# WEBS2002 Interdisciplinary Project

Visual Literacy

# Think about your visual literacy

- The purpose of this session is to prompt you to
  - review your visual literacy

- As a result you may:
  - Identify how you might communicate using visual methods
  - Develop a wider understanding of the power and use of visualisations

### Question

 How many different visualisation methods can you name?

- Think, pair, share
- Start you list individually
- Then pair and discuss
- Then feedback to class

### A PERIODIC TABLE OF VISUALIZATION METHODS

> 🌣 < <b>G</b> continuum	Data Visualization  Visual representations of quantitative data in schematic form (either with or without axes)							The system tions in the	Strategy Visualization The systematic use of complementary visual representations in the analysis, development, formulation, communication, and implementation of strategies in organizations.								
>©< Tb table	> <a href="#">Ca</a> cartesian coordinates		Information Visualization The use of interactive visual representations of data to amplify cognition. This means that the data is transformed into an image, it is mapped to screen space. The image can be changed by users as they proceed working with It					Visual Meta ganize and insight abou	phor Visu ophors position in structure informa at the represented eristics of the me	formation grapi ition.They also I information th	nically to or- convey an rough the	> * C	> > <	Tm temple	St story template	> A <	Et cartoon
>&< Pi pie chart	>÷<	Concept Visualization Methods to elaborate (mostly) qualitative concepts, ideas, plans, and analyses.					The comple	oound Vis mentary use of d ats in one single s	ifferent graphic	represen-	> \ < Co communication diagram	>-\dota < flight plan	S concept sceleton	Br bridge	>->->-	Ri rich picture	
>::< B bar chart	> : < AC area chart	> 🌣 < R radar chart cobweb	>©< Pa parallel coordinates	>©< Hy hyperbolic tree	> 🌣 < Cycle diagram	> 🌣 < timeline	> 🌣 < Ve venm. diagram	<⊚>> Mi mindmap	<>>> Sq square of oppositions	> <a href="#"> </a> Concentric circles	> : < AP argument slide	>>> SW swim lane diagram	> 🌣 < GC gantt chart	<>>> Pm perspectives diagram	>©< D dilemma diagram	<☆> Pr  parameter ruler	Kn Knowledge map
>:>< <b>Hi</b> histogram	>:>< SC scatterplot	>÷< Sa sankey diagram	>©< In information lense	>¤< E entity relationship diagram	>&< Pt petri net	>©< flow chart	< <b>\Omega}&gt; Clustering</b>	>¤< Lc layer chart	>©< Py minto pyramid technique	> 🌣 < <b>Ee</b> cause-effect  chains	> > C	>©< Dt decision tree	>¤< cpm critical path method	<☆> <b>Cf</b> concept fan	>©< Go concept map	IC iceberg	₩ Lm learning map
>&< Tk tukey box plot	> 🌣 < Sp spectogram	>☆< Da data map	>©< <b>Tp</b> treemap	>©< <b>En</b> cone tree	> < S Y system dyn./ simulation	>©< Df data flow diagram	Se semantic network	>©< So soft system modeling	Sn synergy map	<>>> Fo force field diagram	>¤< Ib ibis argumentation map	> - C	>#< Pe pert chart	<>>> EV evocative knowledge map	>©< V Vee diagram	<	infomural

Visualization

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Ну	Structure Visualization
ж.	

Detail

**Detail AND Overview** 

**Divergent** thinking

Convergent thinking

	>>< Su supply demand curve	PG performance charting	>>< St strategy map	>>< OC organisation chart	<x> Ho house of quality</x>	> 🌣 < Fd feedback diagram	Ft failure tree	> : < Mg magic quadrant	>:>< Lot life-cycle diagram	Po porter's five forces	S s-cycle	> 🌣 < Sm stakeholder map	© IS ishikawa diagram	TG technology roadmap
,	Ed edgeworth box	>©< Pf portfolio diagram	Sg strategic game board	> > < MZ mintzberg's organigraph	zwicky's morphological	<>>> Ad affinity diagram	decision discovery	>&< Bm bcg matrix	> < Stc strategy canvas	> 🌣 < VC value chain	hype-cycle	> : < SP stakeholder rating map	>⇔< Ta taps	<m><m><m><m><m><m><m><m><m><m><m><m><m>&lt;</m></m></m></m></m></m></m></m></m></m></m></m></m>

# Visual-literacy.org

#### Towards A Periodic Table of Visualization Methods for Management

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#### ABSTRACT

In this paper, we describe the effort of defining and compiling existing visualization methods in order to develop a systematic overview based on the logic, look, and use of the periodic table of elements. We first describe the current fragmented state of the visualization field. Then we outline the rules and criteria we applied in conducting our research in order to present a revised periodic table of 100 visualization methods with a proposition how to use it.

