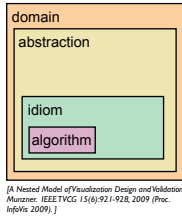


# Problem-Driven Visualization Through Design Studies

**Tamara Munzner**  
 Department of Computer Science  
 University of British Columbia  
 @tamaramunzner  
 ChinaVis 2020 Keynote  
 October 31 2020, virtual / Xi'an  
<http://www.cs.ubc.ca/~tmm/talks.html#chinavis20>



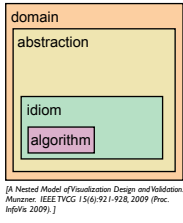
## Nested model: Four levels of visualization concerns



[A Nested Model of Visualization Design and Validation. Munzner. IEEE TVCG 15(6):921-928, 2009 (Proc. InfoVis 2009).]

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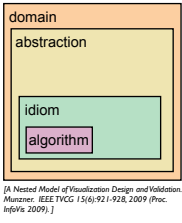
- **domain** situation
  - **who** are the target users?



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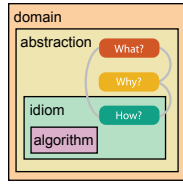
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- **abstraction**
  - translate from specifics of domain to vocabulary of vis



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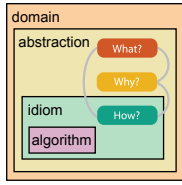
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  - **what** is shown? **data abstraction**



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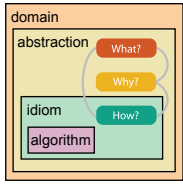
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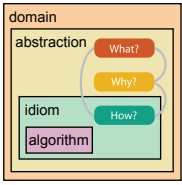
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  - **why** is the user looking at it? **task abstraction**



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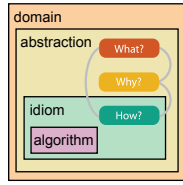
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- **idiom**
  - **how** is it shown?



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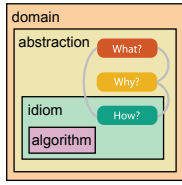
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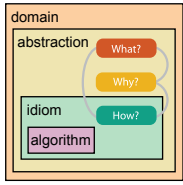
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    - **interaction idiom**: how to manipulate



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  - **how** is it shown?
    - **visual encoding idiom**: how to draw
    - **interaction idiom**: how to manipulate
- **algorithm**
  - efficient computation



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- different ways to get it wrong at each level

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 You misunderstood their needs

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 You're showing them the wrong thing

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**Visual encoding/interaction idiom**  
 The way you show it doesn't work

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**Domain situation**  
 You misunderstood their needs

**Data/task abstraction**  
 You're showing them the wrong thing

**Visual encoding/interaction idiom**  
 The way you show it doesn't work

**Algorithm**  
 Your code is too slow

[A Nested Model of Visualization Design and Validation. Munzner. IEEE TVCG 15(6):921-928, 2009 (Proc. InfoVis 2009).]

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Validation solution: use methods from appropriate fields at each level

computer science

Algorithm  
Measure system time/memory  
Analyze computational complexity

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Analyze computational complexity

technique-driven work

[A Nested Model of Visualization Design and Validation. Munzner. IEEE TVCG 15(6):921-928, 2009 (Proc. InfoVis 2009).]

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Validation solution: use methods from appropriate fields at each level

design

Visual encoding/interaction idiom  
Justify design with respect to alternatives

computer science

Algorithm  
Measure system time/memory  
Analyze computational complexity

technique-driven work

cognitive psychology

Analyze results qualitatively  
Measure human time with lab experiment (lab study)

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Validation solution: use methods from appropriate fields at each level

anthropology/ethnography

Domain situation  
Observe target users using existing tools

Data/task abstraction

design

Visual encoding/interaction idiom  
Justify design with respect to alternatives

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Algorithm  
Measure system time/memory  
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Analyze results qualitatively  
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Observe target users after deployment (field study)  
Measure adoption

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problem-driven work

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Validation solution: use methods from appropriate fields at each level

• avoid mismatches between level and validation

anthropology/ethnography

Domain situation  
Observe target users using existing tools

Data/task abstraction

design

Visual encoding/interaction idiom  
Justify design with respect to alternatives

computer science

Algorithm  
Measure system time/memory  
Analyze computational complexity

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Visualization: Angles of attack

problem-driven work

technique-driven work

[A Nested Model of Visualization Design and Validation. Munzner. IEEE TVCG 15(6):921-928, 2009 (Proc. InfoVis 2009).]

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Visualization: Angles of attack

problem-driven work ↔ technique-driven work

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Visualization: Angles of attack

problem-driven work ↔ technique-driven work

↙ ↘

evaluation

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problem-driven work ↔ technique-driven work

↙ ↘

theoretical foundations

↕

evaluation

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Problem-driven visualization: Design studies

[Design Study Methodology: Reflections from the Trenches and the Stacks. Sedlmair, Meyer & Munzner. IEEE TVCG 18(12): 2431-2440, 2012 (Proc. InfoVis 2012).]

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Problem driven visualization: Design studies

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[Design Study Methodology: Reflections from the Trenches and the Stacks. Sedlmair, Meyer & Munzner. IEEE TVCG 18(12): 2431-2440, 2012 (Proc. InfoVis 2012).]

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Michael Sedlmair  
Miriah Meyer

# Design Study Methodology

Reflections from the Trenches and from the Stacks

<http://www.cs.ubc.ca/labs/imager/tr/2012/dsm/>

Design Study Methodology: Reflections from the Trenches and from the Stacks. Sedlmair, Meyer, Munzner. IEEE Trans. Visualization and Computer Graphics 18(12): 2431-2440, 2012 (Proc. InfoVis 2012).

## Lessons learned from the trenches: 20+ between us

## Design study methodology: definitions

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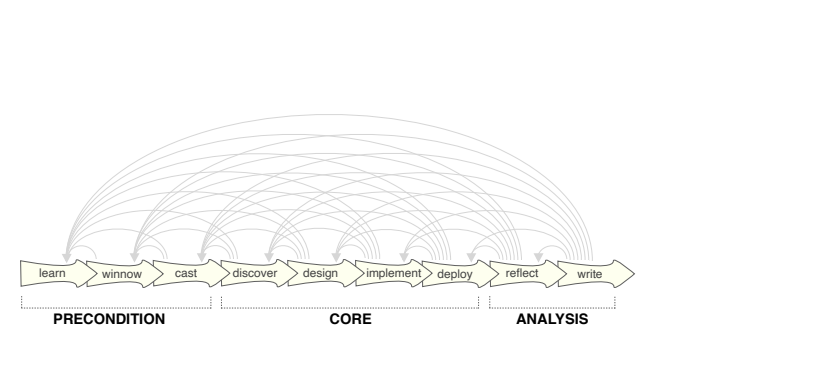
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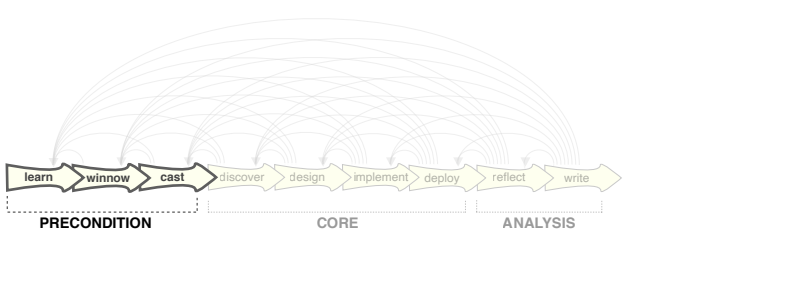
## 9-stage framework



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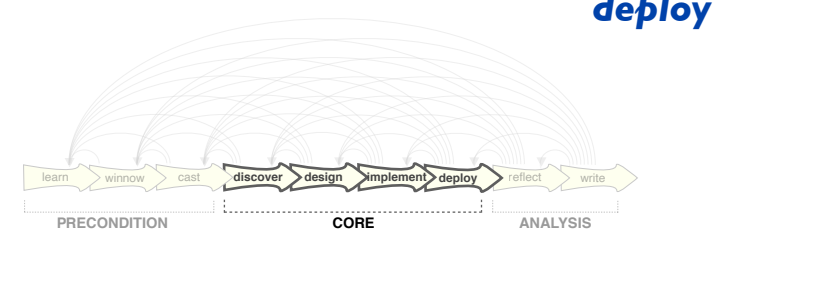
**learn  
winnow  
cast**



