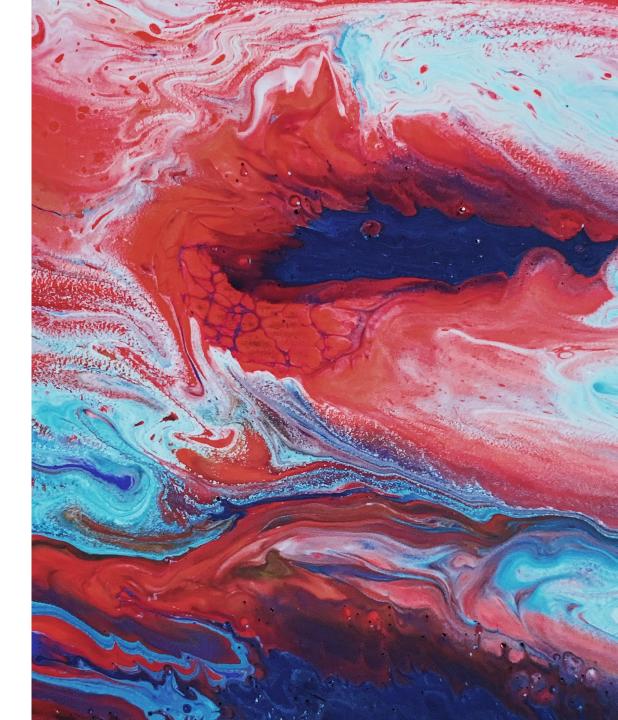
Public Health Datathon, Insight North East

Power BI Workshop Fundamentals of Data Visualisation

Dr Alma Cantu, Newcastle University 19th of April 2024, Farrell Center

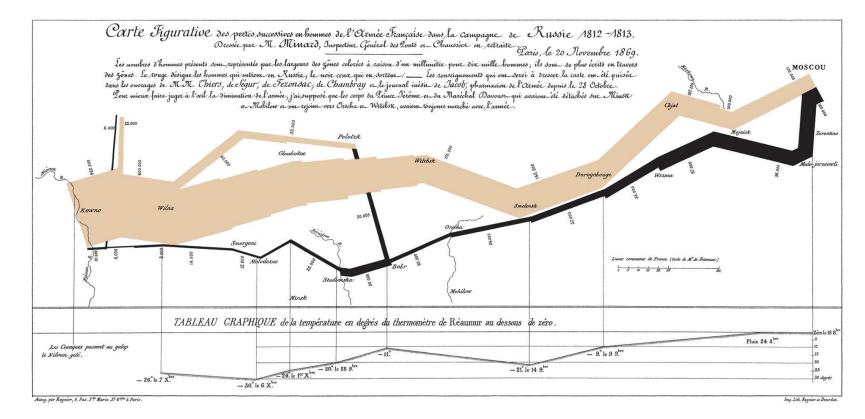




Introduction

Definition

Information visualization is the study of (interactive) visual representations of data to reinforce human cognition.

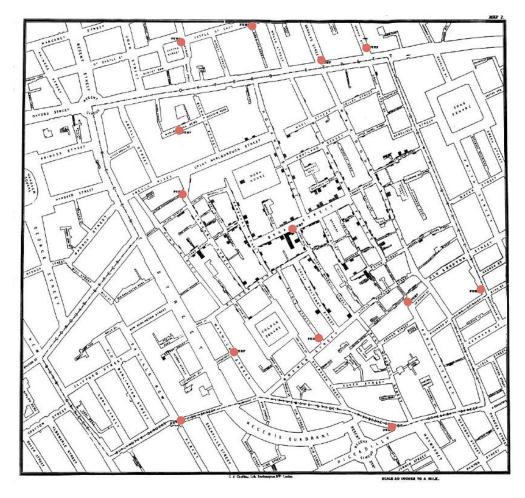


Charles Minard's map of Napoleon's disastrous Russian campaign of 1812



For exploration purpose

Visualization can be used for **exploration** purpose.