#### KEY WORDS

knowledge visualization, knowledge visualization methods, periodic table, problem solving, classification, selection framework, visualisation types

#### 1 The Realm of Visualization Methods

The discipline of visualization studies is an emergent one and as such represents a so far still highly unstructured domain of research that includes scholars from such distant domains as human-computer interaction, graphic design, management, or architecture. Thus, there are many parallel, unconnected streams and development activities in this field that may move forward without mutually acknowledging or integrating efforts under way elsewhere. In order to contribute to the consolidation of these efforts and to the emergence of a distinct field that achieves cumulative research progress this article proposes an integrative overview on one aspect of the visualization field, namely the development of easily applicable visualization methods, that is to say systematic graphic formats, that can be used to create, share, or codify knowledge (in the sense of insights, experiences, contacts, or skills). In this paper, we present a simple structure, inspired by the use, look, and logic of the periodic table of elements developed in the domain of chemistry. There are numerous benefits that can be achieved through such a structure: First, it can provide a descriptive overview over the domain [1, p. 12] and can function as an inventory or repository like a structured toolbox. In this

way this structure can also become a problem solving heuristic [2, p. 68] that relates possible visualization methods to visualization challenges. Thus this structure reduces the complexity inherent in choosing a visualization method for a particular application context. As a further benefit, it helps to recognize the similarities and differences among different types of visualization methods as well as to compare different types of visualization methods along pertinent criteria. Its main purpose is therefore to be user-centered in its focus to assist researchers and practitioners in identifying relevant visualization methods and assess their application parameters. Our understanding of a visualization method is, in a first step, an ample one, as we strive to develop a preliminary broad compilation of methods (that employ visual means to structure information). We use the following general formula as a working definition for visualization methods:

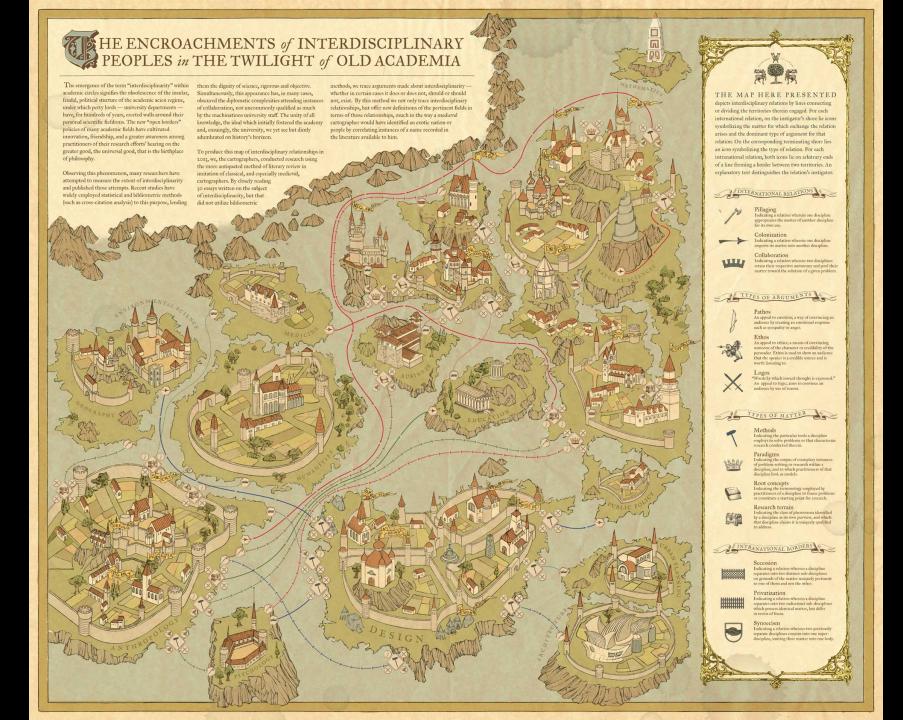
A visualization method is a systematic, rule-based, external, permanent, and graphic representation that depicts information in a way that is conducive to acquiring insights, developing an elaborate understanding, or communicating experiences.

