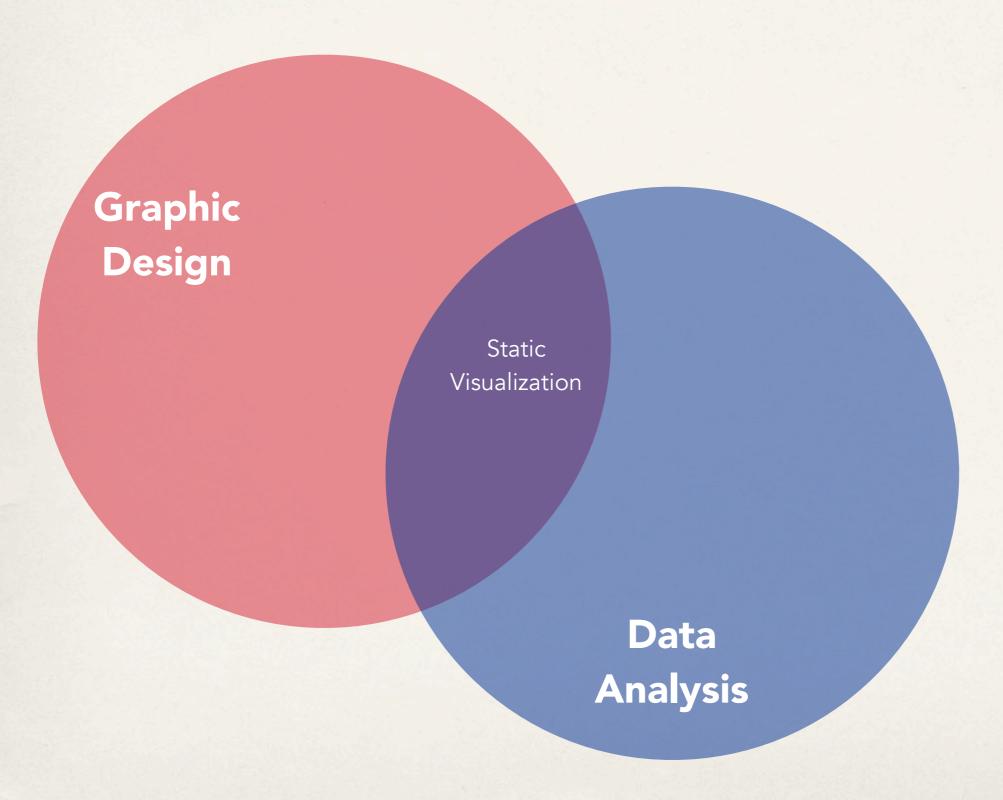
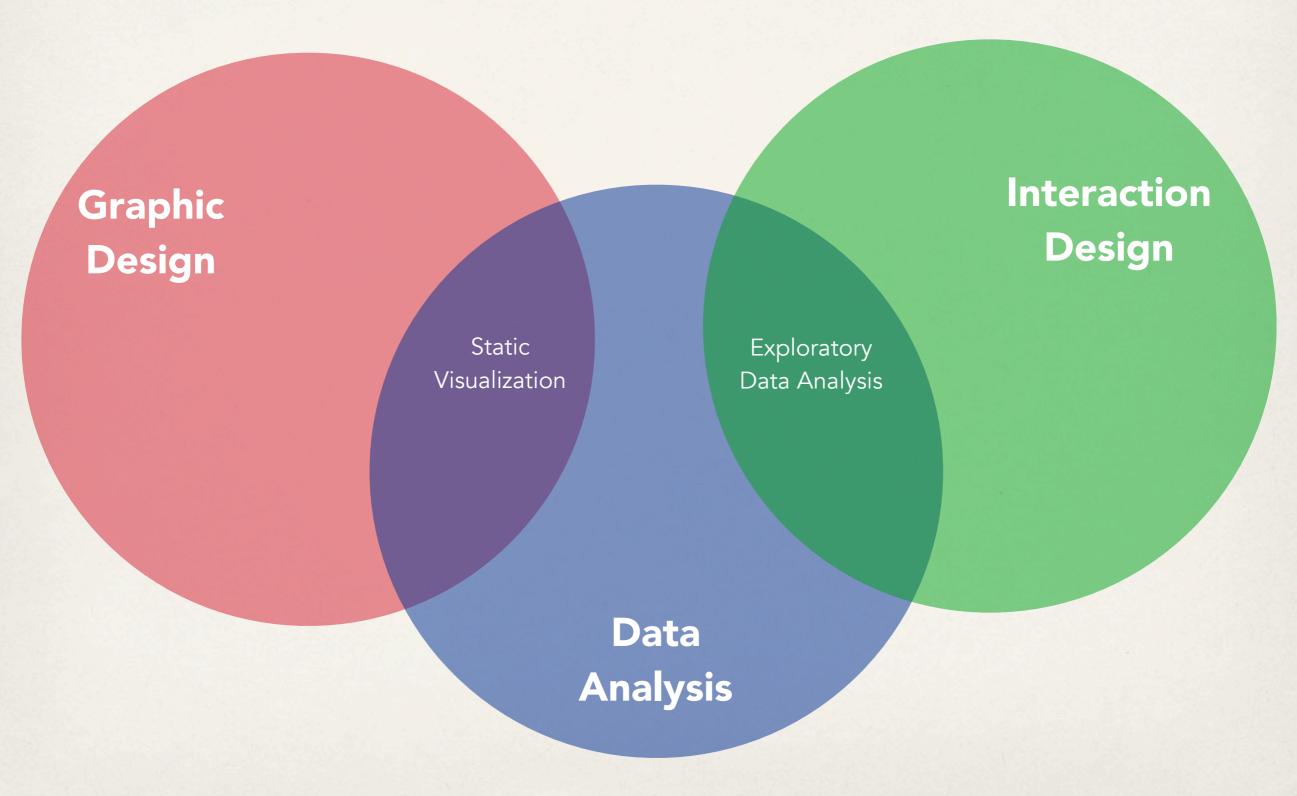
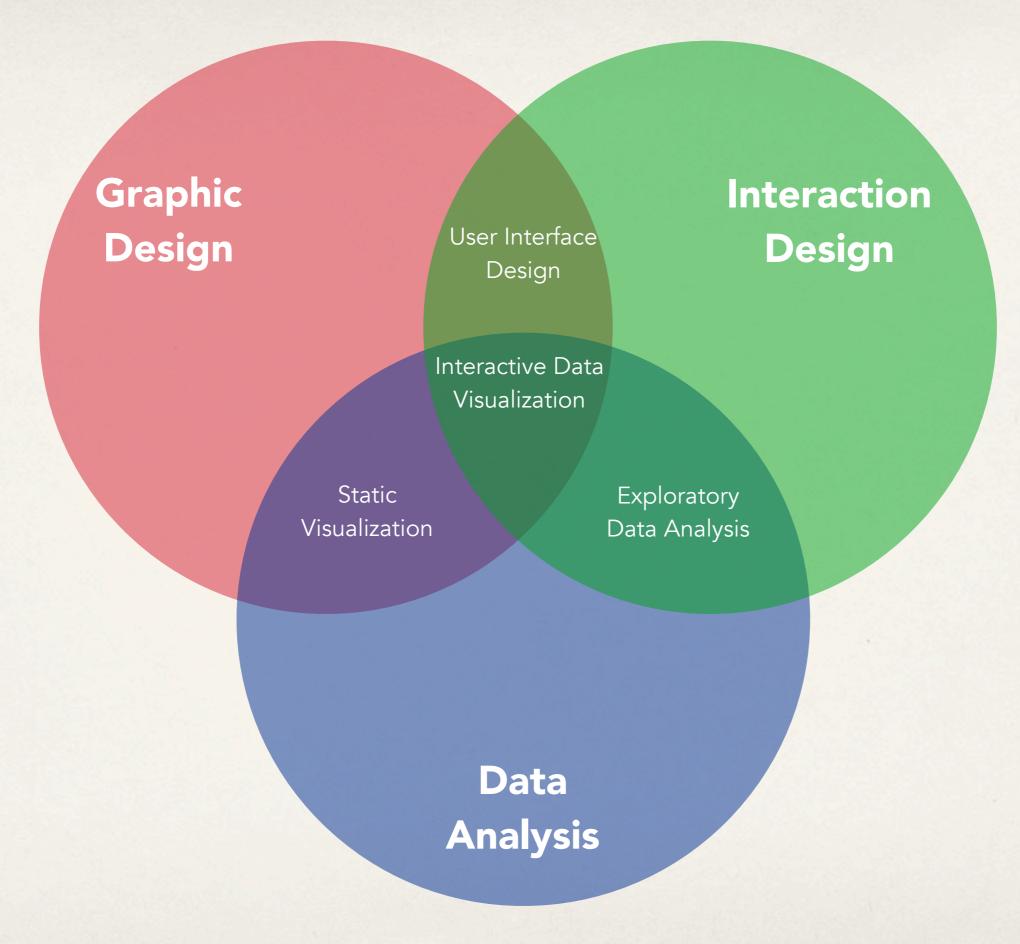
Interaction

C. Andrews

Graphic Design Data Analysis







Why interaction?