John Snow's map of London displaying the cholera cases (black rectangle) and pumps (red circle).



To access data behaviour

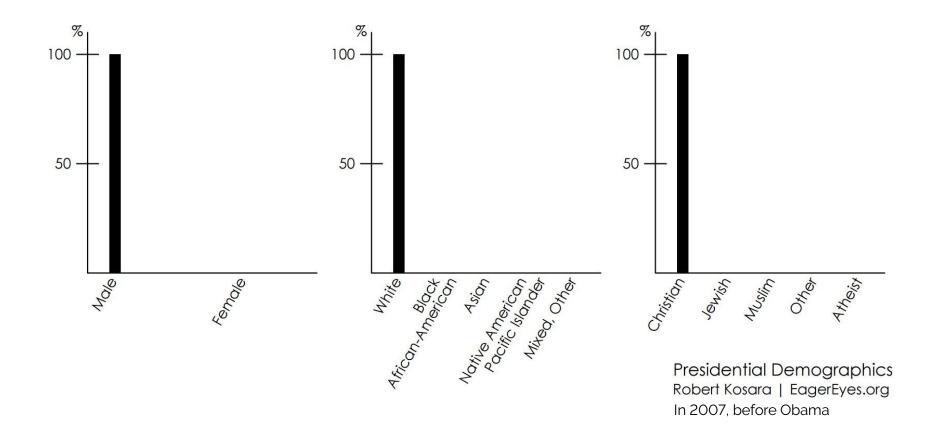
Visualizations can be designed to **access data** behaviour and confirm information.

	I		II		III			IV		
	х	У		х	У	х	У		х	У
	10.0	8.04		10.0	9.14	10.0	7.46		8.0	6.58
	8.0	6.95		8.0	8.14	8.0	6.77		8.0	5.76
	13.0	7.58		13.0	8.74	13.0	12.74		8.0	7.71
	9.0	8.81		9.0	8.77	9.0	7.11		8.0	8.84
	11.O	8.33		11.0	9.26	11.0	7.81		8.0	8.47
	14.0	9.96		14.0	8.10	14.0	8.84		8.0	7.04
	6.0	7.24		6.0	6.13	6.0	6.08		8.0	5.25
	4.0	4.26		4.0	3.10	4.0	5.39		19.0	12.50
	12.0	10.84		12.0	9.13	12.0	8.15		8.0	5.56
	7.0	4.82		7.0	7.26	7.0	6.42		8.0	7.91
	5.0	5.68		5.0	4.74	5.0	5.73		8.0	6.89
mean	9	11		9	11	9	11		9	11
variance	7.5	4.125		7.5	4.125	7.5	4.125		7.5	4.125
correlation	0.816	0.816		0.816		0.816			O.816	
							•			•
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To communicate information

Visualizations can be designed to **communicate** describing and explaining ideas.







Iterative Design Loop

Iterative design is a design methodology based on a cyclic process of prototyping, testing, analyzing, and refining a product or process.

Identify Evaluate challenges Design

Identify/refine challenges

- Identity what is the **data** that you want to be represented
- Identify who are the users and what is the context
- > Identify users' **needs**

