

SNS COLLEGE OF ENGINEERING

Kurumbapalayam(Po), Coimbatore – 641 107 Accredited by NAAC-UGC with 'A' Grade Approved by AICTE, Recognized by UGC & Affiliated to Anna University, Chennai

Department of Artificial Intelligence and Data Science

SOWMIYA R/AP/AI&DS/SNSCE/DATA VISULAIZATION

10/16/2024







Designer Perspectives-Affordances



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Importance of Design

- Designers are essential in converting complex data into visual formats that are easier to understand.
- Good design helps audiences engage with the data and derive insights effectively.









Clarity and Simplicity

- > Objective: The primary goal of data visualization is to make complex information clear.
- > Strategies: Use minimalist design principles, limit the number of visual elements, and focus on the most important data. This helps avoid overwhelming users and allows them to focus on key insights.







User-Centered Approach

- > Understanding the Audience: Designers must identify the target users' knowledge levels, needs, and goals. For instance, a visualization aimed at data scientists may include more technical detail compared to one for a general audience.
- > User Testing: Conduct usability testing with real users to gather feedback on how well the visualization meets their needs. This helps identify areas for improvement.





Effective Use of Visual Elements

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Affordances Defined

- Concept: Affordances refer to the qualities of design elements that suggest how they should be used. In data visualization, they help users understand how to interact with visual elements.
- Importance: Effective affordances reduce the learning curve and enhance user engagement, leading to a better understanding of the data.









Types of Affordances

- **Physical Affordances:** These are visual characteristics that suggest interaction. For instance, a button that looks raised implies it can be clicked.
- Perceptual Affordances: These help users interpret the data. For example, a gradient color scheme can suggest progression or intensity.
- **Functional Affordances:** These indicate what users can do with the visualization, such as filtering data or zooming in on a chart. Clearly marked features empower users to interact meaningfully with the data.





Interaction and Engagement

- **Interactive Features:** Adding elements like hover effects, tooltips, and sliders makes visualizations dynamic. For example, tooltips can provide additional context when users hover over data points, enriching their understanding.
- > Encouraging Exploration: Interactive visualizations allow users to manipulate data (e.g., filtering or changing views), fostering a deeper engagement with the content.







Storytelling with Data

- > Narrative Structure: Data should be presented in a way that tells a story. This involves guiding users through the data, emphasizing important points, and creating a logical flow.
- > Visual Cues: Use arrows, annotations, or highlights to draw attention to key trends or anomalies, helping users follow the narrative.







Accessibility Considerations

Inclusive Design: Ensure that visualizations are accessible to all users, including those

with disabilities. This can include:

- \blacktriangleright High color contrast for readability.
- Descriptive text for images and graphs (alt text).
- Keyboard navigation for users who cannot use a mouse.

User Testing for Accessibility: Include users with disabilities in testing to ensure that visualizations are usable for everyone.

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Consistency in Design

Visual Cohesion:

- Maintain a consistent visual language throughout the visualization.
- This includes using a limited color palette and consistent fonts and styles.
- Consistency helps users understand and navigate the data more easily.







Contextualization

Providing Context:

- > Include legends, labels, and supplementary information to help users interpret the data correctly.
- Context can clarify what the data represents, how it was collected, and any relevant background information.

Data Source:

> Clearly indicate where the data comes from, adding credibility and context to the visualization.







Feedback and Iteration

Continuous Improvement:

- Design is not a one-time process.
- Gather feedback from users and stakeholders to identify areas for improvement.
- Iteration based on user insights leads to more effective visualizations.

Prototyping:

- Create prototypes and test them before finalizing designs.
- \succ This allows for experimentation and helps catch issues early.

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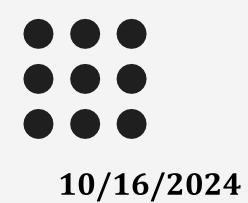
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