

Evaluating Visualizations

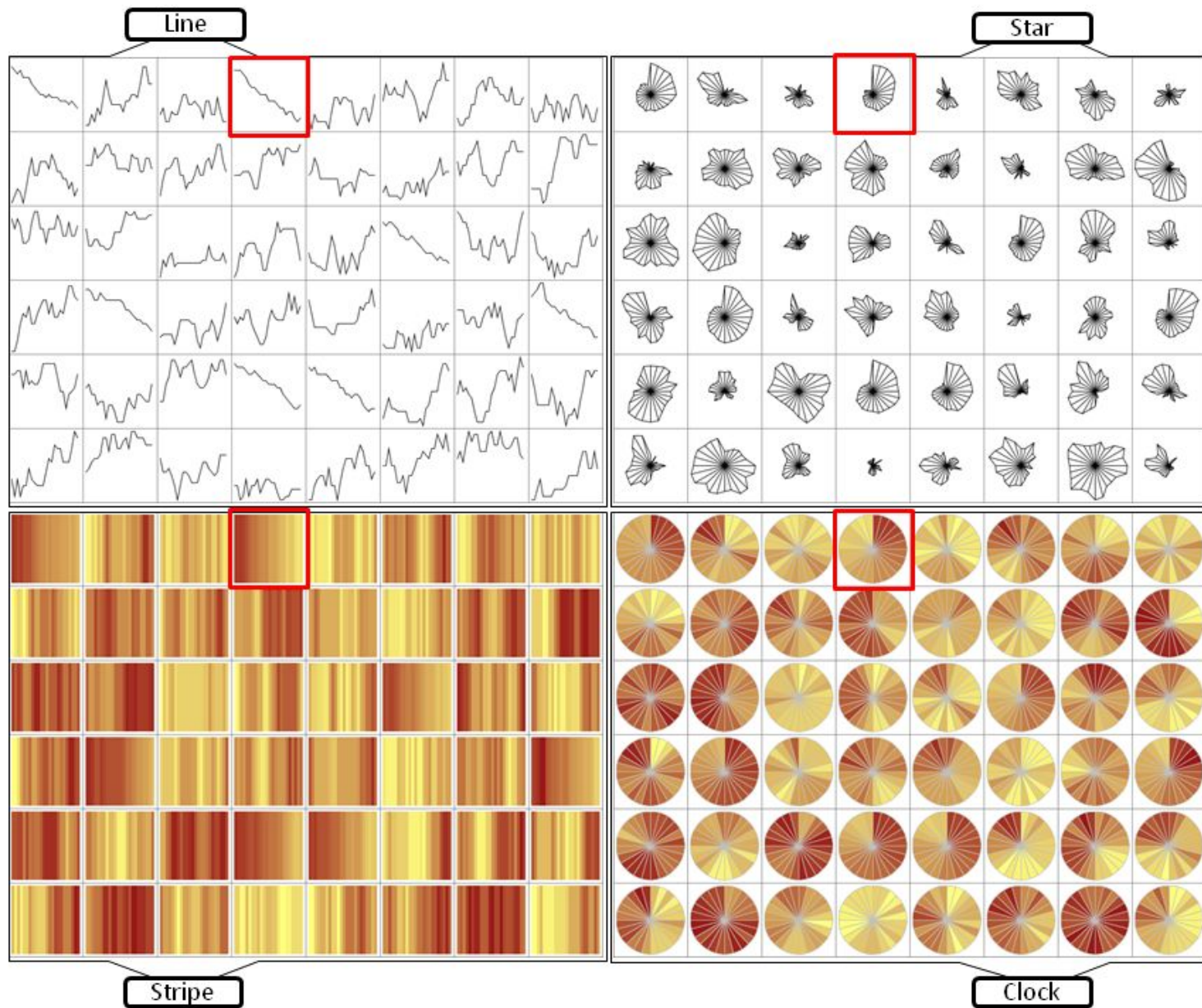
The Human Factor

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1st Rule of Evaluation:

Sit back, relax, evaluate.

2nd Rule of Evaluation:
Iterate.

Factors

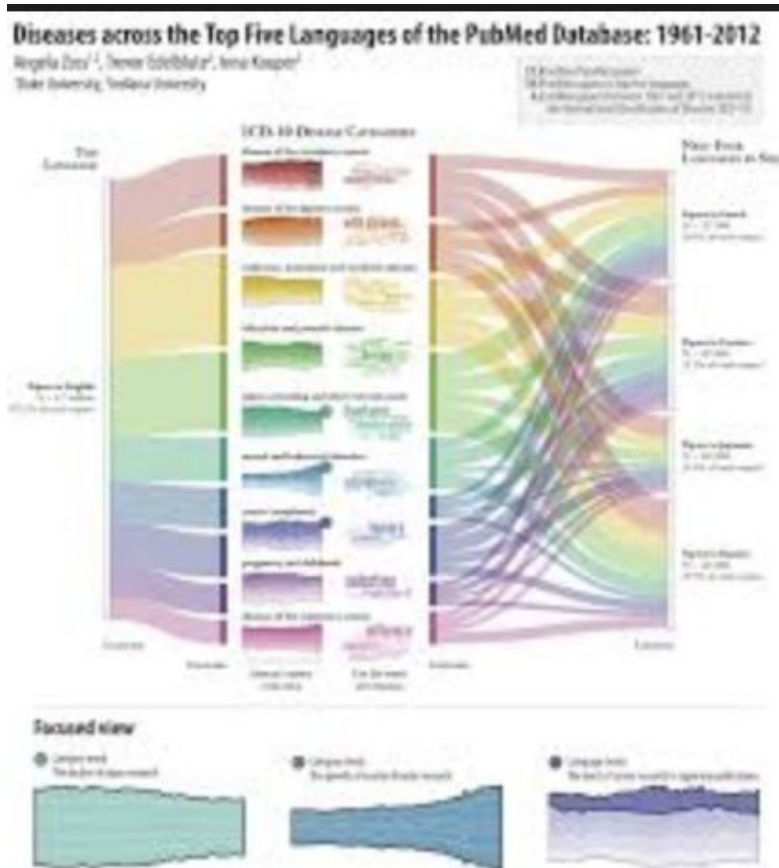
- Preknowledge
- Visual literacy, numeracy, data literacy
- Visualization literacy
- Perception
- Understanding
- Interest..

**How do we know if
a visualization is successful?**

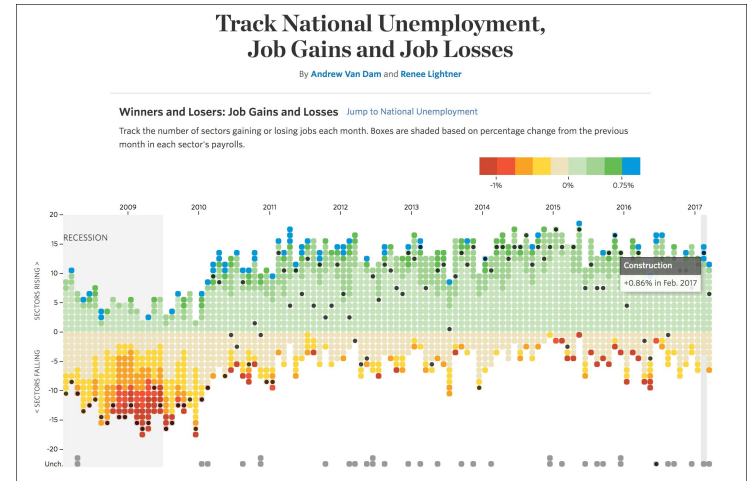
- 1. Readability:** To correctly perceive a visualization's content