Prototype members of this category of elaborate visualization tools are, in our view, methods (from realms as diverse as education, requirements engineering and argumentation theory) such as concept mapping, evocative knowledge diagrams, argumentation diagrams, or rich visual metaphors. In this paper, however, we only focus on methods with potential applicability in the realm of management. In management the key for better execution is to engage employees. To succeed the communicator not only needs to convey the message, but also needs to tailor it to the recipient's context, so that he can re-construct the knowledge, integrate it and put it to meaningful action. Therefore we see a high potential of complimentary visualizations to engage different stakeholders. Unfortunately in management very few visualization methods are used and little is known about visualization methods of other domains with potential to management, their requirements, benefits and application areas.

### Q

- Look though the periodic table, which methods would you like to see?
- Follow work in progress
- Use the periodic table in an interactive method to learn about the different methods

http://www.visual-literacy.org/pages/documents.htm



Images you might know

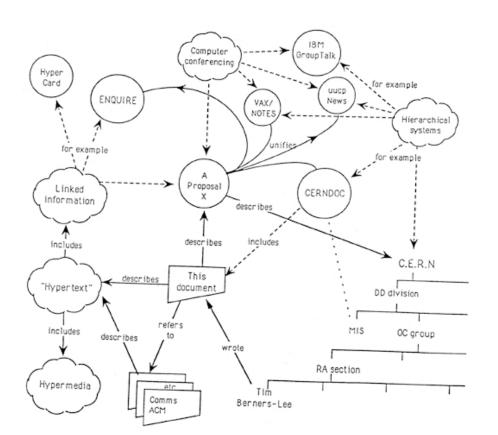
# CLASSIC DIAGRAMS FROM WEB SCIENCE

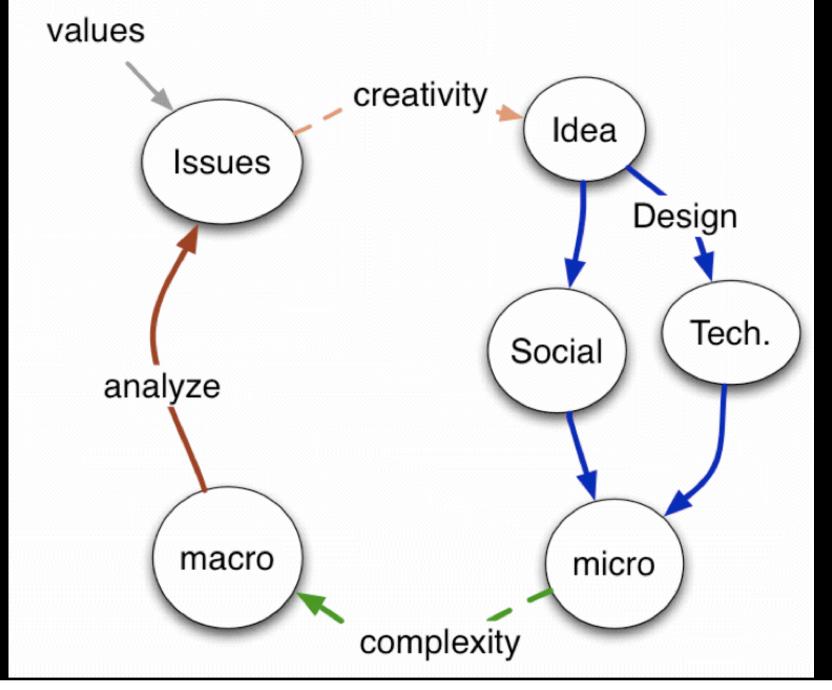
### Information Management: A Proposal

#### Abstract

This proposal concerns the management of general information about accelerators and experiments at CERN. It discusses the problems of loss of information about complex evolving systems and derives a solution based on a distributed hypertext system.

