Mentoring individuals
• grad students and postdocs in my group
  – prepare HQP for professor, high-level industry/lab jobs
  – produce research papers
    • techniques, systems
      – dimensionality reduction
    • graph drawing
    • focus+context
  • evaluation
  • models/taxonomies

Researcher guidance: “meta” / how to papers
• papers process and pitfalls
  – nested model for vis design and validation
    – revisited: blocks and guidelines
  – design study methodology

Design study methodology
• lessons learned from 21 total (12 here), across many domains
  – problem-driven work: what to do, what to avoid

Practitioner guidance: “stop it” / how not to papers
• guidance on scatterplot, dimensionality reduction choices
  – avoid 3D scatterplots for DR data
• 2D points vs 3D landscapes
  – avoid 3D landscapes
• empirical studies

Growing the field: synthesis textbook
• analysis and design framework
  – teaching my own grad class
  – resource for others
  – support teaching by wider set
  – accelerate growth of field
  – 1998: very few courses
  – 2002: several
  – 2014: dozens
  – 2020: hundreds! thousands!

Past and Future
• scales of engagement
  – individuals
  – students in my course
  – research community
  – practitioner community
  – students worldwide
• methods of engagement with industry
  – direct collaboration with individuals at companies
  – Agilent, AT&T, Google, small startups
• my past: very research/academic centric
• my future: other/broader channels!

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• book (to appear Oct 2014)
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