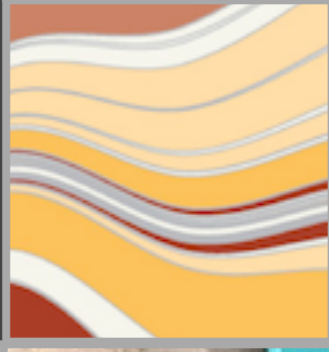
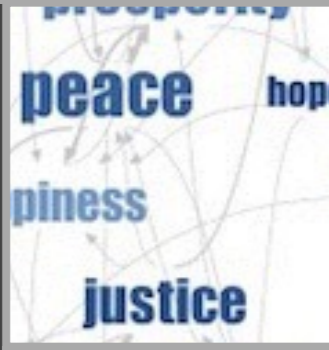
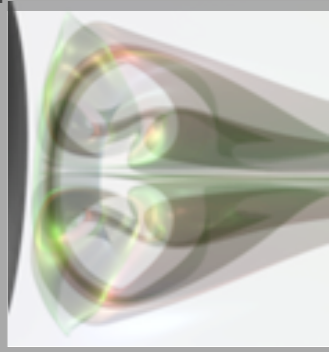
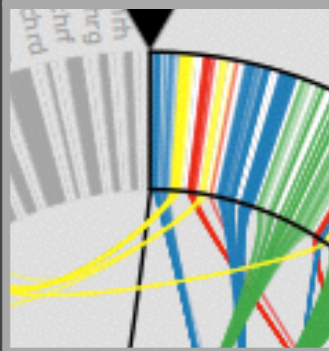
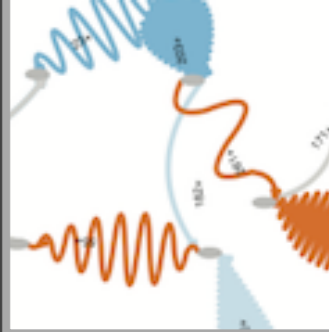


DESIGN STUDIES

Miriah Meyer
University of Utah



administrivia . . .

- parallel coordinates grades out**
- questions about transfer functions?**
- exam next Thursday**
- project opportunity**

last time ...

- **software architecture models**

- *focus on the structure of a software system in terms of its programmatic components*

