

data visualization in the wild

enhancing public spaces using interactive visualizations

Uta Hinrichs





germany





canada



canada



Sheelagh Carpendale

design

art

COMPUTATIONAL MEDIA DESIGN

computer
science

CALGARY

WINNIPEG

TORONTO

HUDSON BAY

human-computer
interaction

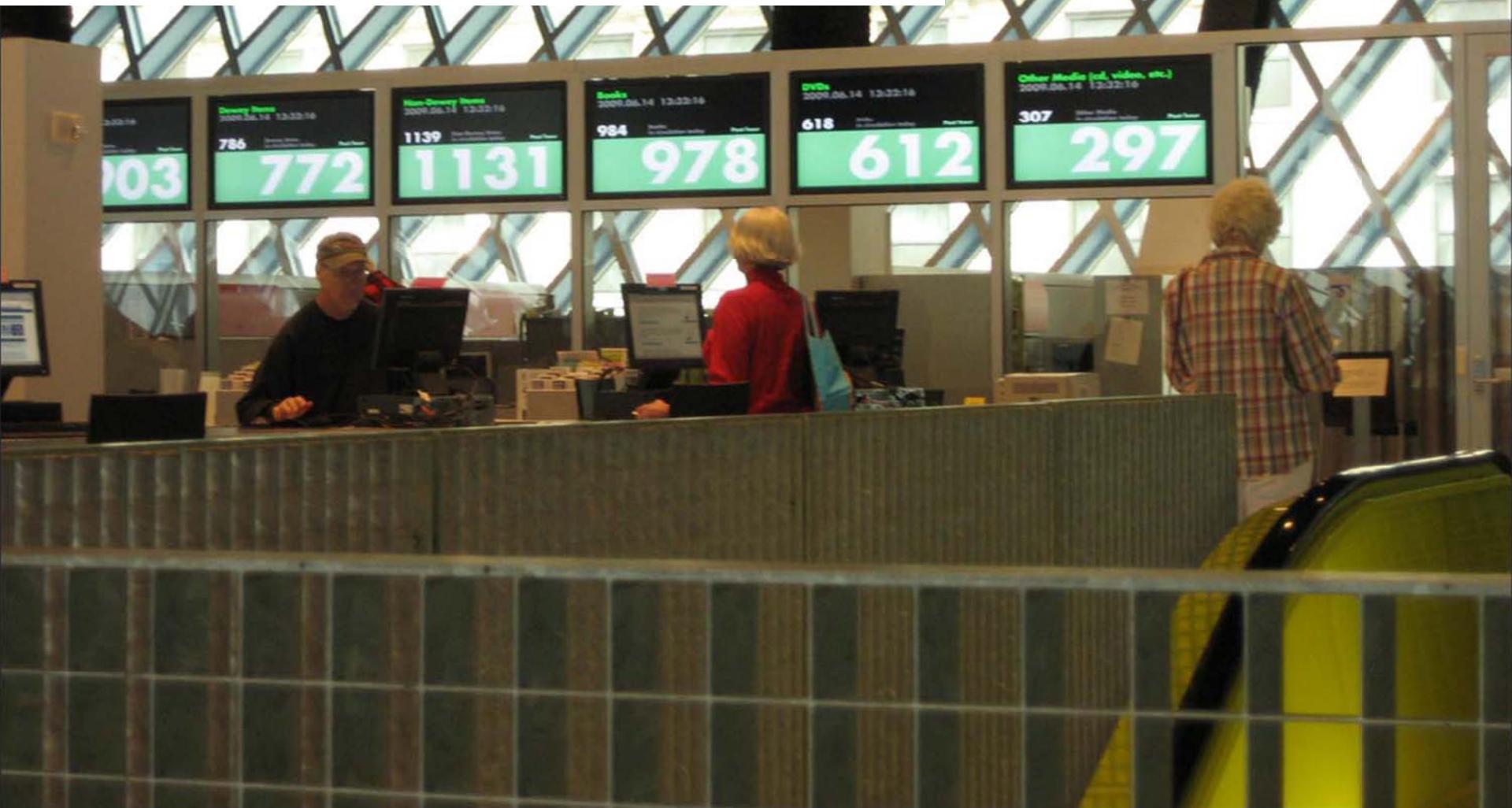
information
visualization

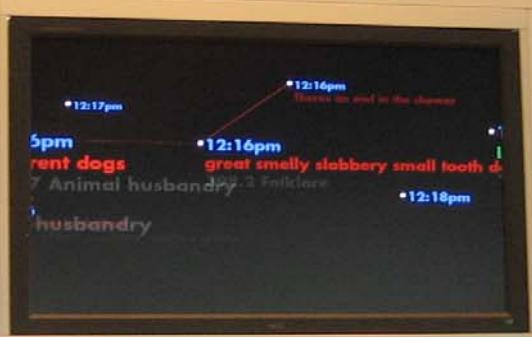
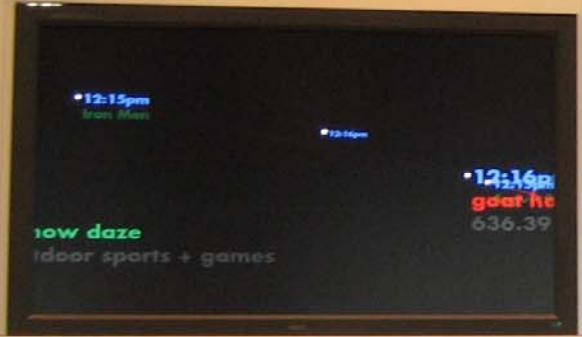
INFORMATION VISUALIZATION IN EXHIBITION SPACES

