

Lecture 3: Design Rules of Thumb

CS 7250
SPRING 2020
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NORTHEASTERN UNIVERSITY

Slides and inspiration from Michelle Borkin, Krzysztof Gajos, Hanspeter Pfister, Miriah Meyer, Jonathan Schwabish, and David Sprague

READING QUIZ

JS TIPS AND TRICKS

IN-CLASS PROGRAMMING —

JAVASCRIPT

~25 min total

TABLEAU TUTORIAL

PREVIOUSLY, ON CS 7250...

PROJECT IDEAS:

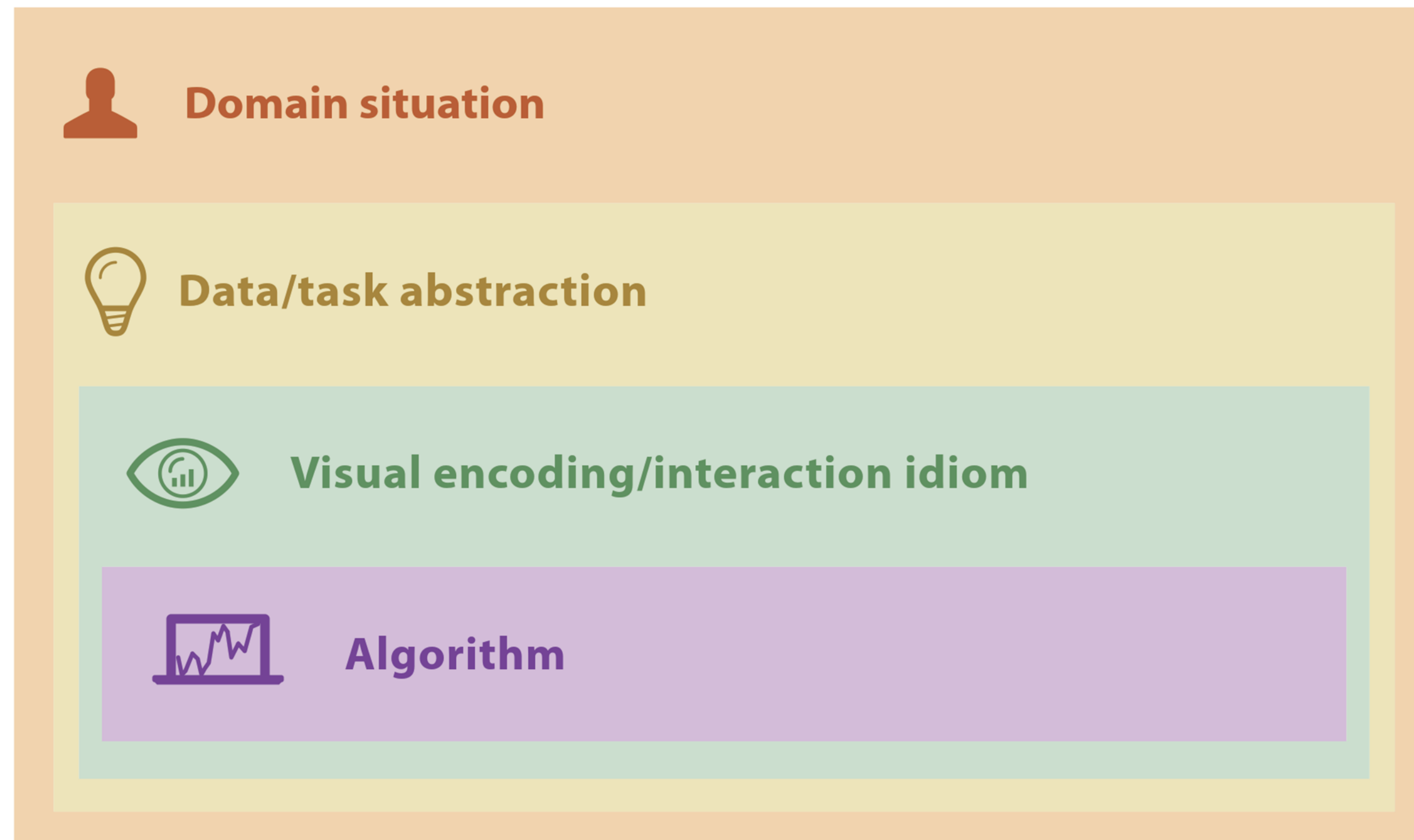
VIS + X

Where X = (ML | SEC | NLP | HCC | GAM | NS | SYS | ...)