- **design decision models**

- *describe and capture design decisions*

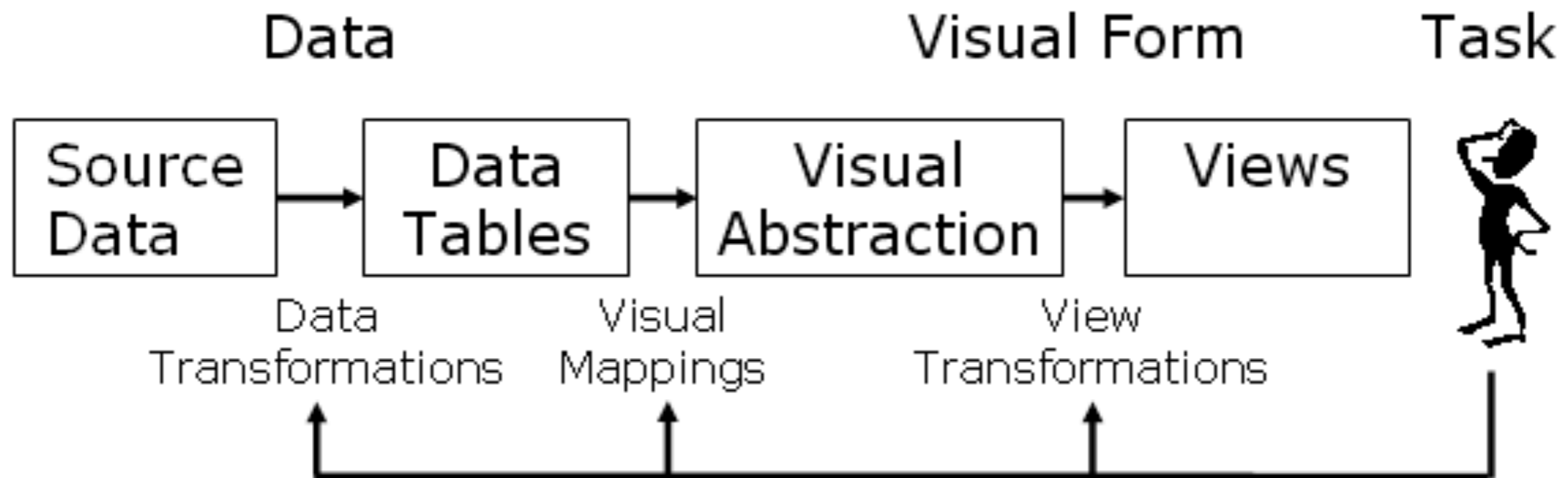
- **process models**

- *describe stages with concrete actions a designer should engage in*

reference model

- software architecture pattern


- *breaks up visualization (user) process into a series of discrete steps*

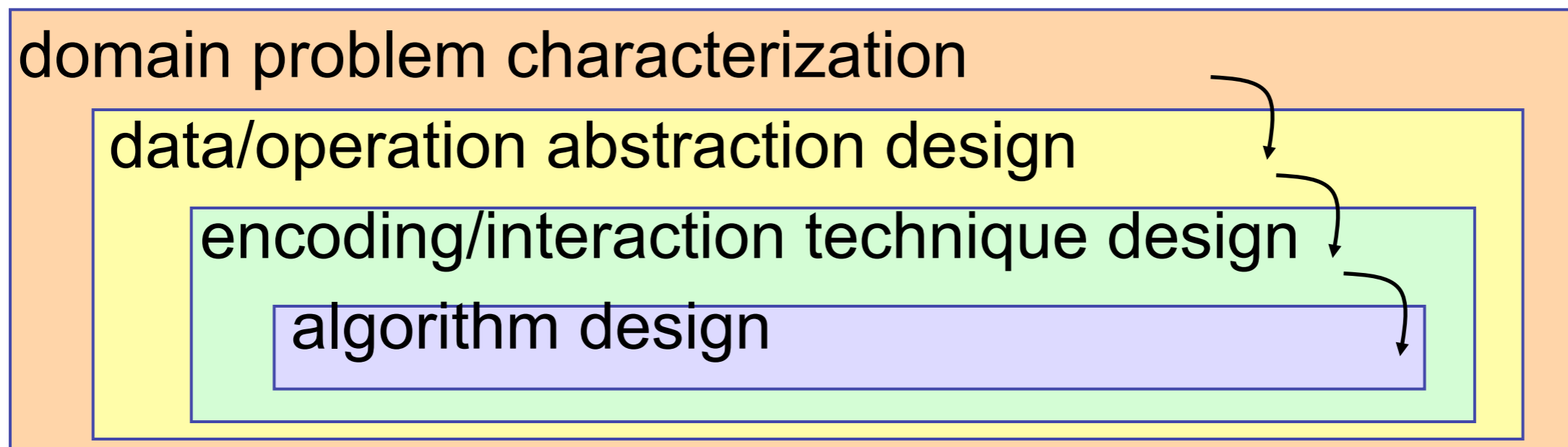


originally developed by Ed Chi as part of PhD dissertation, called the data state model; showed equivalence to data flow model used in existing toolkits like VTK

later interpreted by Card, Mackinlay, and Shneiderman, dubbing it the information visualization reference model