new-media art

making visible the invisible

George Legrady, Seattle Library, 2005





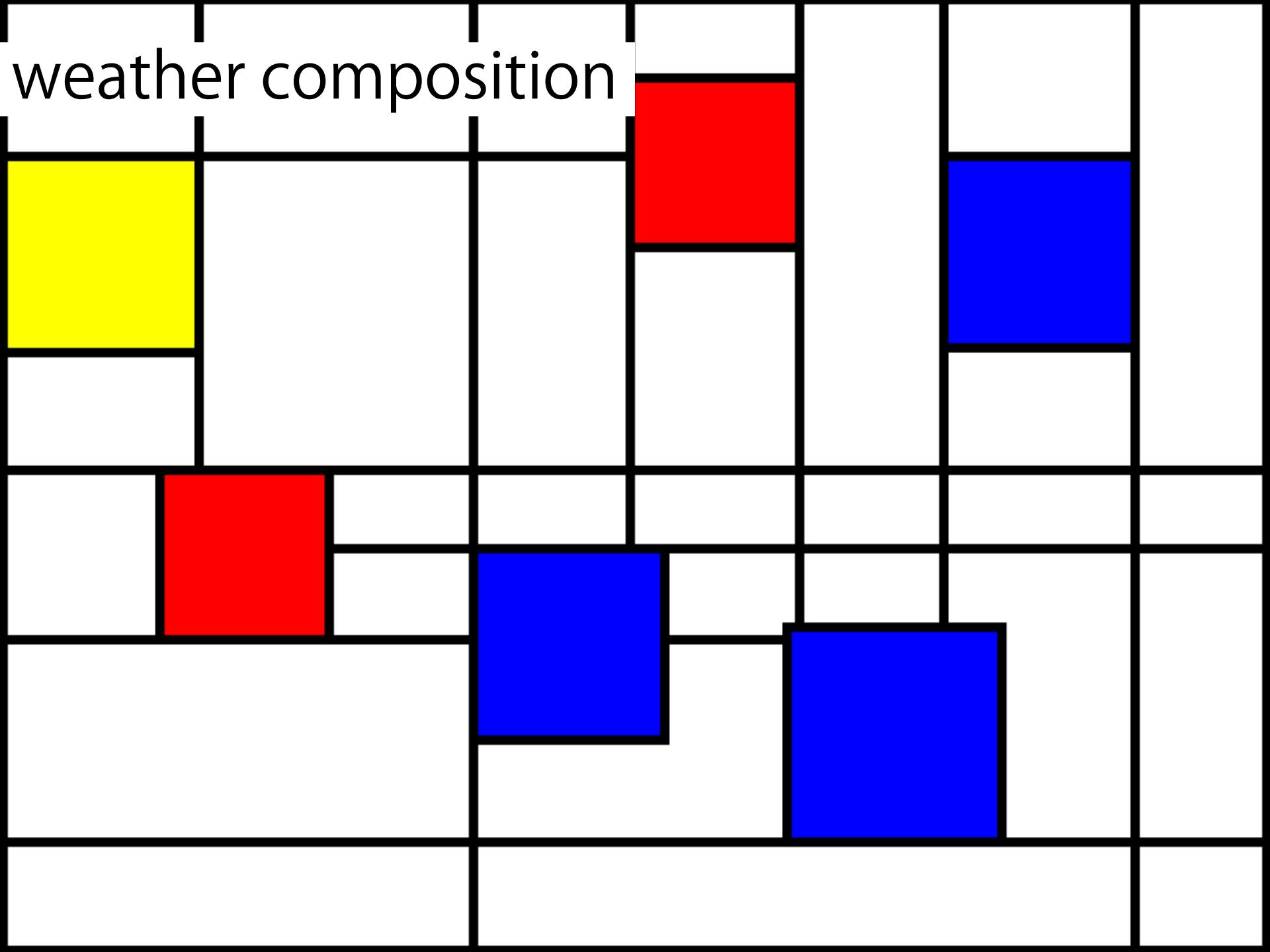


informative art

Holmquist & Skog, 2003



weather composition

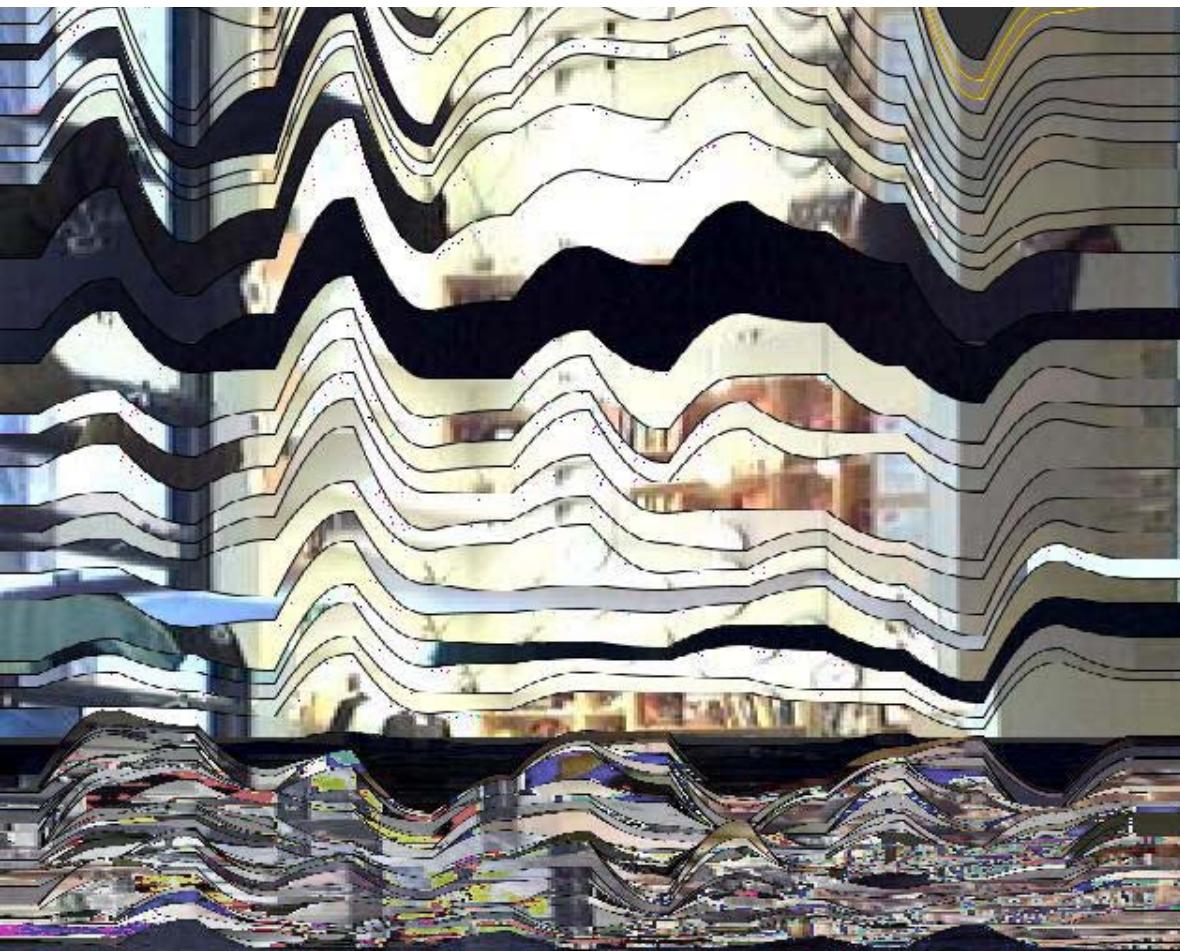


soup clock



artifacts of the presence era

F. Viégas, E. Perry, E. Howe & J. Donath, 2004



• MAR 17 2003

• 11:42 PM



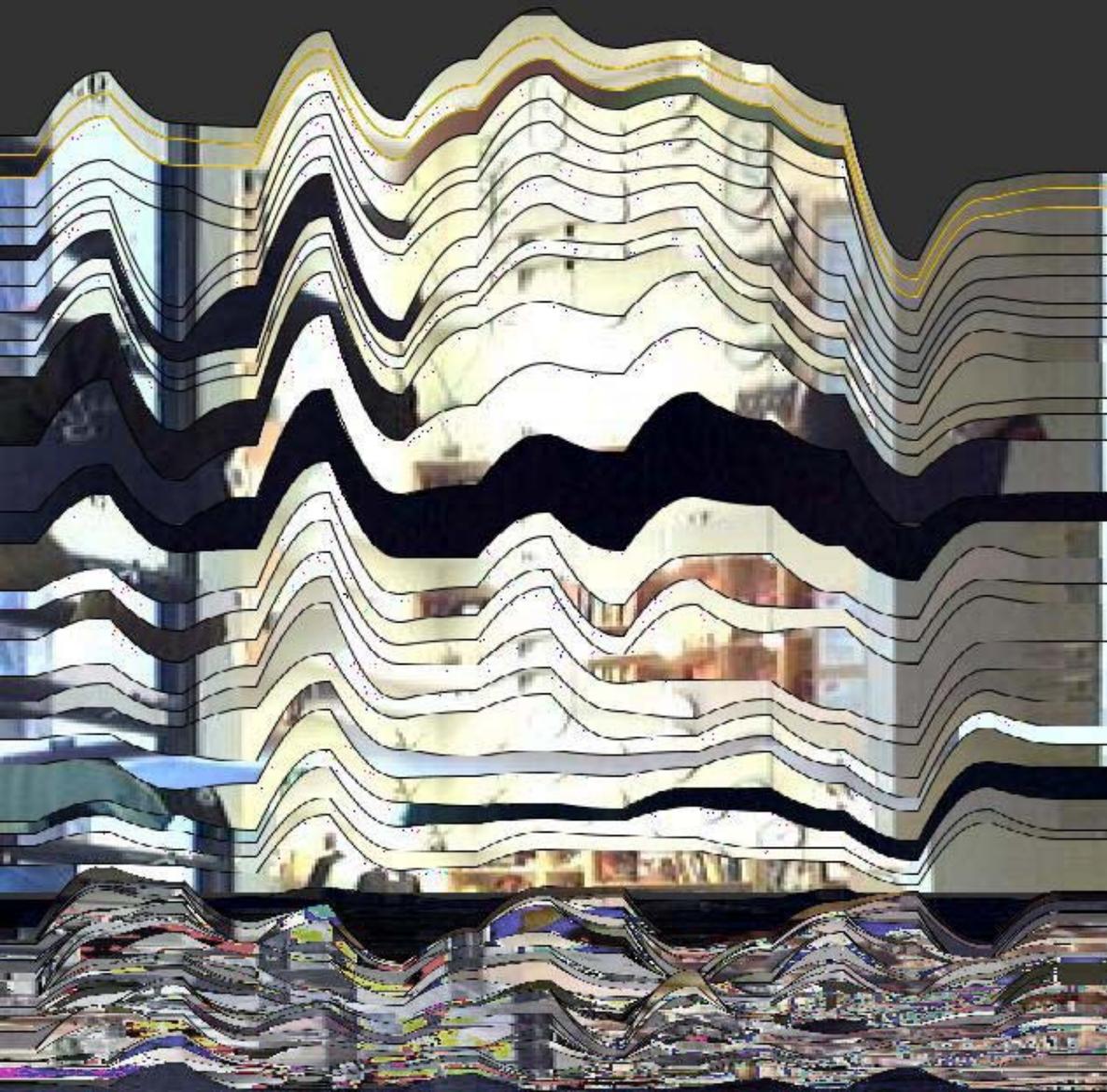
international center of art, Boston

11:58 09



present display

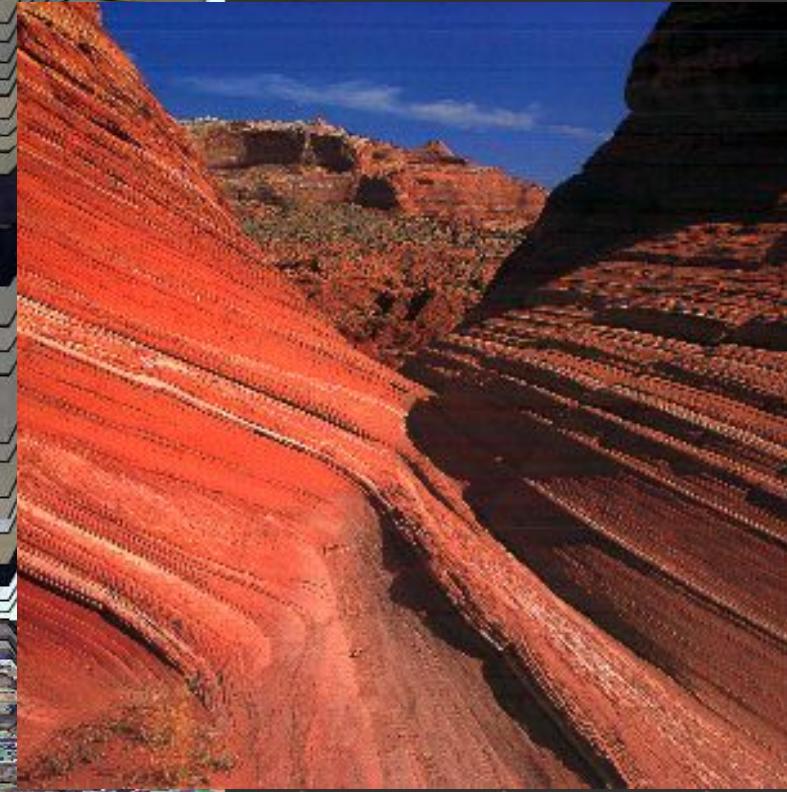
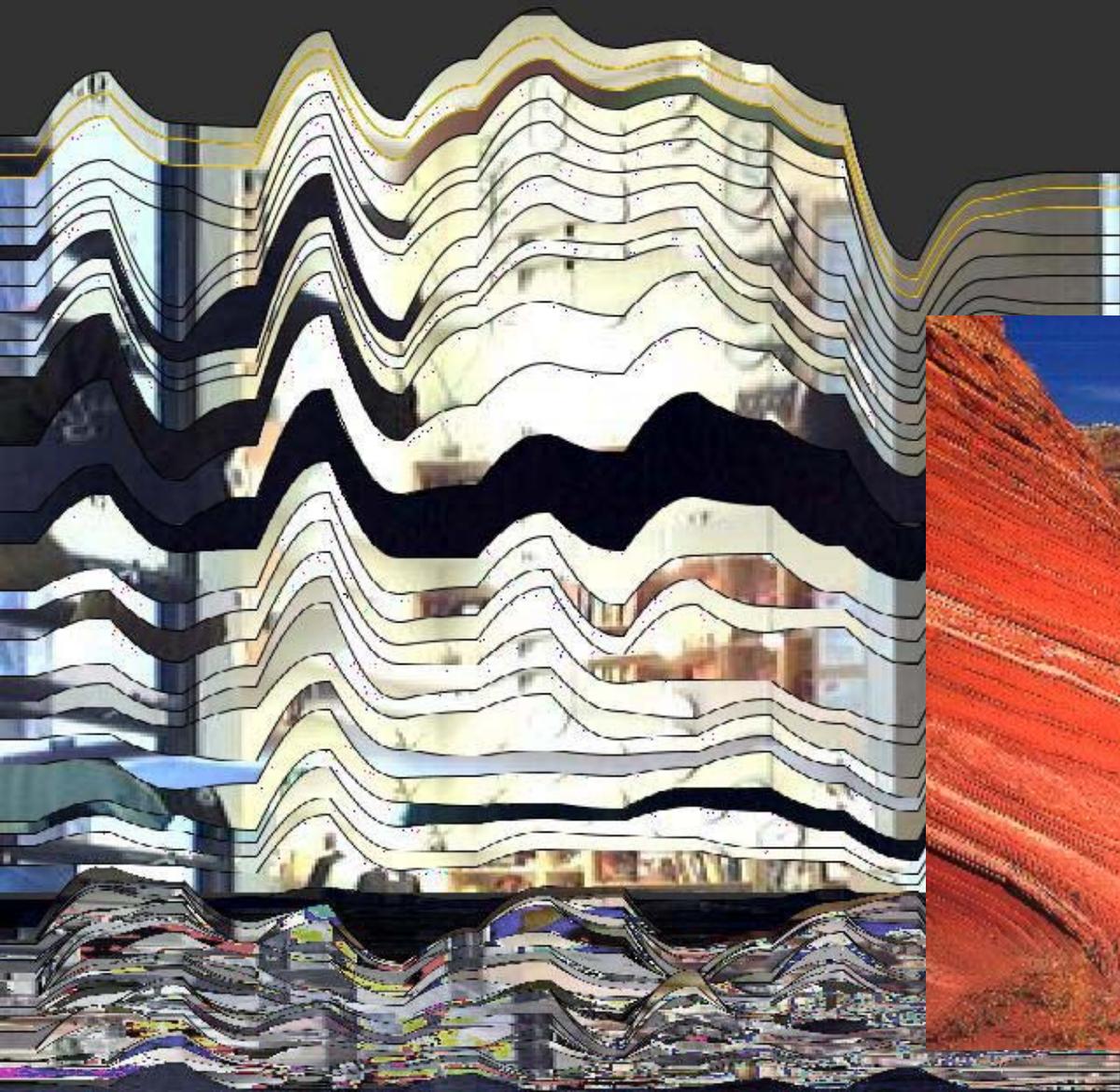
history display