1. Readability

Resolution



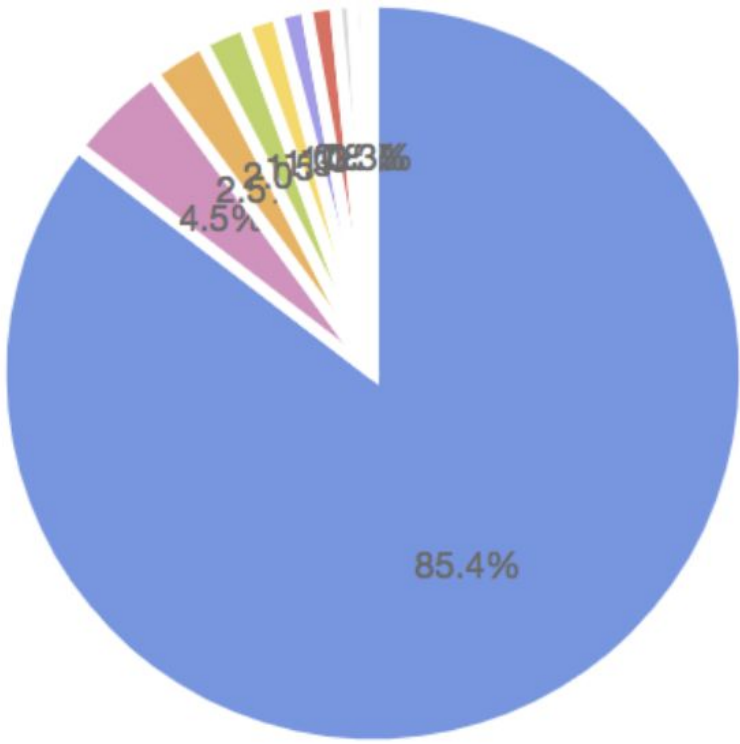
Size



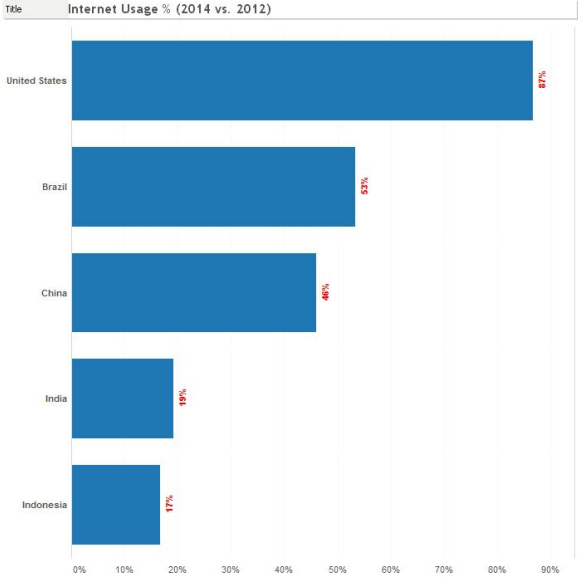
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Pellentesque sollicitudin ipsum elit, et vestibulum nisl dictum et. Sed lobortis molestie felis. Praesent et ligula commodo magna fringilla egestas. Nam nec risus in magna facilisis sollicitudin nec et metus. Sed tincidunt dapibus lacus in viverra. Donec gravida finibus metus eget semper. In nec mauris

1. Readability

Overlapping labels



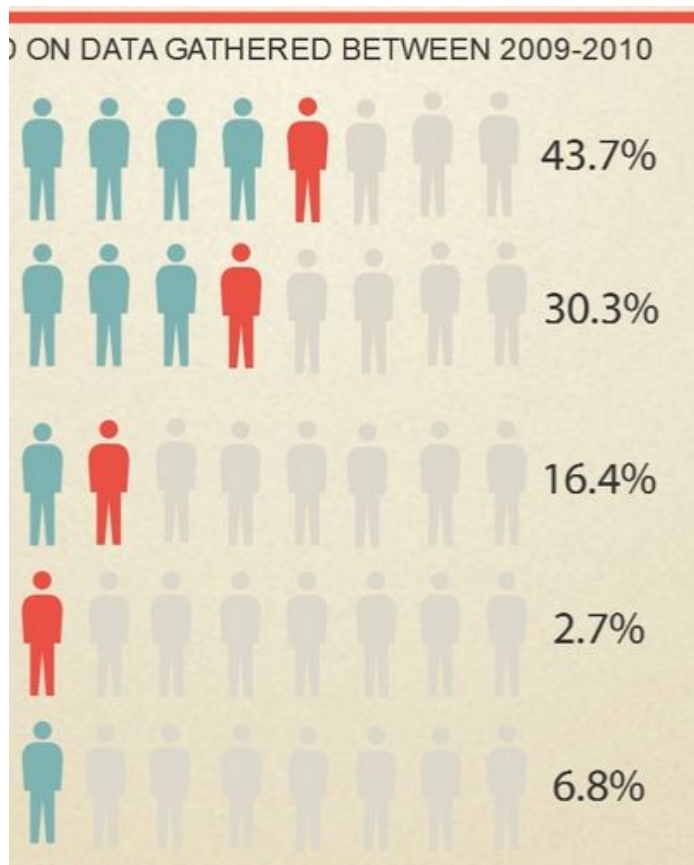
Label Size



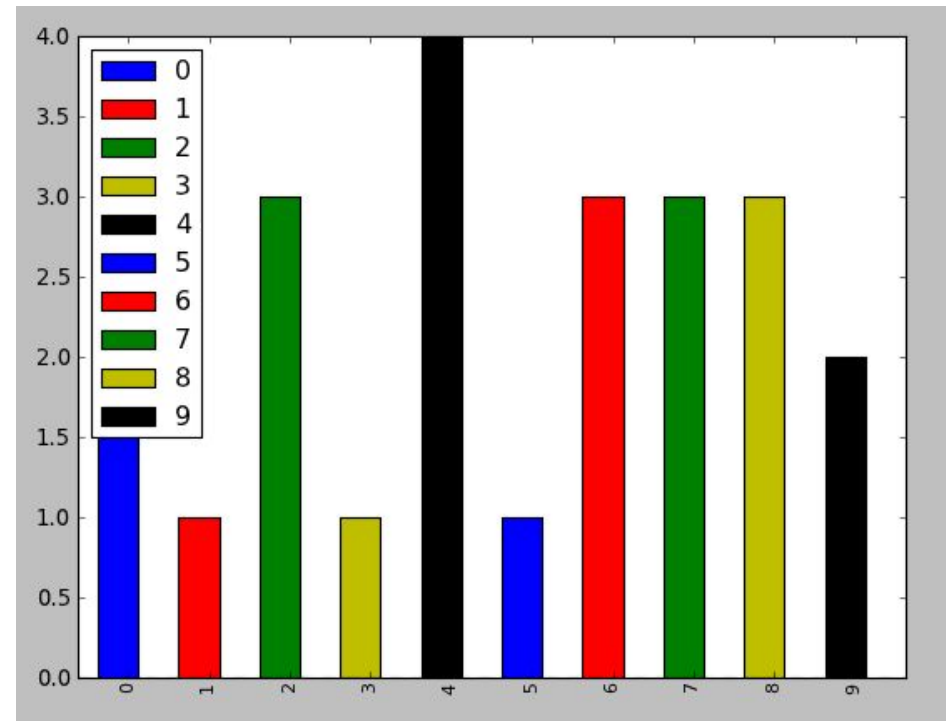
2. Understandability: Ability to support reasoning with the visualization.