Nested levels in model

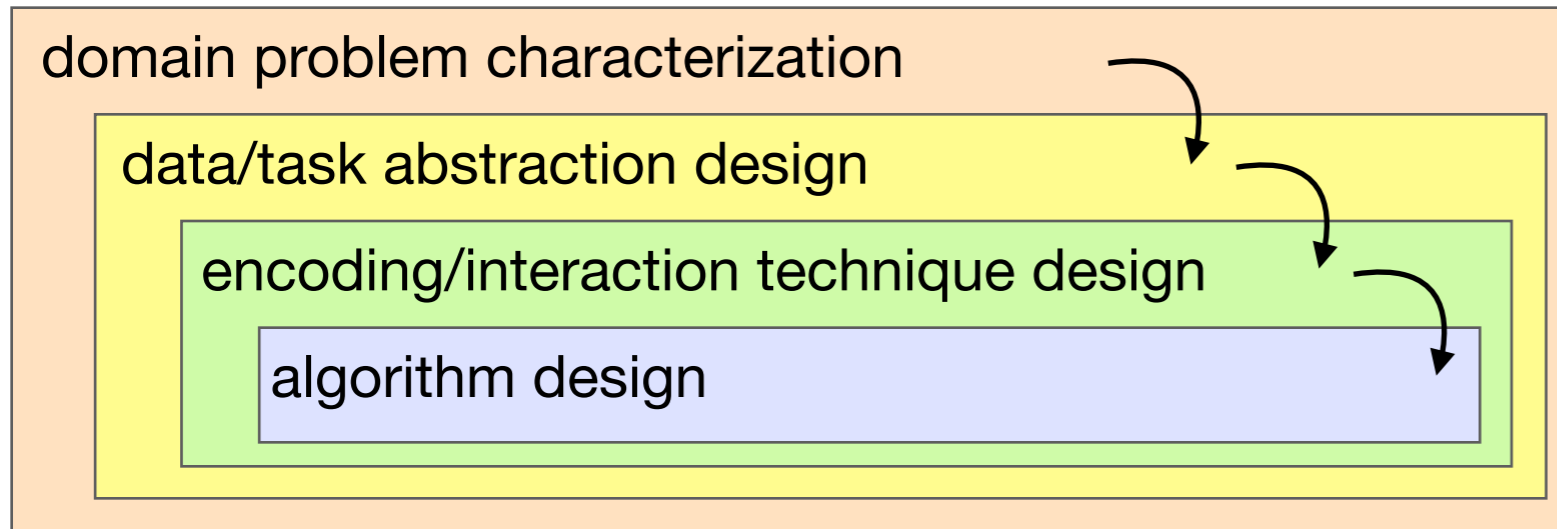
- output of **upstream** level  input to **downstream** level
- challenge: upstream errors inevitably cascade
 - if poor abstraction choice made, even perfect technique and algorithm design will not solve intended problem



NESTED BLOCKS AND GUIDELINES

[Meyer 2013]