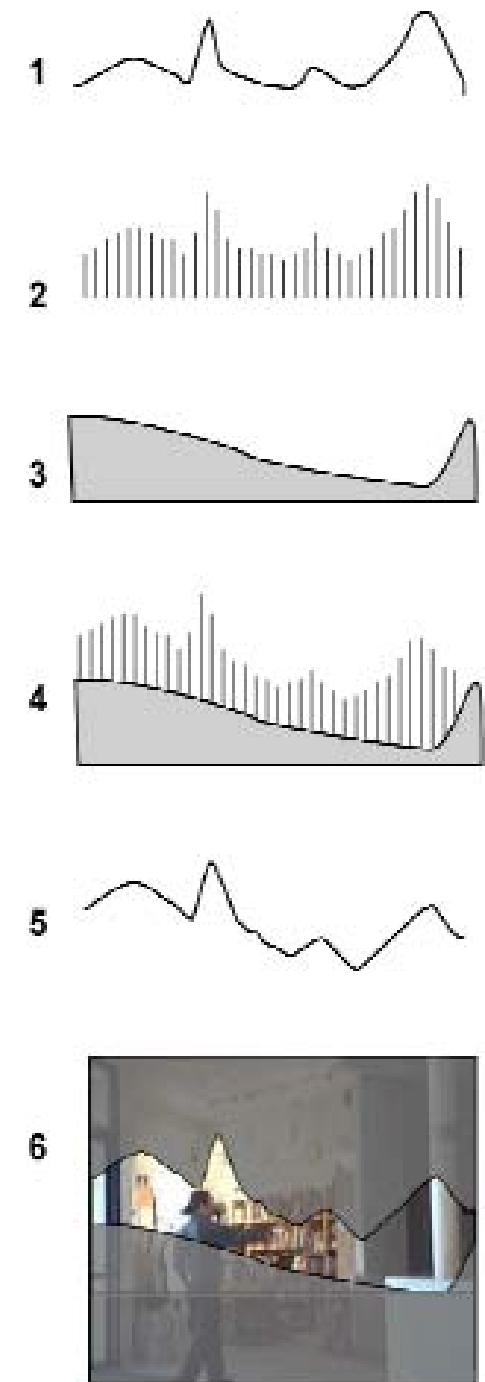
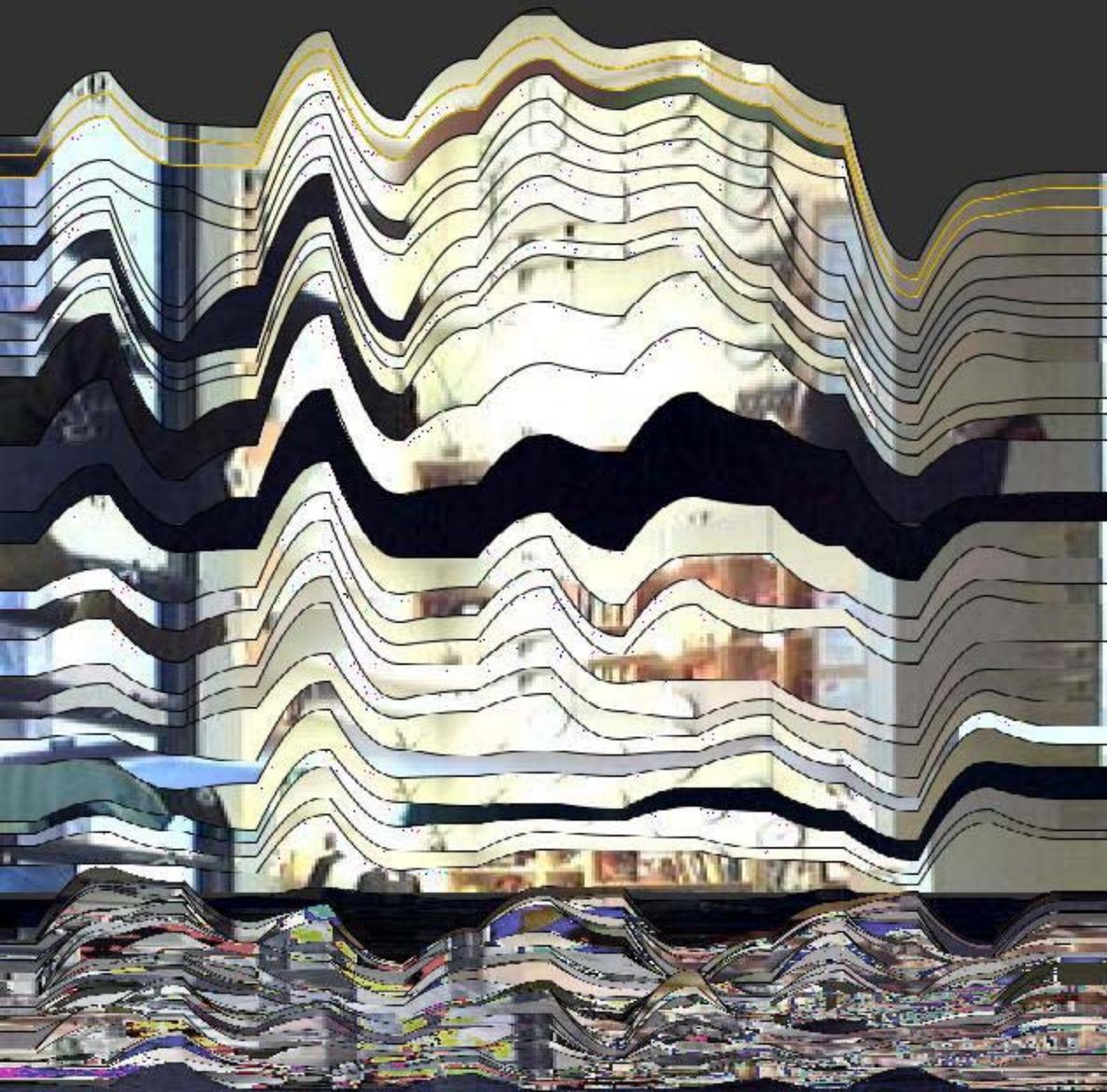
• MAR 17 2003

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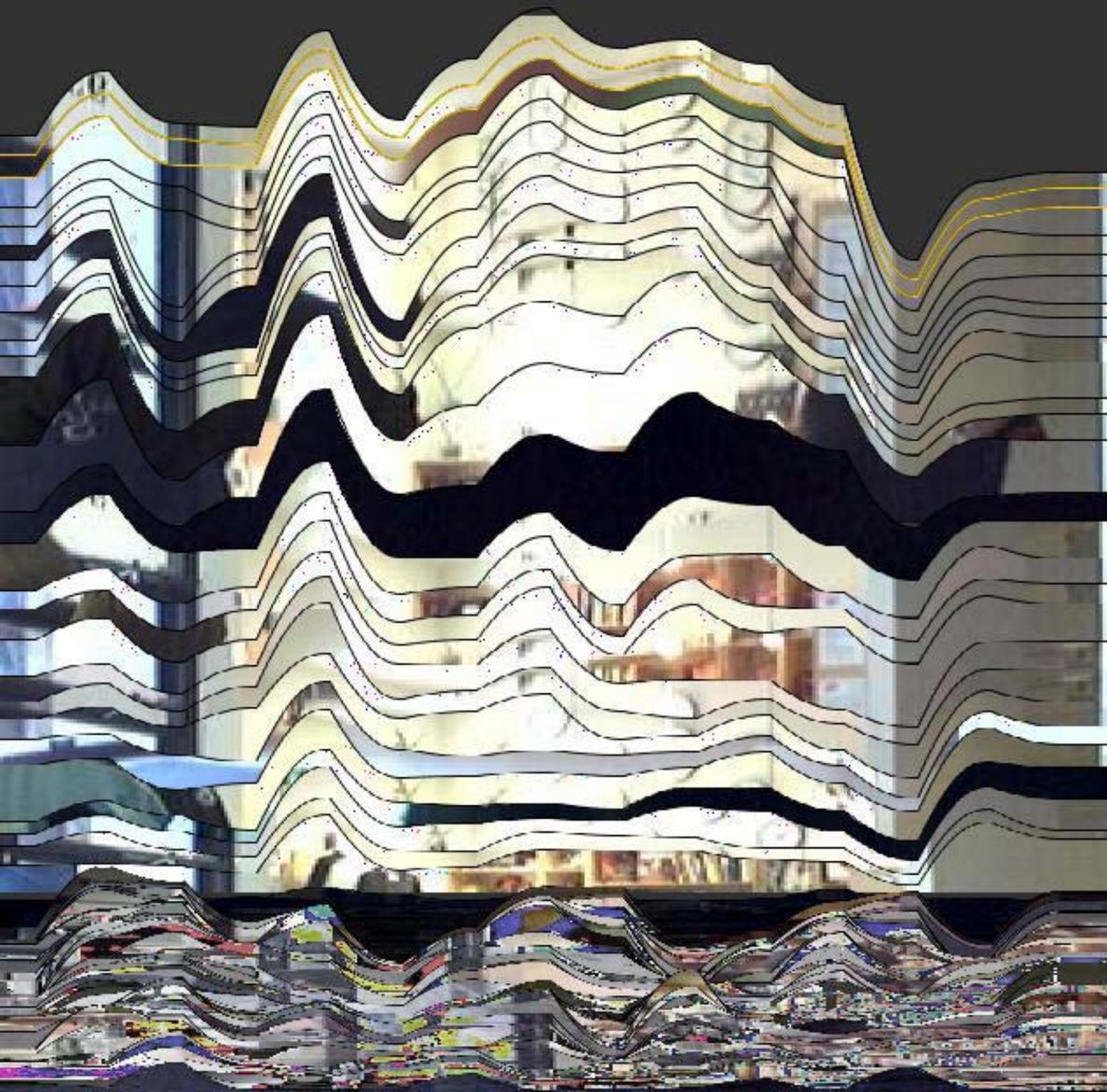
history display



history display



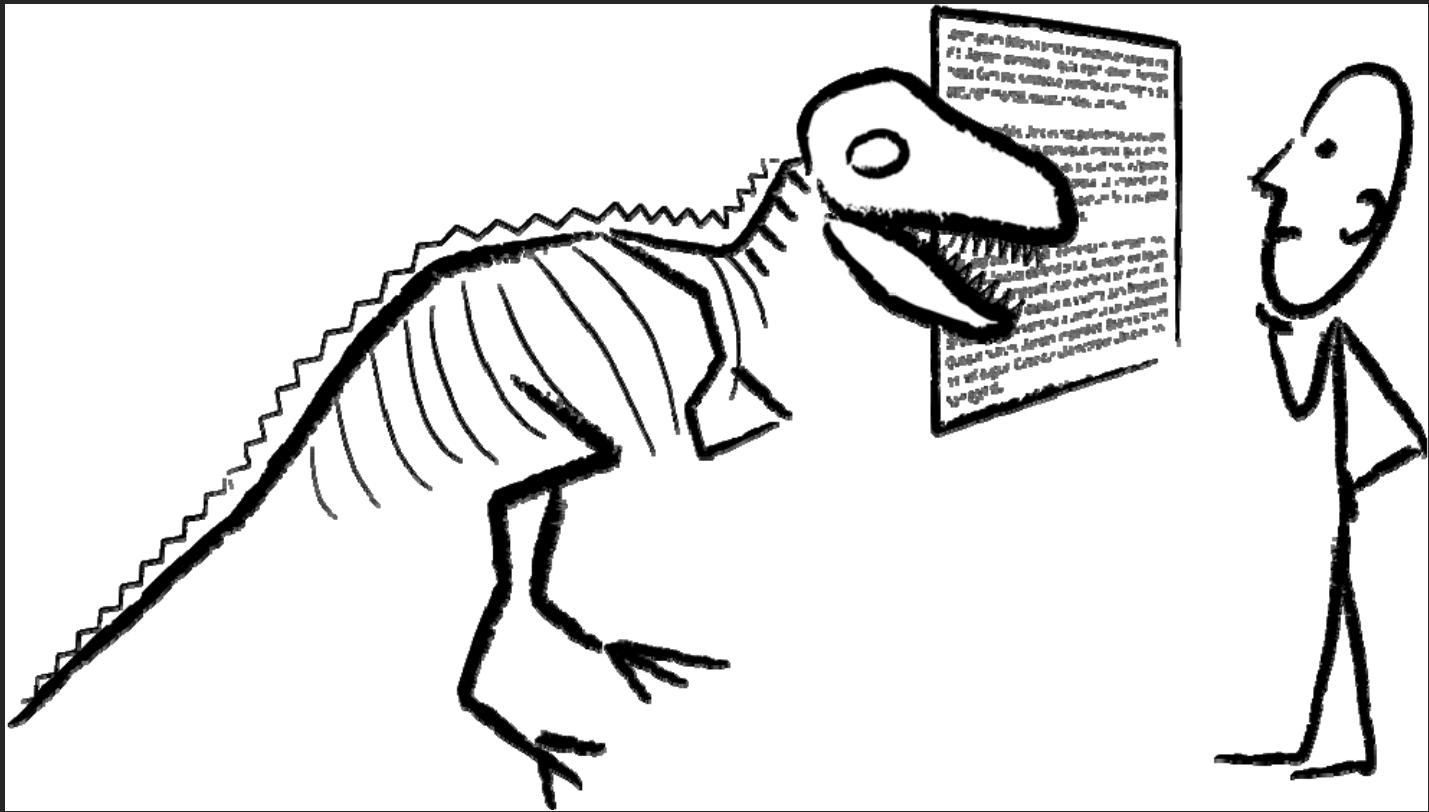
history display



• MAR 17 2003

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infovis in exhibition spaces