2. Understandability

Missing Legends

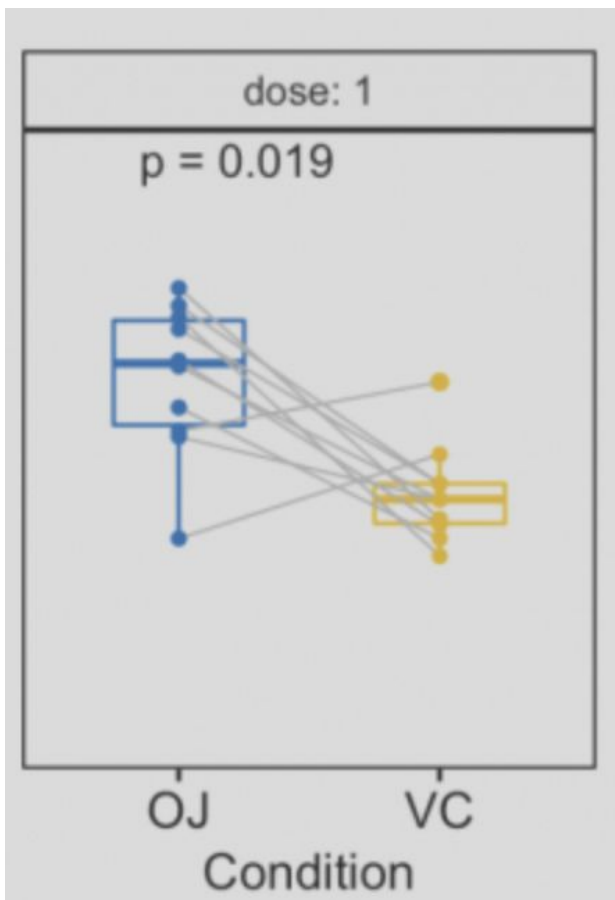


Meaningless encodings

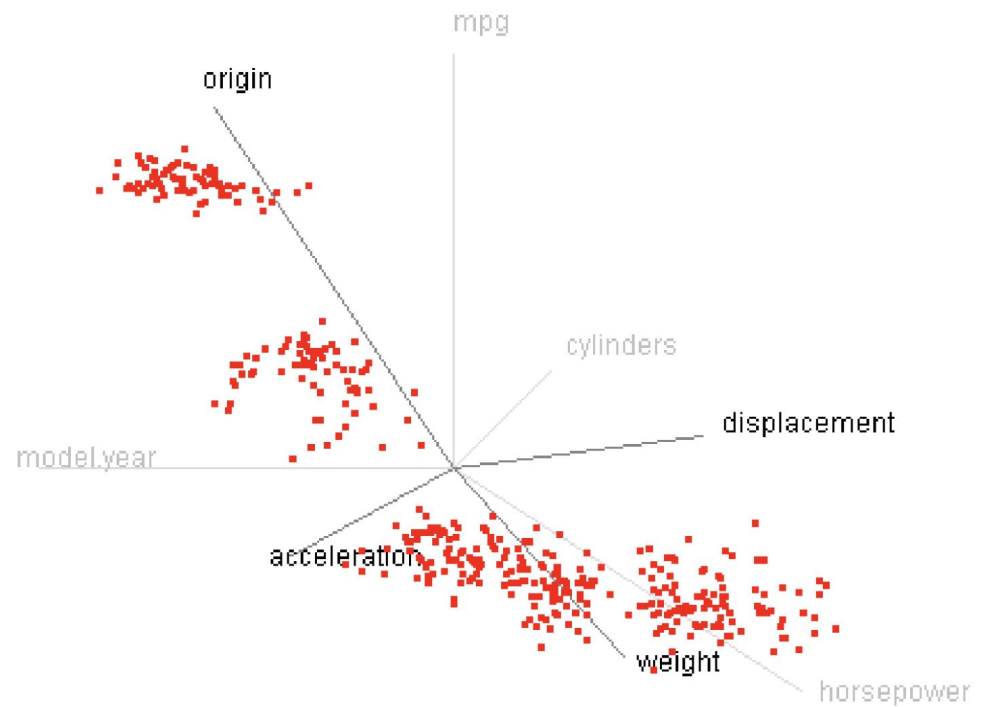


2. Understandability

**Complicated /
missing labels**



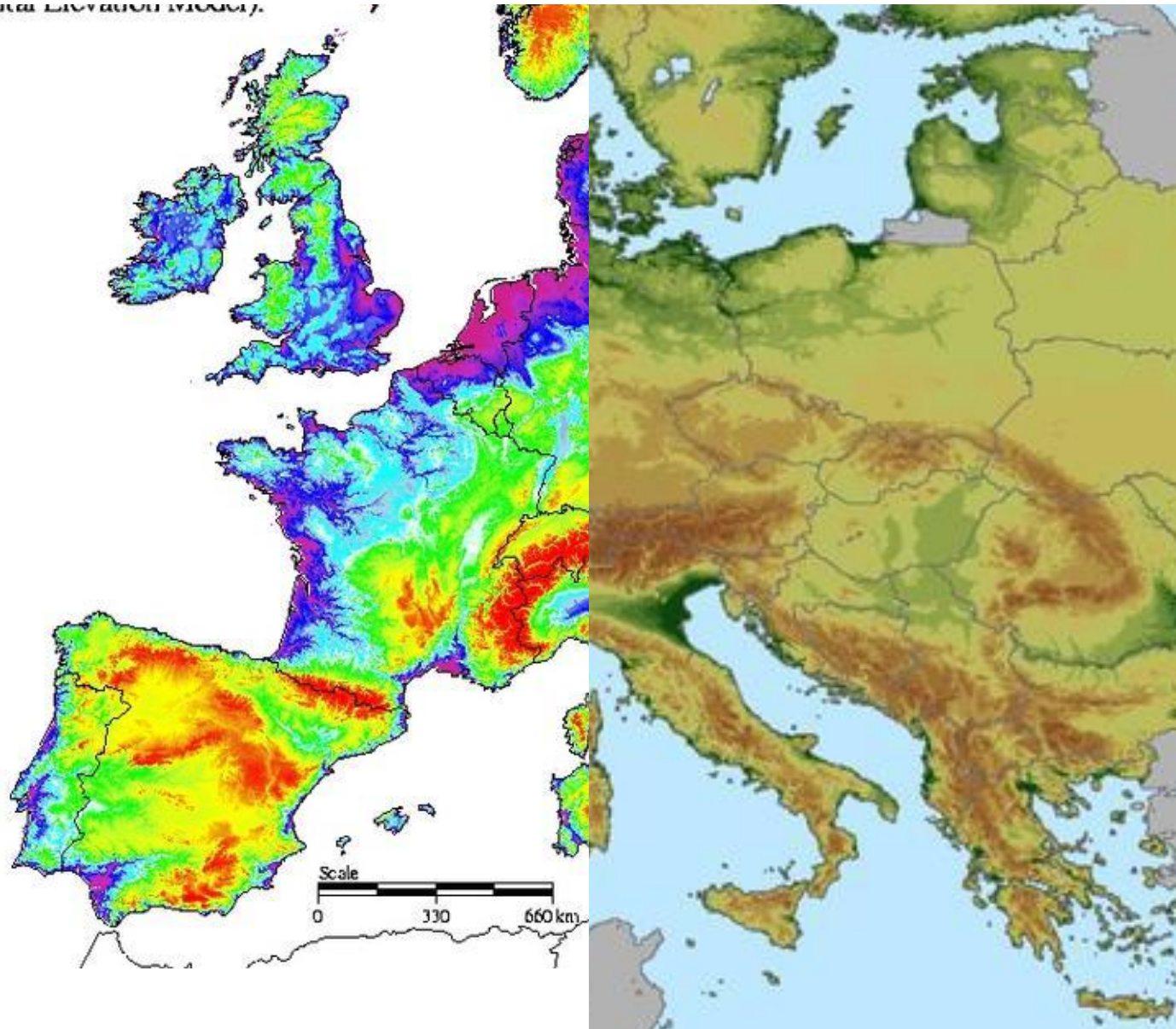
**Unknown / unexplained
visualizations**



3. Appropriateness: Matches a given data set, task, message, context, audience...

3. Appropriate

Figure 1.1: Elevation (meters)