Keywords: Hypertext, Computer conferencing, Document retrieval, Information management, Project control





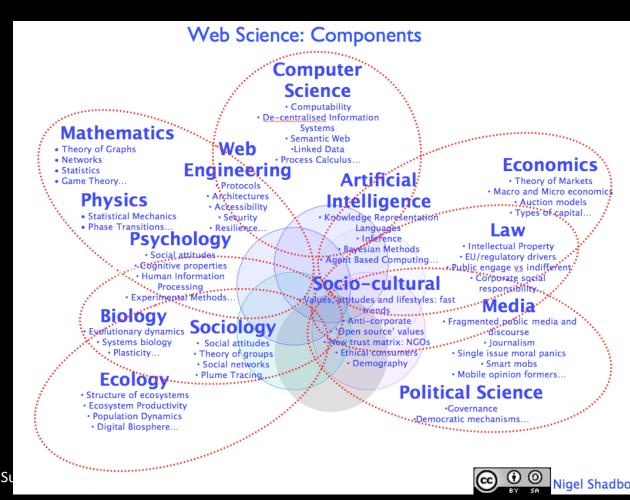
Berners-Lee, T. 2007 The Process of Designing Things in a Very Large Space

# Web Science and additionality

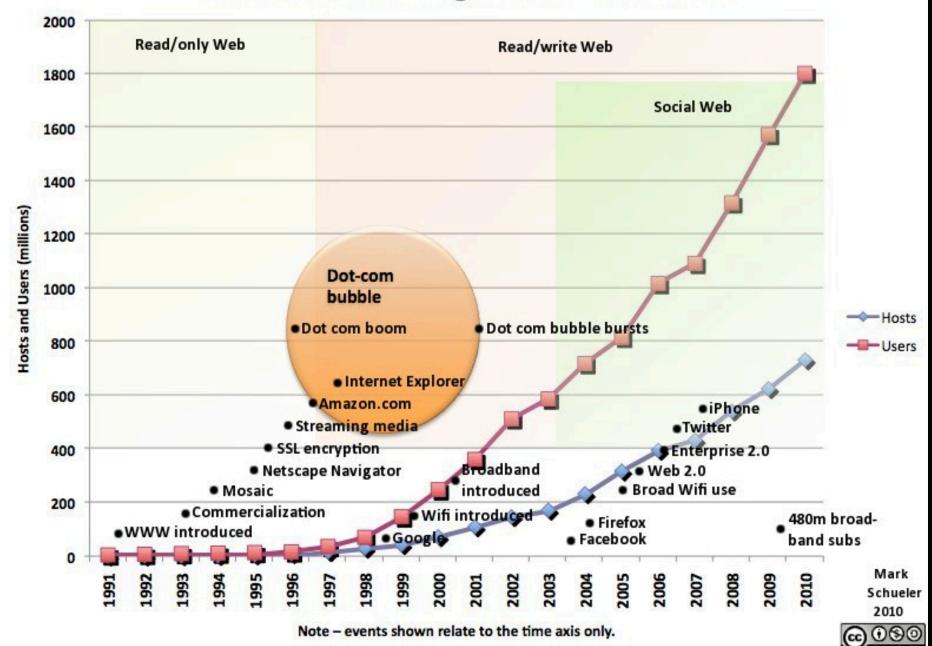
Not the union of the disciplines

But more than their intersection

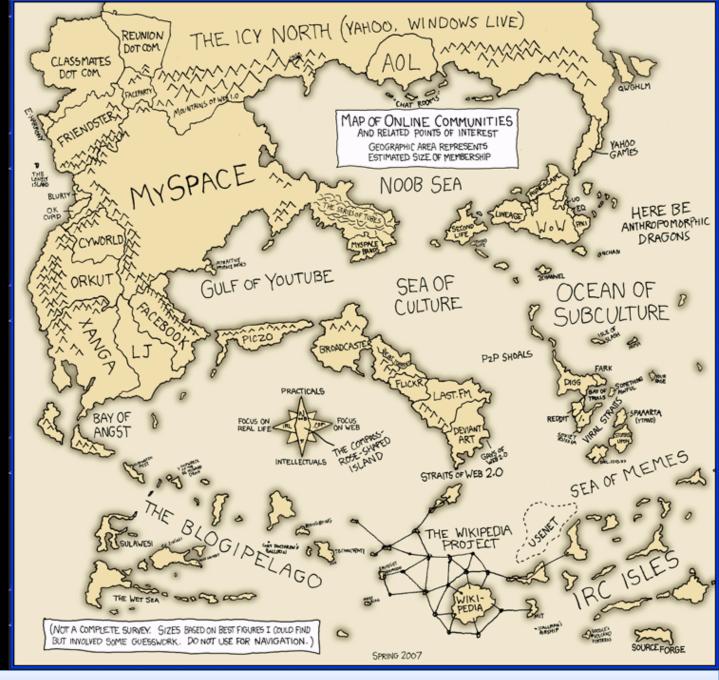
Applicable in many contexts



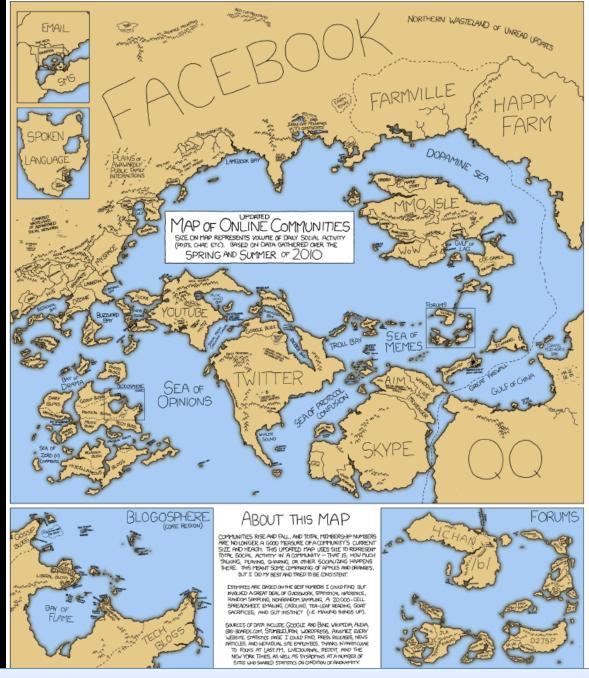
### Internet Growth - Usage Phases - Tech Events