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## 9-stage framework

**discover  
design  
implement  
deploy**

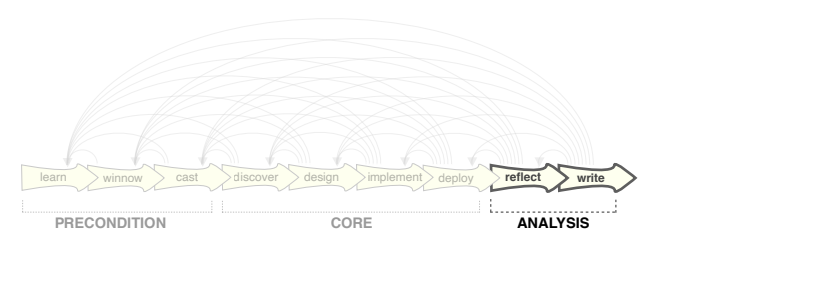


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## 9-stage framework

- guidelines: confirm, refine, reject, propose

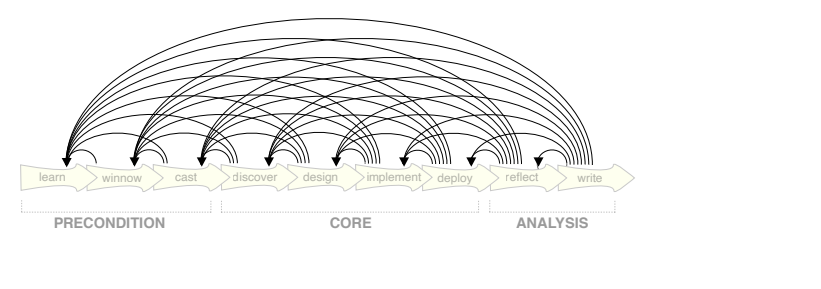
**reflect  
write**



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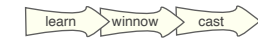
**iterative**



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## 32 pitfalls & how to avoid them

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PF-1	premature advance: jumping forward over stages	general
PF-2	premature start: insufficient knowledge of vis literature	learn
PF-3	premature commitment: collaboration with wrong people	winnow
PF-4	no real data available (yet)	winnow
PF-5	insufficient time available from potential collaborators	winnow
PF-6	no need for visualization: problem can be automated	winnow
PF-7	researcher expertise does not match domain problem	winnow
PF-8	no need for research: engineering vs. research project	winnow
PF-9	no need for change: existing tools are good enough	winnow
PF-10	no real/important/recurring task	winnow
PF-11	no rapport with collaborators	winnow
PF-12	not identifying front line analyst and gatekeeper before start	cast
PF-13	assuming every project will have the same role distribution	cast
PF-14	mistaking fellow tool builders for real end users	cast

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## 32 pitfalls & how to avoid them



PF-1	premature advance: jumping forward over stages	general	PF-21	mistaking technique-driven for problem-driven work	design
PF-2	premature start: insufficient knowledge of vis literature	learn	PF-22	nonrapid prototyping	implement
PF-3	premature commitment: collaboration with wrong people	winnow	PF-23	usability: too little / too much	implement
PF-4	no real data available (yet)	winnow	PF-24	premature end: insufficient deploy time built into schedule	deploy
PF-5	insufficient time available from potential collaborators	winnow	PF-25	usage study not case study: non-real task/data/user	deploy
PF-6	no need for visualization: problem can be automated	winnow	PF-26	liking necessary but not sufficient for validation	deploy
PF-7	researcher expertise does not match domain problem	winnow			
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PF-14	mistaking fellow tool builders for real end users	cast			
PF-15	ignoring practices that currently work well	discover			
PF-16	expecting just talking or fly on wall to work	discover			
PF-17	experts focusing on visualization design vs. domain problem	discover			
PF-18	learning their problems/language: too little / too much	discover			
PF-19	abstraction: too little	design			
PF-20	premature design commitment: consideration space too small	design			

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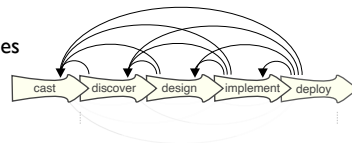


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PF-8	no need for research: engineering vs. research project	winnow	PF-28	insufficient writing time built into schedule	write
PF-9	no need for change: existing tools are good enough	winnow	PF-29	no technique contribution / good design study	write
PF-10	no real/important/recurring task	winnow	PF-30	too much domain background in paper	write
PF-11	no rapport with collaborators	winnow	PF-31	story told chronologically vs. focus on final results	write
PF-12	not identifying front line analyst and gatekeeper before start	cast	PF-32	premature end: win race vs. practice music for debut	write
PF-13	assuming every project will have the same role distribution	cast			
PF-14	mistaking fellow tool builders for real end users	cast			
PF-15	ignoring practices that currently work well	discover			
PF-16	expecting just talking or fly on wall to work	discover			
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## Design studies & user-centered design

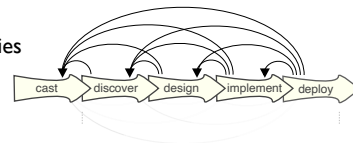
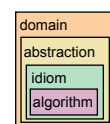
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  - iterative refinement & deployment
  - evaluation through case studies & field studies



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## Design studies & user-centered design

- user-centered design: well-known HCI methodology
  - iterative refinement & deployment
  - evaluation through case studies & field studies
- what's specific to visualization?
  - discovering task and data **abstractions**
  - designing visual encoding & interaction **idioms** that map to abstractions






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## Three case studies of problem-driven work

- e-commerce 
- facilities management 
- biology 


e-commerce by shashank singh from the Noun Project Biology by tezar tantular from the Noun Project Business by Colourcreatype from the Noun Project


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Kim Dextras-Romagnino 


# Segmentifier

Interactive Refinement of Clickstream Data

<http://www.cs.ubc.ca/labs/imager/tr/2019/segmentifier>

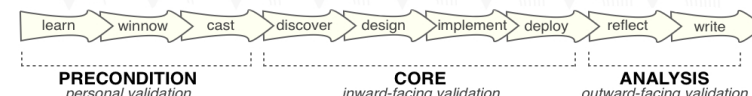
Segmentifier: Interactive Refinement of Clickstream Data.  
Dextras-Romagnino and Munzner. Computer Graphics Forum (Proc. EuroVis 2019) 38(3):623–634 2019

## E-commerce: mobile apps for large companies



## Process: Design Study Methodology

- Precondition Phase (5 months) : interviews with 12 employees
- Core Phase (11 months): Iterative design and implementation
- Analysis Phase (3 months): Reflect and write



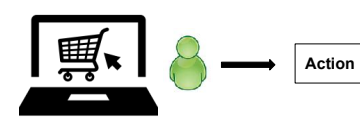
## What are the Data and Task Abstractions for Clickstream Data Analysis?