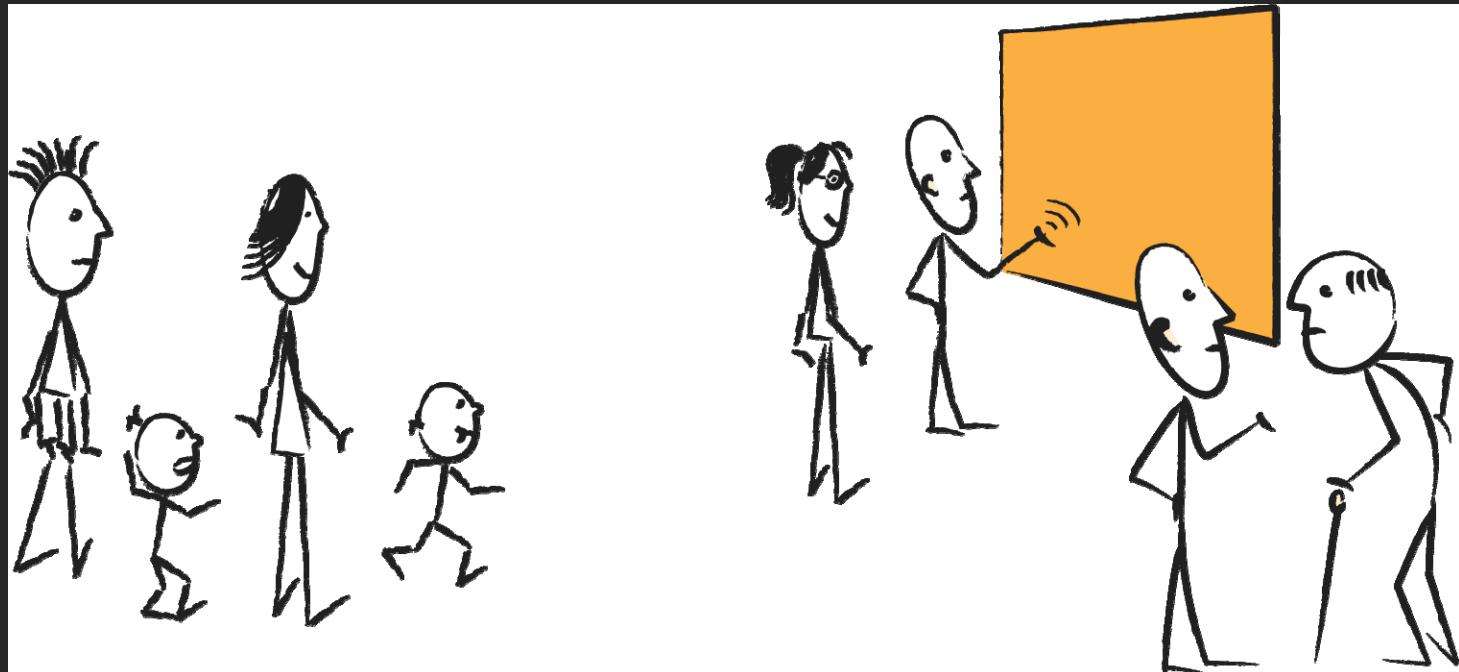


infovis in exhibition spaces

indoor spaces open to anybody

serendipitous & social information exploration

education, entertainment & inspiration



challenges

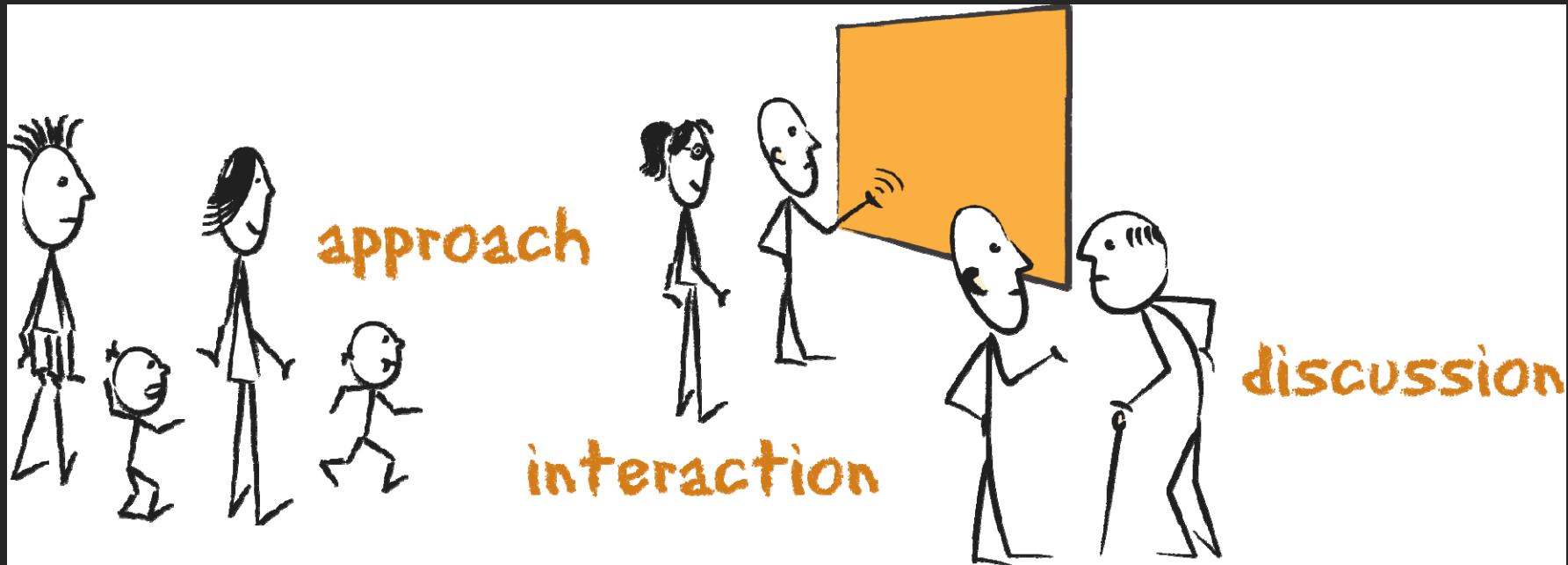
diverse audience

loosely defined motivation & goals

short interaction times



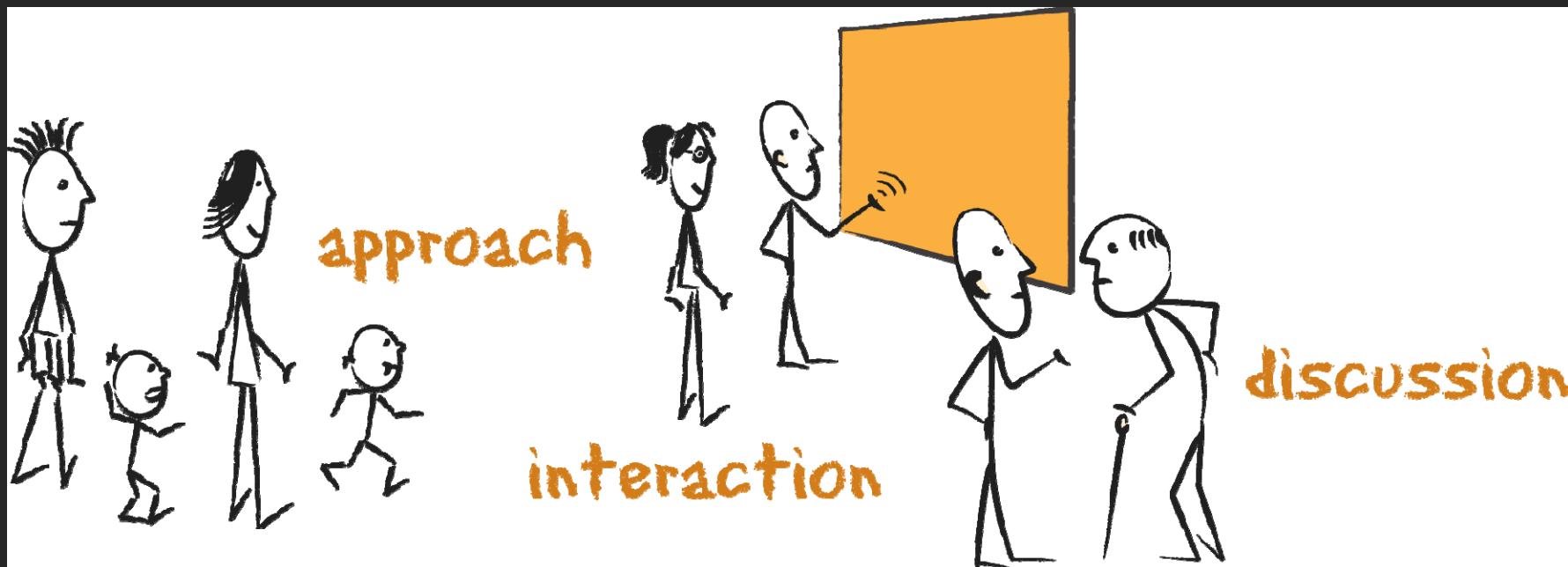
my research interests



my approach

design & observe (study)

