

MyBrush: Brushing and Linking with Personal Agency

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CMV, Brushing and Linking

• CMV stands for coordinated multiple views

• Brushing



• Linking



Personal Agency

• People “strongly desire that they are in charge of the interface and that the interface responds to their actions”¹

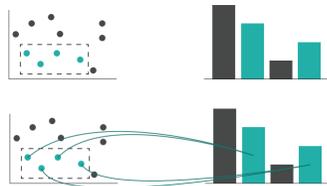
• “Interaction techniques that facilitate a high sense of personal agency are likely to have a strong empowering effect for users”²

¹ B. Shneiderman and C. Plaisant. *Designing the User Interface: Strategies for Effective Human-Computer Interaction (4th Edition)*. Pearson Addison Wesley, 2004
² D. Coyle, J. Moore, P. O. Kristensson, P. Fletcher, and A. Blackwell. *I did that! Measuring users' experience of agency in their own actions*. CHI '12, pp. 2025–2034, New York, NY, USA, 2012.

Source, Link, and Target

1. **Source** is the set of one or more selected data points in a view.
2. **Link** is the expression of relationship between the source and the related data points in other views (target).
3. **Target** is the set of data points that are related to the source

Example



Existing techniques

	SOURCE	LINK	TARGET
Visual attributes	Fill color, Outline color, Size, Shape, Focus and blur, Transparency, Container, Label	Group selection (Mouse, Rectangle, Circle, Polygon, Lasso, Angle, Line), Multiple selections, Logical combination	Visual attributes (Stroke color, Color gradient, Thickness, Curvature, Transparency, Link stubs)
Temporality	Transient, Temporary, Persistent	Degree-of-interest functions (Binary, Non-binary)	Animation, Routing (Context-preserving, Bundling), Selective linking of views (View to view, Brush to view)

Source

- Visual attributes
 - Fill color
 - Outline color
 - Size
 - Shape
 - Focus and blur
 - Transparency
 - Container
 - Label
- Temporality
 - Transient
 - Temporary
 - Persistent

- Group selection
 - Mouse
 - Rectangle
 - Circle
 - Polygon
 - Lasso
 - Angle
 - Line

- Multiple selections
- Logical combination
- Degree-of-interest functions
 - Binary
 - Non-binary

Link

- Visual attributes
 - Stroke color
 - Color gradient
 - Thickness
 - Thin
 - Ribbon
 - Variable
 - Curvature
 - Straight
 - Stepwise
 - Curved
 - Transparency
 - Link stubs
- Animation
- Routing
 - Context-preserving
 - Bundling
- Selective linking of views
 - View to view
 - Brush to view

Target

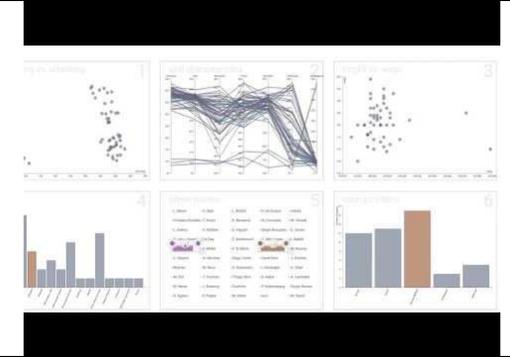
- Visual attributes (similar to source's attributes)
 - Fill color
 - Outline color
 - Size
 - Shape
 - Focus and blur
 - Transparency
 - Container
 - Label
 - **Hide unselected**
- De-aggregation



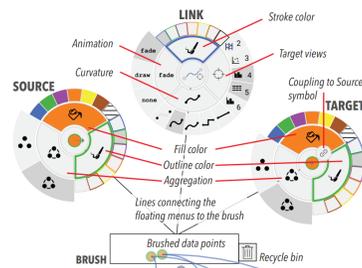
Design goals

- **DG1.** Provide direct access to brush components.
- **DG2.** Offer choice in degree of personal agency.
- **DG3.** Support complex personal agency.