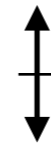
NESTED MODEL



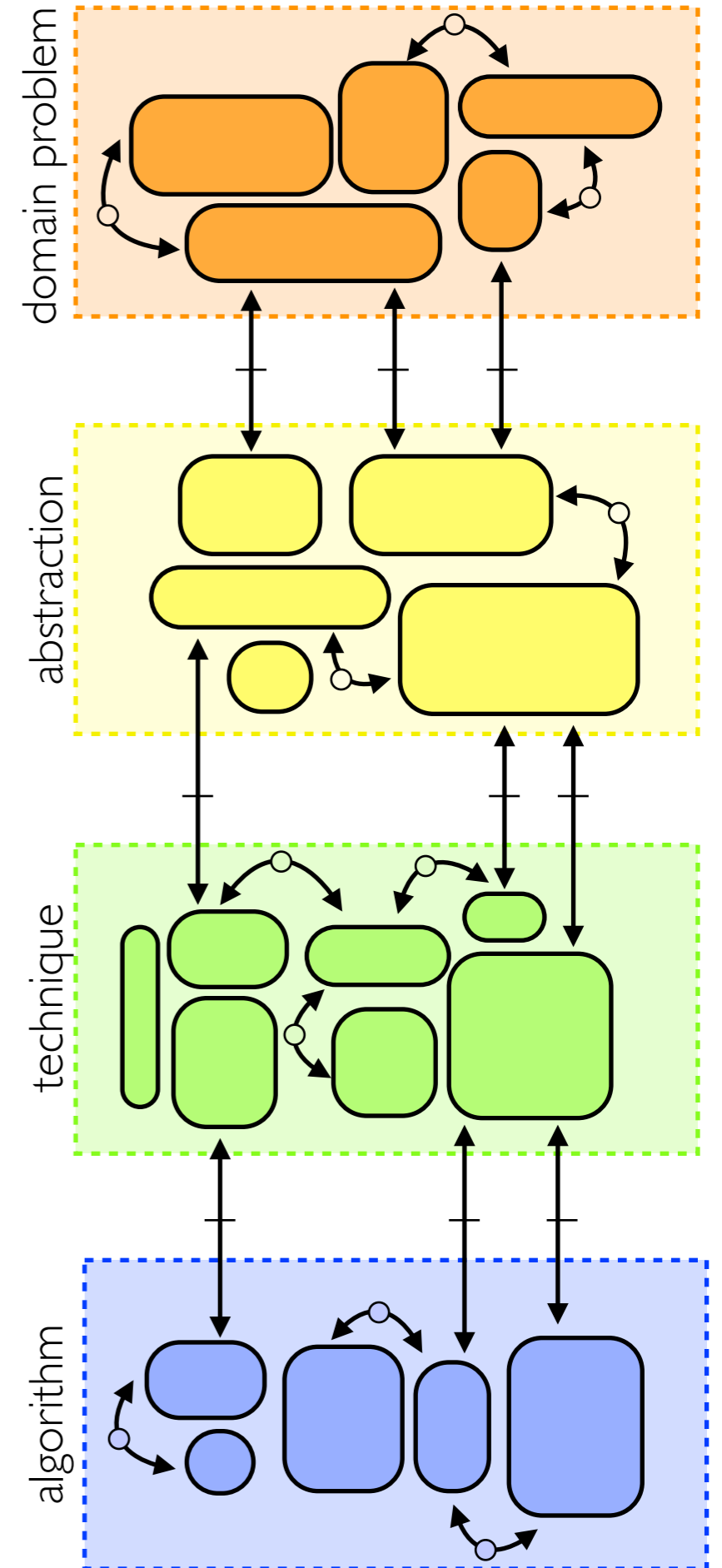
Munzner 2009

blocks guidelines

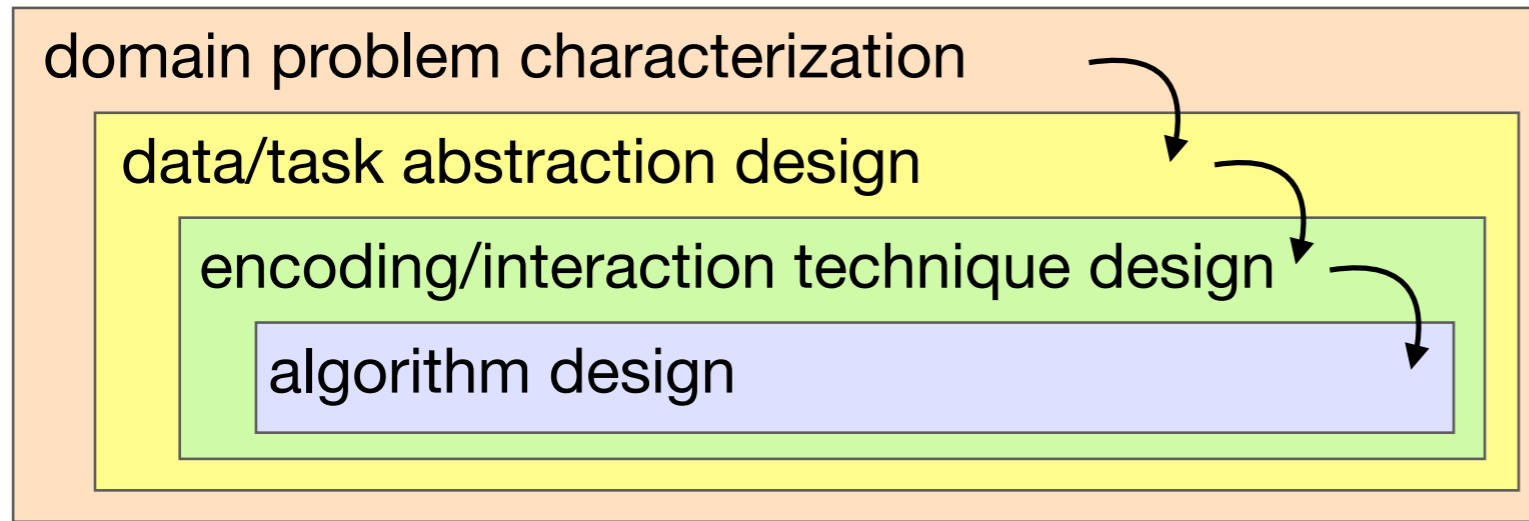
between-level guideline



within-level guideline



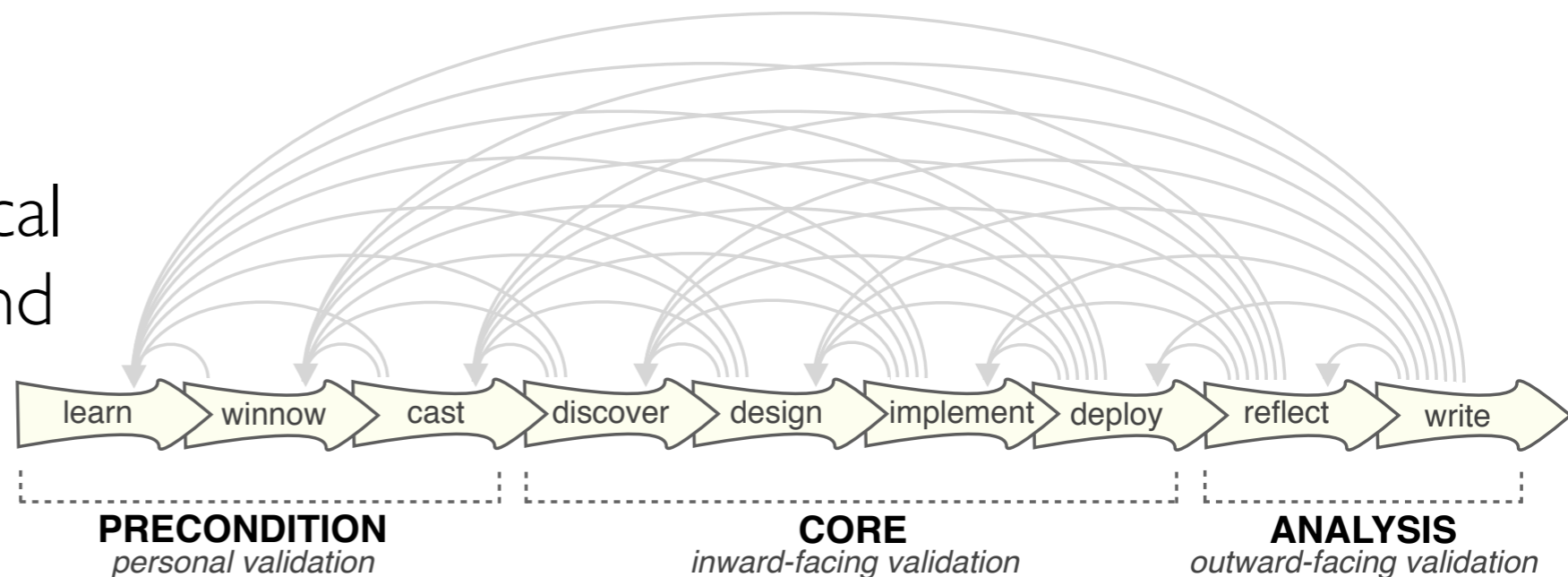
design decision models vs process models



nested model

design decision model:
describes levels of design inherent to, and should be considered in, the creation of a tool

process model: gives practical advice in how to design and develop a tool



9-stage framework

today ...