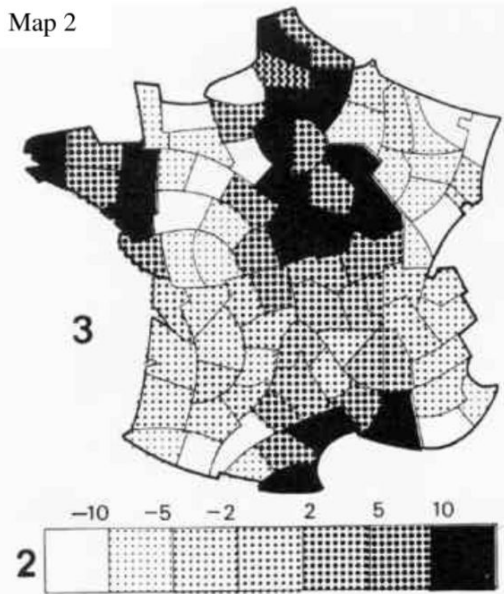
3. Appropriate Visual Encoding

Rainbow Scale Considerations

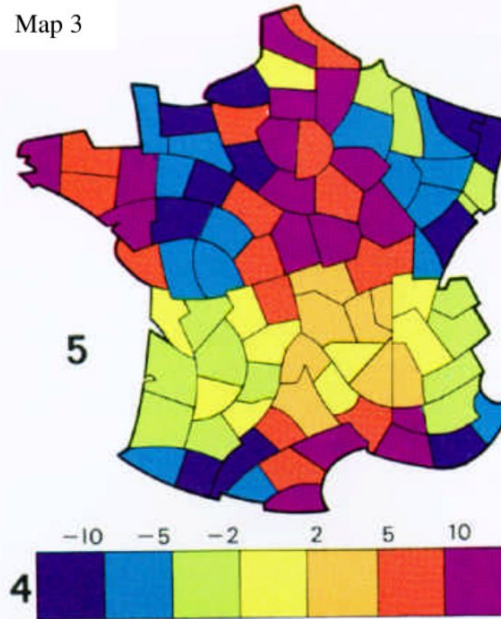
Map 1



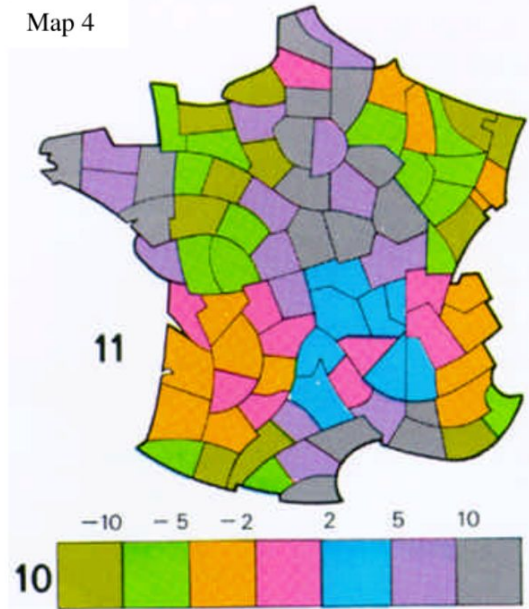
Map 2



Map 3

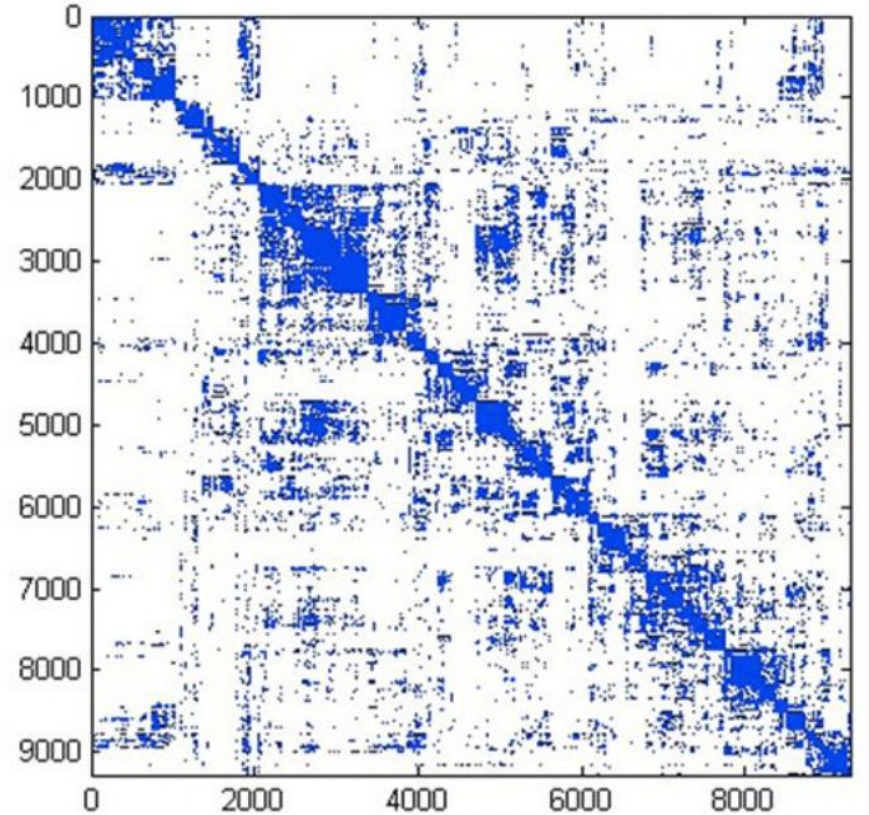
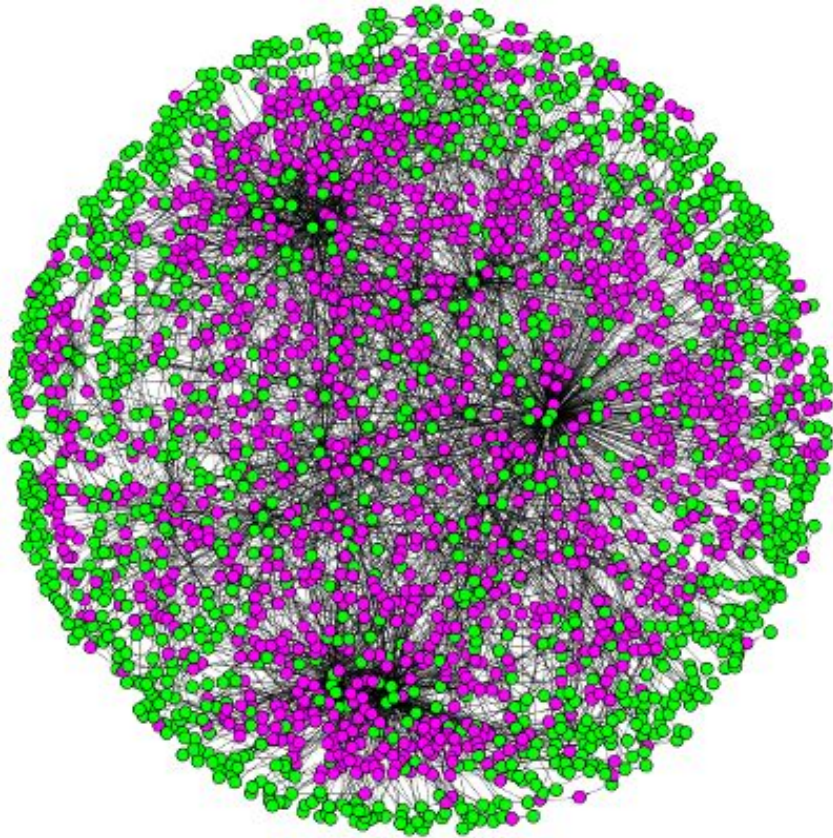


Map 4



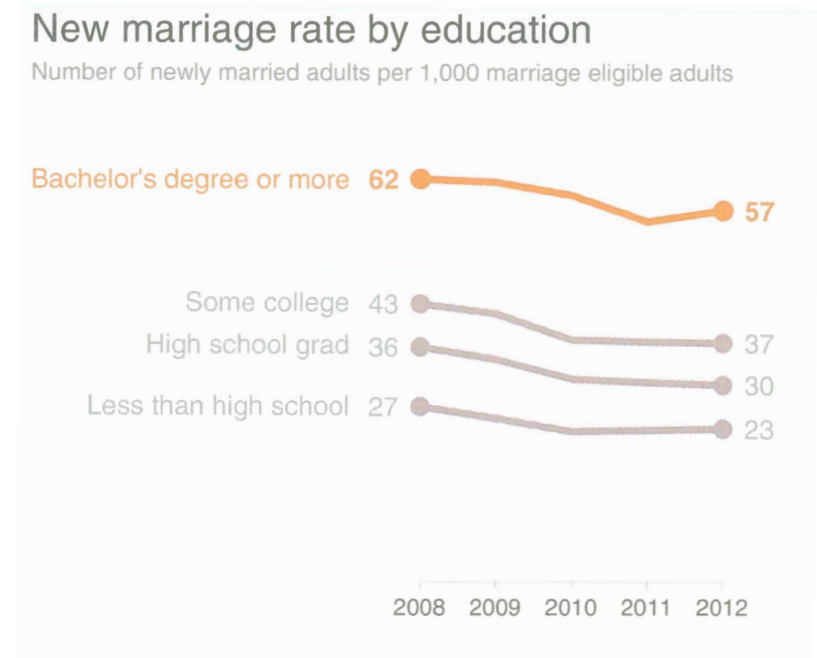
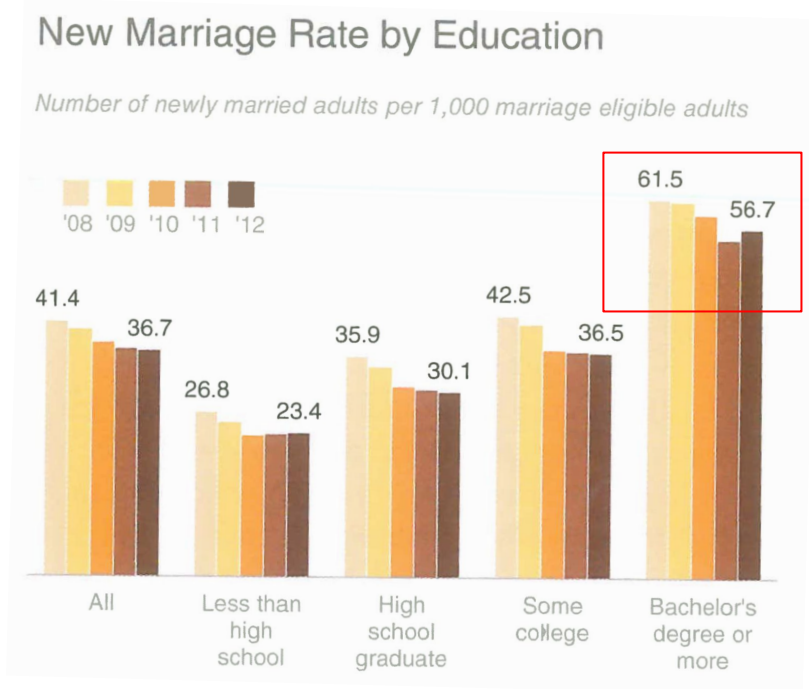
3. Appropriate