Demo



Flexibility of MyBrush



Qualitative study

- 12 participants (5F, 7M):
- vis group (2F, 2M)
 - sports group (4M)
 - mixed group (3F, 1M)
- six views
- sofifa.com dataset of the 50 most valuable soccer players
 - shown at 65" multi-touch SMART Board 6000 series with 3840x2160px resolution
 - prelude (10 min), training (10 min), exploration (30 min), wrap-up (10 min)

Users' feedback

- “had a bit of a learning curve”, but “it was easy to learn” and “very fun”
- the brush menus were “nicely done” and “very helpful”
- they were able to “so easily connect this many views”
- “I really like the many possibilities cause every person is gonna try differently”
- “I could learn about the players [...] and was able to search for answers to the questions I had”

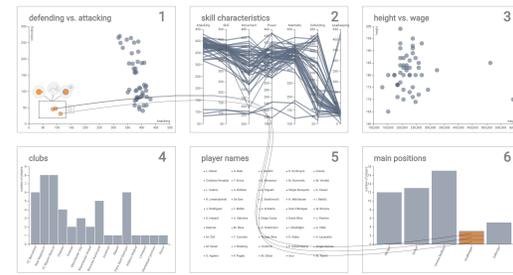
Limitations (mentioned in the paper)

- Scalability
 - Explicit links (link bundling, routing)
 - More features -> change of UI
 - Mobile devices
- More configurable attributes needed (?)
- Ordering
- Conflict resolution
- Collaborative interfaces

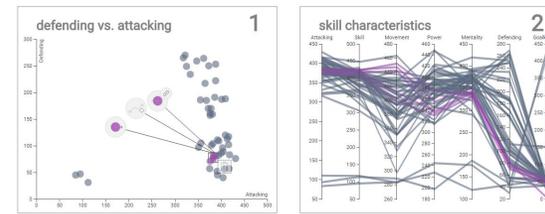
Critique (screen-dependent)



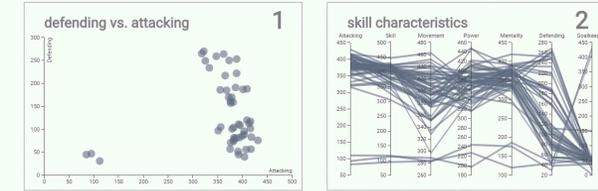
Critique (intractable links)



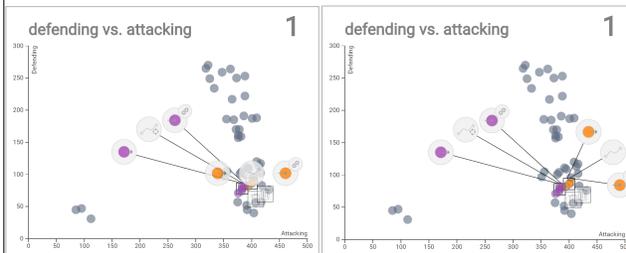
Critique (hard to choose individual points)



Critique (unnatural behaviour)



Critique (lacking UI)



Critique (summarized)

- Very screen-dependent
 - Links can be virtually intractable
 - Hard to choose individual points
 - Unnatural behaviour for some views
 - Lacking in UI elements
 - Zoom-in, zoom-out
 - Undo, redo
 - Overlapping layers
- Involves *personal agency*
 - Clean breakdown
 - Source
 - Link
 - Target
 - Immediate visual feedback
 - Allows more complicated analysis
 - Flexibility at design choices

Summary

- Includes extensive survey of existing brushing and linking papers.
- Deconstructed brushing and linking into three components:
 - Source
 - Link
 - Target
- Introduced MyBrush – a tool for flexible brushing and linking.
- Conducted a qualitative study and received positive feedback.
- Minor UI problems, scalability is the main issue.

Links

- Demo:**
- <https://philippkoytek.github.io/mybrush/>
- Paper:**
- http://innovis.cpsc.ucalgary.ca/supplemental/MyBrush/2018_VIS_mybrush.pdf
- Source code:**
- <https://github.com/philippkoytek/mybrush>

Thank you!
Questions?