When is (static) representation not enough?

Scale

- Too many data points
- Too many dimensions

Learning

Exploration

Storytelling

Textbook's taxonomy

Operators

navigation, selection, filtering, reconfiguring, encoding, connecting, abstracting/elaborating, distorting

Space of interaction

screen space, data value space, data structure space, attribute space, object space, visualization structure space

Parameters of the interaction operators focus, extents, transformation, blender

Stephen Few's Principles

comparing

sorting

filtering

highlighting

aggregating

zooming and panning

details

annotating

re-encoding

selecting

Yi et al.'s Interactive Vis Techniques

```
Select
   mark something as interesting
Explore
   show me something different
Reconfigure
   show me a different arrangements
Encode
   change the visual representations
Abstract/Elaborate
   show me more or less detail
Filter
   conditionally show me something
Connect
   show me related items
```

Select

mark something as interesting

This takes the reference to all circles and sets the cx attribute for each one. (Remember that, in SVG lingo, cx is the x position value of the *center* of the circle.) Our data has already been bound to the circle elements, so for each circle, the value d matches the corresponding value in our original dataset (5, 10, 15, 20, or 25).

Another value, i, is also automatically populated for us. (Thanks, D3!) Just as with d, the name i here is arbitrary and could be set to whatever you like, such as counter or elementID. I prefer to use i because it is concise, it alludes to the convention of using i in for loops, and it is very common, as you'll see it in all the online examples.

So, i is a numeric index value of the current element. Counting starts at zero, so for our "first" circle i == 0, the second circle's i == 1, and so on. We're using i to push each subsequent circle over to the right, because each subsequent loop through, the value of i increases by one:

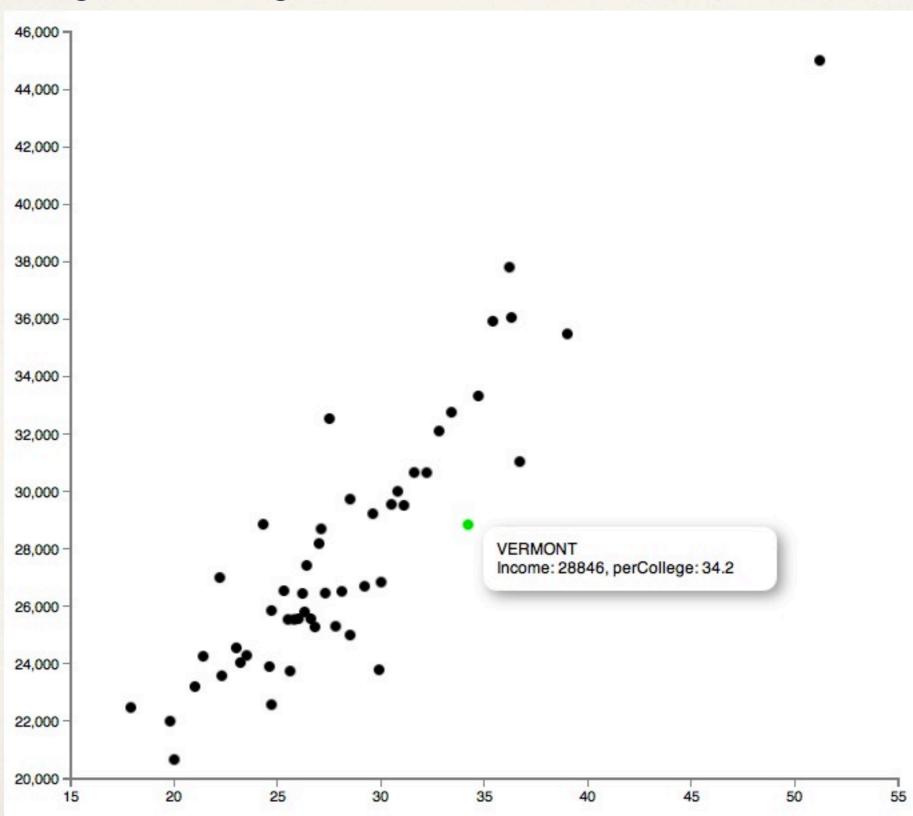
Select

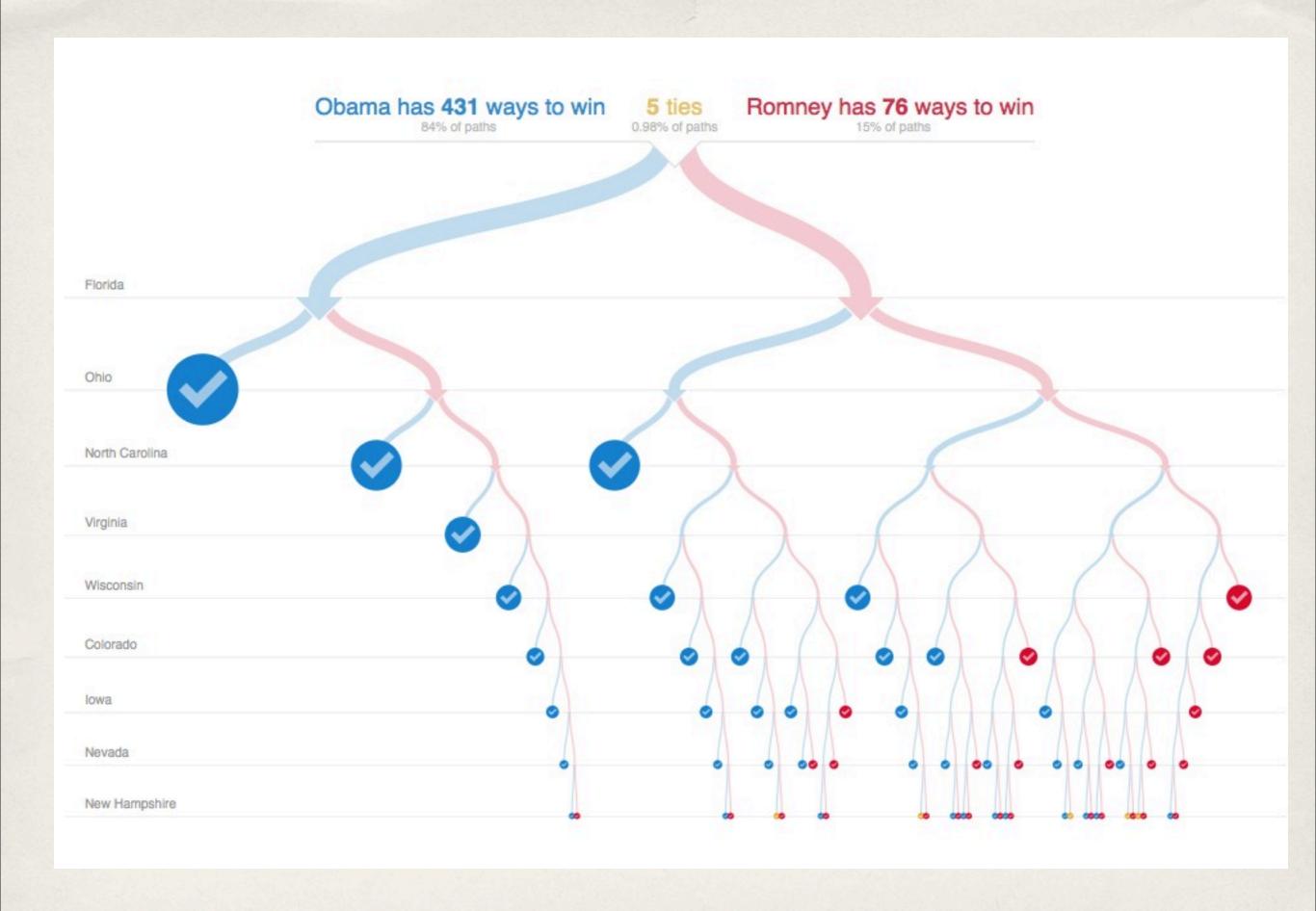
mark something as interesting

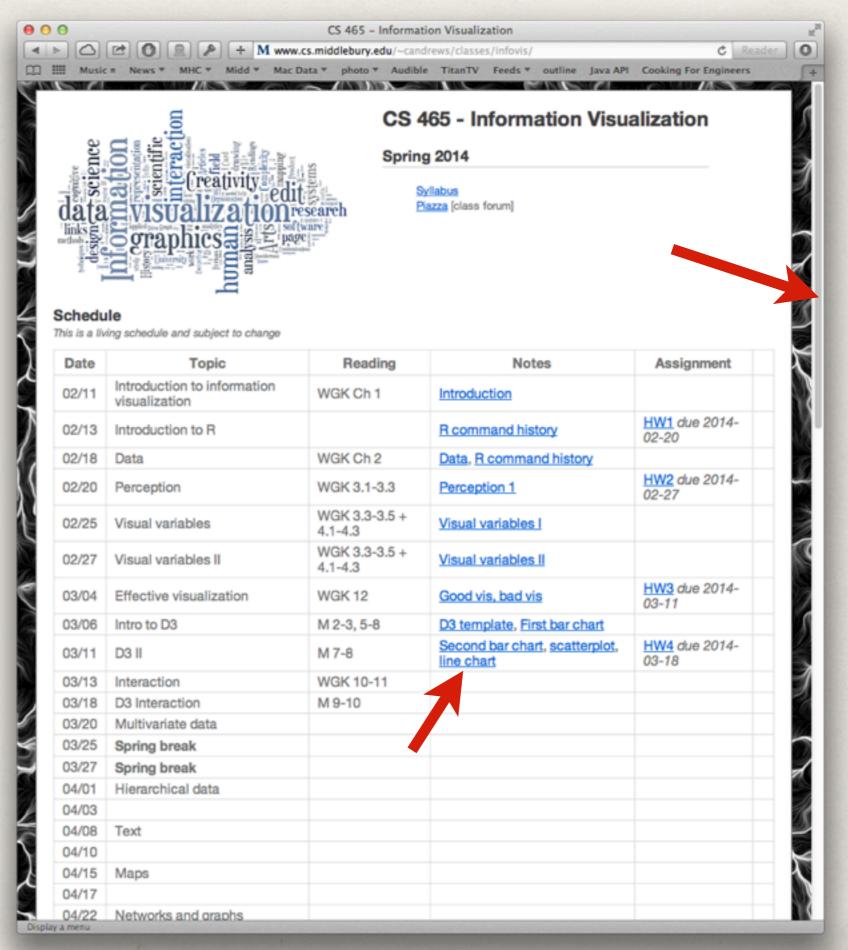


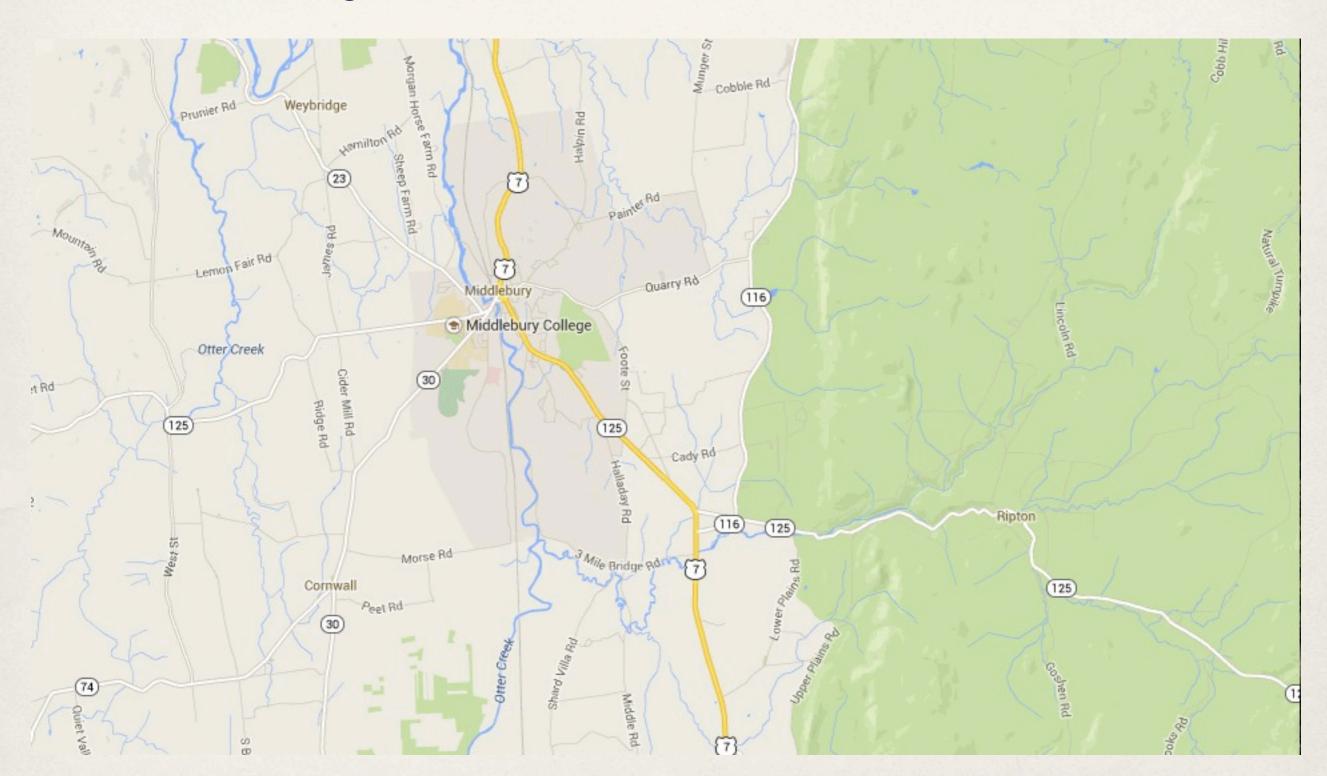
Select

mark something as interesting



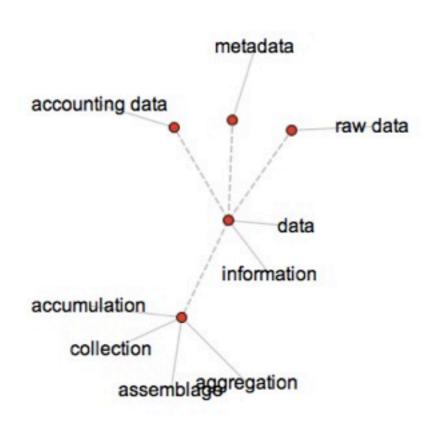