observe (study) & design



human-computer
interaction

information
visualization

INFORMATION VISUALIZATION IN EXHIBITION SPACES

new-media art



memory [en]code



EMDialog

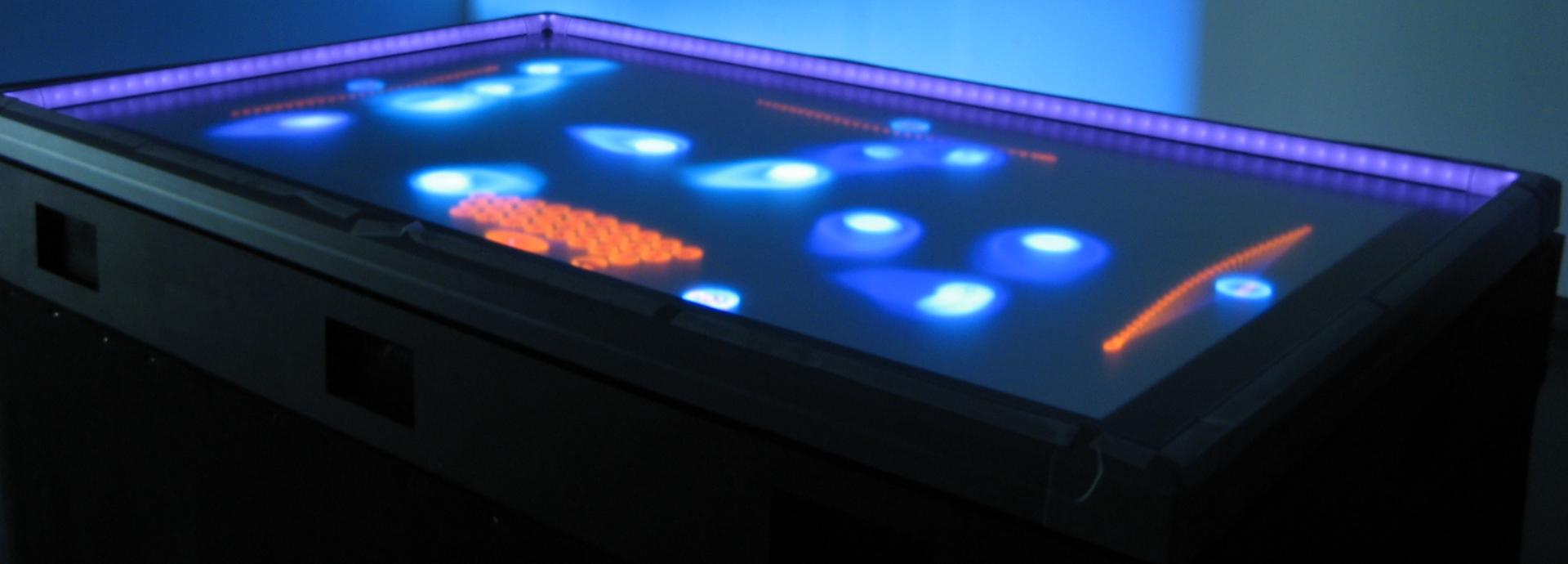


Holly Schmidt
<http://www.hollyschmidt.ca/>

memory [en]code

U. Hinrichs & H. Schmidt, 2007

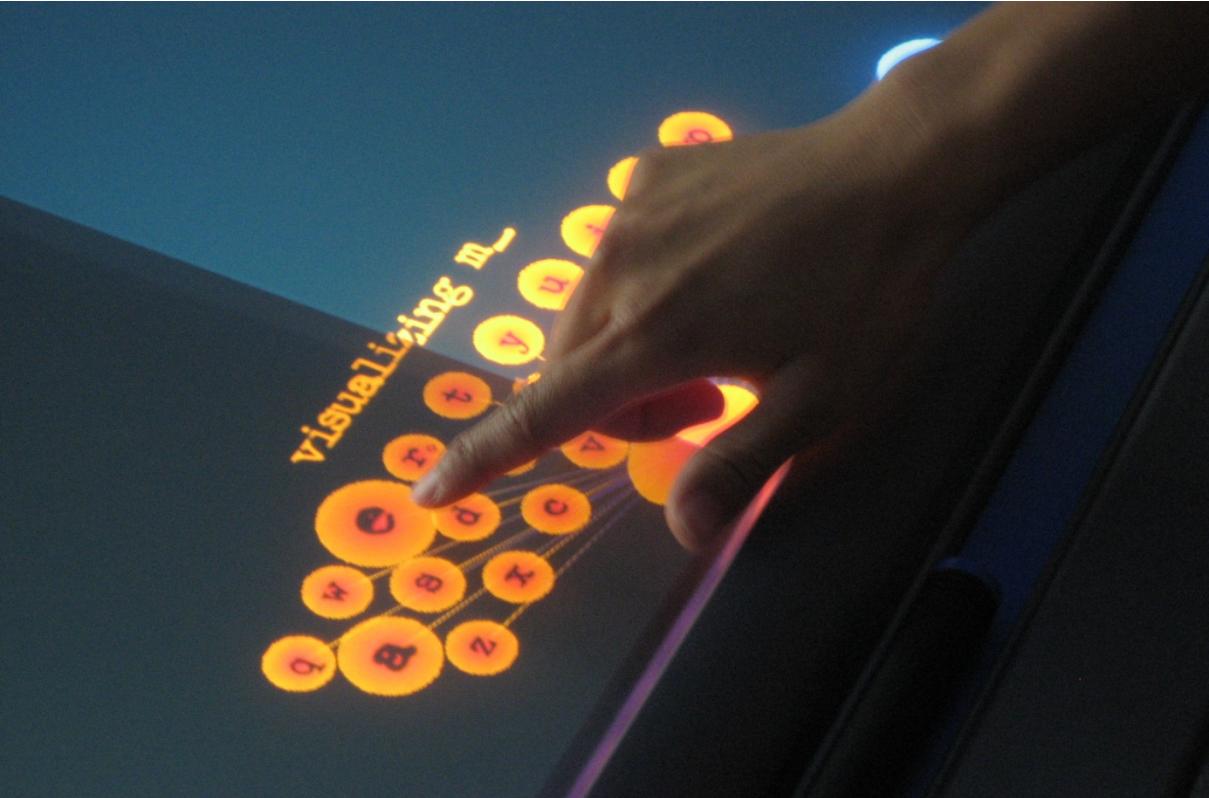
exploring concepts of human memory



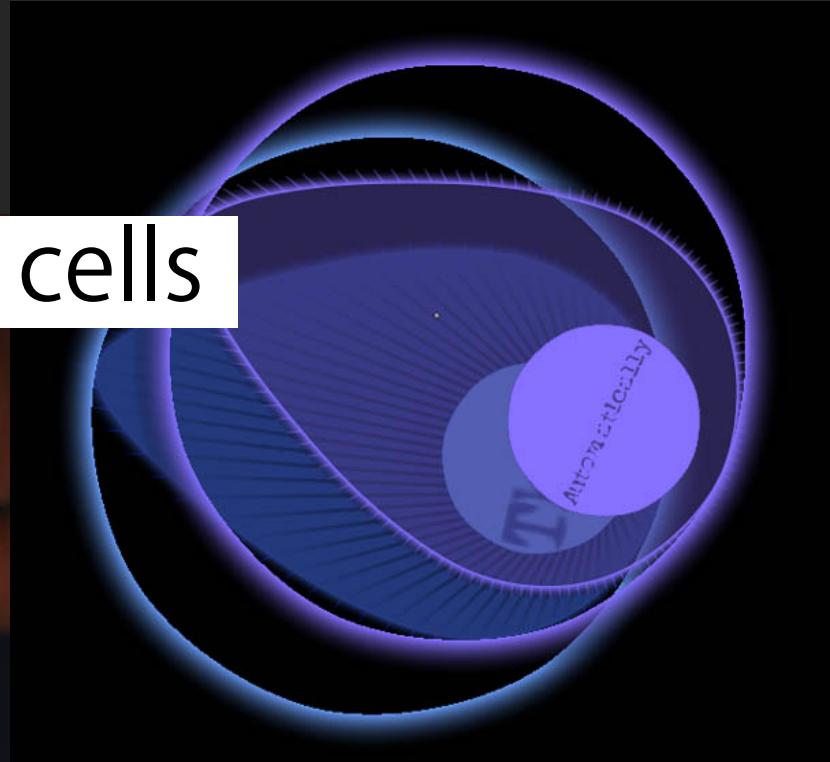
memory [en]code – process