- Clickstream Data
- Clickstream Analysis Tasks
- Segmentifier Analysis Model


56

## What is Clickstream Data?

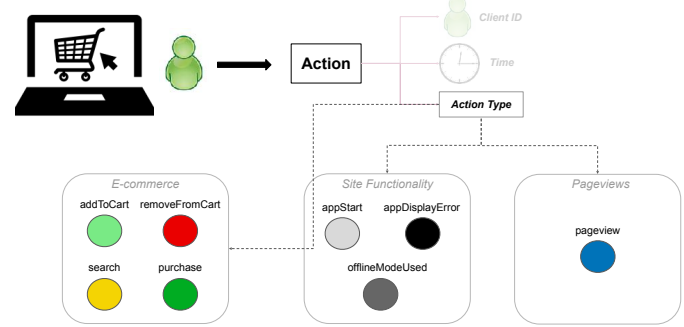
## Data: Actions



## Data: Action Attributes

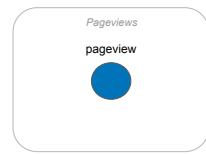


## Data: Action Types



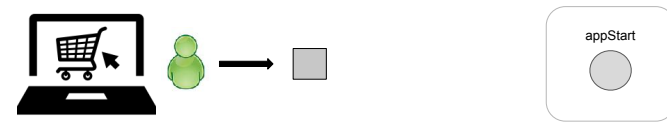
60

## Action Hierarchy

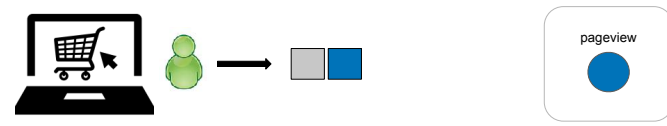


## Action Hierarchy

## Data: Sequences



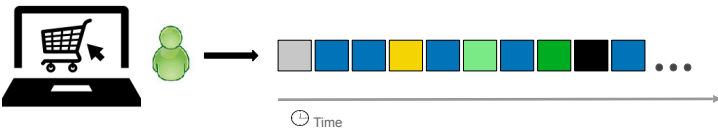
## Data: Sequences



64

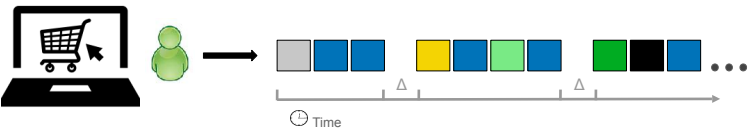


Data: Client Sequences



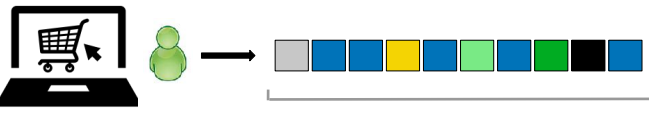
**Client Sequences:** all actions performed by a single user

Data: Session Sequences



**Session Sequences:** all actions performed by a single user within a defined amount of time ( $\Delta$ ) from each other.  $\Delta$  is usually 30 min.

Data: Sequence Attributes

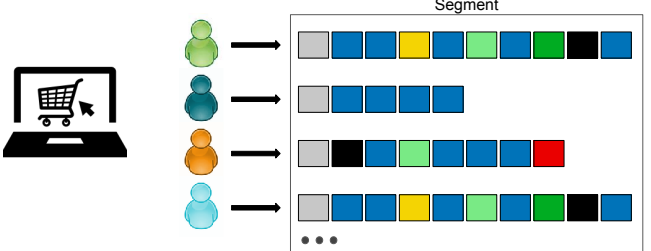


Start time   End time   Duration

**Action Counts**

- : 1
- : 1
- : 5
- : 1
- : 1

Data: Segments



**Segment:** any set of sequences

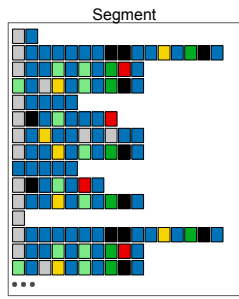
Data: Segment Attributes

**Size**   **Counts of sequences:** Absolute, Relative

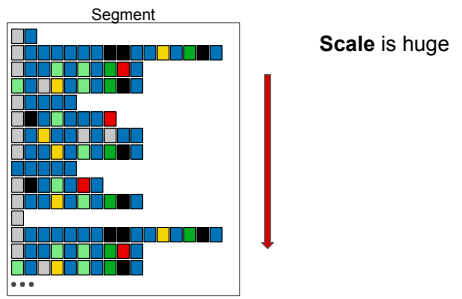
**Sequence Related**   **Sequence Distributions:** Start Time, Duration, Action Counts

**Action Related**   **Action Distributions:** Action Transitions: action before, action after

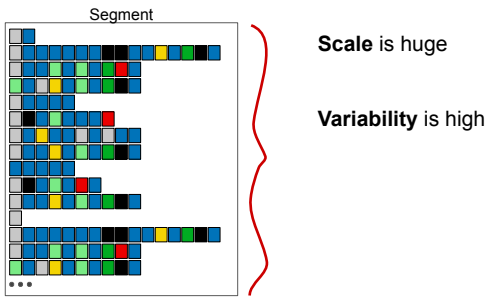
Real-world Clickstream Data



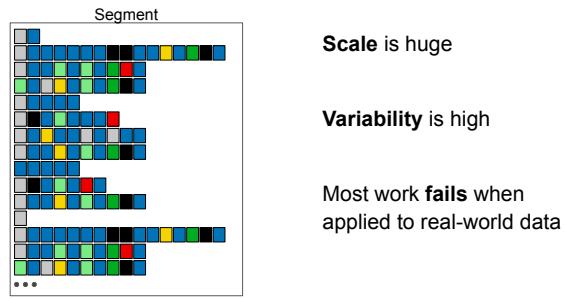
Real-world Clickstream Data



Real-world Clickstream Data



Real-world Clickstream Data



What are **Clickstream Data Analysis Tasks?**

Tasks: Segment Behavior

**Behavior:** set of attribute constraints

**Behavior:**

- Viewed 4 pages
- Purchased
- Between 9 - 10 am

Start time

Tasks: Segment Behavior

**Behavior:** set of attribute constraints

- **Expected**  
Users add to cart before purchasing
- **Unexpected**  
No purchases on a certain month
- **Favorable**  
Purchased
- **Unfavorable**  
Bounced

Tasks: Task Abstraction

**Identify:** Find some set of sequences that constitutes interesting *behavior*

Tasks: Task Abstraction

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**Drilldown:** Distinguish more specific *behaviors* to further partition a segment previously defined by looser constraints

Tasks: Task Abstraction

**Identify:** Find some set of sequences that constitutes interesting *behavior*

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**Frequency:** Determine how many sequences are in the segment defined by *behavior*

Tasks: Task Abstraction

**Identify:** Find some set of sequences that constitutes interesting *behavior*

**Drilldown:** Distinguish more specific *behaviors* to further partition a segment previously defined by looser constraints

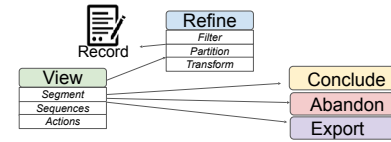
**Frequency:** Determine how many sequences are in the segment defined by *behavior*

**Ordering** within sequence: Match if one action subsequence occurs before (or after) another action subsequence in a sequence

# High-Level Segmentifier Analysis Model

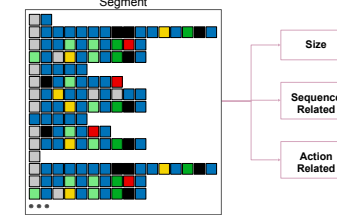
## High-Level Segmentifier Analysis Model

- Abstraction above task/data level to provide design rationale
- Take a *giant, noisy dataset* and refine it into *small, clean segments* for
  - actionable insights
  - downstream analysis
- Bridge the gap between *real-world data* and other techniques



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## High-Level Segmentifier Analysis Model

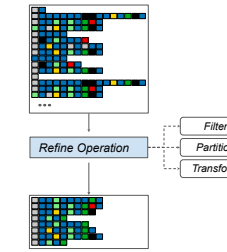


- Gives Insight into underlying data of segment
  - Action Attributes
  - Sequence Attributes
  - Segment Attributes
- Leads to:
  - Insights
  - New ways on how to *refine*
  - Whether segment should be *abandoned*
  - Whether segment should be *exported*

View

82

## High-Level Segmentifier Analysis Model



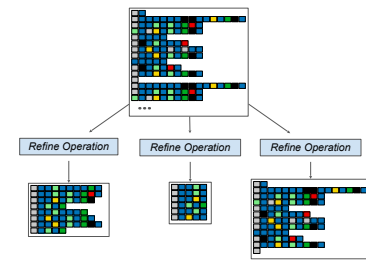
- Apply operation to create new segments
- Type of Refinements
  - Filter
  - Partition
  - Transform

Refine

83

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## High-Level Segmentifier Analysis Model

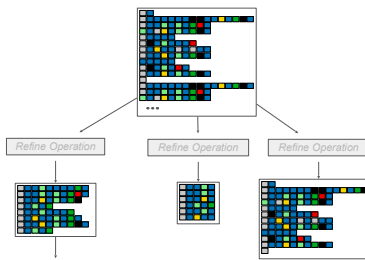


- Record all refinement steps automatically
- Keep track of questions asked and hypotheses tested
- Ability to create and view multiple segments from the same segment

Refine

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## High-Level Segmentifier Analysis Model

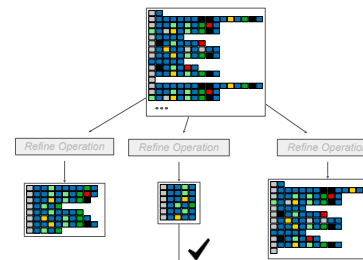


- Export refined segments for further downstream analysis, to more specific tools:
  - Pattern mining
  - Clustering

Export

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## High-Level Segmentifier Analysis Model

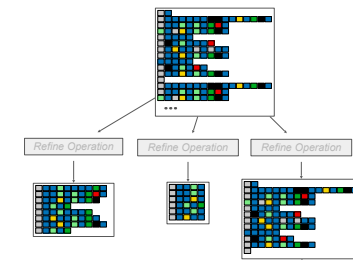


- Discover actionable insight by *viewing* segment

Conclude

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## High-Level Segmentifier Analysis Model



- By *viewing* the segment, analyst *abandons* if:
  - No actionable insights
  - No further ways to *refine*
  - Not suitable for *export*

Abandon

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## Why Visual Analytics?



