

Phase II

Now that you have tasks and data, design and storyboard an interactive visualization

Goal: Apply a user-centered design process to create an effective interactive visualization with a clear purpose

Phase II

P4: Project Design Presentation

- Goal: Explore your design space
- Brainstorm designs and scenarios
- Select two distinctly different ones to refine
- Post on website

PF: Individual Feedback

- Clarity of presentation
- Help projects refine their choices

Now you're ready to implement

P4 Presentation

In lab formal presentation

- 20 minutes/group, including discussion
- PPT or similar
- Post the PPT or similar

Presentation includes

- Overview of project and goals
- Two scenarios, two designs (4 cases)
- Your analysis of the effectiveness of the designs

Scenarios

- User and task
- Steps taken to achieve task
- Overview and details-on-demand, plus compare, filter, ...

P4 Designs

Design 1: Build from Tableau view of data

- Add dynamic filtering, brushing, other interaction
- Add more visuals, such as images, other vis, links
- Snapshots plus compositing (possibly with sketches)

Design 2: Something completely different

- Dynamic systems such as Gapminder, Name Voyager, EZChooser, TableLens
- Snapshots of tools with other data
- Sketches
- Upload your own data:
 - [ManyEyes](#) website
 - Treemaps
 - EZChooser?

Grading

Clarity of presentation
Evidence of detailed thought for both scenario and design
Creativity

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1 OCTOBER	2	3	4	5 Tableau 1	6
7	8 Tableau 2	9	10	11	12	13
14	15	16 Lab Due	17	18	19 P1 Topic, Team Dataset(s)	20
21	22	23 Midterm Due	24	25 P2 Data Analysis	26 Maps	27
28	29	30 P3 Data & Task Vis	31	1 NOVEMBER Lab Due	2 Trees	3
4	5	6 Lab Due	7	8	9 P4 Design Presentation	10
11	12	13 PF	14	15	16 Project Meetings	17
18	19	20	21	22 Thanksgiving	23	24
25	26	27 Vis Critique	28	29	30 P5 Usability Testing	1 DECEMBER
2	3	4 P6 Presentations	5	6 P6 Presentations	7 Wrap-Up	8
9	10 PF	11	12 P7 Write-up	13	14	15