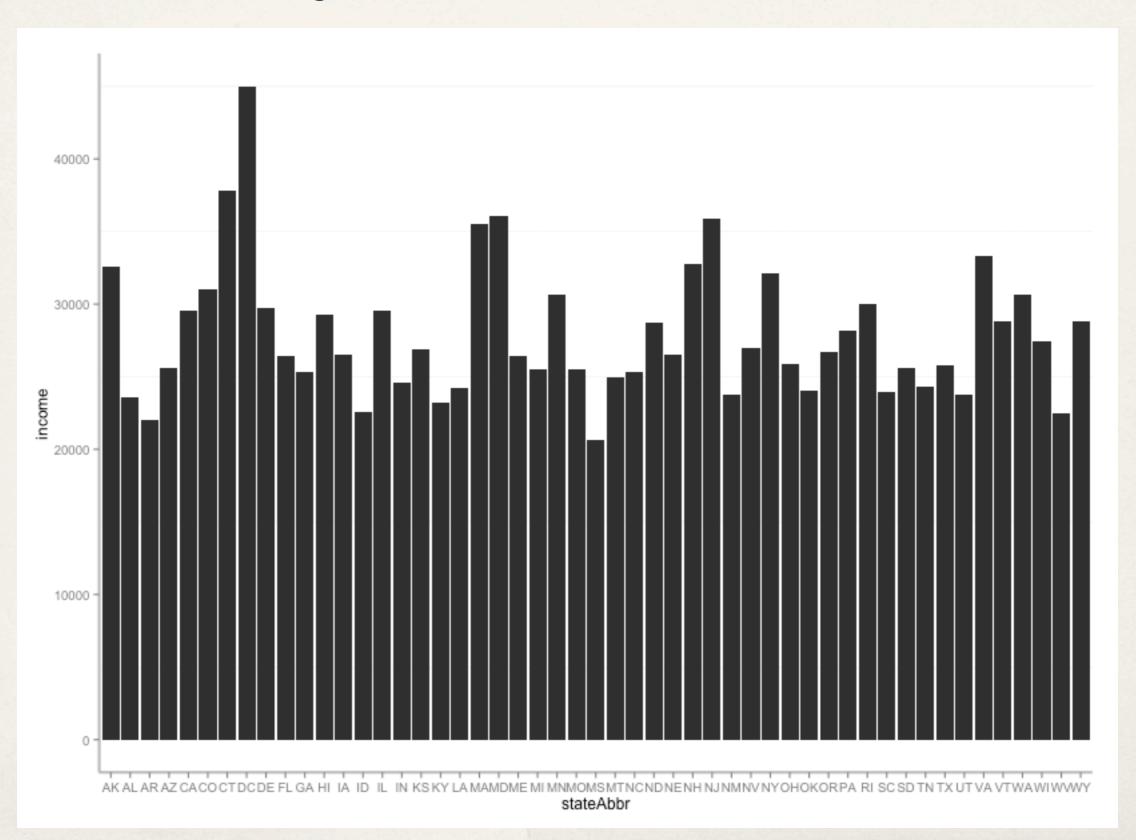


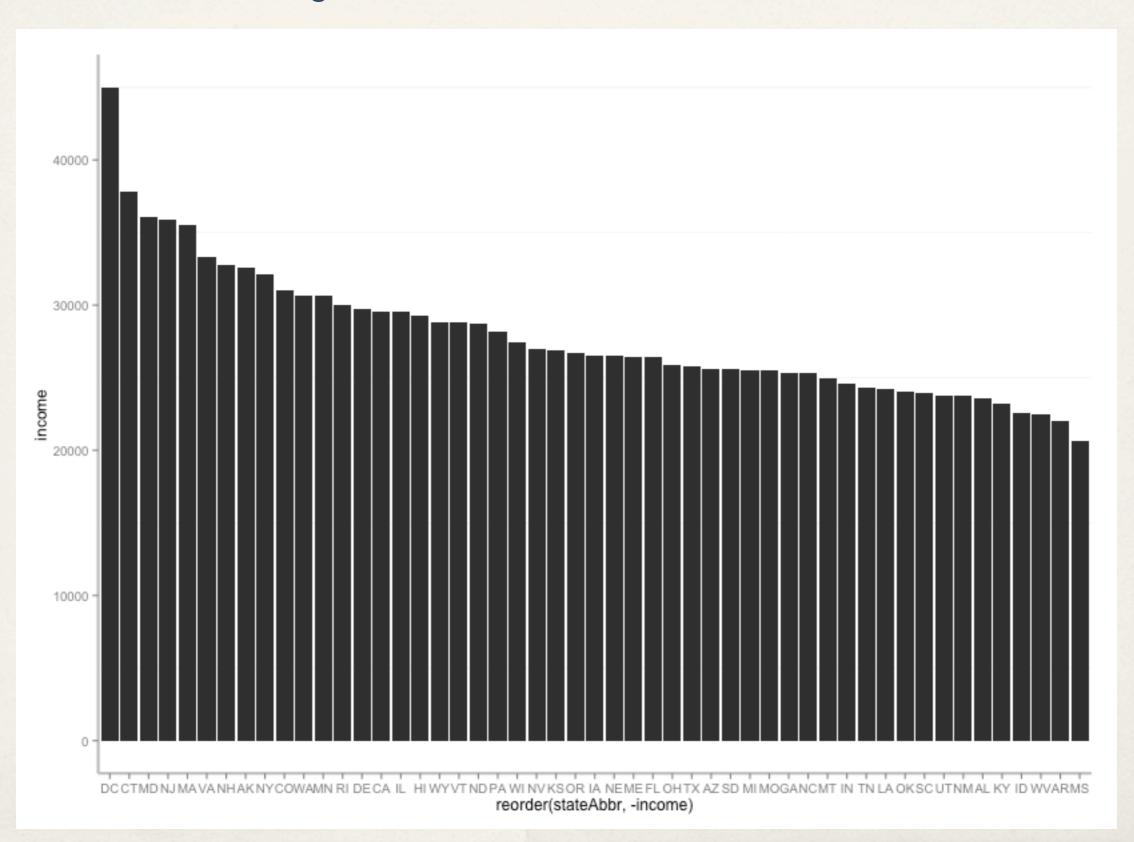


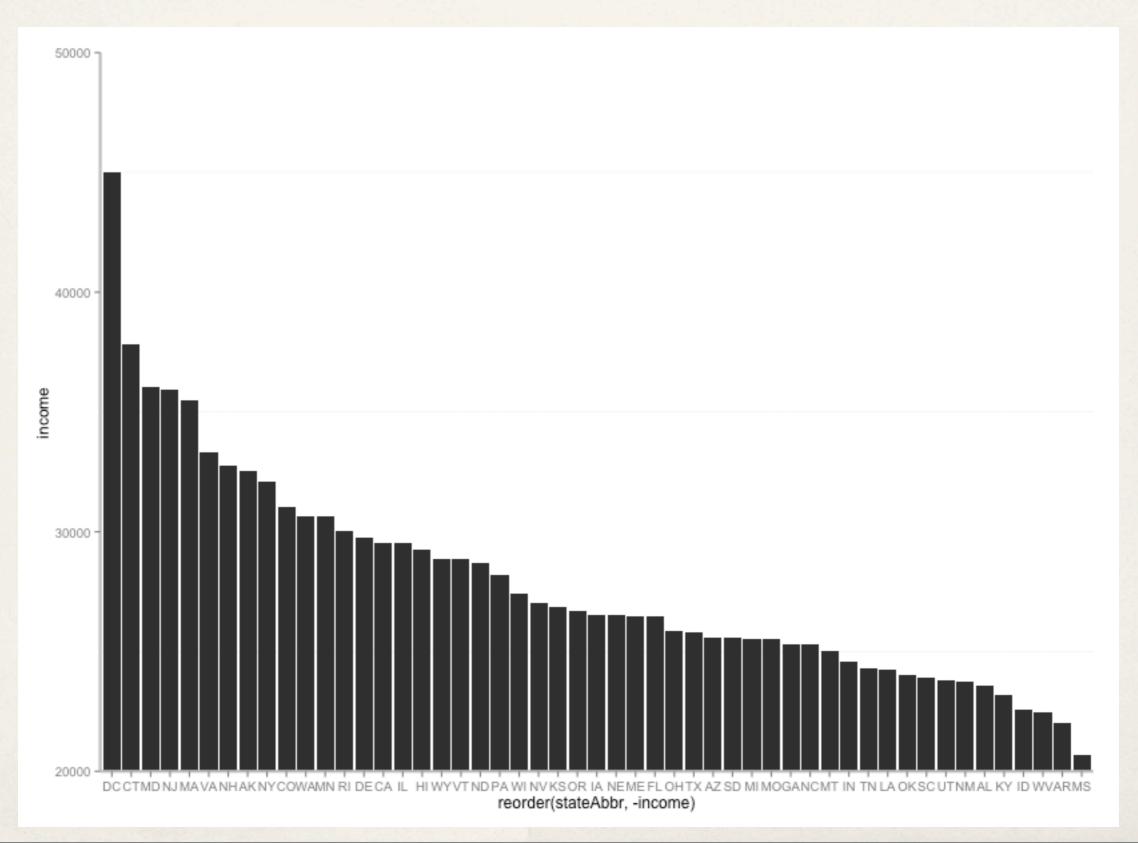


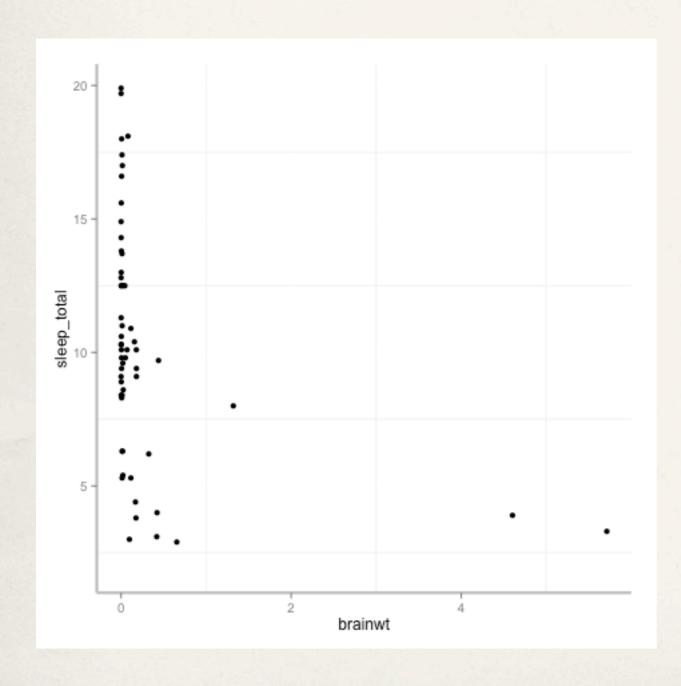


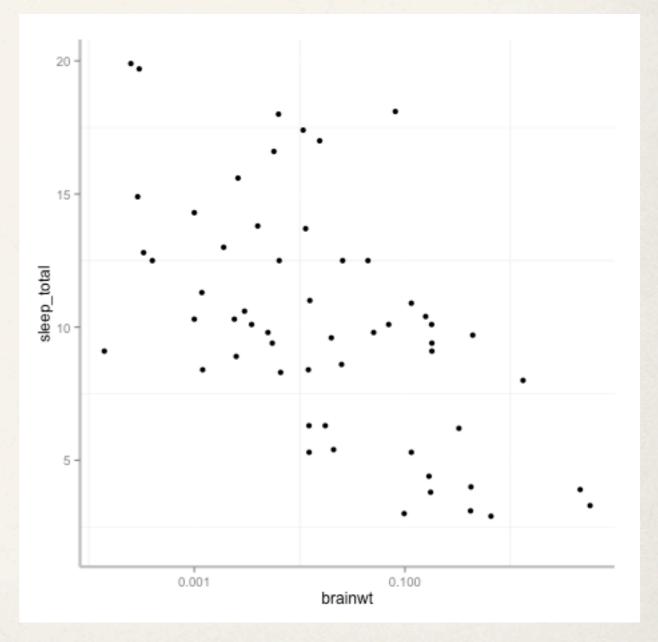


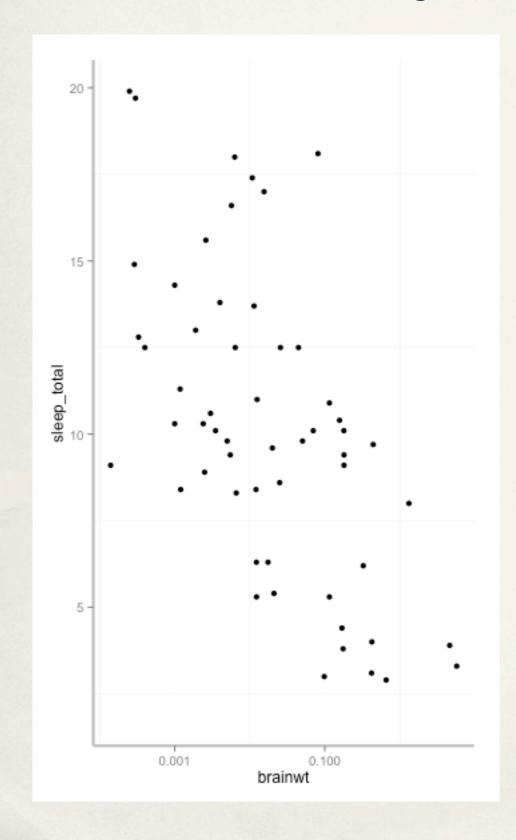


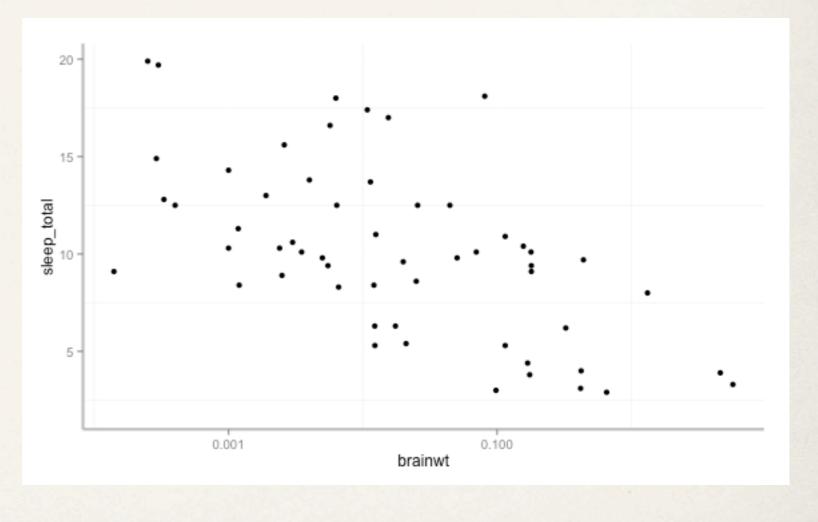