Appropriate for data



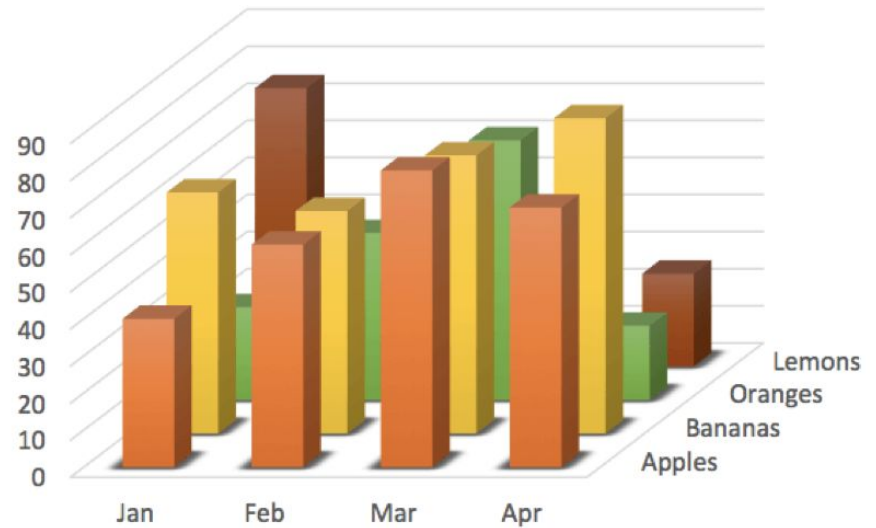
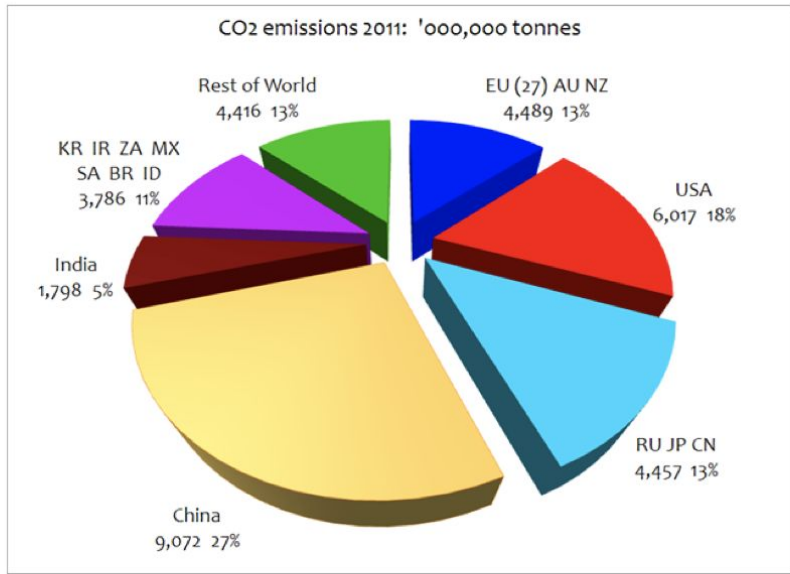
3. Appropriate

Appropriate for message

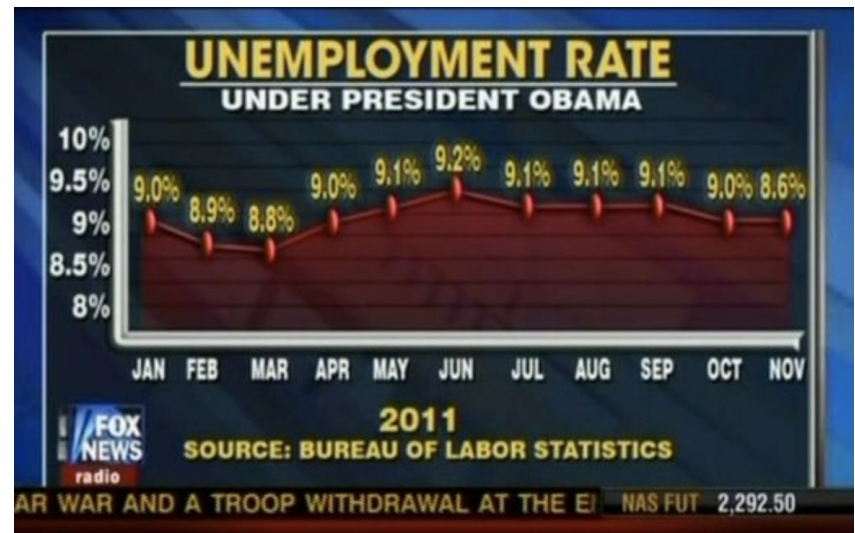
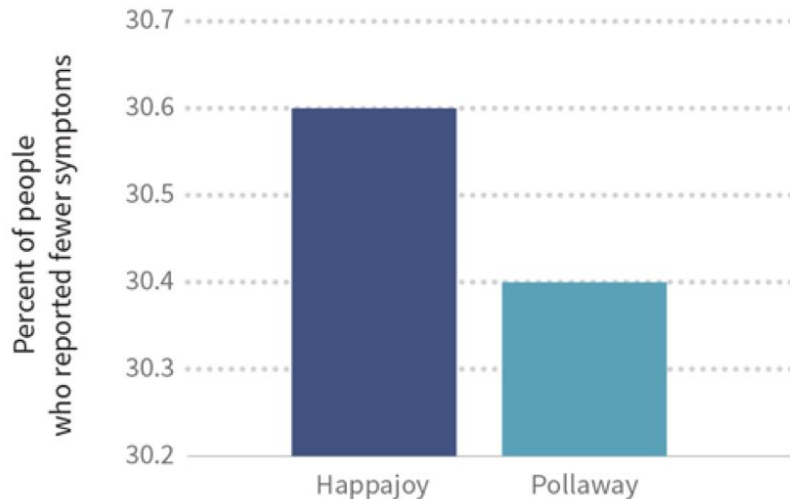


4. Truthful: Not deceive nor hide or distort.

4. Truthful



Effectiveness of Allergy Medicines



Successful visualizations

1. The visualization is **readable**
2. The visualization is **understandable.**
3. The visualization is **appropriate.**
4. The visualization is **truthful.**

