

**ARTG 6900**

# **Information Design Workshop**

# Goal of This Course/Workshop

Greater range of technical skills

- Advanced d3 patterns
- Front-end development
- Data management and manipulation

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Self-directed problem-solving

Sythesize all this into a final project!

# Principles

Information visualization seeks to inform, not (necessarily) to persuade, certainly not to obfuscate.

# Principles

*“I want to make a data visualization that looks like X.”*

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Data visualization should not be conflated with a particular aesthetic or visual artifact.



# Principles

*“I plan to make a data visualization of X.”*

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*“I plan to make a data visualization of X.”*

Before delving into “how”, ask “why”. What are your goals for creating this data visualization? Who is going to look at it? What are their information seeking needs?

# Planning a Project

Planning a Project

# Start with Questions

A project begins with a dataset and/or a set of questions.

Gathering data and converting it to a machine readable format is in itself a very involved exercise.

Planning a Project

# Understanding the Data

Understand the context for the data.

## Planning a Project

# Understanding the Data

Understand the context for the data.

- How was it collected?
- How might the data collection method impact its usefulness?
- Are there anomalies in the data? Is it noise or actually significant?
- Consult with domain experts.

## Planning a Project

# Data Discovery

Pose lots of questions to the data. Produce lots of sketches. Some will yield interesting patterns and lead to intriguing discoveries, even if many will not.

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Planning a Project

# Data Discovery

*“I know  $X$  is true. I will produce visualization  $Y$  to show  $X$ . ”*

Is  $X$  really true? Even if it is, is it really the right or most relevant question to ask?

Planning a Project

# Understand the Audience

Are they experts in this domain? Are they engaged?

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Depending on the answer, the final visualization product can span a spectrum between **expressive, explanatory, high level**, and **complex, exploratory**.

Planning a Project

# Understand the Audience

For a low-engagement, non-expert audience, stay high-level.

For a highly engaged audience, provide a full range of exploratory capabilities.

Planning a Project

# Wireframe, Prototype, Iterate, Improve

## Planning a Project

# ...and After That

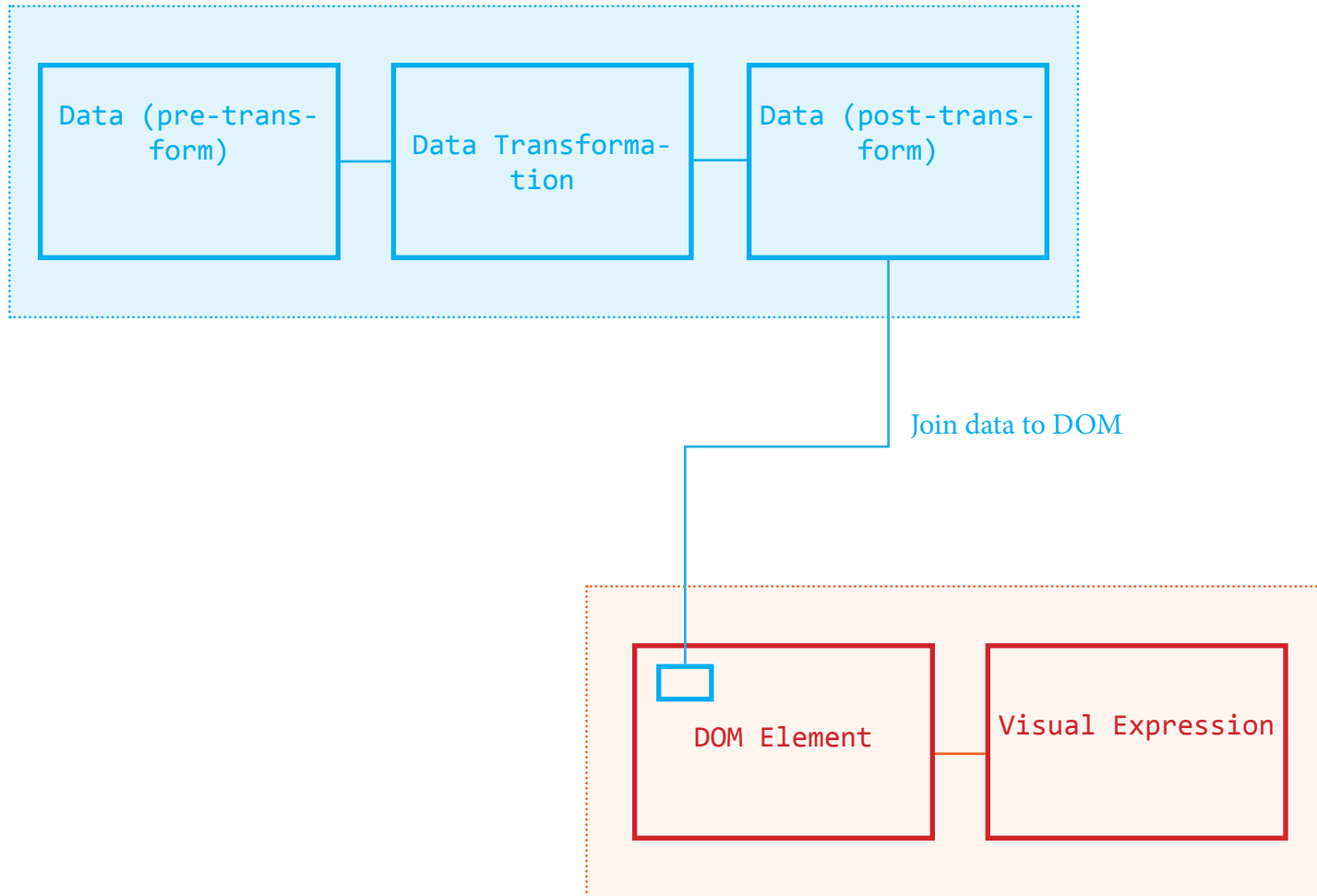
Data visualization is frequently the first step of an exploratory data analysis, the result of which is further data gathering, exploration (and visualization!)

# The Syllabus

# **A Quick Recap of Key Concepts**



Acquire  
Parse  
Filter  
Mine  
Represent  
Refine  
Interact



# Getting Started

Cloning the repo

```
git clone [repo url]
```

Check out its remote

```
git remote -v
```

Committing changes is a two step process:

First, stage changes

```
git add --all
```

Then commit with a message

```
git commit -m "First commit"
```

Push changes to remote repo

```
git push origin master
```

Which branch am I on?

```
git branch
```

```
git branch -a
```

To switch between branches

```
git checkout [branch name]
```

## After-class Exercise

Refamiliarize yourself with Git, especially `add`, `commit`, and `push`

Understand the concept behind “branches”

Install `node.js`