We Need A Web Science Road Map

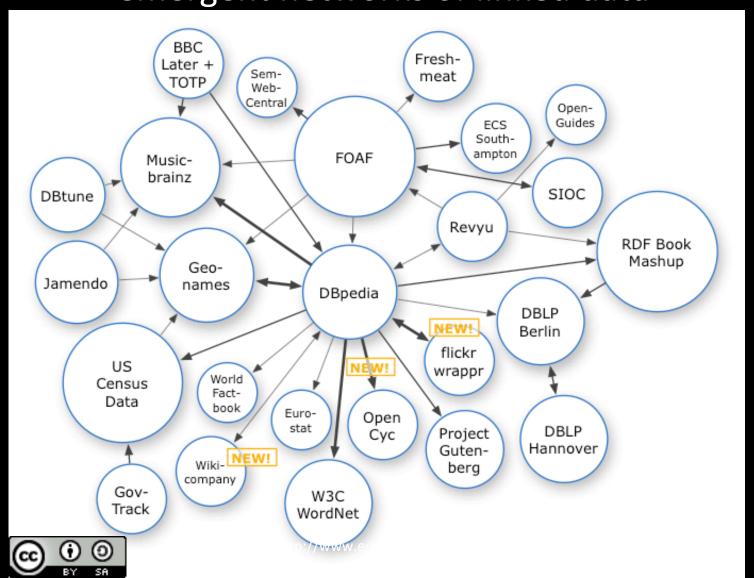


And remember the Map not the territory



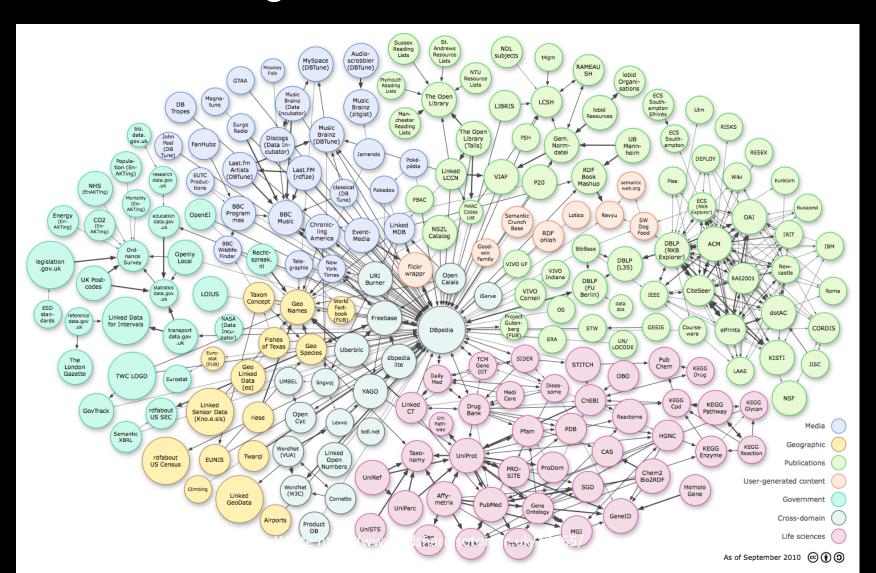
### The Web

### emergent networks of linked data



### The Web

### an emergent networks of linked data



#### Table 1. An abridged representation of the Web Science Curriculum.

NB: The full version at http://webscience.org/2010/wssc.html also specifies level 3 headings

#### A General – not concerned with course content

### Web History and Methodology

- B.1 General Web History and Methodology
- B.2 Web History

Web Forerunners; Biographies and related stories

B.3 Web Science Theory and Epistemology
Two Magics of Web Science; Actor Network Theory

### Web Technologies

- C.1 General Web Technologies
- C.2 Web Milieux

Document technologies; Hypertext technologies; Internet technologies; Mobile Web technologies; Grid and Cloud computing technologies

C.3 Basic Web Architecture

HTTP and related technologies; URIs; HTML; XML; CSS and related technologies; Interfaces and Browsers: Servers Web Services

- C.4 Web 2.0 technologies
- C.5 Semantic Web/Linked Data
  Metadata; Knowledge Representation; Ontology
  Languages; Linked Data; Natural Language
  Processing; Provenance systems in the Web
- C.6 Internet/Web of Things

### D. Web Analysis

for the Web

- D.1 General Web Analysis
- D.2 Mathematical Methods of Web analysis
  Web data sampling and analytics; Logic and
  Inference in the Web; Statistical Inference in the