Design a solution

> Create or refine a solution answering the challenges identified previously

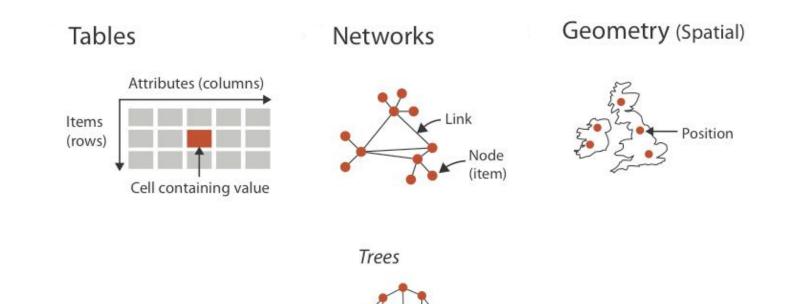
Evaluate

> Evaluate how your solution solves your challenges



Datasets

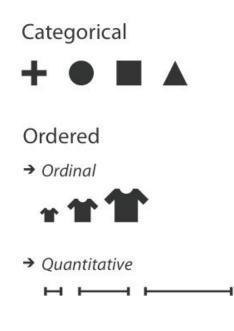
Datasets can be described based on the data it contains: **Items**, **Attributes**, **Links**, **Positions**, **Grids**. The intrinsic characteristics of these elements will heavily impact the representation.







Attributes or data characteristics define the properties of an item. The representation method needs to be selected adequately to ensure that the properties are accurately restituted.



Examples: gender, vehicle type, country, animal species

Examples: education level, months, rating

Example: most of attributes with numerical values



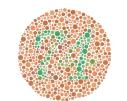


Humans come in different shapes and sizes.

How do they perceive information?
 Examples: colourblind, low acuity

How do they interpret information?
 Examples: cultural background (particularity on icons and colours), emotional state

 How to they acquire knowledge?
 Examples: expert/novice in the application a field, expert/novice in data visualization



1 in 12 men and 1 in 200 women cannot read the number 74 on this picture



English (in red) and Chinese (in purple) versions of the map in the BBC COVID dashboard that shows the number of deaths.



Context

Designing a system is also about factoring in the context and environment in which the system is accessed. Such aspects can have a significant impact on the end-user experience.

> Device

Examples: Size of the screen, type of interaction, user position

> Psycological context

Examples: stressful environment, high workload, steep learning curve

> Surroundings

Examples: noisy, bright, crowded



Interaction with an advertising panel in a crowded place



Military operators on a mission



Task

		ø Action	15	
→ (alyze Consun Discove	r → Present	→ Enjoy	 All Data → Trends → Outliers → Features Attributes
4	Annotat Annotat		 → Derive → √. Target unknown 	 Attributes → One → Many → Distribution → Dependency → Correlation → Similarity
kn Lo	cation own cation known	·.·· Lookup <`> Locate	CO Browse	 → Topology
		→ Compare	→ Summarize	 ☆ i ÷ ↔ ↔ → Paths ◇ Spatial Data → Shape ↔



Design a solution

Once we thoughtfully identify/refine the challenge that we wish to tackle, we need to propose an adequate solution. This includes:

- > Relying on existing knowledge/heuristics
- > Creating a **prototype**
- > Involving **users**

A prototype is a draft version of a product that allows you to **explore your ideas**. Depending on the state of the process, that prototype can be of various **fidelity**.



The lowest form of prototyping: pen and paper



Encoding data

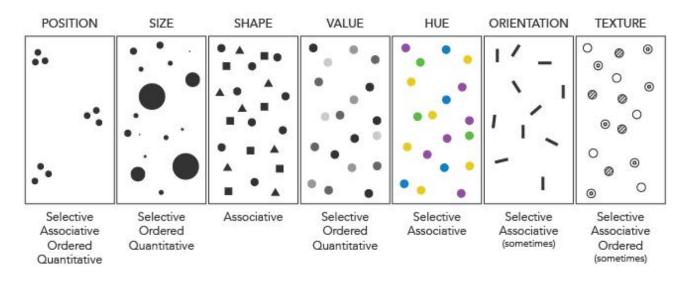
Bertin in 1968, followed up by Mackinlay in 1986, identified a set of rules that define which **visual variables** to use to relate specific **type of information**.

Visual variables

> Position, Size, Shape, Value, Hue, Orientation, Texture,...