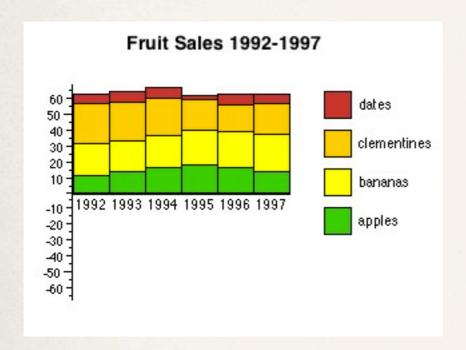


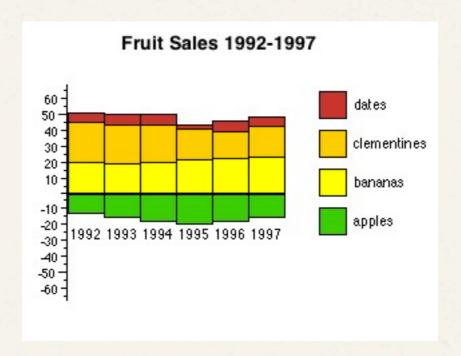


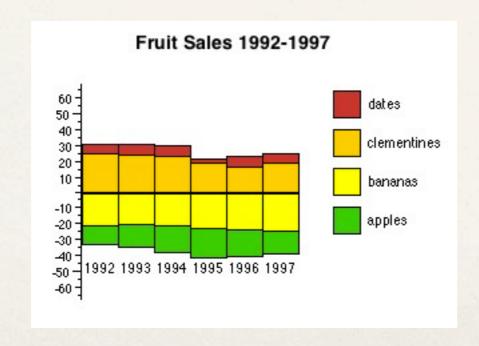


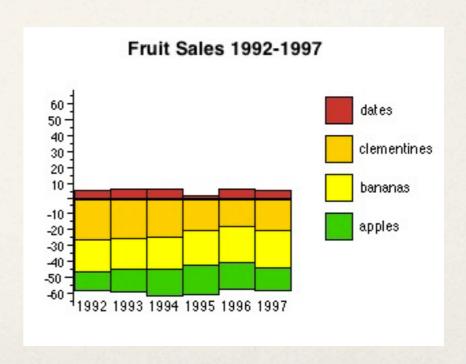


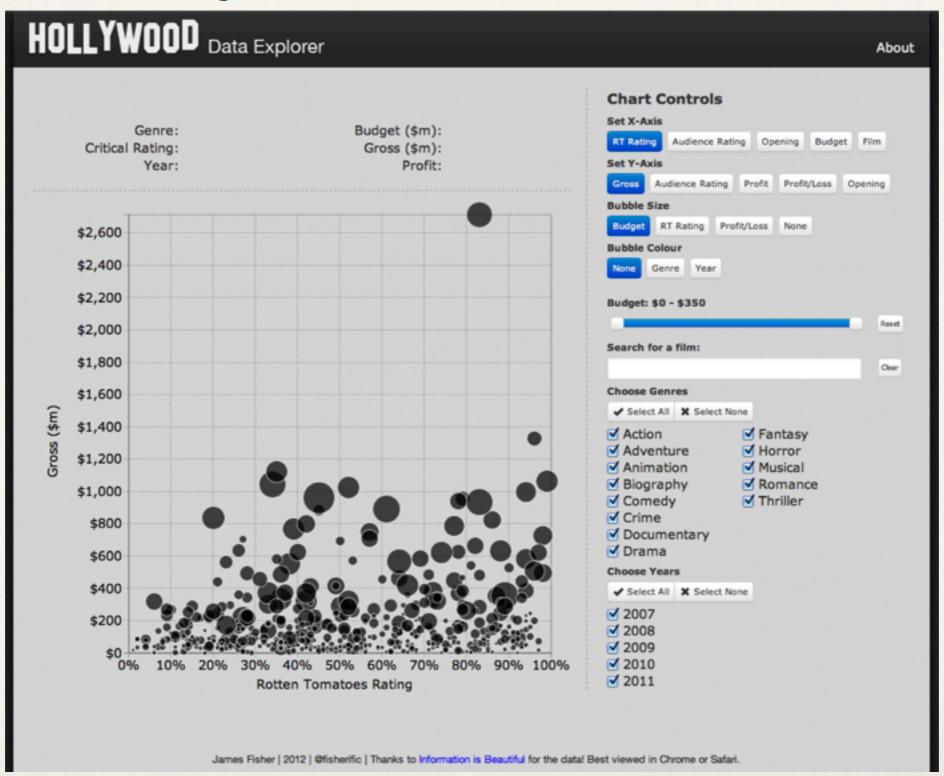






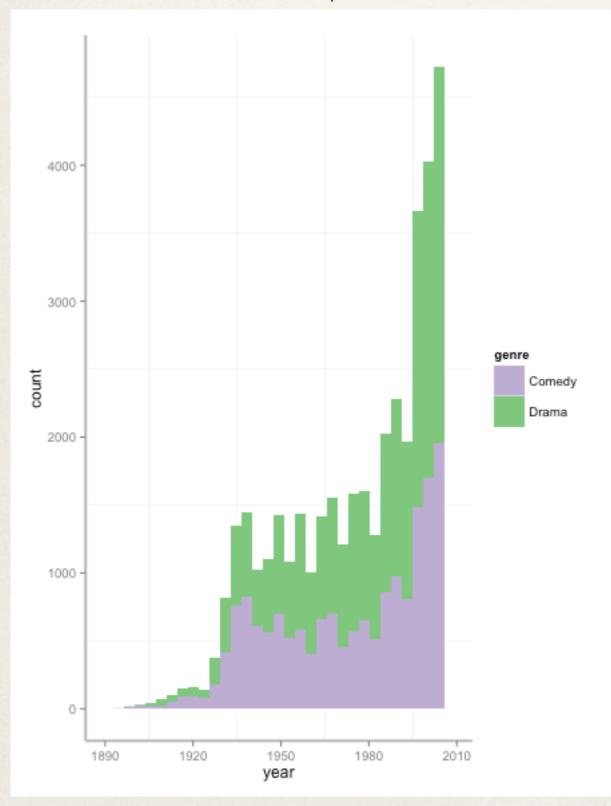


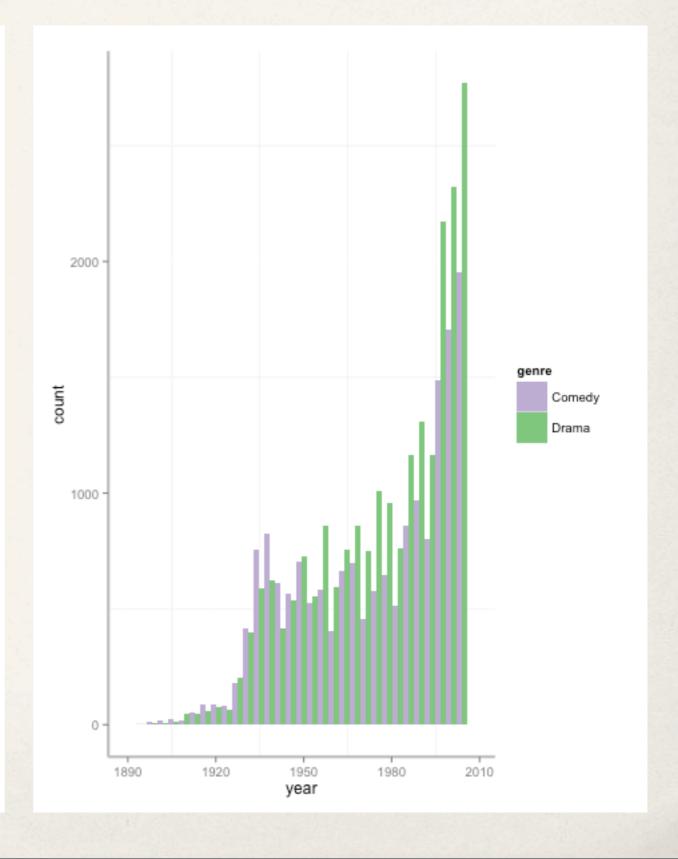




Encode