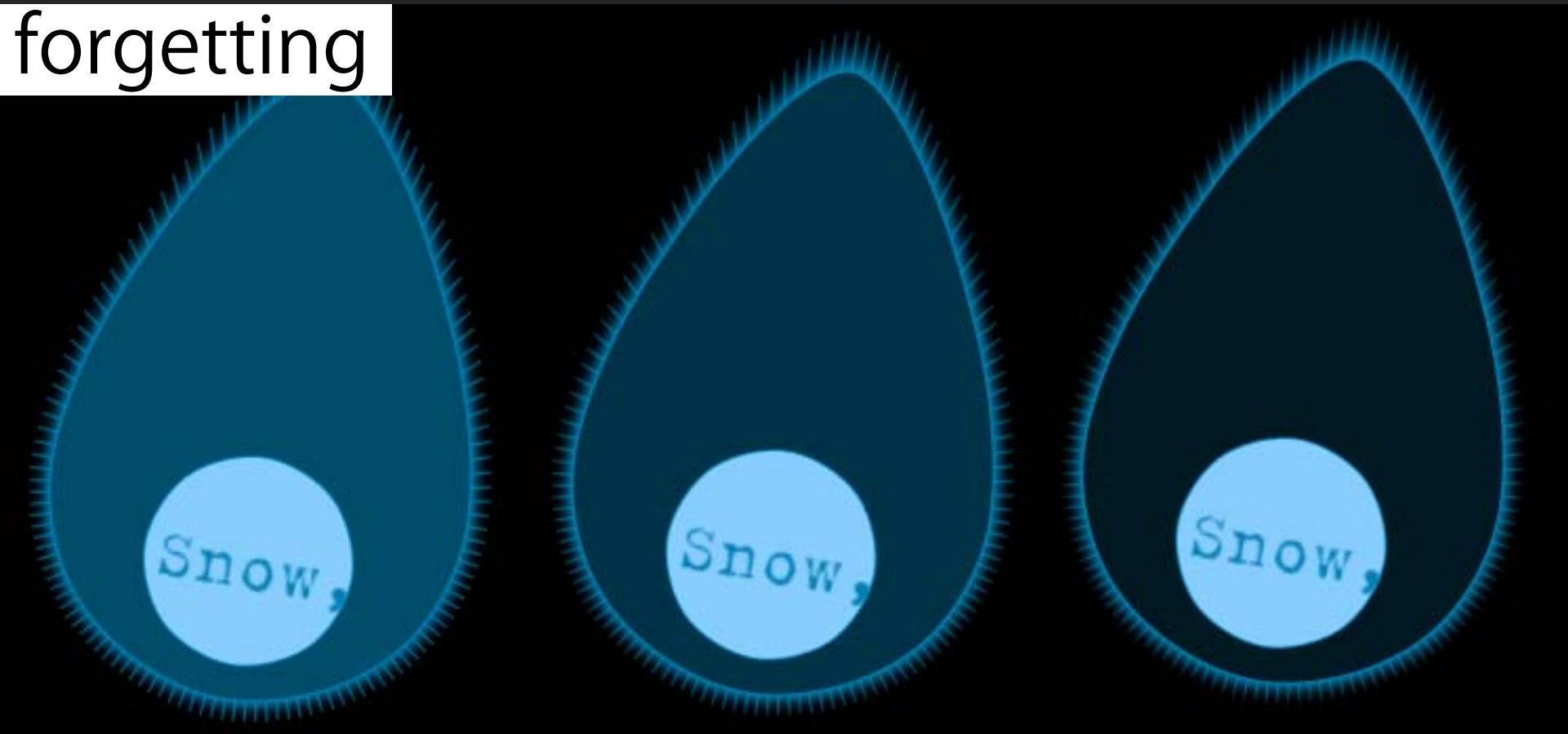
creating new memory cells



interacting with memory cells



forgetting



Snow,

Snow,

Snow,



informal observations

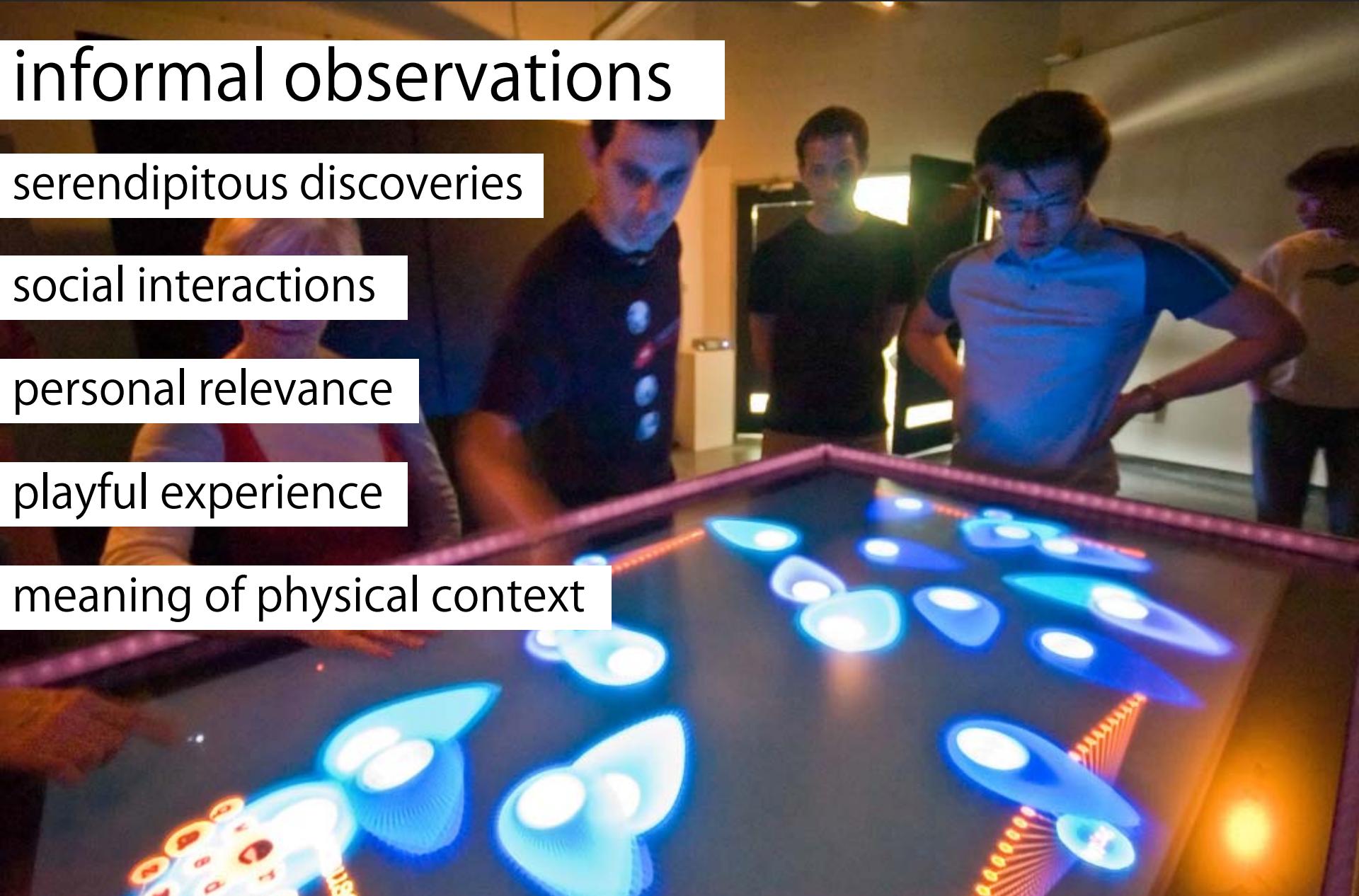
serendipitous discoveries

social interactions

personal relevance

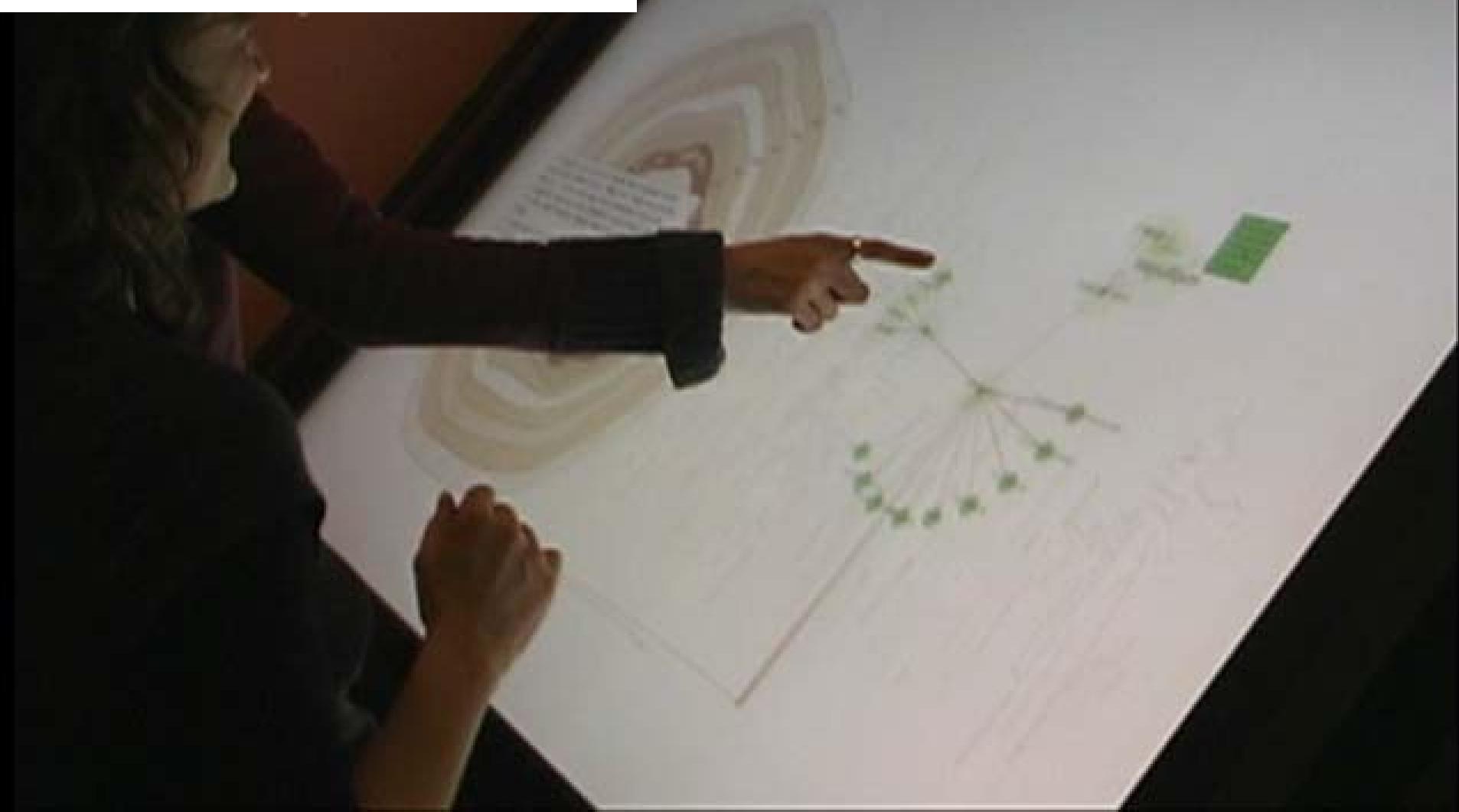
playful experience

meaning of physical context



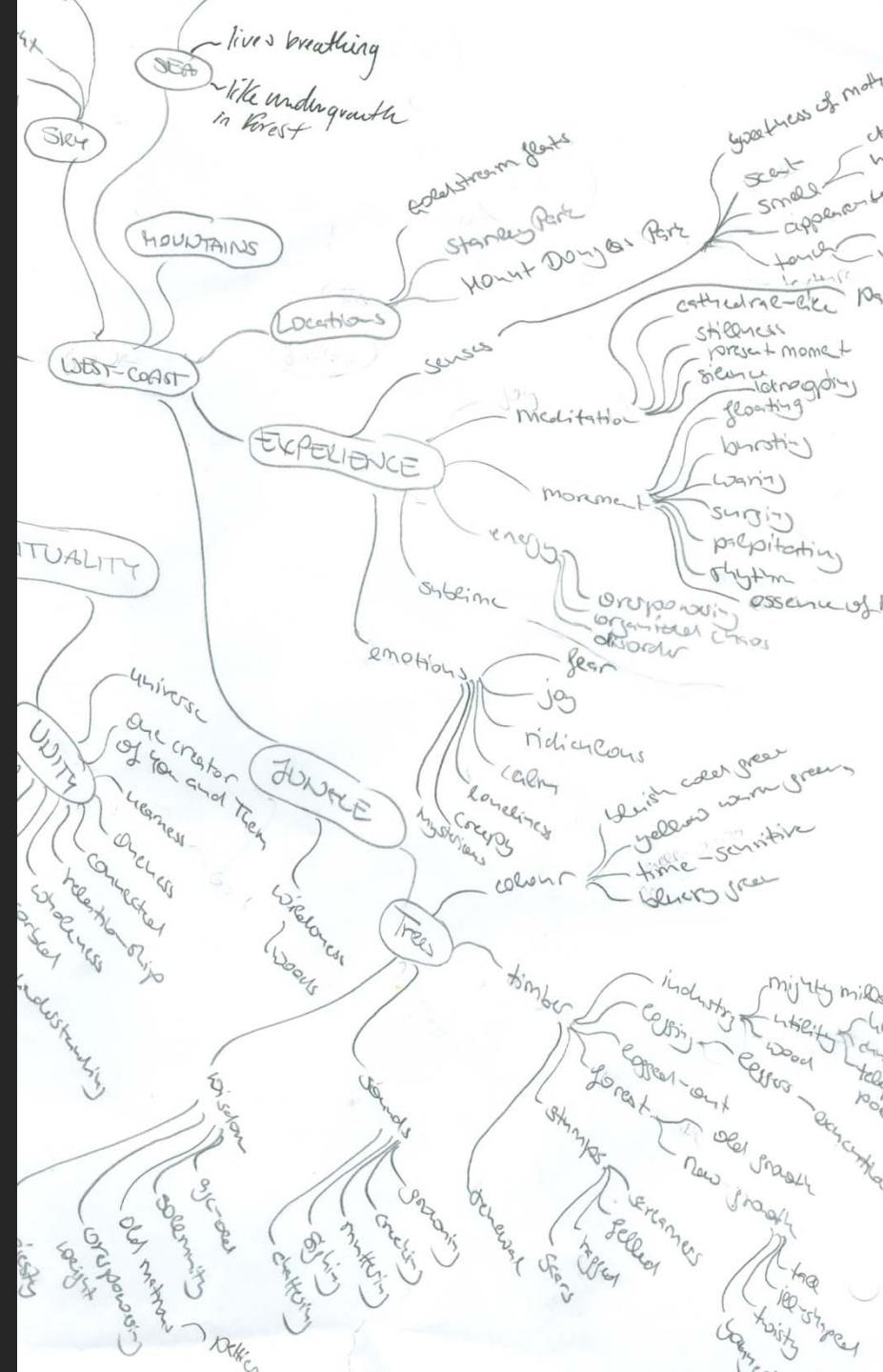
EMDialog

U. Hinrichs & H. Schmidt, 2008

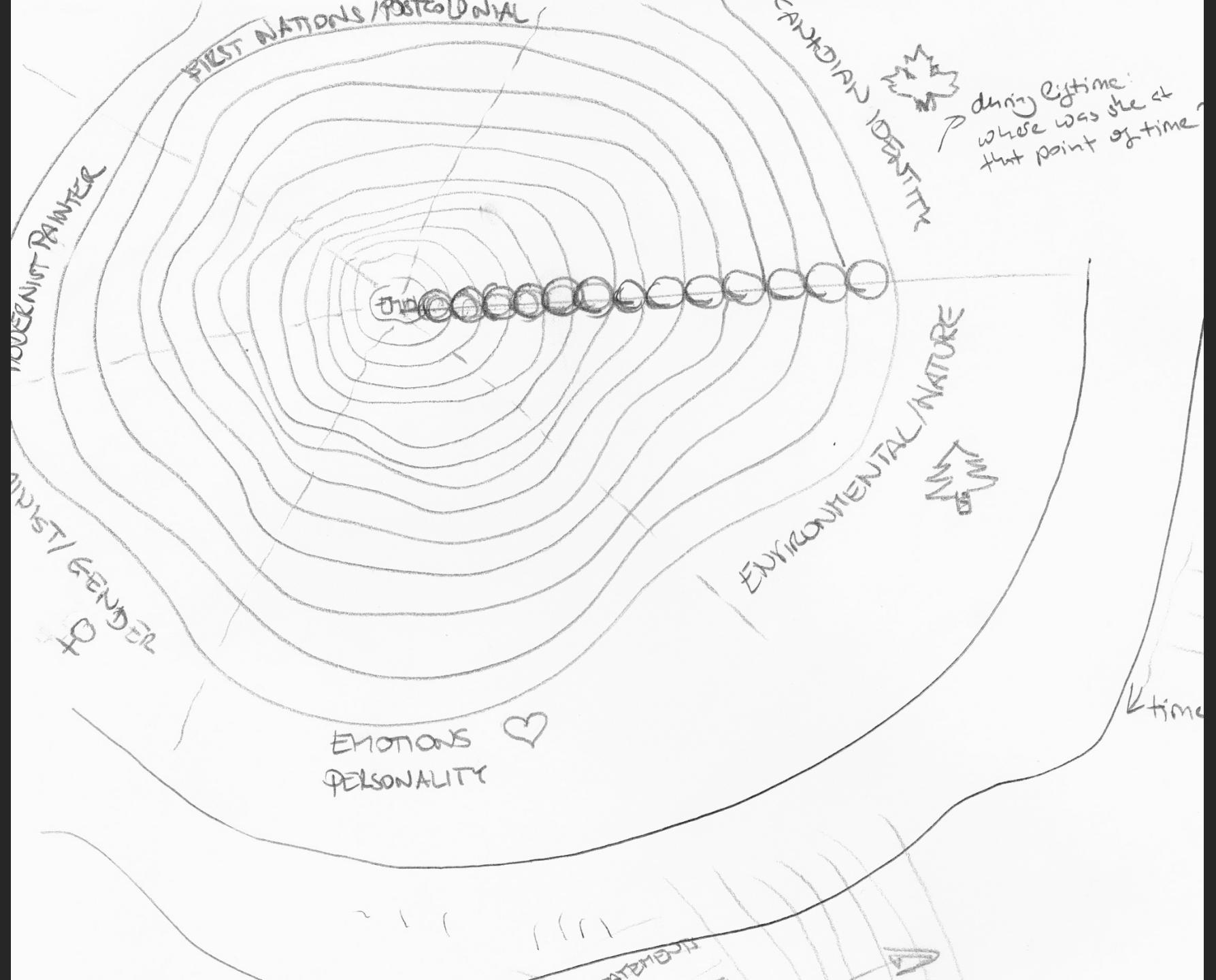