  Web; Statistical Analysis of the Web; Web as a
  Complex System; Graphs; Networks; Mathematical
  methods for describing Web services; Crawling;
  Indexing and Searching; Data Mining; Information
  Retrieval and Machine Learning; Other Algorithms

#### E. Web Society

E.1a Economics

Goods in the Web; The Web economy; Antitrust Issues and Policies in the Web; Intellectual property and digital rights management; Web-based economic development

E.1b Business

E-commerce Business models in the Web; Advertising in the Web; sponsored search

- E.2 Social Engagement and Social Science
  Social networks; Mass phenomena; Collective
  intelligence; Peer production; Globalization;
  Systems; Social structures and processes; Virtual
  communities, groups and identity; Social capital and
  power inequality in the Web; On-line lives,
- E.3 Personal Engagement and Psychology System Psychology and Behaviour; Child and adolescent psychiatry; Tele-working

intergenerational differences; Mass media

- E.4 Philosophy
  Philosophy of information; Objects; Reference and
- Cognition in the Web; Ethics in the Web E.5 Law

Intellectual Property in the Web; Digital Rights Management; Digital crime; Laws for Web access; Antitrust Law

E.6 Politics and Governance Political science; E-Government; E-Politics; E-

Democracy; Policy and Regulation; Web Governance; Privacy; Trust; Security; Network neutrality; E-Inclusion

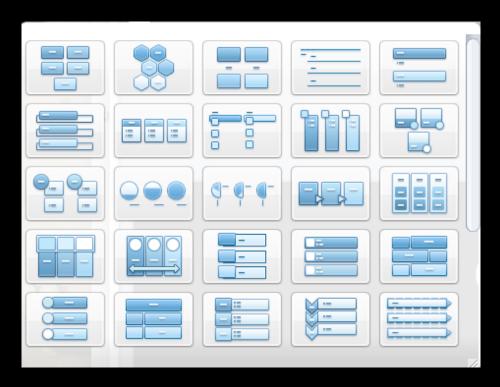
F Teaching the web - not concerned with course content