**How do we know if
a visualization is successful?**

Personas

Personas



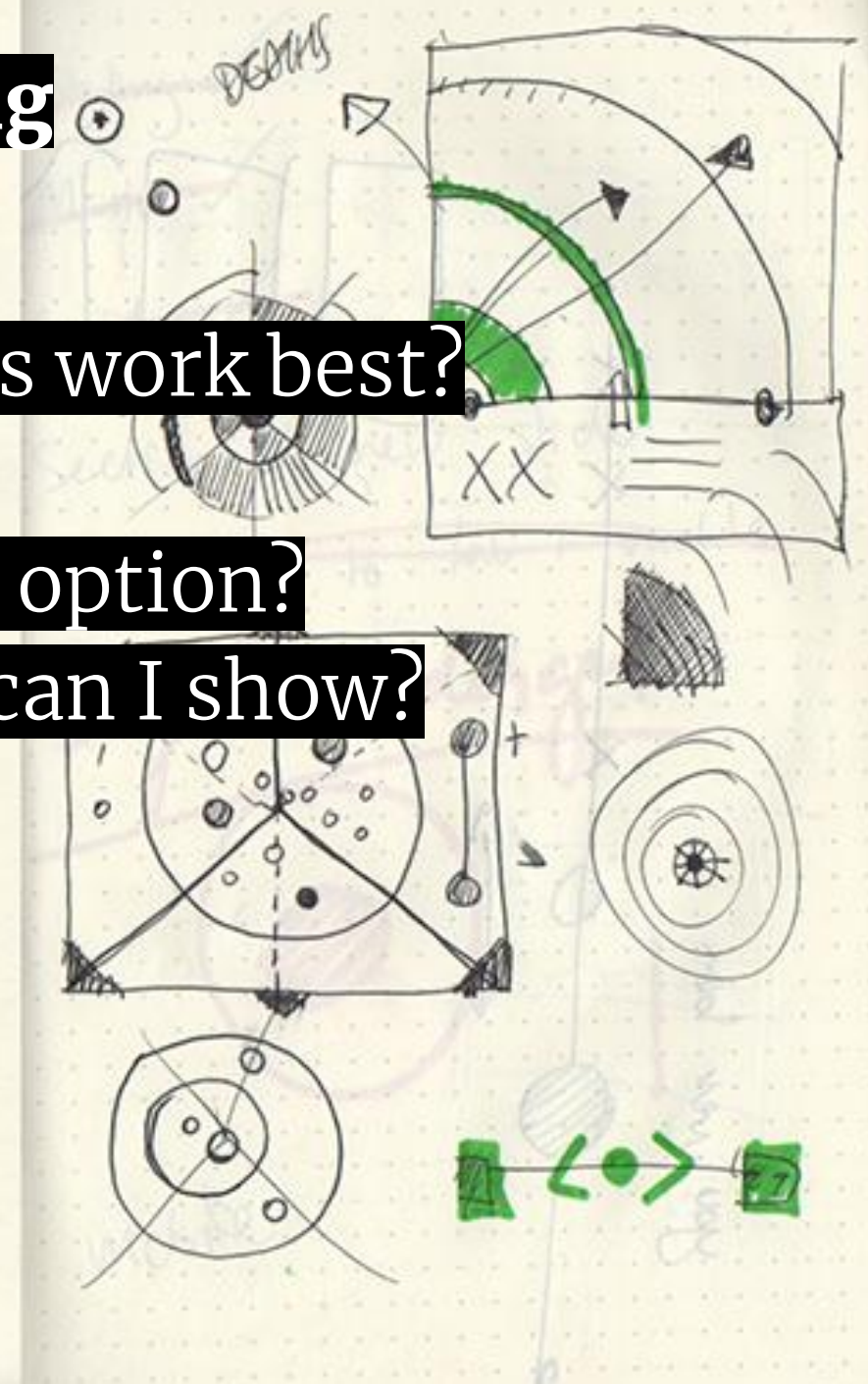
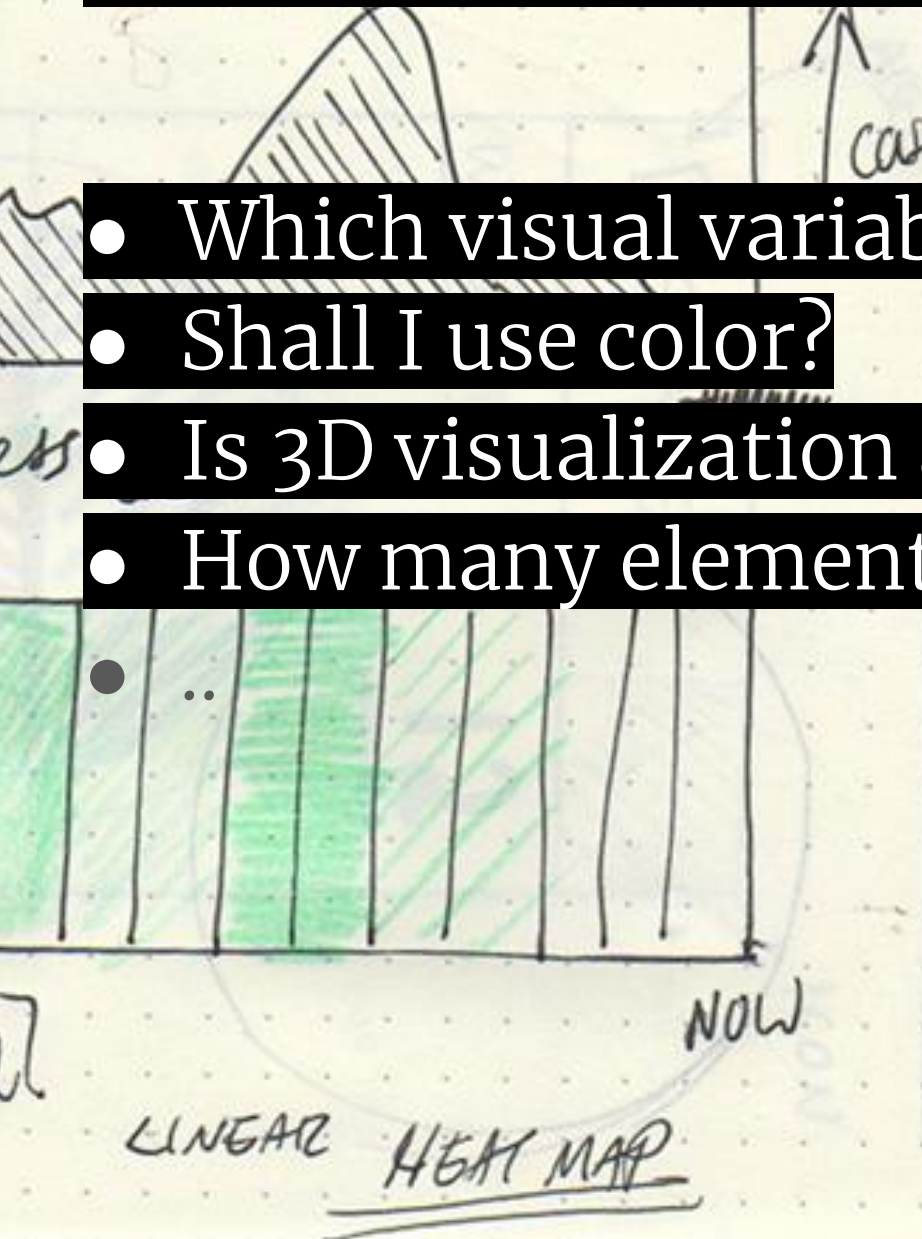
- Background & pre-knowledge
- Device & context
- Tasks & questions
- Visualization abilities (!)

1. Guidelines

Inform decision making

- Which visual variables work best?
- Shall I use color?
- Is 3D visualization an option?
- How many elements can I show?

- ..



Guideline:

1. The visualization is **readable**
2. The visualization is **understandable.**
3. The visualization is **appropriate.**
4. The visualization is **truthful.**

Guideline

"general rule, principle, or piece of advice"

Examples:

- *Overview first, zoom and filter, details on demand.*
- *Create the simplest graph that conveys the information you want to convey.*
- *Rainbow colormap considered harmful.*
- *Select meaningful axis ranges.*

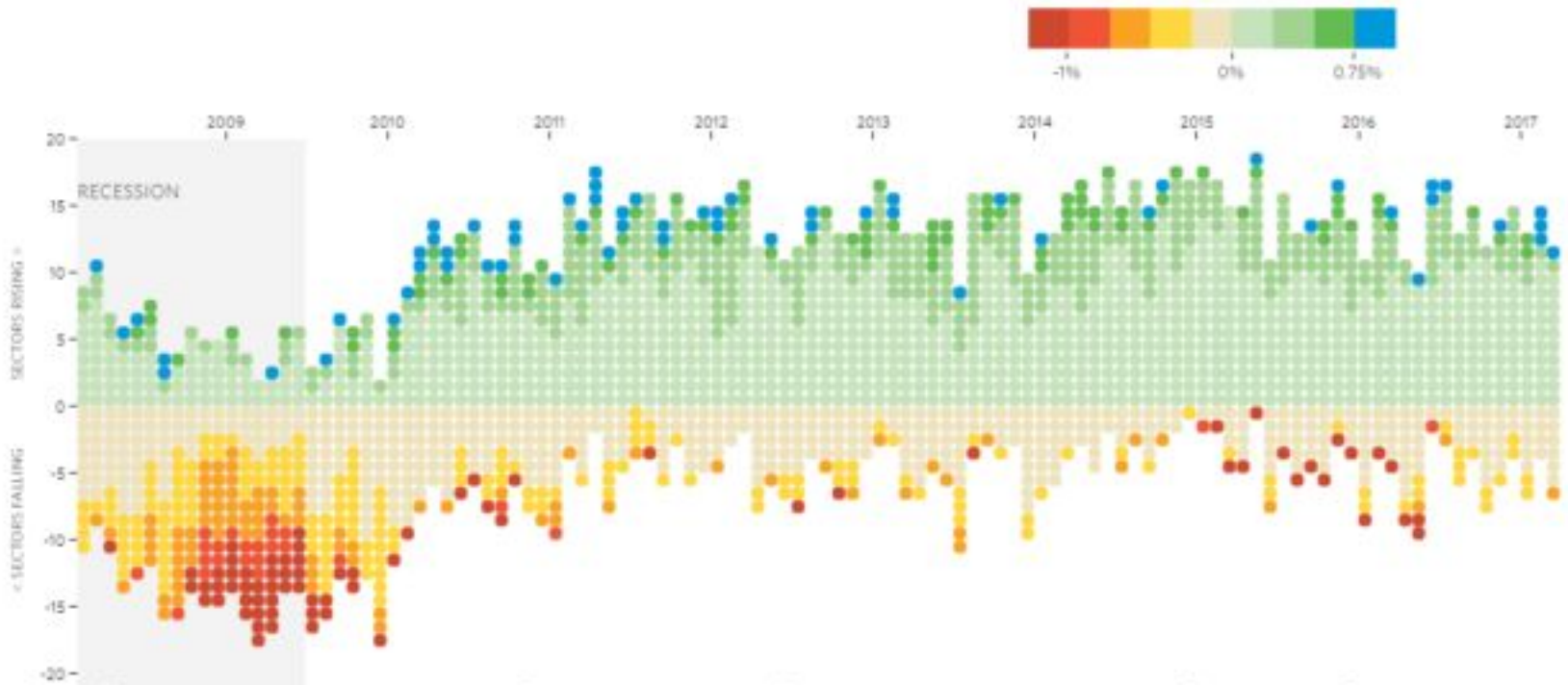
Where to find guidelines

- Text books (see course blog)
- Papers (see course blog)
- VisGuides (<https://visguides.dbvis.de>)

2. Case Study

Test and argue about a design

- Design is ready
- Does it tell me what I want it to tell?
- Can it convince?