- Automation would be nice...
  - Put data in, actionable results appear
- ... but it is not realistic
  - Many possible questions, data-driven interplay between finding answers and generating new questions
- Human-in-the-loop visual data analysis
  - Integrate computing power of machine with intuition of domain experts

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## Solution

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## The Segmentifier Interface



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## Video

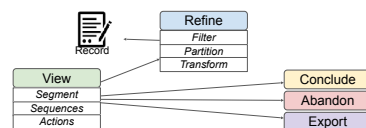
### Segmentifier: Interactively Refining Clickstream Data into Actionable Segments

<https://www.youtube.com/watch?v=TobYDFeISQg&t=20s>

92

## Segmentifier Contributions

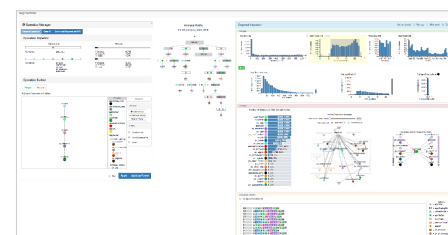
- Thorough characterization of task and data abstraction for clickstream data analysis



93

## Segmentifier Contributions

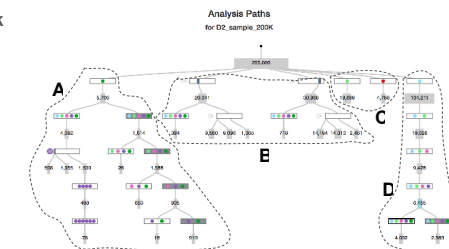
- Thorough characterization of task and data abstraction for clickstream data analysis
- Segmentifier: novel analytics interface** for refining data segments and viewing characteristics before downstream fine-grained analysis



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## Segmentifier Contributions

- Thorough characterization of task and data abstraction for clickstream data analysis
- Segmentifier: novel analytics interface** for refining data segments and viewing characteristics before downstream fine-grained analysis
- Preliminary evidence of utility



95

## Three case studies of problem-driven work

- e-commerce



- facilities management



- biology



e-commerce by shashank singh from the Noun Project Biology by lezar tantular from the Noun Project Business by Colourswatch from the Noun Project

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## Location-Based Counts



Previous measurement required physical counting or installation of additional hardware.



Previous measurement required physical counting or installation of additional hardware.



Previous visualization attempts were limited in space and time.

# Ocupado

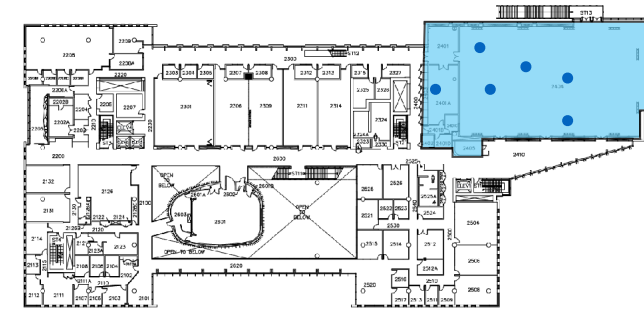
Visualizing Location-Based Counts Over Time Across Buildings

<http://www.cs.ubc.ca/labs/imager/tr/2020/ocupado/>

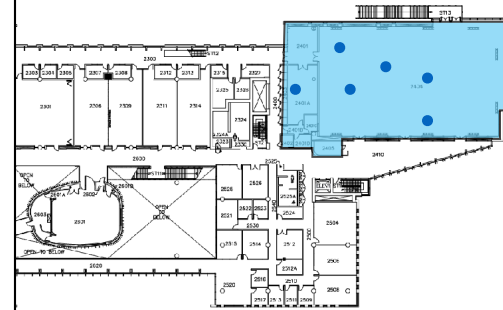
Ocupado: Visualizing Location-Based Counts Over Time Across Buildings.  
Oppermann and Munzner. Computer Graphics Forum (Proc. EuroVis 2020) 39(3):127-138 2020.



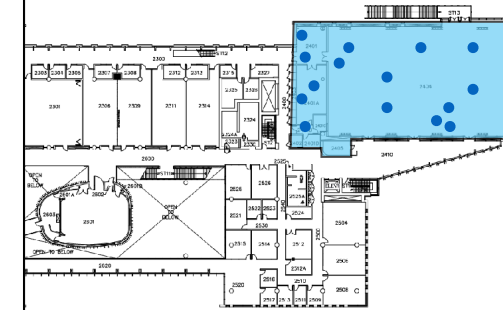
## WiFi Connections: Location-Based Counts



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## WiFi Connections: Location-Based Counts



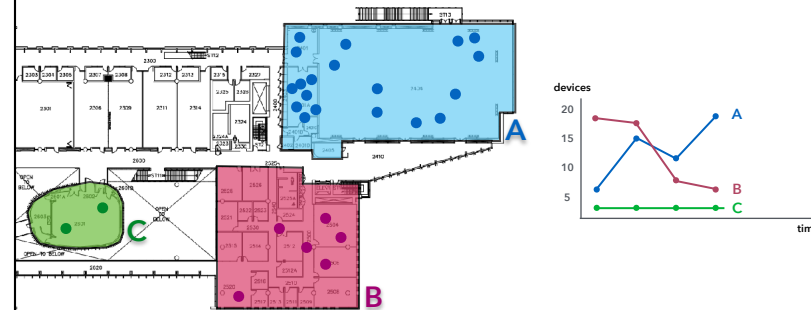
## WiFi Connections: Location-Based Counts



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## WiFi Connections: Location-Based Counts



## WiFi Connections: Location-Based Counts



## Location-Based Counts

- › Regular intervals (e.g., every 5 minutes)
- › Spatial hierarchy (Zone → Floor → Building → Campus)
- › No trajectories or device identifiers are recorded
- › Intrinsic privacy advantages

Data



Automated HVAC control

Data



Data



Decision making



### WiFi connections as a proxy for occupancy

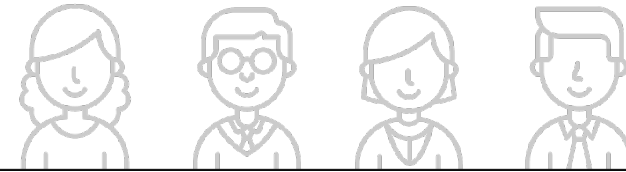
113



### WiFi connections as a proxy for occupancy

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### Interviews with potential stakeholders



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### Focus Domains

- › Space planning
- › Building management
- › Custodial services
- › Classroom management
- › Data quality control

116

### Focus Domains

- › Space planning
- › Building management
- › Custodial services
- › Classroom management
- › Data quality control



### Semi-structured discussions and live demos

117

### Tasks

- ✓ Confirm assumptions or previous observations.  
Do students occupy room x in evenings or on weekends?

118

### Tasks

- ✓ Confirm assumptions or previous observations.
- ✓ Monitor the current/recent utilization rate.  
Which rooms are empty/busy?

119

### Tasks

- ✓ Confirm assumptions or previous observations.
- ✓ Monitor the current/recent utilization rate.
- ✓ Communicate space usage and justify decisions.  
Space usage improved after renovation.