http://webscience.org/2010/wssc.html

# Using other people's diagrams

- Identify the source
- Acknowledge in the figure title

# Office tools

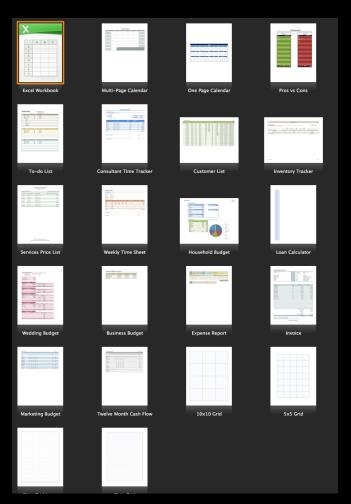


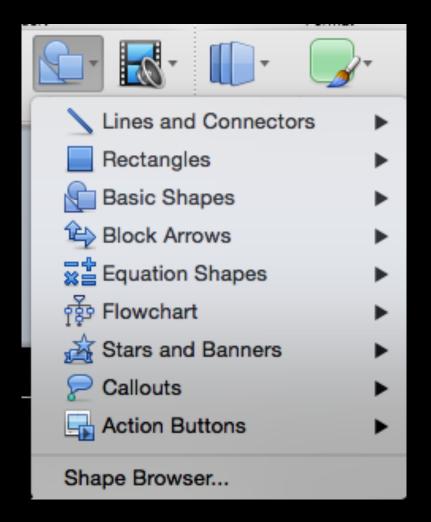
How much do you know about the tools you use?

DEMO?



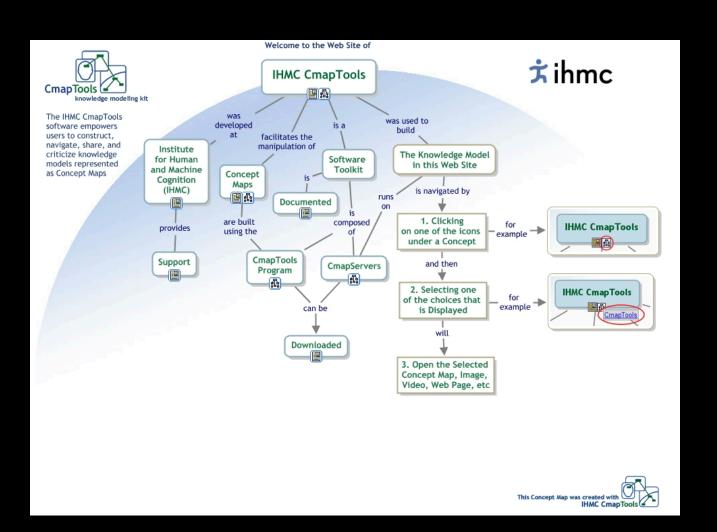
# Templates and objects





Not all will be useful or relevant!

# Simple (free) tools



### Remember...

- Visualisations can make order and save words
- Visualisation can help creativity
- It can be good to get away from the computer
- You can always photograph a sketch or set of post-its



## Why and how visuals can be useful?

- A tool for thinking
- Create a table or draw a diagram
- You can then systematically explain the diagram in the text
- Use a series of diagrams to explain building ideas or evolving understandings/designs

# Over to you

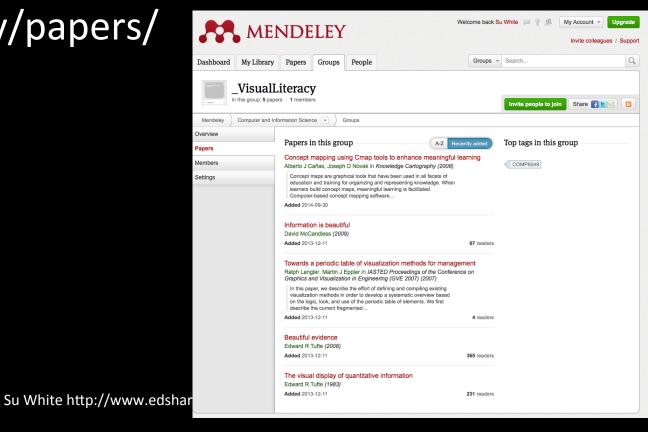
- What might you use?
- What tools?
- How might you use them?

### references

Visual Literacy Mendeley Group

http://www.mendeley.com/groups/3963921/

visualliteracy/papers/



# **Further Browsing**

- GapMinder: <a href="http://www.gapminder.org">http://www.gapminder.org</a>
- Guardian Data Store Flickr Group <u>http://www.flickr.com/groups/</u> <u>1115946@N24/</u>
- Information Is Beautiful http://www.informationisbeautiful.net
- Many Eyes: <a href="http://www-958.ibm.com/">http://www-958.ibm.com/</a>
- Visual-Literacy: http://www.visual-literacy.org/