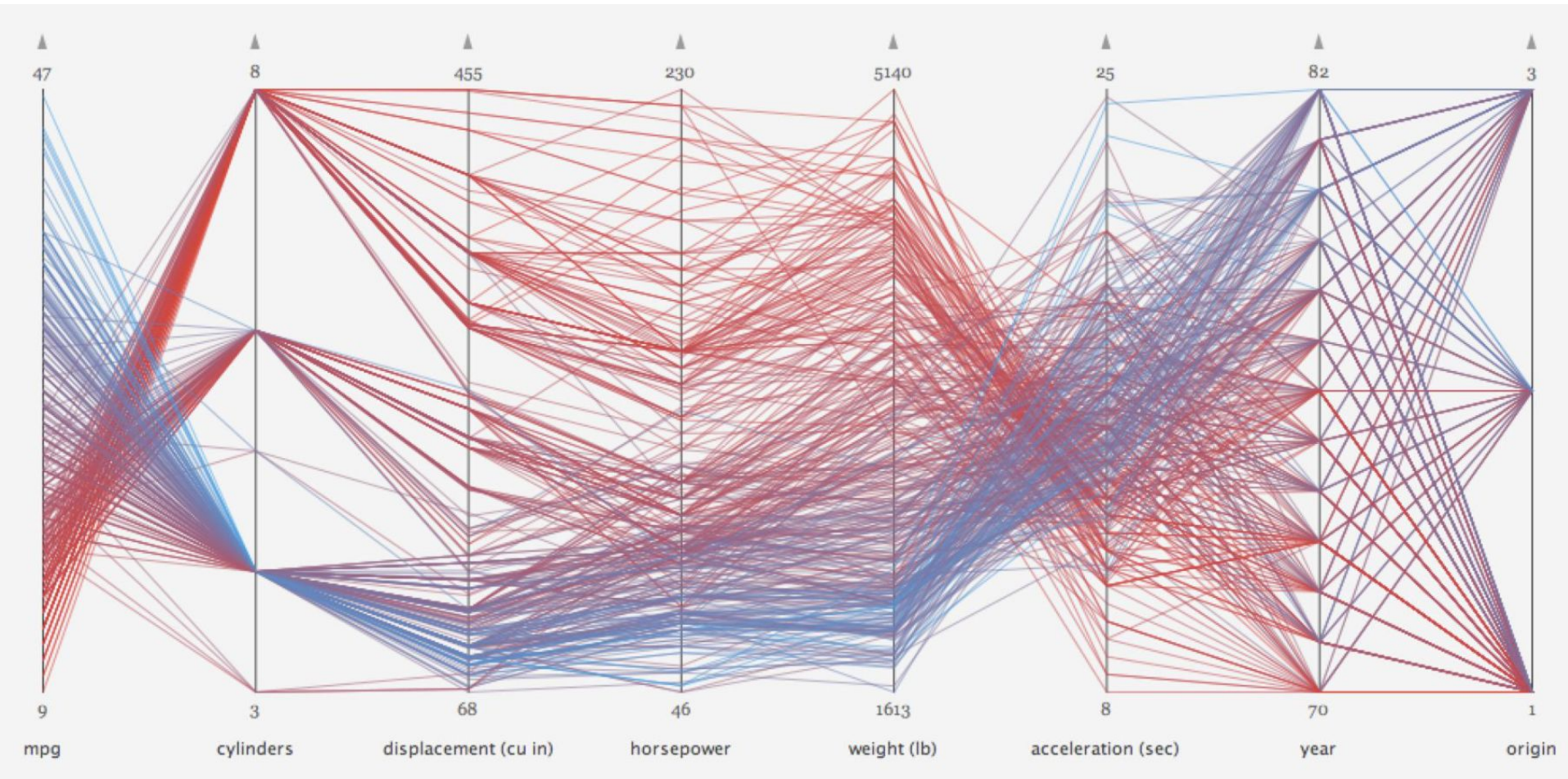


2. Case study

Explaining a visualization using example use cases

1. Explain context (data, users, motivation)
2. Explain tasks
3. Introduce visualization
4. Show how visualization solves task(s)

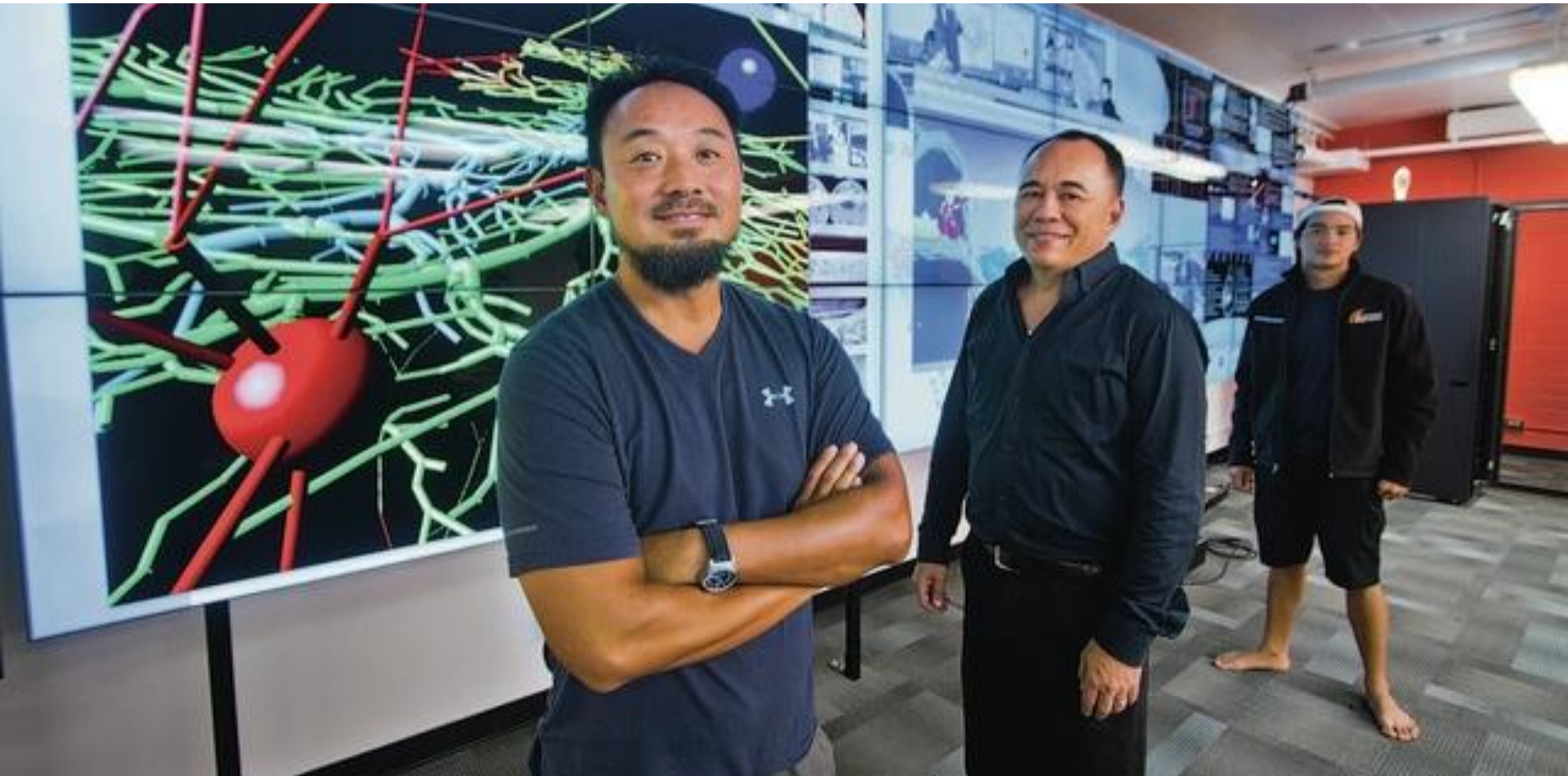
2. Case Study



3. Expert Feedback

External advice

1. Find an expert
2. Introduce your visualization & context
3. Ask specific questions



Example Question

- Can you see that X is larger than Y?
- Can you spot the four groups I am mentioning?
- Do you think the color encoding is appropriate?
- Do you think the visualization is appropriate
- ...

4. User Feedback

User feedback

1. Find end users
2. Demos, interviews, questionnaires, survey,



Questionnaires: Google forms

- Demographics
- Preferences
- Rankings

Please rate the techniques according to your overall preference.

Techniques can have the same ratings

	Very useless to ...					Very useful me
Flip Book	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Video Animation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Staged Animation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

QUESTIONS

RESPONSES

6

Questionnaire - Experiment on Dynamic Graph Transitions

Thank you for participating in our experiment. Please answer this questionnaire in order to give us valuable feedback. You have the opportunity to add comments at the end of the questionnaire. We are happy to cite your comments, which happens anonymously. Feel free to give us any feedback you like.

Please enter the ID you got at the experiment. *

Short-answer text

Personal questions

Description (optional)

Your age

Short-answer text

Gender

Female

Male

Do you or have you worked with graphs visualizations before?