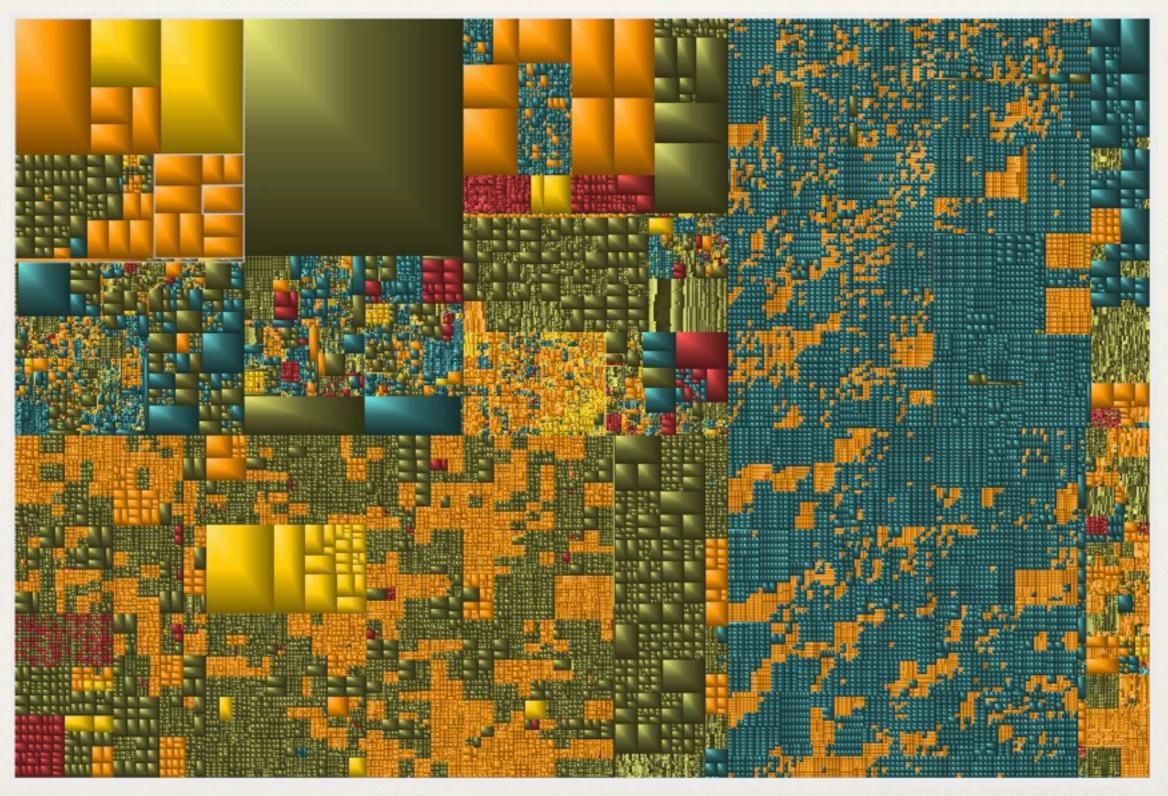
change the visual representations





Abstract/Elaborate

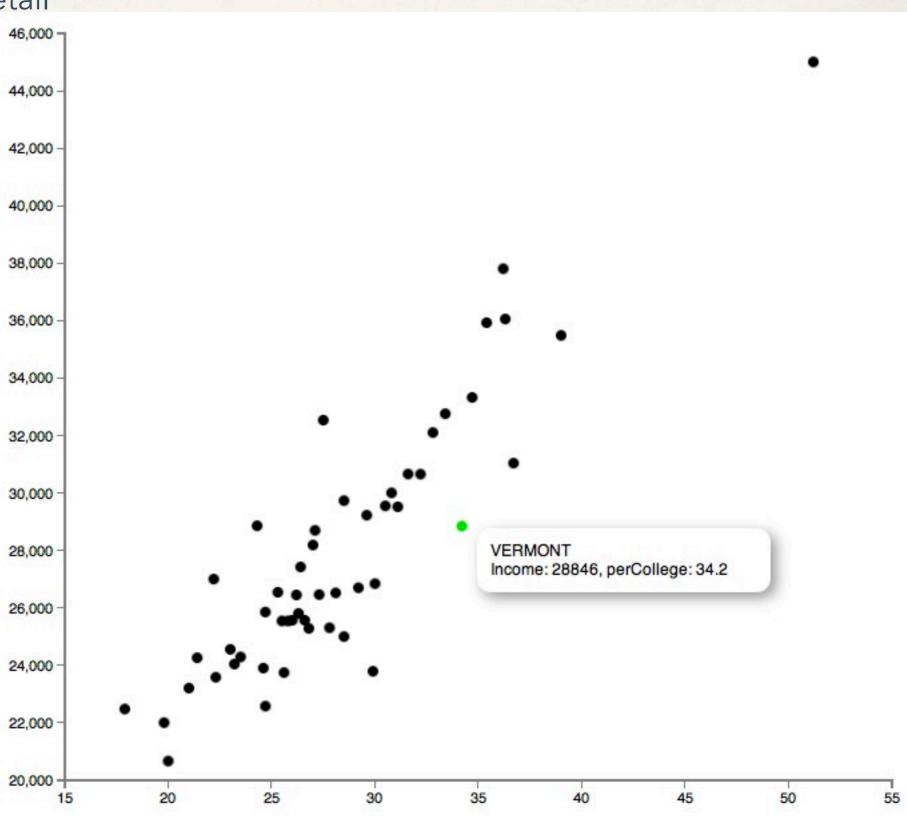
show me more or less detail



Abstract/Elaborate

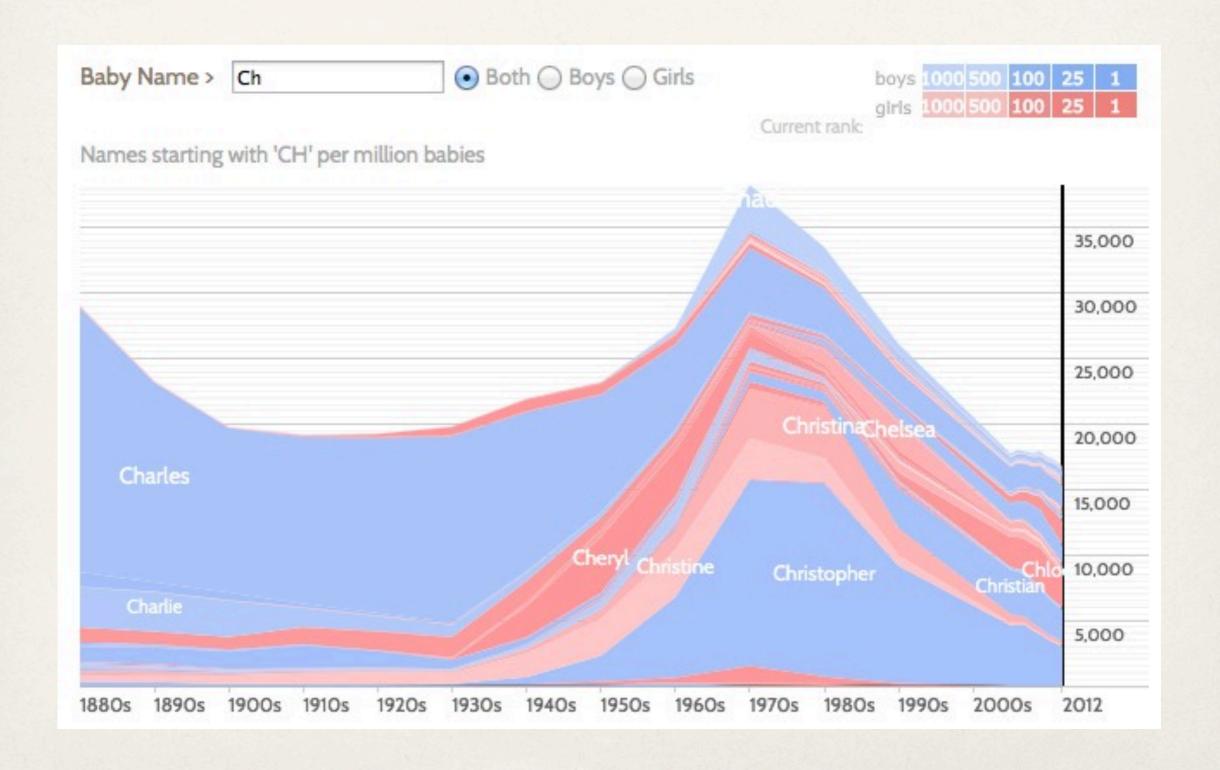
show me more or less detail





Filter

conditionally show me something