120

### Tasks

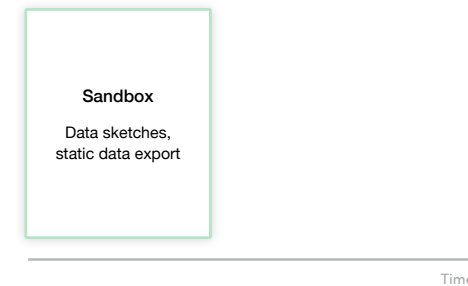
- ✓ Confirm assumptions or previous observations.
- ✓ Monitor the current/recent utilization rate.
- ✓ Communicate space usage and justify decisions.
- ✓ Validate the data (quality control).  
Check minimum size of a room that can be captured.

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### Spatial and Temporal Data Granularities

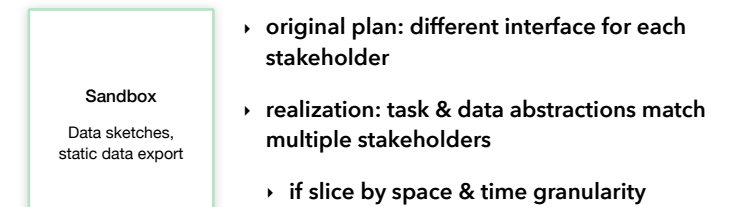
122

### Visualization Prototypes



123

### Visualization Prototypes



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### Spatial and Temporal Data Granularities

#### Regions of interest



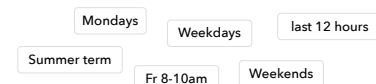
125

### Spatial and Temporal Data Granularities

#### Regions of interest

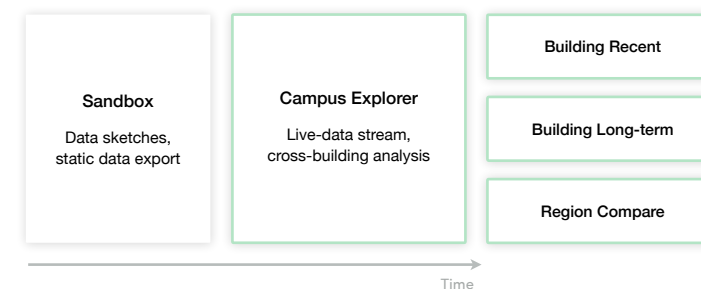


#### Periods of interest

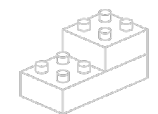


126

### Visualization Prototypes



127



### Reusable Visualization Components

128



Reusable Visualization Components

Layout	Visual Encoding	Facet	Comparisons
	Sparkline	Juxtaposition	Repeating patterns, trends, outliers (contiguous)
	Box-plot-bars	Juxtaposition	Repeating patterns, trends, outliers (non-contiguous)
	Confidence band line chart	Aggregation	Typical utilization profiles
	Superimposed line chart	Superposition	Within-session patterns, outliers

129

Reusable Visualization Components

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130

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131

Reusable Visualization Components

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132

Reusable Visualization Components

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Temporal

133

Reusable Visualization Components

Layout	Visual Encoding	Facet	Comparisons
	Sparkline	Juxtaposition	Repeating patterns, trends, outliers (contiguous)
	Box-plot-bars	Juxtaposition	Repeating patterns, trends, outliers (non-contiguous)
	Confidence band line chart	Aggregation	Typical utilization profiles
	Superimposed line chart	Superposition	Within-session patterns, outliers
	Floor plan with symbols	Superposition	Within local spatial neighborhood
	Spatial heatmap	Containment (nested)	Across distributed regions

Temporal

Spatial

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Ocupado Interfaces

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- Ocupado Contributions
- Analysis and abstraction of data and tasks for studying space utilization
  - Ocupado, a set of visual decision support tools
  - Generalizable design choices for visualizing non-trajectory spatiotemporal data relating to large-scale indoor environments
- 136

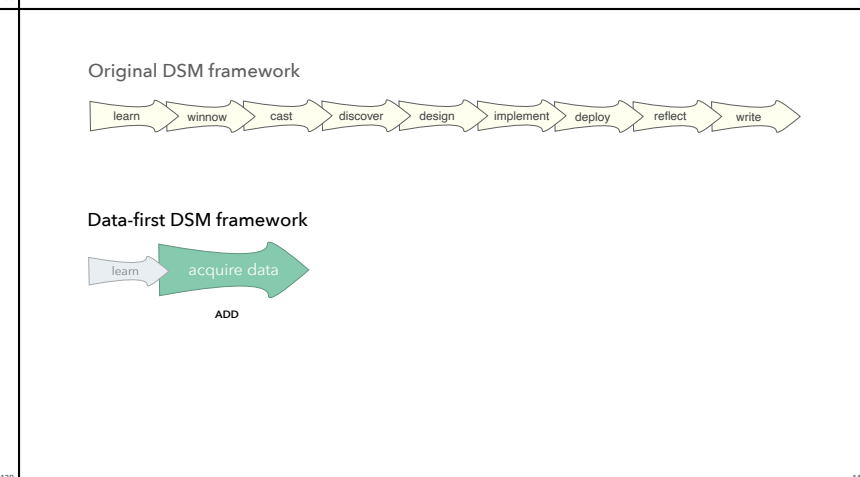
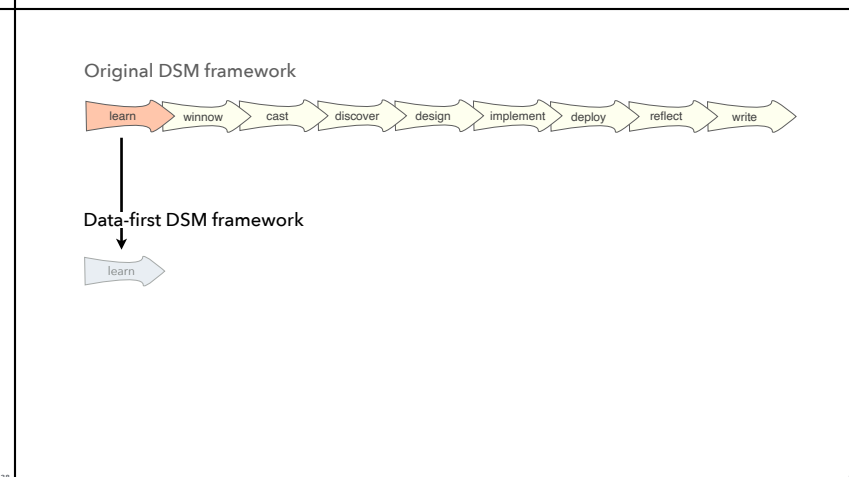
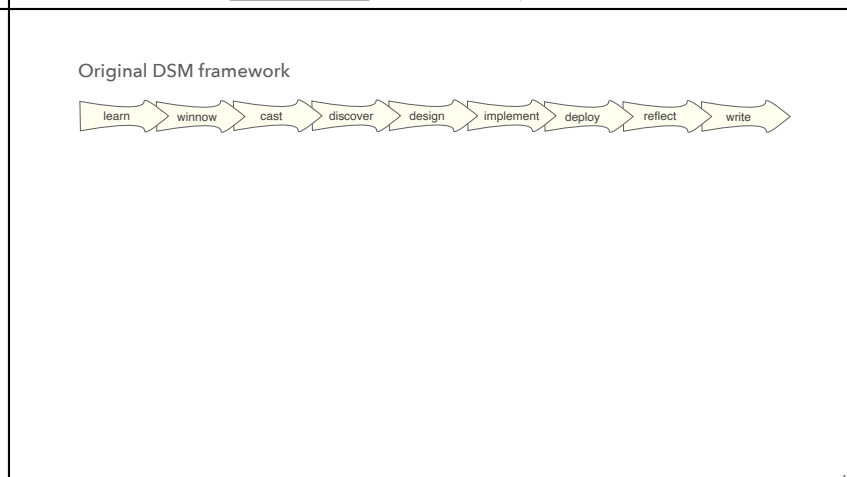
Michael Oppermann

# Data-First Design Studies

<http://www.cs.ubc.ca/group/infovis/pubs/2020/data-first/>

Data-First Design Studies.  
Oppermann and Munzner. Proc. IEEE VIS BELIV Workshop 2020.

137



Original DSM framework

Data-first DSM framework

ADD

- What type of data am I working with?

141

Original DSM framework

Data-first DSM framework

ADD

- What type of data am I working with?
- Are there any data quality challenges?

142

Original DSM framework

Data-first DSM framework

ADD

- What type of data am I working with?
- Are there any data quality challenges?
- What is special about this data?