Not at all 1 2 3 4 5 Almost Daily

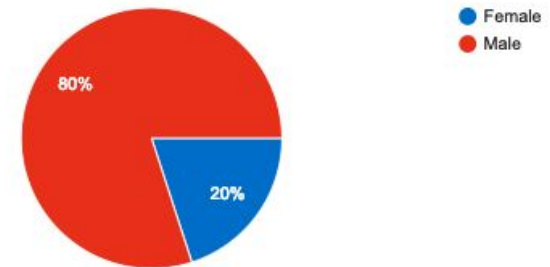
Questionnaires: Google forms

- Pose very specific questions: "*how hard was it to understand X.*"
- Likert scales ~5 to 7 points
- Ask for positive and negative feedback
- Leave space for open comments

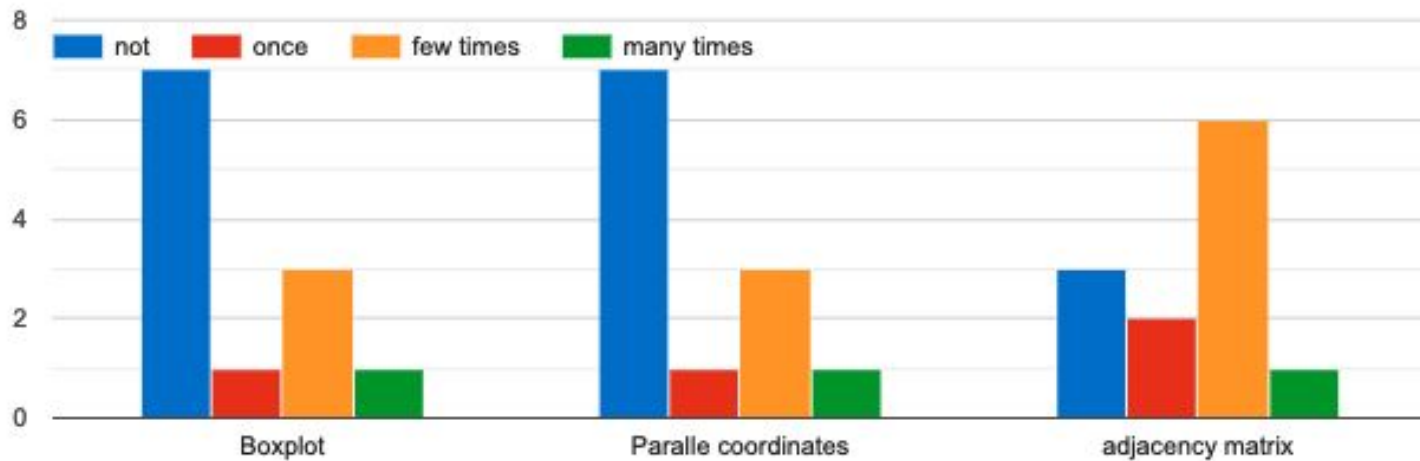
Questionnaires: Google forms

Gender

5 responses



How often did you use the introduction comic when you do the quiz?

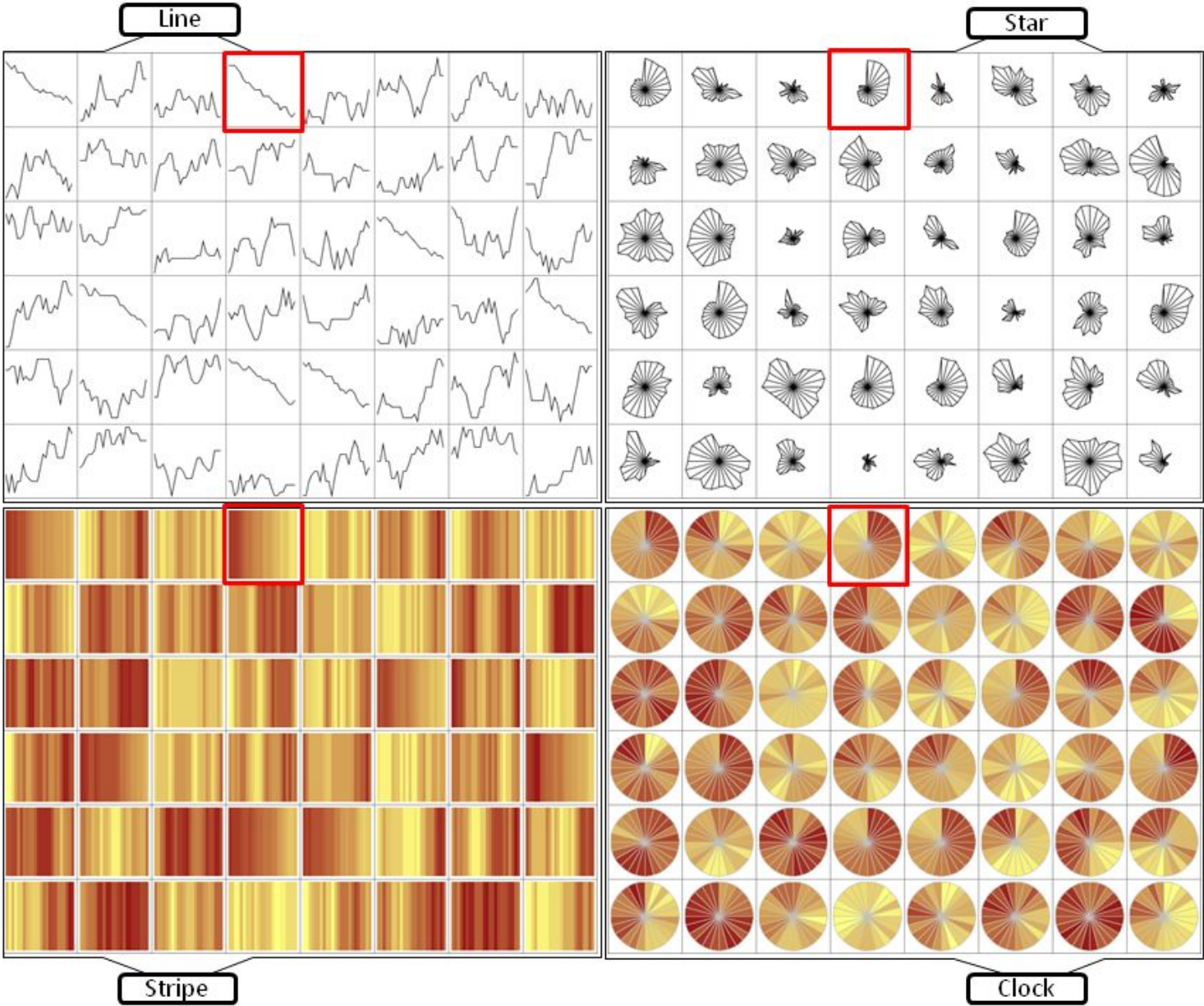


5. Observations

Observations: Think-aloud protocol

1. Give precise instructions / tasks:
 - a. Which country has the highest value X.
 - b. Which countries have lower values than X.
2. Let participants annotate the visualization
3. **Talk while thinking**
4. Record feedback or make notes
5. *Do not disturb*

6. Measuring User Performance





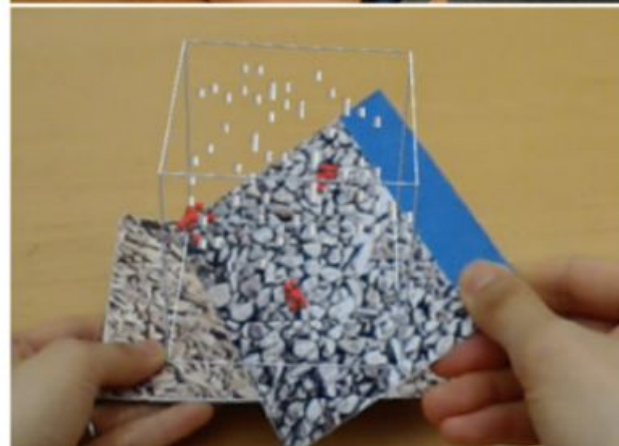
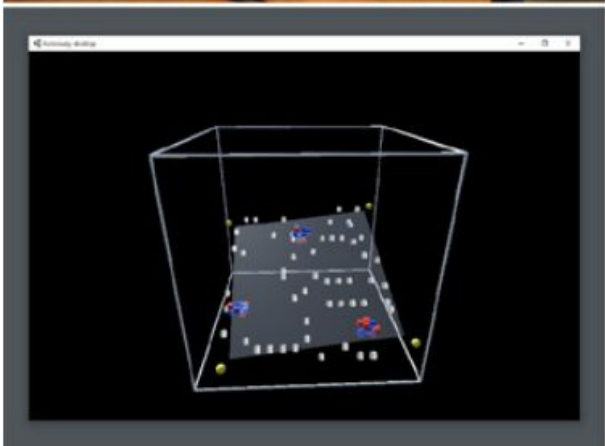
Desktop



Tablet AR



Immersive AR



5. Measuring User Performance

1. Measuring:
 - a. Task-completion time
 - b. Task error rate
2. Reporting statistics
 - a. Mean, median, mode
 - b. Distributions & outliers
 - c. Differences
3. > combine with subjective feedback

Evaluation methods

1. Guidelines
2. Case studies
3. Expert feedback
4. User feedback
5. Observations
6. Measuring User Performance

Preparation

- **Idea:** sketches, prototype, examples, etc.
- **Task analysis:** What do you want your visualization to support?
- **Evaluation questions:** What are you unclear about?
- **Evaluation technique:** experts, users, guidelines, etc.