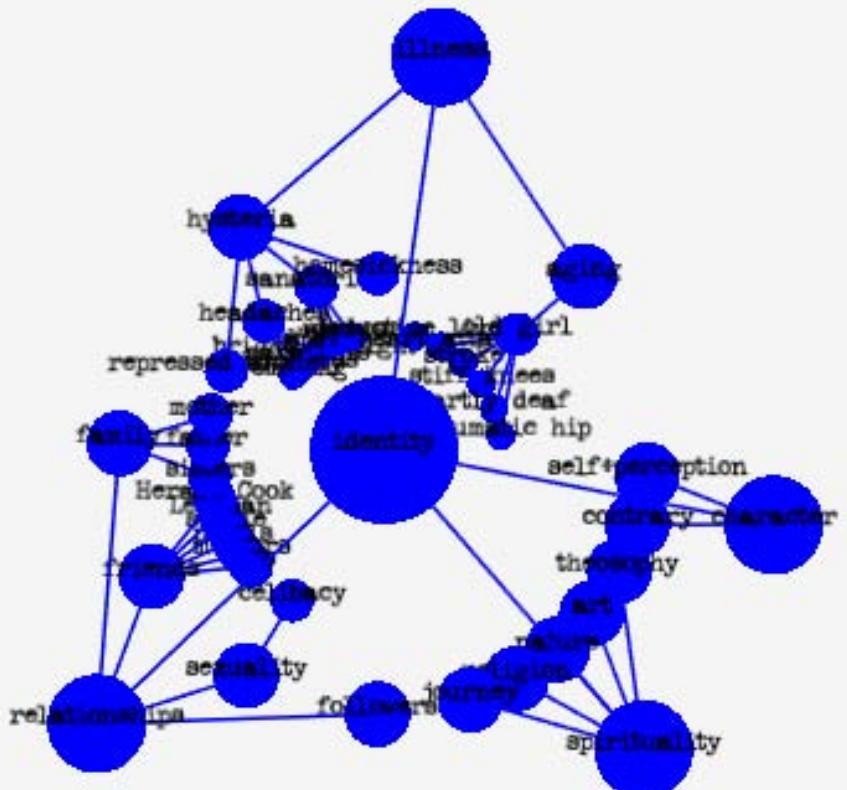
context



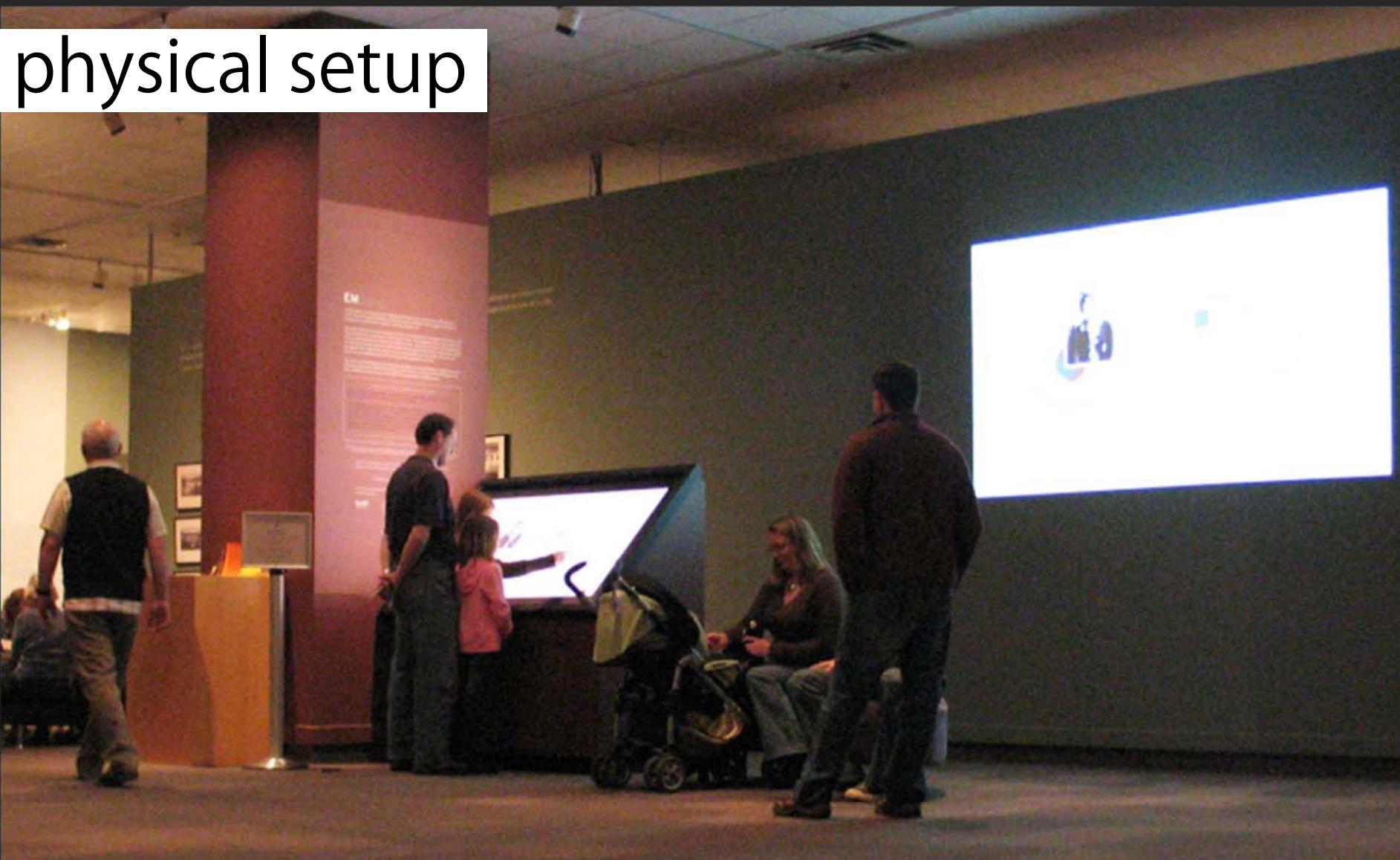


process



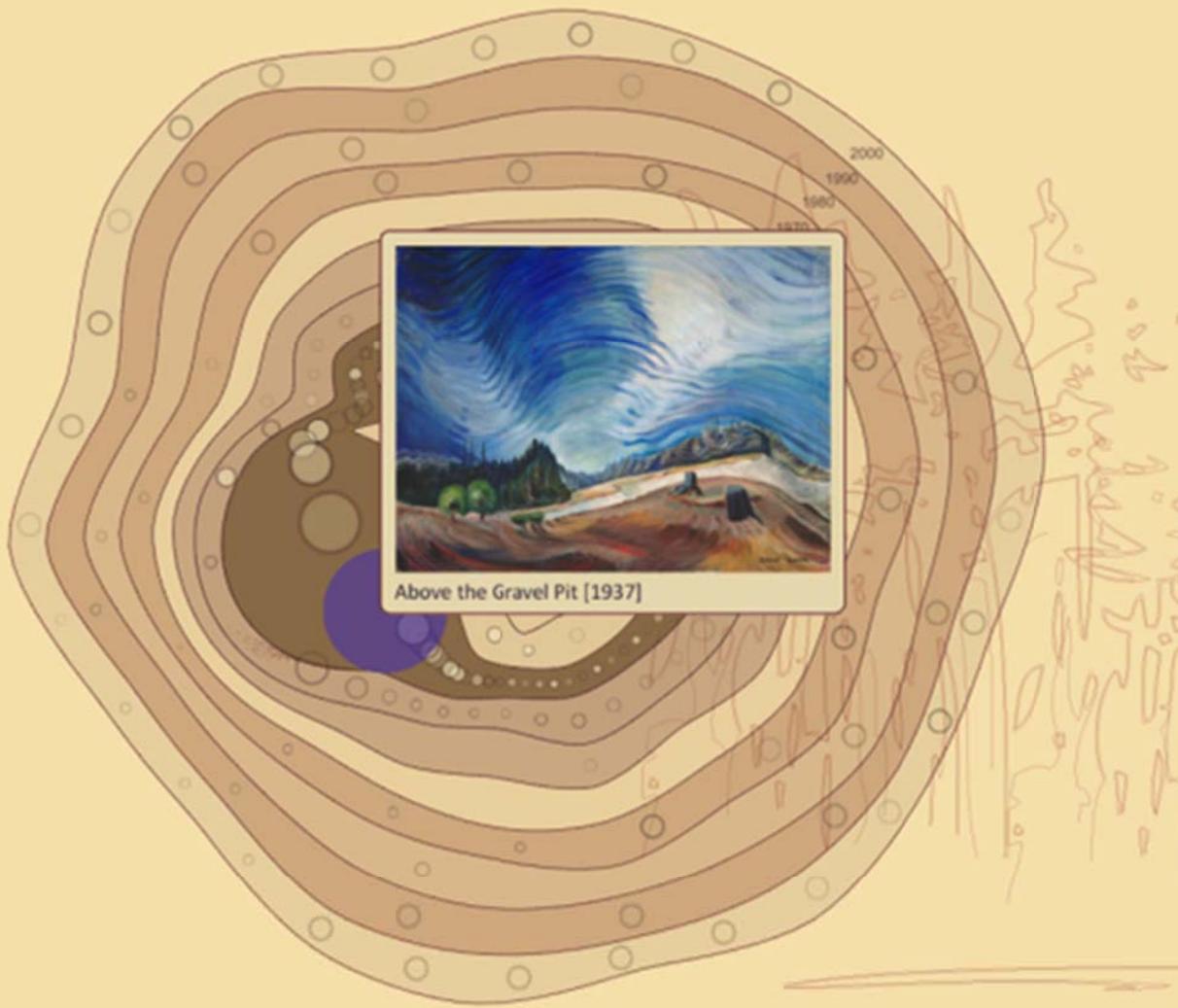


physical setup

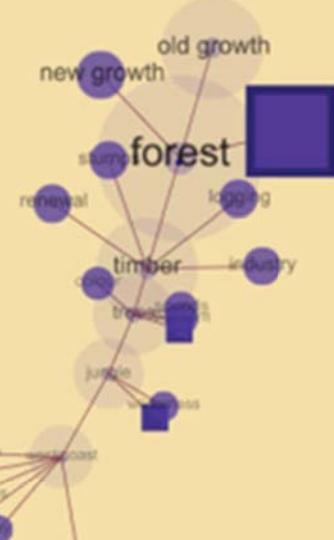


linked visualizations





Above the Gravel Pit [1937]



old growth
new growth
storm
renewal

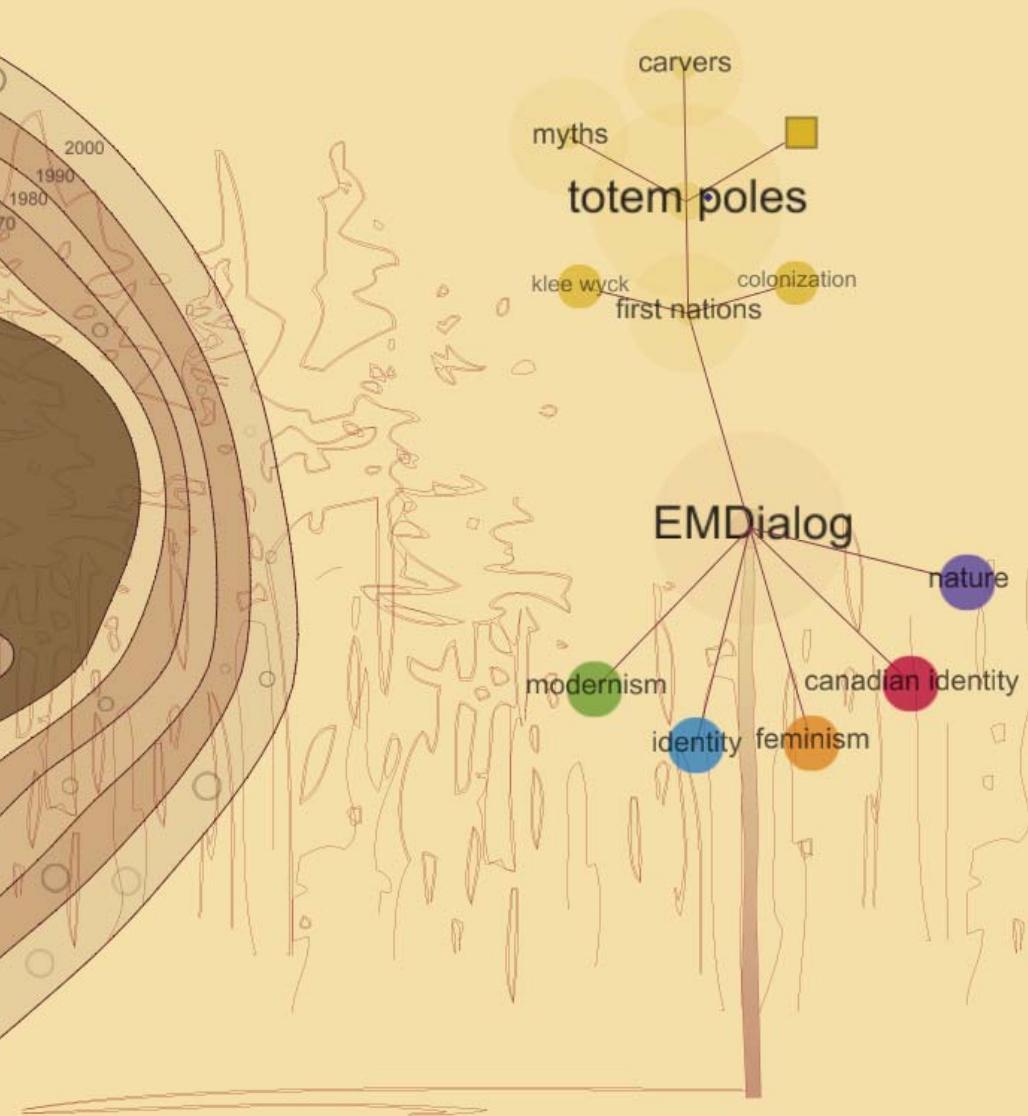
timber

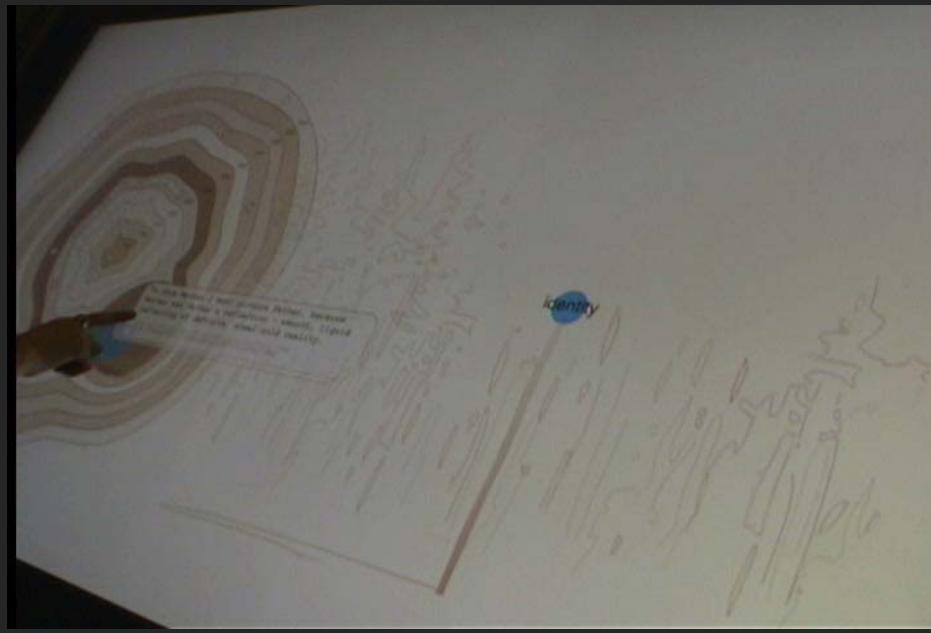
jungle

lumberjacks
loggers
loggers' families
mills
mills' families
sawmills
sawmills' families