143

Original DSM framework

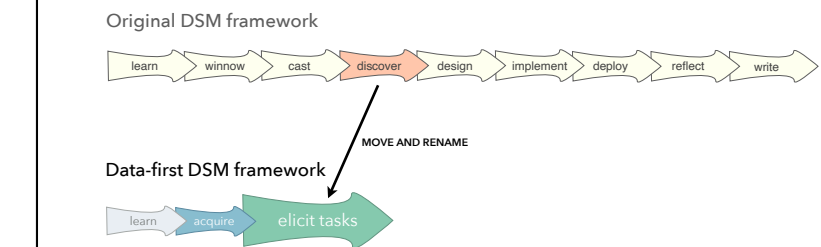
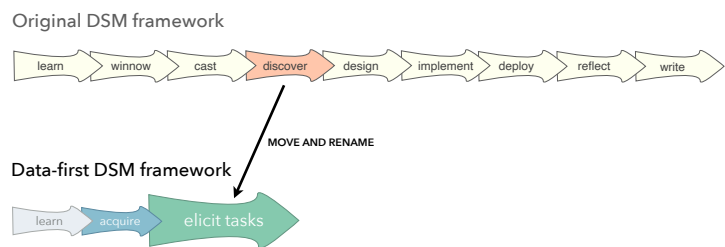
Data-first DSM framework

ADD

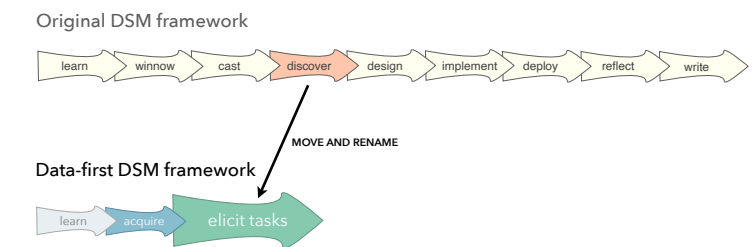
- What type of data am I working with?
- Are there any data quality challenges?
- What is special about this data?
- Who would benefit from seeing and exploring it?

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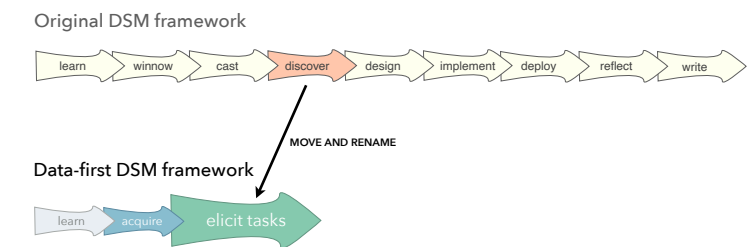




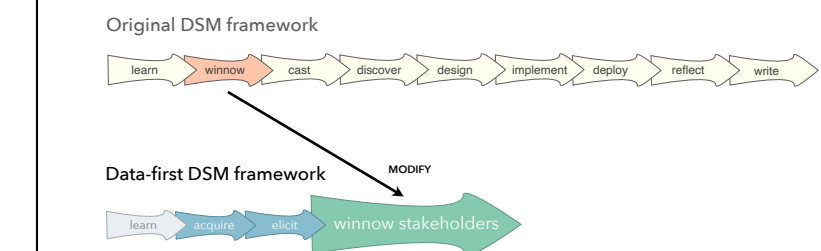
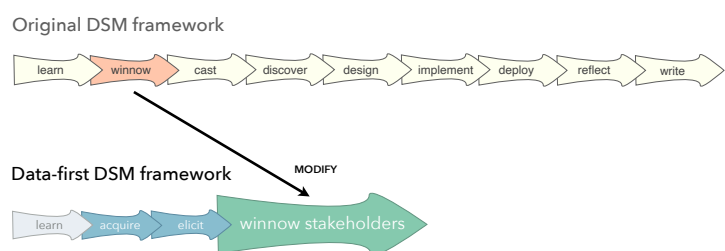
- Multiple potential stakeholders



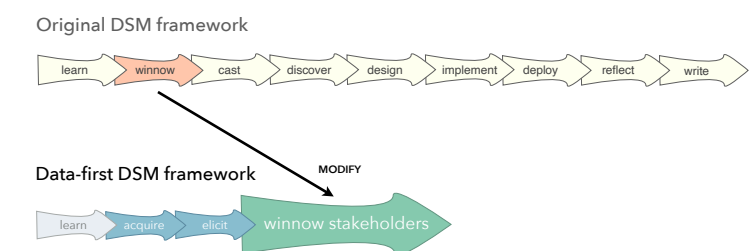
- Multiple potential stakeholders
- Explain initial data abstractions



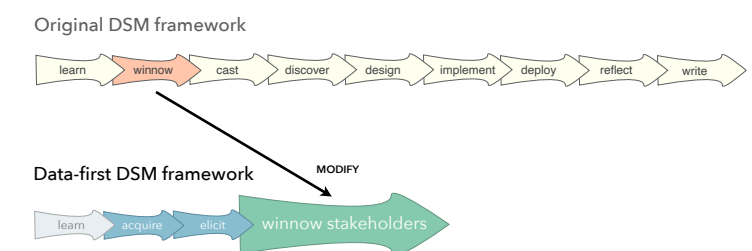
- Multiple potential stakeholders
- Explain initial data abstractions
- Learn about unsolved stakeholder needs



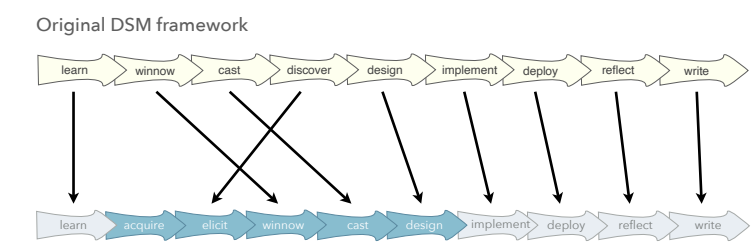
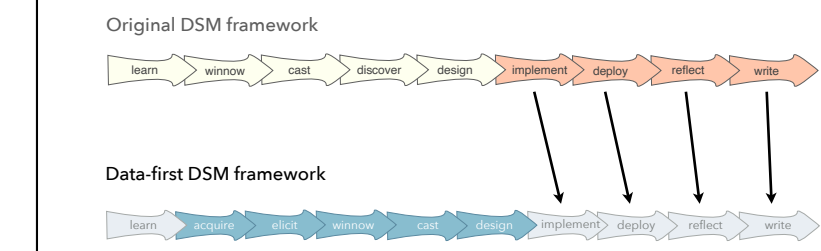
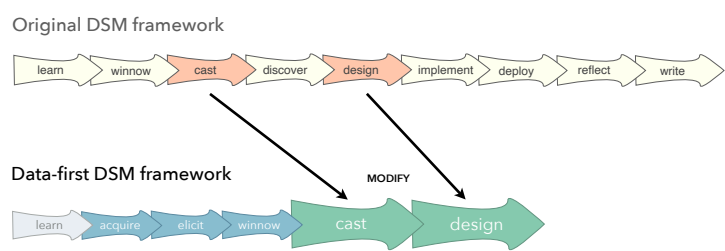
- How frequent are their data-relevant tasks?



- How frequent are their data-relevant tasks?
- How central are these tasks to the stakeholder's primary mission?



- How frequent are their data-relevant tasks?
- How central are these tasks to the stakeholder's primary mission?
- How many people in the organization deal with these tasks?