Filter

conditionally show me something

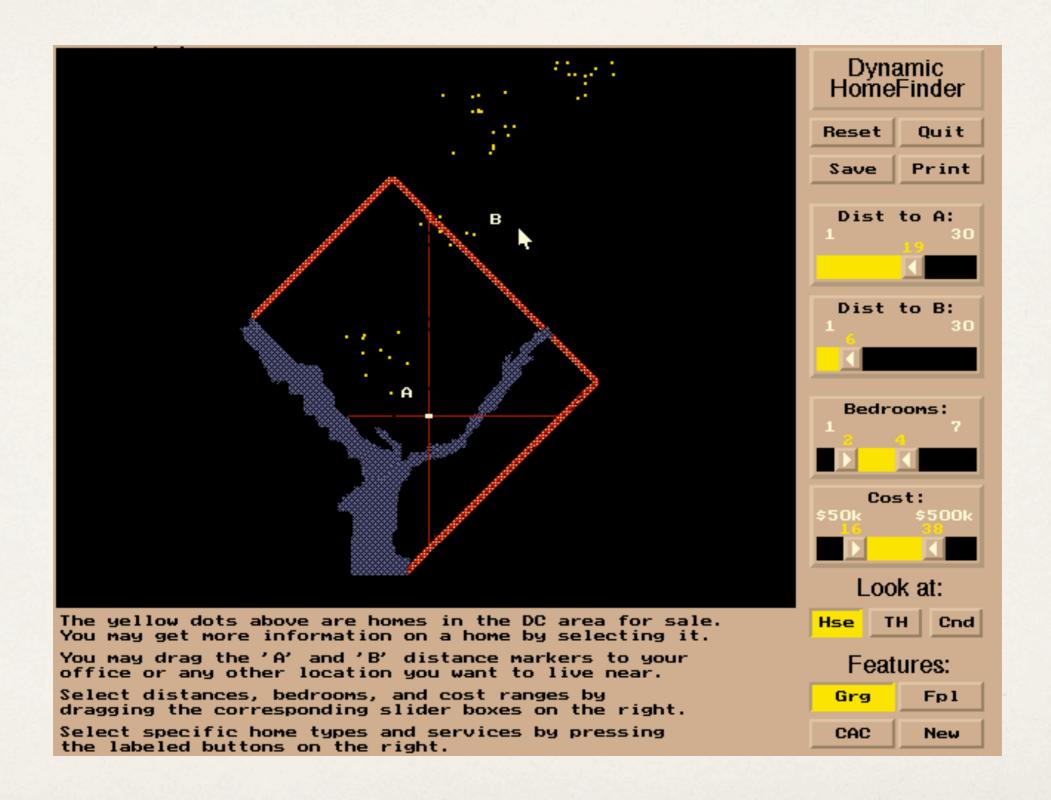


Query language

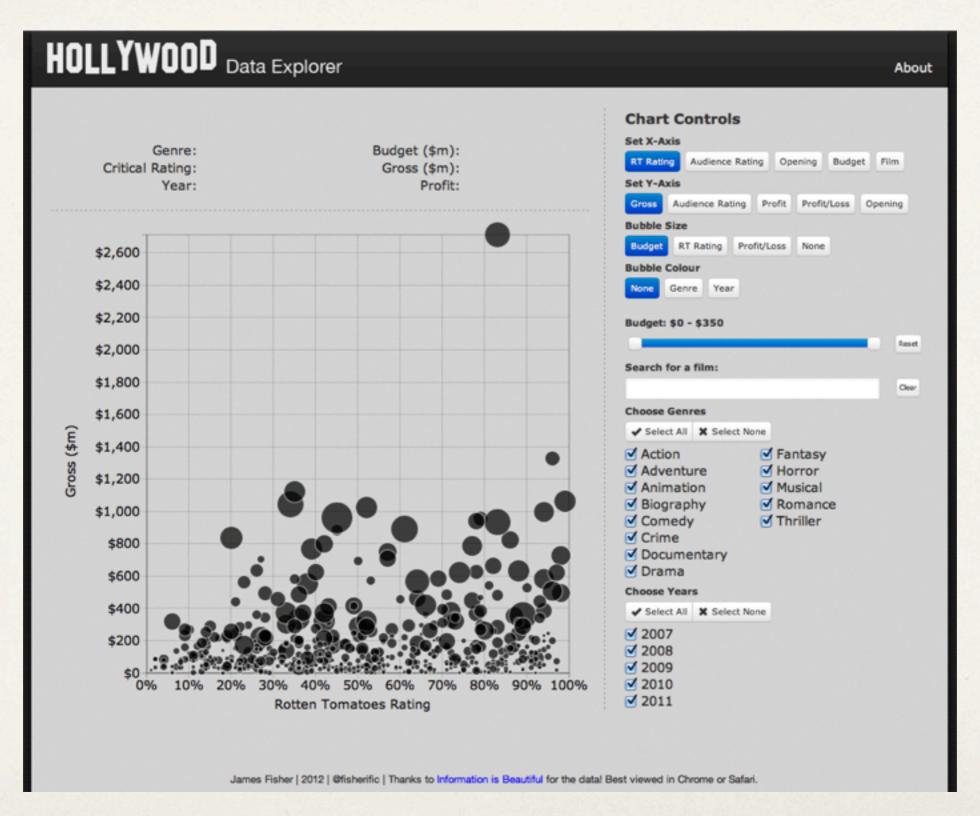
SELECT address FROM realestateDB WHERE sqFoot >= 1500 AND bedrooms >= 3 AND garage == TRUE AND price <= \$300000

movies90 <- subset(movies, year>=1990 & year <2000)