POTENTIAL VENUE: IEEE VIS 2020 SHORT PAPERS

Deadline ~June 13, 2020

Nested Model



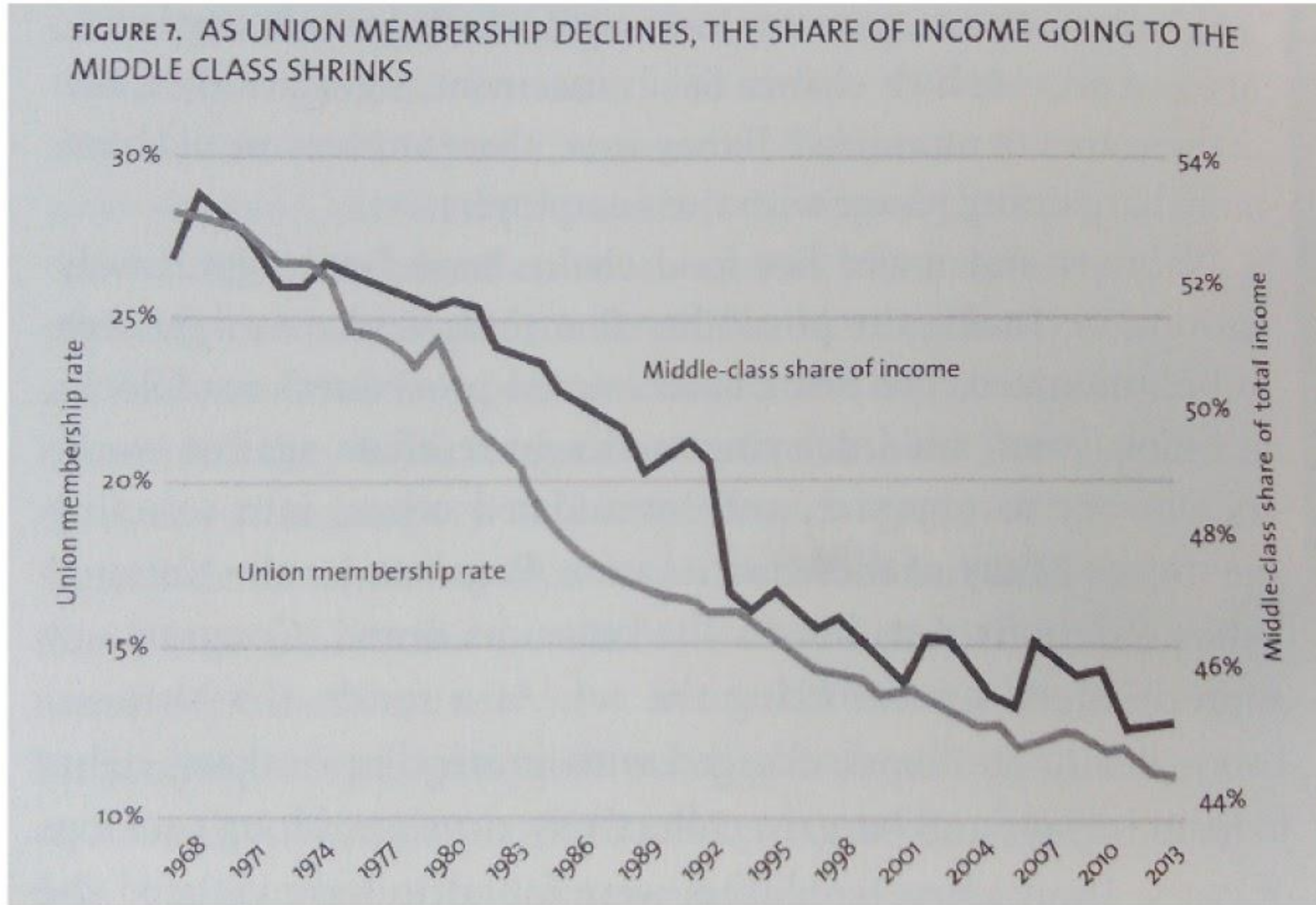
“Graphical Integrity”