### Three case studies of problem-driven work

- e-commerce
- facilities management
- biology

e-commerce by shashank singh from the Noun Project | Biology by tezar tantular from the Noun Project | Business by Colourtype from the Noun Project

Zipeng Liu

Shing Hei Zhan

## Aggregated Dendrograms

for Visual Comparison Between Many Phylogenetic Trees

<http://www.cs.ubc.ca/labs/imager/tr/2019/adview>

### Phylogenetic tree

Evolutionary relationships of organisms

Human	A	T	G	A	C	A
Chimpanzee	A	T	G	A	C	A
Macaque	A	C	G	A	C	A

Genetic information

Computational workflow

Phylogenetic tree

### Many phylogenetic trees

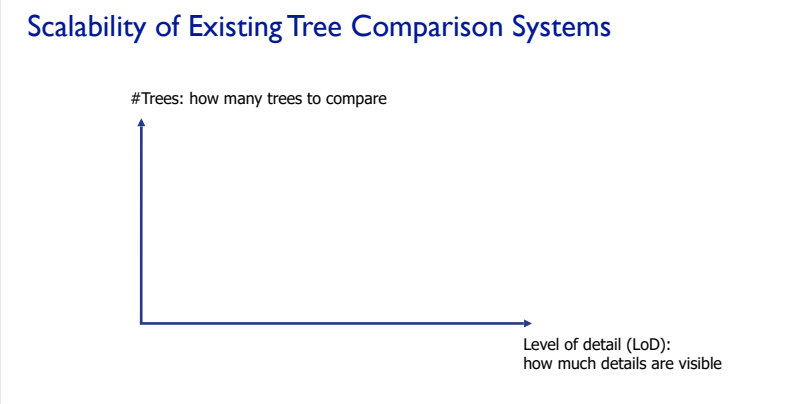
- Understand relationships between genes and species trees
- Explore trees generated with different methods and data

Human	A	T	G	A	C	A
Chimpanzee	A	T	G	A	C	A
Macaque	A	C	G	A	C	A

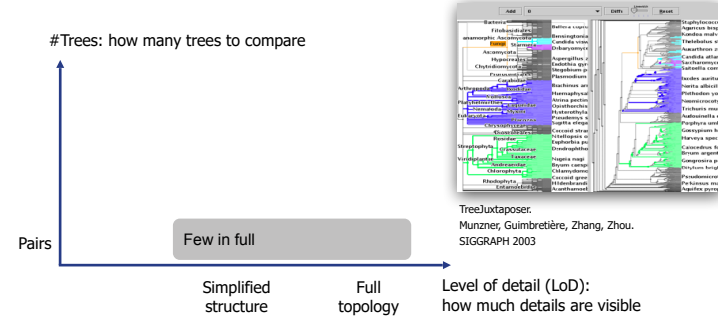
Genetic information

Computational workflow

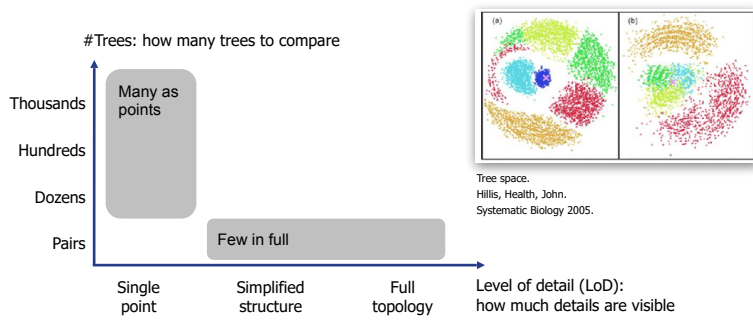
Phylogenetic tree



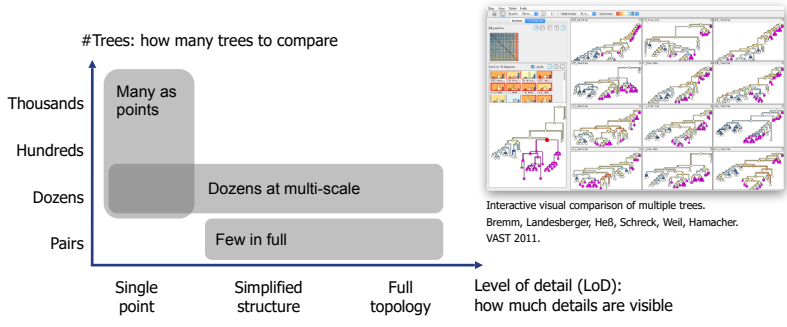
# Scalability of Existing Tree Comparison Systems



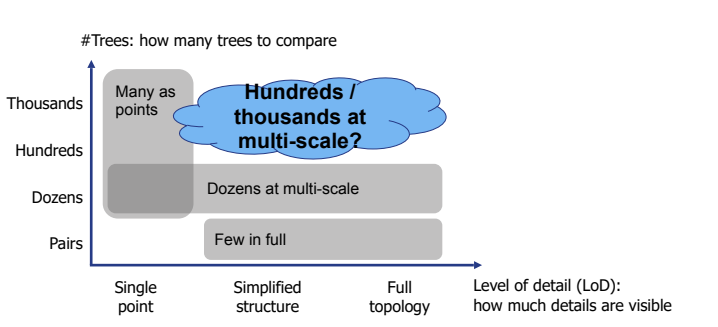
# Scalability of Existing Tree Comparison Systems



# Scalability of Existing Tree Comparison Systems



# Comparing many phylogenetic trees

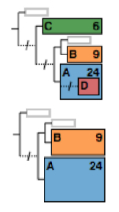


## Contributions include idiom & algorithm levels

- Data and task abstractions for comparison of phylogenetic trees

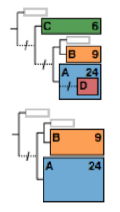
## Contributions include idiom & algorithm levels

- Data and task abstractions for comparison of phylogenetic trees
- A new visual encoding: **Aggregated Dendrogram**
  - Compact tree representation that focuses on selected subtrees
  - Adapts to available screen space



## Contributions include idiom & algorithm levels

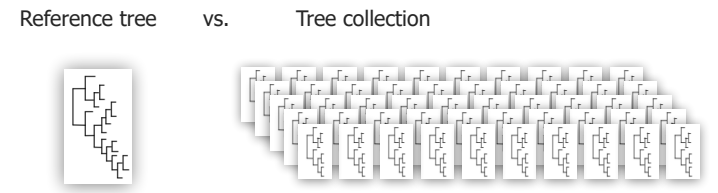
- Data and task abstractions for comparison of phylogenetic trees
- A new visual encoding: **Aggregated Dendrogram**
  - Compact tree representation that focuses on selected subtrees
  - Adapts to available screen space
- A multi-view interactive tool: **ADView**
  - Covers multiple levels of details for tree comparison



## Data & Tasks

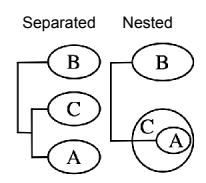
- Tree data
- Two crucial tasks

## Tree data



## Two crucial tasks

**Topological** relationships between subtrees / leaf nodes



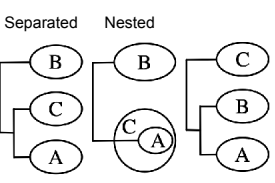
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- Topological distance



**Leaf** node memberships compared to reference tree

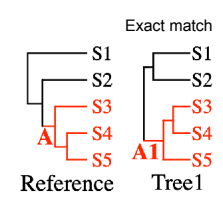
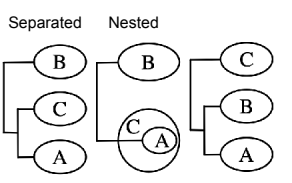


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**Leaf** node memberships compared to reference tree

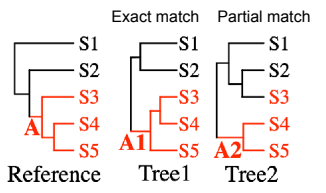
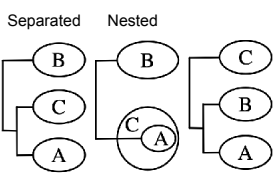


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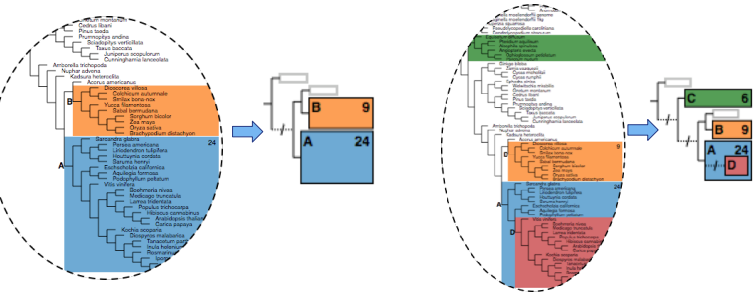