Type of information

- > Selective
- > Associative
- > Ordered
- > Quantitative



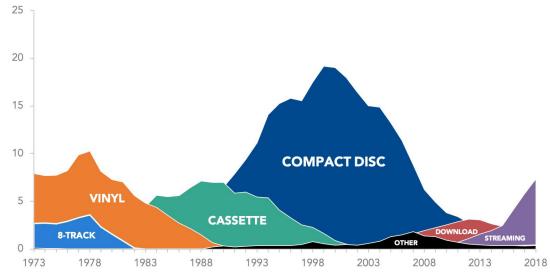
Bertin's Visual Variables





Area Chart

US music sales by format (inflation-adjusted) IN BILLIONS (USD)



SOURCE: Recording Industry Association of America

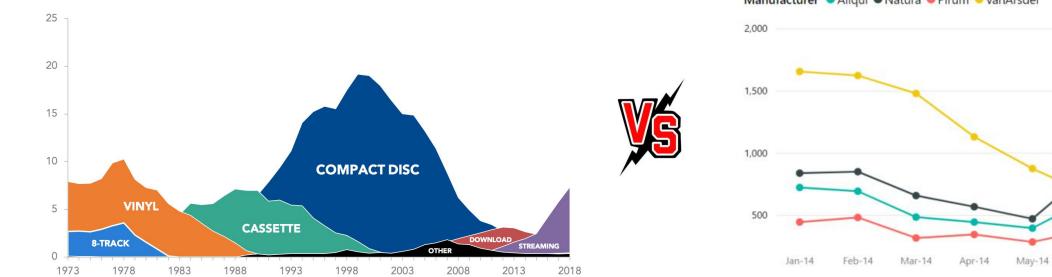
Visual Variables	Preferred Data Type		
Position	Quantitative		
Size	Quantitative		
Colour	Categorical		



Area Chart

Line Chart

US music sales by format (inflation-adjusted) IN BILLIONS (USD)



SOURCE: Recording Industry Association of America

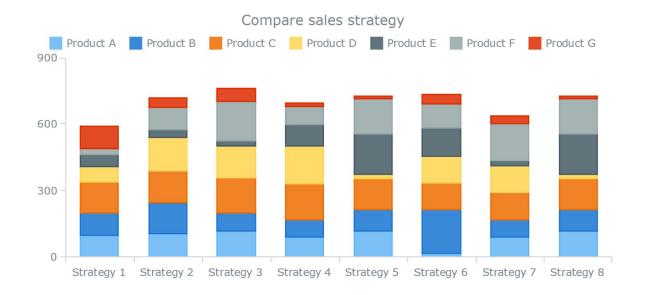
Manufacturer • Aliqui • Natura • Pirum • VanArsdel



Jul-14

Jun-14

Stacked Bar Chart

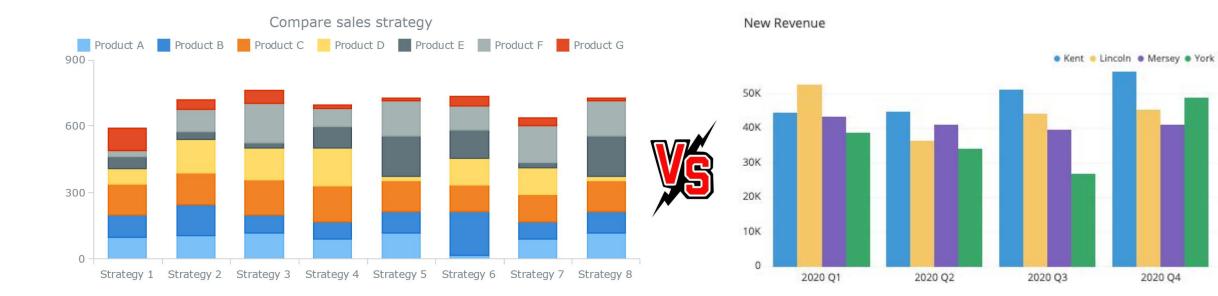


Visual Variables	Preferred Data Type
Position	Ordinal
Size	Quantitative
Colour	Categorical





