P3: Feedback

The high-level goal of this project is for you to demonstrate an understanding of the principles of information visualization. In this course, we have covered three primary areas:

- Visual principles (mapping data to pictures)
- Interactive InfoVis systems and techniques
- User-centered design

An excellent project will demonstrate an excellent understanding of these three areas.

There have been three project stages to date. In P1 & P2, we emphasized the importance of getting real data to support a real problem for real users. We also asked you to select an implementation approach, and to start grappling with the task of producing a concrete result.

In P3, we asked you to: (1) refine the components of P2, (2) create 2-3 design sketches and (3) do some user testing to evaluate your approach.

In looking at the P3 reports, we have been pleased to see that most projects are working to follow the principles of user centered design by creating paper prototypes and evaluating them. Most of you got useful feedback from this.

However, most of you did not test radically different visual and interactive designs, but simply variations of what you had already planned to implement. A similar criticism applies to your design sketches. While understandable given the focus on data and implementation at this point, we want to be sure your final projects reflect a broader vision.

Recall the general heuristic for enabling discovery through interactive infoVis systems that was expressed by Ben Shneiderman:

> *Overview first, zoom and filter, then details-on-demand.*

P4: The talk

The goal of your talk is to present your problem, your solution, and to demo what you have built. The talk will be graded, and is worth **40%** of your final project grade. To facilitate grading, and to be sure everyone gives the same level of detail, we've created a rubric for you to use when preparing your talk. This can be found in the revised version of the project description, under P4.

P5: The paper

The goal of your paper is to describe in detail what you did and what you learned. It is worth **60%** of your final project grade. To facilitate grading, and to be sure everyone gives the same level of detail, we want to create a rubric for you to use when preparing your paper, but did not have time to do this in detail yet This will be found in the revised version of the project description, under P5, and should be finished in the next day or so.

The paper is due a week after the talks to provide time to complete your final user evaluation, reflect in some detail on what a better solution to your proposed problem would be, and write the final report. Your reflection should incorporate feedback from your talk, and also from your final round of user evaluations.