## Aggregated Dendrogram (AD)

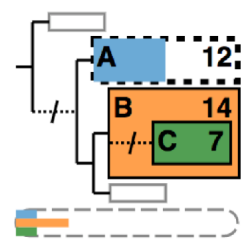
- Intuition
- Visual design

## Intuition

Use glyphs to compress a tree according to user selections

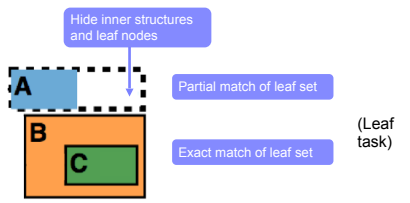


Visual design: focus + context



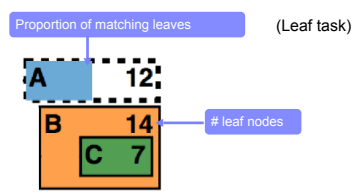
Visual design: focus + context

- Focus
  - Selected subtrees



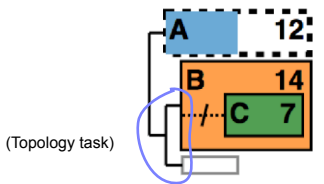
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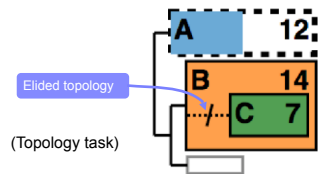
Visual design: focus + context

- Focus
  - Selected subtrees
  - Topological relationships between them



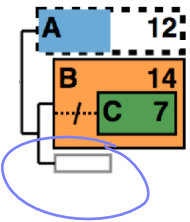
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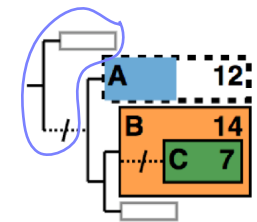
Visual design: focus + context

- Focus
  - Selected subtrees
  - Topological relationships between them
- Context
  - Neighboring subtrees



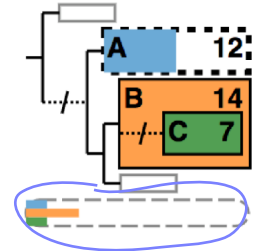
Visual design: focus + context

- Focus
  - Selected subtrees
  - Topological relationships between them
- Context
  - Neighboring subtrees
  - Upstream topology and root



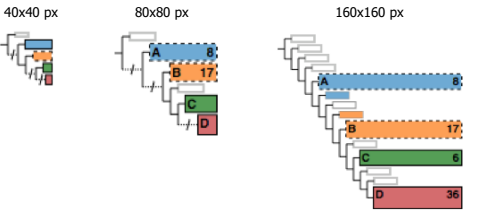
Visual design: focus + context

- Focus
  - Selected subtrees
  - Topological relationships between them
- Context
  - Neighboring subtrees
  - Upstream topology and root
  - Missing leaf nodes

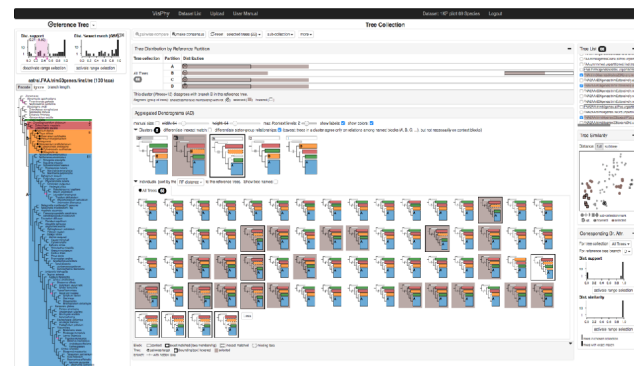


Visual design: algorithm adapts to space

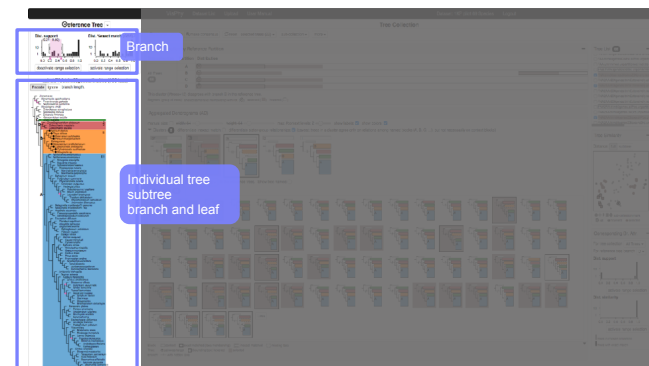
- Show more info when space permitted
  - Labels
  - #leaf nodes
  - Neighboring blocks



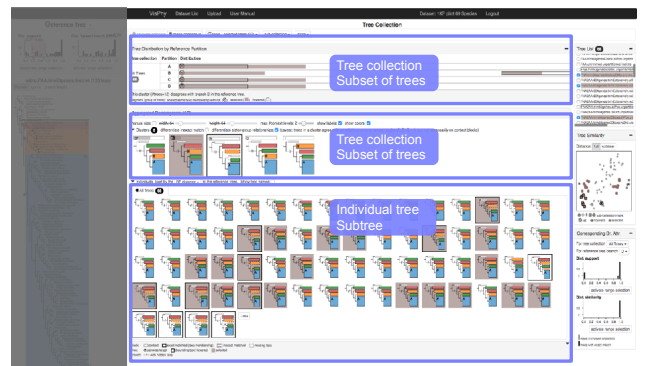
ADView Interface: Multi-level structure across views



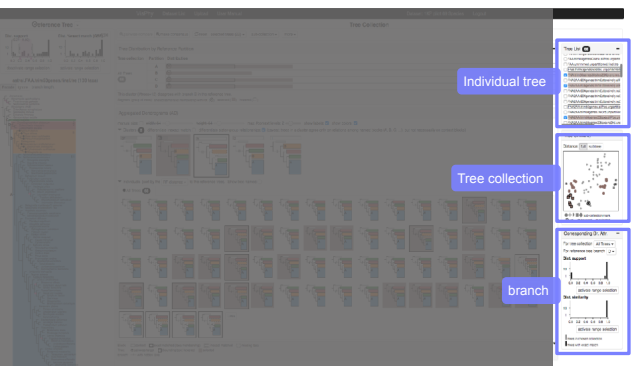
Multi-level structure across views



Interface walkthrough: tree collection main views



Interface walkthrough: tree collection aux. views

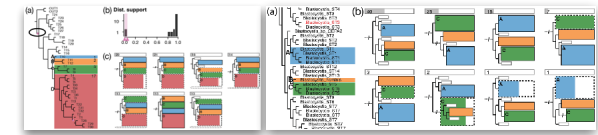
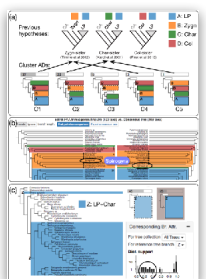


Validation with many biologists

- Work closely with a biology PhD student (second author)
- Demos, interviews and discussions
  - 10 biologists at different times throughout project

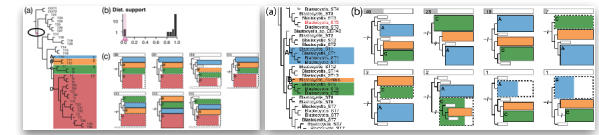
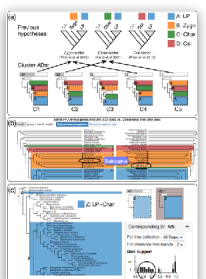
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  - 5 biologists
  - Using their own datasets



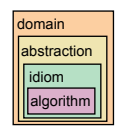
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  - Using their own datasets
- Biologists confirmed
  - Validity of data and task abstractions
  - Utility of ADView



## Problem-driven visualization through design studies

- methodology matters
  - identify abstractions
    - crucial & difficult, iterative process
  - select appropriate idioms
    - or create new ones if necessary



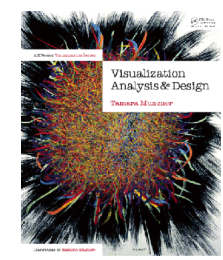
- three examples
  - different domains
  - different methods



## More information

- theoretical foundations: book (+ tutorial/course lecture slides)  
<http://www.cs.ubc.ca/~tmm/vadbook>

Visualization Analysis and Design.  
Munzner.  
AK Peters Visualization Series.  
CRC Press, 2014.



- papers, videos, software, talks, courses  
<http://www.cs.ubc.ca/group/infovis>  
<http://www.cs.ubc.ca/~tmm>

- this talk  
<http://www.cs.ubc.ca/~tmm/talks.html#chinavis20>