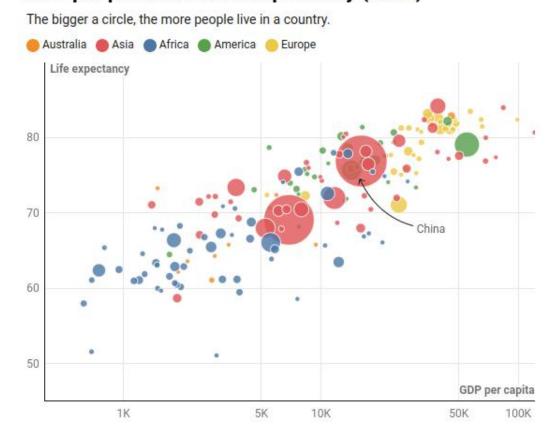
Multiple Bar Chart





Scatterplot

GDP per person and life expectancy (2018)



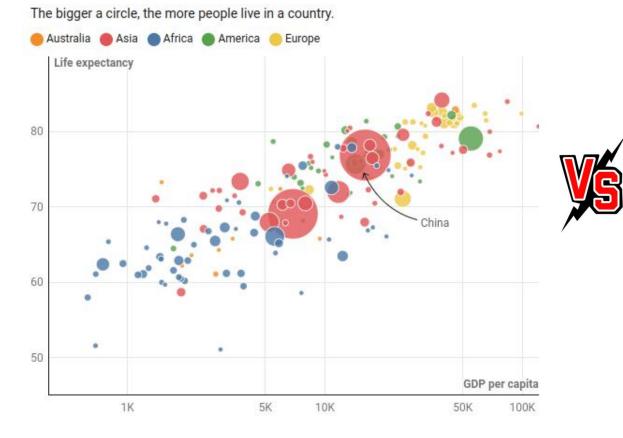
Visual Variables	Preferred Data Type
Position (x2)	Quantitative
Size	Quantitative
Colour	Categorical



Colour Hue

Colour Value

GDP per person and life expectancy (2018)



Abalone Shells Scatterplot

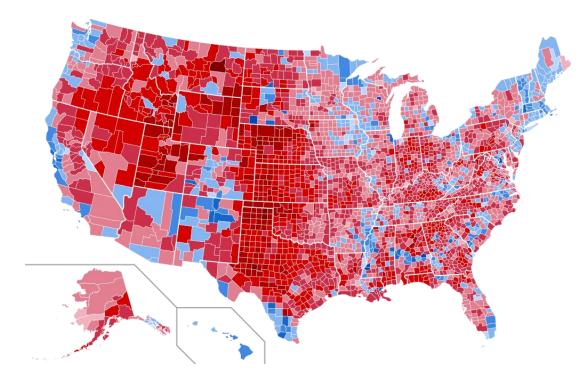


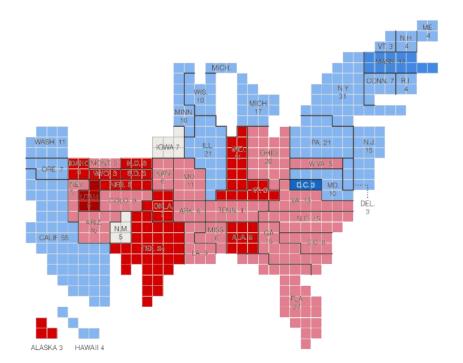




Size biases

To be displayed, colours **rely on other visual variable** like size, or texture. These additional variables have their own perceptive properties that might **bias the representation**.





2004 United States Presidential Election results. Data: G. Bush: 50.7% J. Kerry: 48.3% 2004 United States Presidential Election results. Size of the state weighted according of the number of electoral votes



Significance of colour

Colour meanings can facilitate information acquisition but can, conversely, affect data interpretation.