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

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

DESIGN & RULES OF THUMB

“Double the axes, double the mischief”

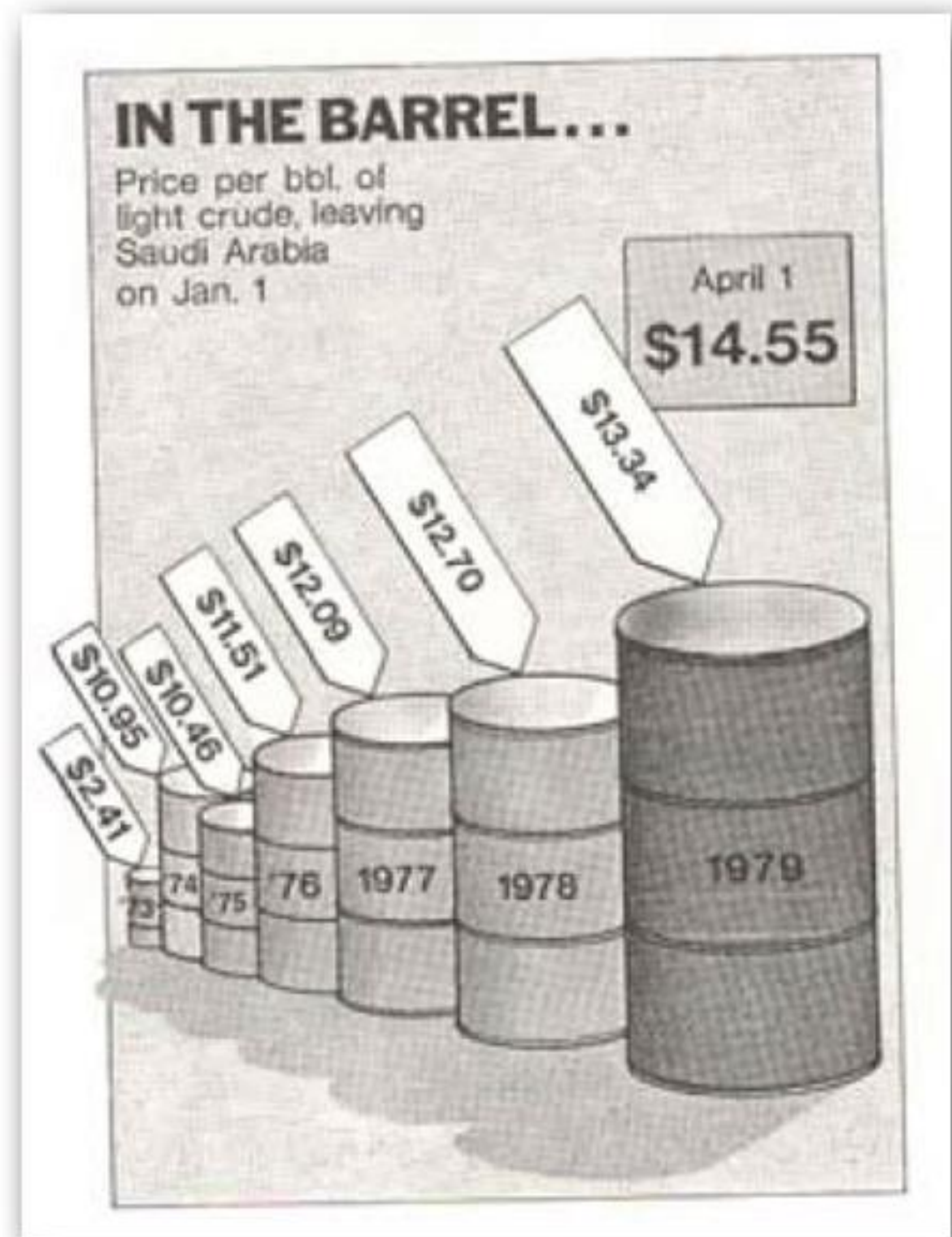


“Clear, detailed, and thorough labeling should be used to defeat graphical distortion and ambiguity. Write out explanations of the data on the graphic itself. Label important events in the data.”

<http://www.thefunctionalart.com/2015/10/double-axes-double-mischief.html>

“Graphical Integrity”

“The representation of numbers, as physically measured on the surface of the graphic itself, should be directly proportional to the numerical quantities measured.”



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