Information Presentation HCI Lecture 14

David Aspinall

Informatics, University of Edinburgh

6th November 2007

Outline

Information Presentation

Screen Design

Aesthetics

Exercise

References

Interface Design Roadmap

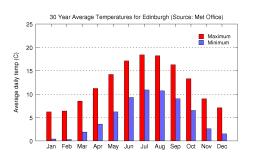
Conceptual Design
Physical Design
Interaction Modes
Navigation Design
Dialogue Design
Information Presentation
Screen Layout

- ► **Information Presentation** is a wide topic; we give an overview of common ways of presenting data.
- Screen Design and Layout impinges on information presentation, but also interaction and graphic design.

Information Presentation

- Interfaces give feedback or display results
 - maybe rich, multi-modal (e.g., touch, sound, ...)
- Visualisation is the study of techniques for presenting data.

2D: indicative, statistical representations



3D: complex numerics, physical space on various scales



Presentation Principles

- Purpose matters
 - lookup values or see trends
 - precise (technical, scientific) or indicative (reporting
 - application type: document or web page, custom app, dashboard
- Paper presentation techniques are a guide
- ...but interactivity can be added
 - e.g., re-ordering columns, zooming, changing formats
 - ...this softens design choices
 - ... but also can allow for making a pig's ear!

Library of Presentation Methods

- Lists
 - horizontal: sorted, tabulated
 - bulleted
 - enumerated
- Tables and charts
- Graphs
 - line graphs, scatter graphs
 - histograms (bar graphs)
 - ... use categorical scales: nominal, ordinal, interval
- Structural graphs and trees
 - hierarchical or connected nodes
 - animations and drag-and-drop rearrangement

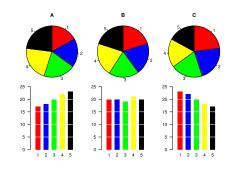
These are traditional and well-known methods but have many variations.

Tag Clouds (weighted lists)

darkwave death metal disco doom metal downtempo drum and bass dub easy listening ebm electro electronic electronica emo experimental favorite favorite songs favorites favourite favourites female female vocalist female VOCALISTS finnish folk tolk metal french fun funk german good goth gothic gothic metal gothic rock grindcore grunge guitar hard rock hardcore heavy metal hip hop hip-hop hiphop house idm indie indie pop indie rock industrial industrial metal instrumental j-pop j-rock japanese jazz jpop jrock latin lounge love male vocalists mellow melodic death metal metal metalcore minimal new age New Wave noise nu metal oldies piano polish pop pop punk pop rock post-hardcore post-punk post-rock power metal progressive progressive metal progressive rock psychedelic psychedelic rock psytrance punk punk rock rap reggae rnb rock russian sad screamo seen live sexy shoegaze

Pie charts: controversial

- Highly popular and attractive
- But poor presentation method
 - hard to judge area/angle
 - hard to relate segment size
 - ...need extra labels
- 3D effects even worse:
 - "wasted" use of dimension
 - distorts sizes
 - risks distorting text



Sparklines and Small Multiples

- Sparklines introduced in Tufte (2006)
 - "data-intense, design-simple, word-size graphics"
 - deliberately no scales!
 - x-axis usually time
 - display current key value with history context
 - e.g.: blood glucose level, manufacturing defects, . . .
- Multiples: repeated presentations of different data with the same design. Coined by Tufte (1990).
 - Repetition adds an extra (categorical) dimension
 - Understanding transfers from first to rest

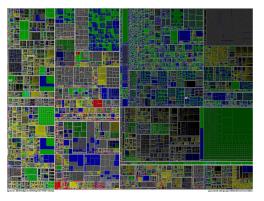




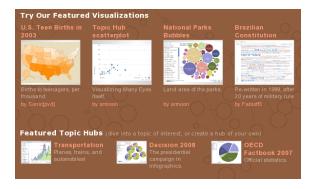


Treemaps

- Introduced by Johnson and Shneiderman (1991)
 - 2D display of large hierarchical/categorised datasets
 - Rectangle size encodes a quantity; is zoomable
 - Colour (saturation) encodes a category (quantity)



Interactive visualisation for the masses



This is IBM's Many Eyes service: http:

//services.alphaworks.ibm.com/manyeyes/home

Designing Charts in Excel 2007



Screen Layout Principles

Process:

Ask: what is the user doing?