fly

six perspectives

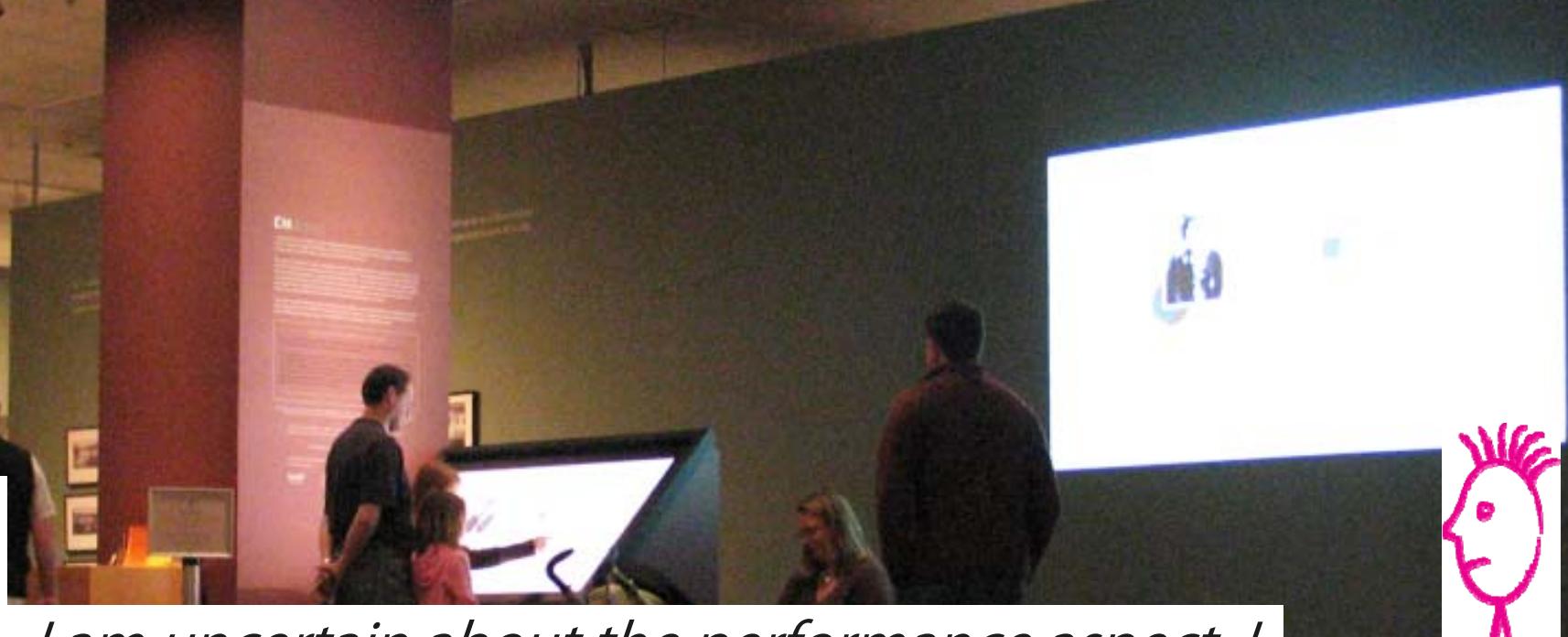




motivations for approach

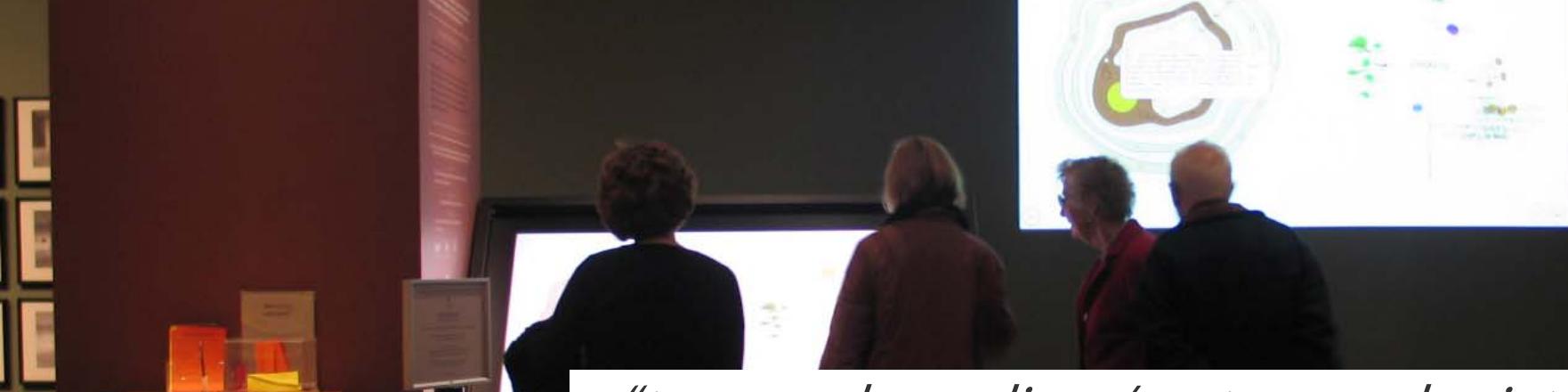


performance aspect



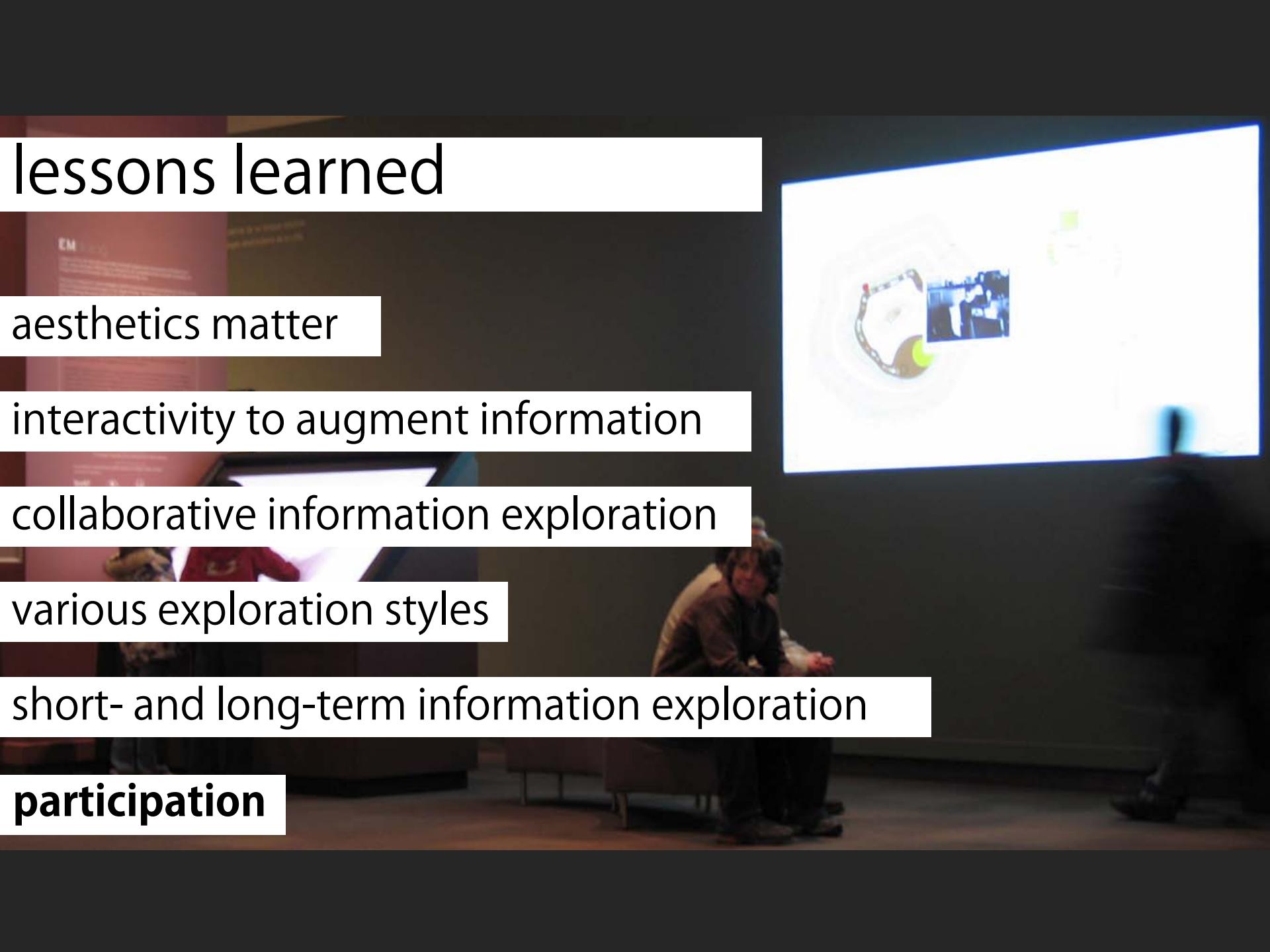
I am uncertain about the performance aspect, I
am kind of an introvert.
I felt guilty interacting with the display not knowing
whether or not someone was in the middle of reading
the projected screen.

mixed visitor reactions



*"it took me a while to get the idea (**and resist fatigue after spending two hours in the exhibit**) but it quickly engaged me and was really neat and fun to use."*

lessons learned



aesthetics matter

interactivity to augment information

collaborative information exploration

various exploration styles

short- and long-term information exploration

participation

conclusions



social context of space

dynamic vs. static data visualization

participation

outlook

participation & public large-display infovis

interdisciplinary research & collaboration

creative process



questions?
comments?



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references

U. Hinrichs, H. Schmidt, and S. Carpendale. EMDialog: Bringing Information Visualization into the Museum. *TVCG: Transactions on Visualization and Computer Graphics*, 14(6), pp. 1181 – 1188, 2008.

L. E. Holmquist & T. Skog. Informative Art: Information Visualization in Everyday Environments. In Proc. of Graphite 2003.

G. Legrady. Making visible the invisible. <http://www.archimuse.com/publishing/ichim05/Legrady.pdf>

H. Schmidt, U. Hinrichs, A. Dunning and S. Carpendale. memory [en]code - Building a Collective Memory within a Tabletop Installation. In Proceedings of Computational Aesthetics in Graphics, Visualization, and Imaging 2007 (CAe'07). Eurographics Association, pages 135 - 142, June, 2007.

F. Viégas, E. Perry, E. Howe and J. Donath. Artifacts of the Presence Era: Using Information Visualization to Create an Evocative Souvenir. In Proc. of the IEEE Symposium on Information Visualization, pp. 105 – 111, 2004.

<http://www.artcom.com>