• Match colours when the correlation is universally accepted (blue for water, green for forest). **Do not match colours** with **clichés** (gender, ethnicity, ...) or with emotional connotations.

• Do not impose order (by using a gradient scale) when there is none. Instead, use a categorical colour scale.

Let the data speak for itself.



The use of red and green on the left could indicate a difference in value between the two items. If they are none, neutral colours are preferred.



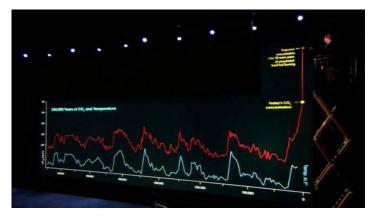
The use of a colour scale on the left could indicate a value order between these people. If they are none, colour hue is preferred.



Scale Biases

Playing with the scale of a representation (zooming or distorting) can be very handy when one wish to display a certain level of detail. But such design choice will remove access to the context, potentially detrimental to the overall understanding.

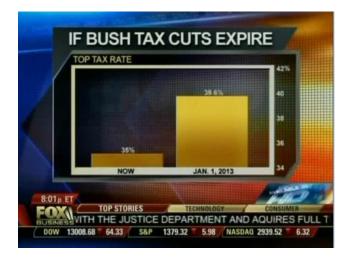
How to avoid: Display an overview view or use interactivity to access overview



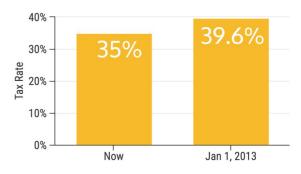
Al Gore distorting the scale on the top of his graph to accentuate the effect of climate change



Steve Jobs titling his pie chart the accentuate Apple's sales



If Bush Tax Cuts Expire



Fox news playing with the legend to accentuate the effect of removin Bush tax **Newcastle** University Evaluation

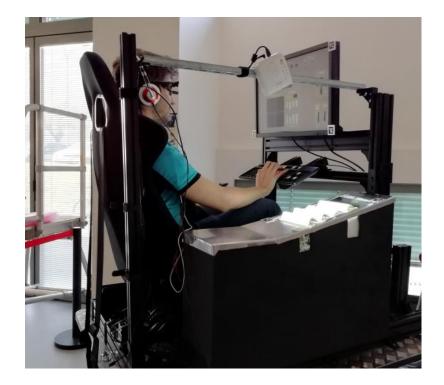
Evaluation

Once a prototype is finalized, it is time to evaluate it. There are different ways to evaluate a prototype.

Inspection Methods: Inspection methods rely solely on **heuristics** and do not require direct user involvement.

User Studies: User studies are a way to evaluate the usability of a tool by presenting it to **users**.

- Quantitative user studies seek to measure tangible metrics, mainly usability (effectiveness, efficiency, and satisfaction), via objective methods (time to complete, error rate).
- > **Qualitative** user studies aims to evaluate if an interface meets user requirements, by gathering **subjective** users' feedback.



User study evaluation under turbulence constraints

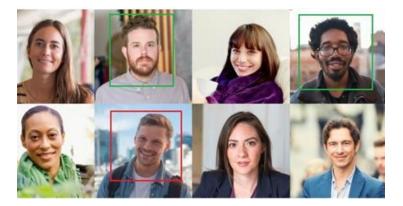


Use of Demographic

Finally, be mindful of your sample when conducting a user study.

Recording participant demographics allows us to identify the population sample that provided the data and, as such, reference the outcomes.

For example, there was a significant bias in automated face detection algorithms for a long time as they were tested only on specific ethnicities and genders.



Random picture from the internet about face detection. Can you tell what is wrong?



Thank you for your attention

Any quesitons?

Public Health Datathon, Insight North East

Power BI Workshop Practical Exercise

Dr Alma Cantu, Newcastle University 19th of April 2024, Farrell Center