Think: what information, comparisons, orders

Design: form follows function

Tools:

item grouping and spacing

Ard Vark 6 7

item order

Aspinall, David Webb, Barbara

decoration

fonts and boxes

white space

alignment

Surname	Forename
Aspinall,	David
Webb,	Barbara

Grouping and structure

▶ Logically grouped ⇒ physically grouped

Online invoice	
Billing details Name: Address: Credit card:	Delivery details: Name Address: Delivery time:
Order details Item	

Ordering and Decoration

- Ordering should follow "natural" ordering
 - inherits cultural (language; computer system) constraints
 - more noticed areas: top-left, center if given whitespace
- Decoration on screen
 - use boxes to group logical items
 - use fonts for emphasis, headings
 - ... but not too many: strive for simplicity

Alignment

We read from left to write (English & European)
 ⇒ align on the left.

Willy Wonka and the Chocolate Factory Winston Churchill - A Biography Wizard of Oz Xena - Warrior Princess

rather than

Willy Wonka and the Chocolate Factory Winston Churchill - A Biography Wizard of Oz Xena - Warrior Princess

For names: often scanning for surnames

David Aspinall	David	Aspinall	Aspinall, David
Barbara Webb	Barbara	Webb	Webb, Barbara
BAD	OK		

Alignment, continued

- For numbers:
 - visually: long number = big number
 - align decimal points or right-align integers

56123	56123	56123	56123.00
97151.2	97151	97151.2	97151.20
57.2498	57	57.2498	57.25
1035	1035	1035	1035.00
49312.5	49313	49312.5	49312.50
BAD	ОК	OK-ish	ОК

- For dialog boxes
 - align entry fields for different label widths

Name: Surname:	Name: Surname:
BAD	OK

Space

Additional space usually helps good design



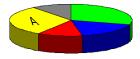
- ...but sometimes we need to fill it
 - ▶ in tables, use *leaders* or highlight alternate rows

Aesthetics and utility

- aesthetically pleasing designs
 - increase user satisfaction and improve productivity
- beauty and utility may conflict
 - ▶ mixed up visual styles ⇒ easy to distinguish
 - ▶ clean design, little differentiation ⇒ confusing
 - backgrounds behind text
 - nice to look at, but hard to read
- but aesthetics can help usability
 - e.g. the design of the counter
 - ▶ in consumer products –âĂŞ key differentiator
- many of these lessons have been (re)-learned in web design

Colour and 3D

- both often used very badly!
- colour
 - older monitors limited palette; defined colour names limited
 - colour over-used because "it is there"
 - beware colour blind
 - use sparingly to reinforce other information
- 3D effects
 - good for physical information and some graphs
 - but if over used . . .
 e.g. text in perspective: old mistake was on 3D pie charts



Aspects of internationalisation

- localisation & internationalisation
 - changing interfaces for particular cultures/languages
 - globalisation: choose symbols that work everywhere
- more than language change...
 - also changes sizes, left-right order etc.
- and deeper issues
 - cultural assumptions and values
 - e.g., meanings of symbols

tick and cross:





Graphic Design IQ

See http://www.perceptualedge.com/files/ GraphDesignIQ.html

References



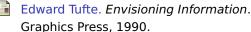
J.-D. Fekete and C. Plaisant. Interactive information visualization of a million items. In IEEE Symposium on Information Visualization, INFOVIS, pages 117–124, 2002.



Brian Johnson and Ben Shneiderman.

Tree-maps: a space-filling approach to the visualization of hierarchical information structures.

In VIS '91: Proceedings of the 2nd conference on Visualization '91, pages 284–291, Los Alamitos, CA, USA, 1991. IEEE Computer Society Press.





Edward Tufte, Beautiful Evidence, Graphics Press, 2006.

See also:

- ▶ Dix et al, Chapters 5 (5.7) and 20 (20.4).
- Tufte's website: http://www.edwardtufte.com