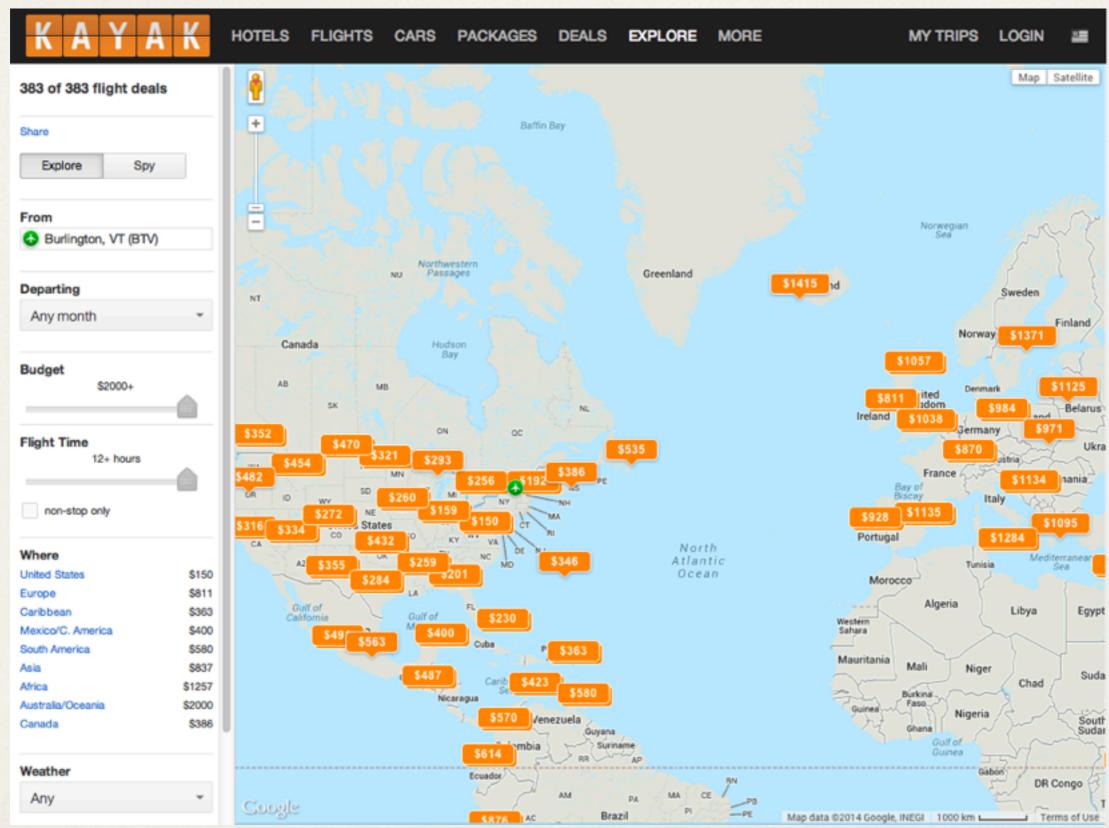
Dynamic queries



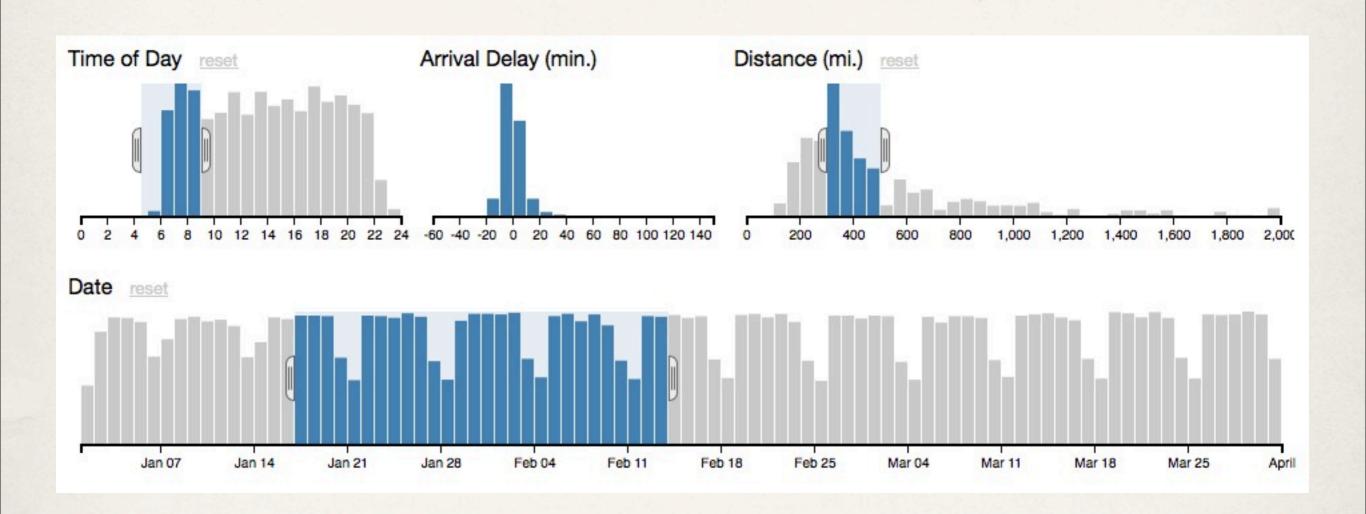
Dynamic queries



Dynamic queries



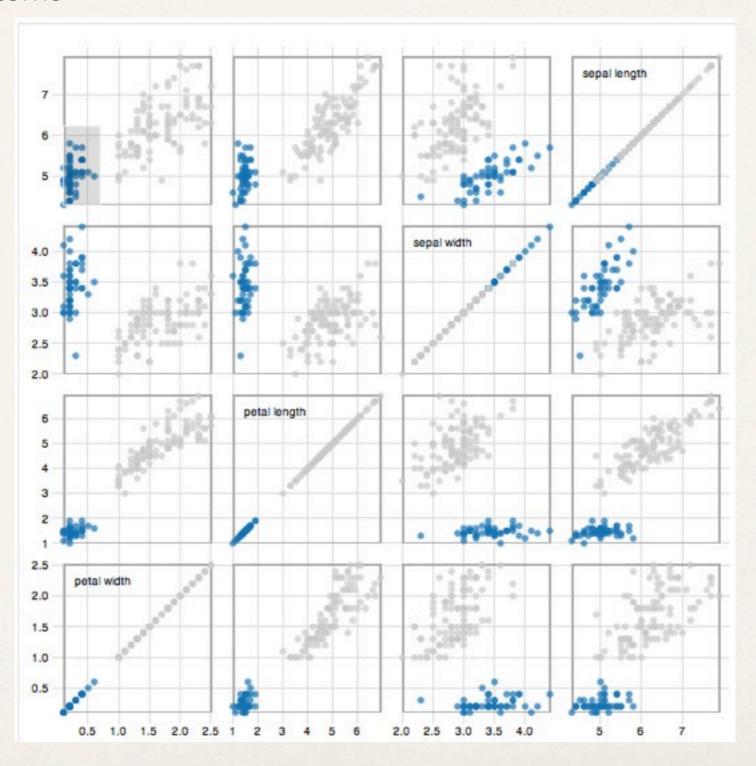
Brushed histograms



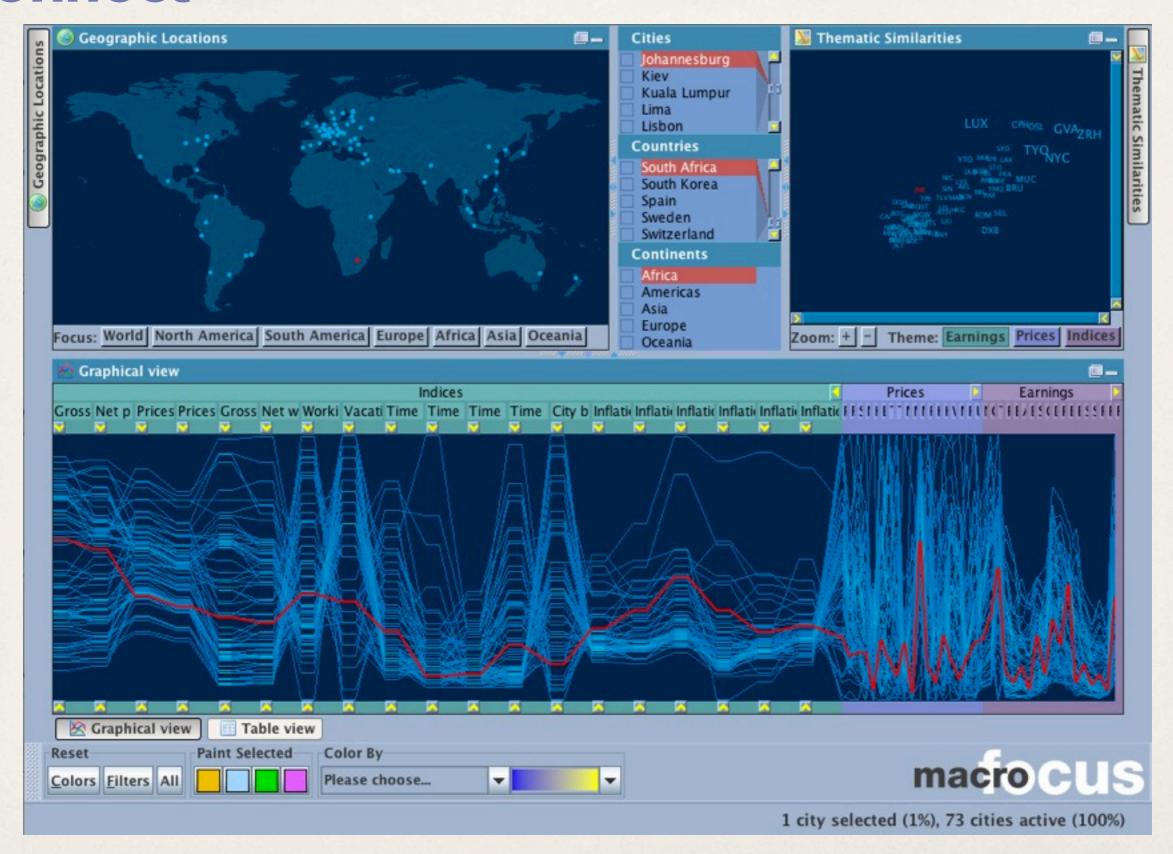
Connect

show me related items

brush and link



Connect



Connect

show me related items

