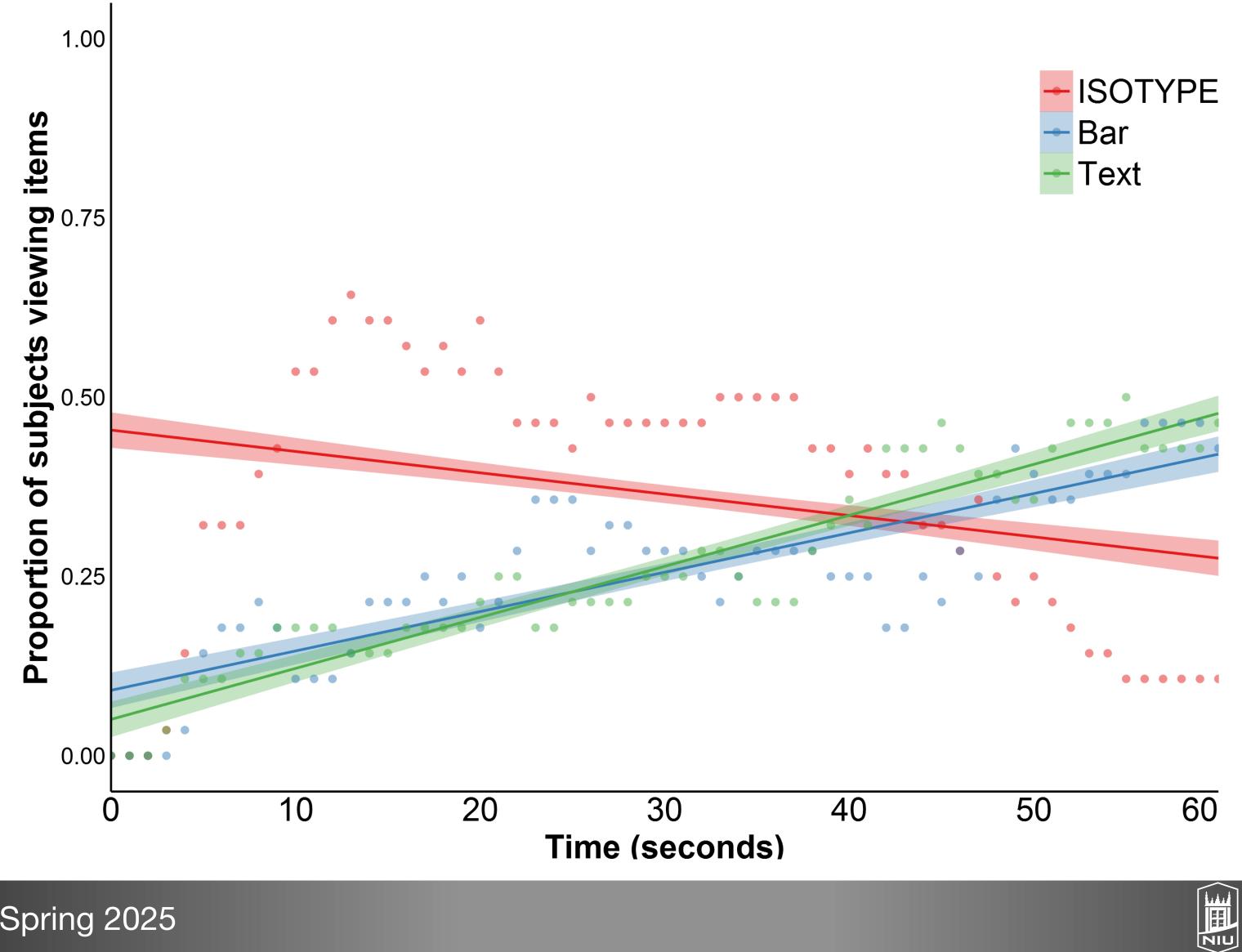








## Measuring Engagement









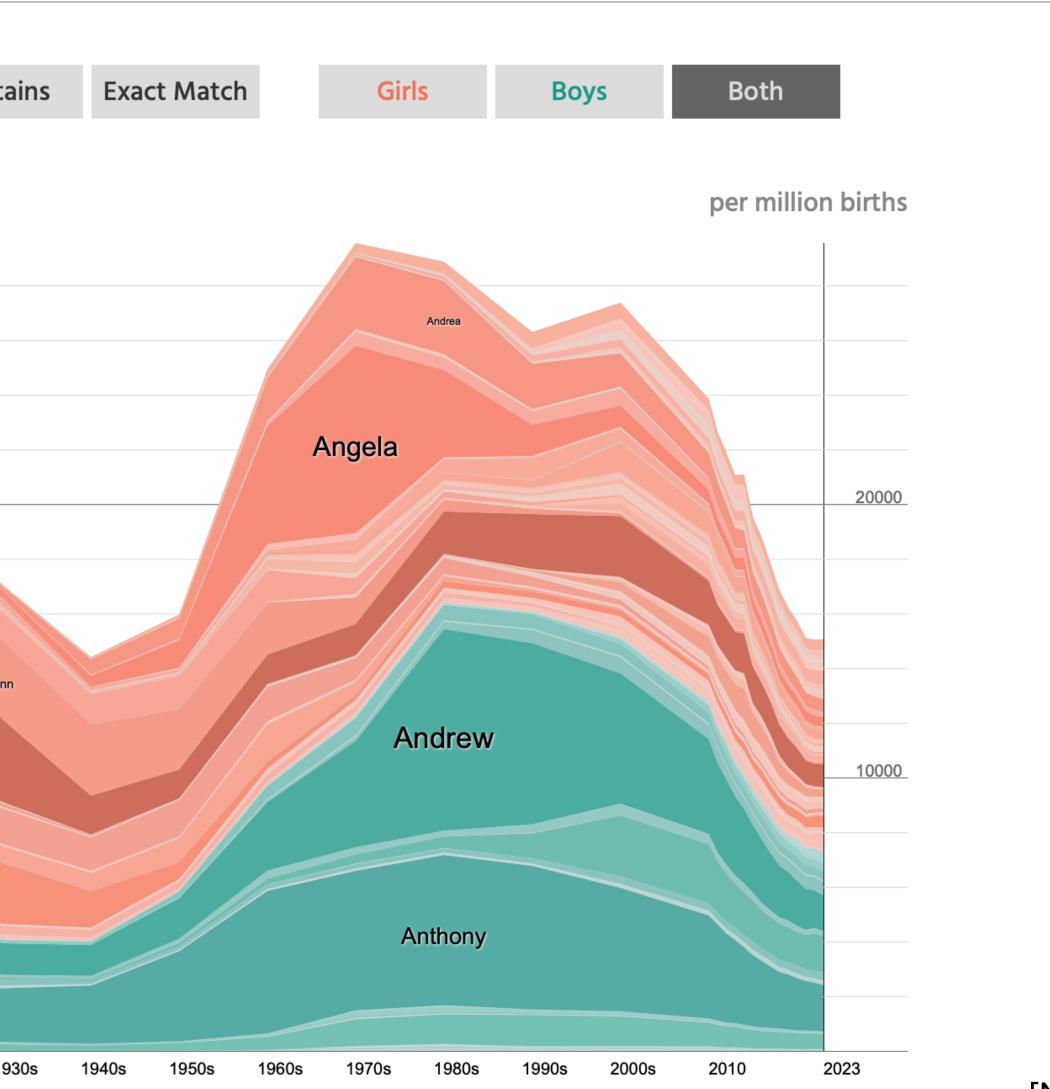






## Enjoyment: Name Grapher

an	Starts with	Ends with	Contair
<b>An</b> na F	Total	Cor	npare
Anthony M			
Andrew M			
<b>An</b> nie F			
<b>An</b> gel M			
<b>An</b> gela F			
<b>An</b> drea F			
<b>An</b> n F			
<b>An</b> tonio M	Anna		
<b>An</b> ne F	/		
<b>An</b> nabelle F			
<b>An</b> gelina F			Ann
Andres M			
<b>An</b> ita F			
<b>An</b> a F			
	Annie		
And 178 more			
	1880s 1890s	1900s 1910s	1920s 1930s











## Measuring Enjoyment

- Difference from engagement (e.g. may be for a job)
- Self-reporting (e.g. comparison between different charts)
- Measure why someone enjoys a visualization:
  - Challenge
  - Focus
  - Clarity
  - Feedback
  - Control
  - Immersion









"Visualizations don't need to be designed for memorability – they need to be designed for comprehension. For most visualizations, the comprehension that they provide need only last until the decision that it informs is made. Usually, that is only a matter of seconds." – S. Few











### Reaction

- B. Jones (paraphrased): People make decisions using visualizations but this isn't instantaneous like robots or algorithms; they often chew on a decision for a while
- R. Kosara: there are cases where people benefit from remembering a visualization (e.g. health-related visualization)
- Are there tradeoffs between the characteristics?



