### What?

- · How do People Make Sense of Unfamiliar Visualizations?: A Sensemaking
- IEEE Transactions on Visualization and Computer Graphics. VOL. 22, NO. 1, January 2016
- Authors
- Heidi Lam Google Tablea
- Youn-ah Kang Yonsei University, South Korea

### Why?

- · Visualizations Assist people to carry out tasks more effectively
- Visualizations need to make sense to the user
- Understanding how people make sense of unfamiliar visualizations helps with vis design and evaluation

### The Study

- 3 Visualizations
- Parallel Coordinate Plot (PCP), Chord Diagram (CD), Tree Map (TM)



- 3 Think-Aloud Observations
- Semi-Structured Interview

**Participants** 13 Participants

A Grounded Model of Novice's Information Visualization Sensemaking

CPSC 547 Paper Presentation Rex Chang November 24, 2015

**Constructing the Frame** 

2 Constructing a Frame Visual Object

Cars from the 1970s and 1980s... fuel economics, cylinders, engine size, cubic centimeters, power and horsepower... There's a blue line connecting from each graph to the other. I think each line represents a singular automobile. (PO9-PCP)

Frame - Textual Object
 - Frame of Content
 - Non-textual Object
 - Frame of Visual Encoding

# Data Analysis

- Data Pre-Screening
- Exclude Non-Novice users Removed 5 sessions
- 34 valid sessions for analysis
- · Not based on an existing model or framework Open Coding:

**Exploring the Visualization** 

- Axial Coding: Identify high-level phenomena and central ideas
  Selective Coding: Conceptualize central phenomenon NOVIS model (NOvice's information Visualization Sensemaking)

3 Exploring Visualization

Retrieving information Recalling domain knowledge and personal experience Wandering around visualization 4 Questioning the Frame



1 Encountering Visualization

3 Exploring Visualization

4 Questioning the Frame

**Questioning the Frame** 

## **Encountering the Visualization**



Floundering in the Visualization



### **NOVIS** Model Dynamics



**NOVIS** Model Dynamics 1 Encountering Visualization 2 Constructing a Frame Visual Object Frame Textual Object - Frame of Content Non-textual Object - Frame of Visual Encoding Success in constructing a frame (25) Turn to other visual object (4) Not assure the frame (8) 3 Exploring Visualization Retrieving information
 Recalling domain knowledge and personal experience Wandering around visualization 4 Questioning the Frame Endeavor estruct a frame ► 5 Floundering on Visualization (12)



### **NOVIS** Model Dynamics



### Findings (Frame)

- Once a frame is constructed, the user tends not to discard it to reconstruct alternatives
- Generally only iterative modifications of incorrect frames
  → Overview first with enough visual cues to construct the correct frame

# Findings (Overcoming Floundering)

- People modify/reconstruct valid frames by:
  Focusing on parts related to their domain knowledge
  - → Know the audience
    Relying on textual objects
  - → Embedding useful
  - Making comparisons of changes in visual ob
  - → Designing changes in content appropriately reflected in changes in visualizations

### Critiques/Comments

Generally sensible model of cognitive process analysis

### Critiques/Comments





### Critiques/Comments

#### · No clear answer of sensemaking



### Critiques/Comments

#### • No clear answer of sensemaking



### Critiques/Comments

- Making sense of sensemaking is tricky!
  Further validation of NOVIS needed
- Basis of future research

### **Questions/Comments?**