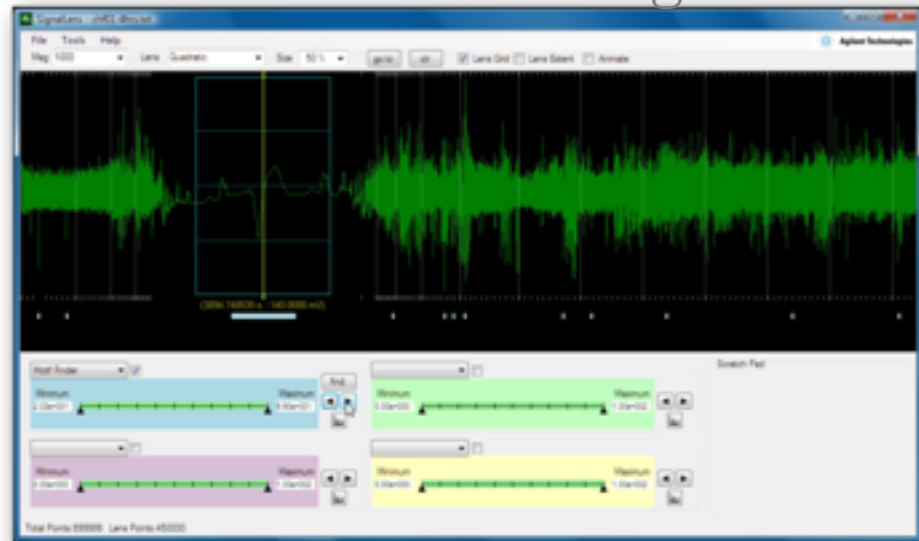
DESIGN STUDIES

- what is a design study?
- data and task axes
- nine-stage framework
- Pathline
- MizBee
- selected pitfalls

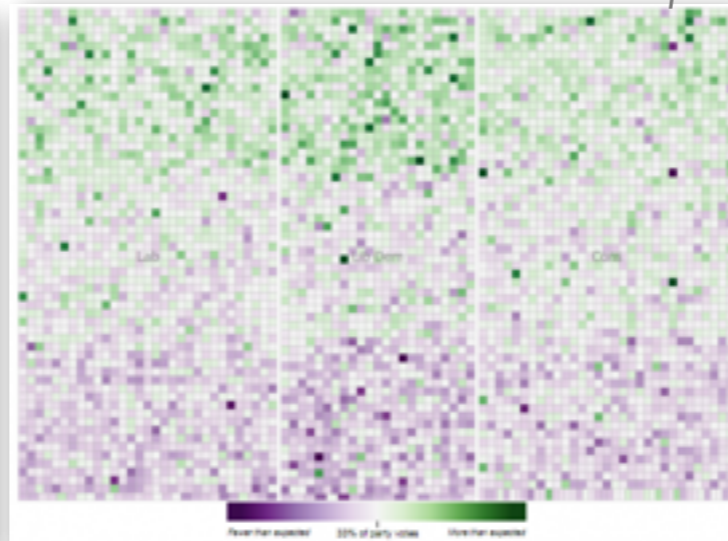
DESIGN STUDIES

Popular

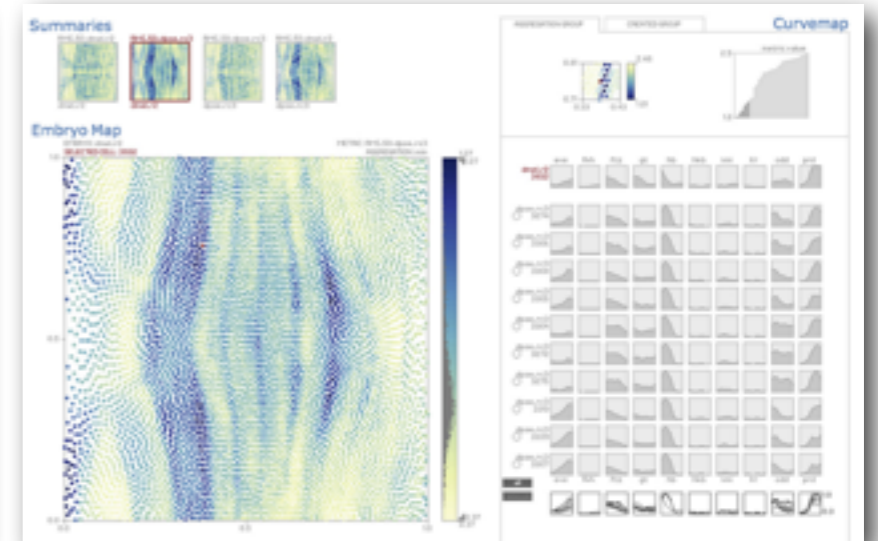
SignalLens



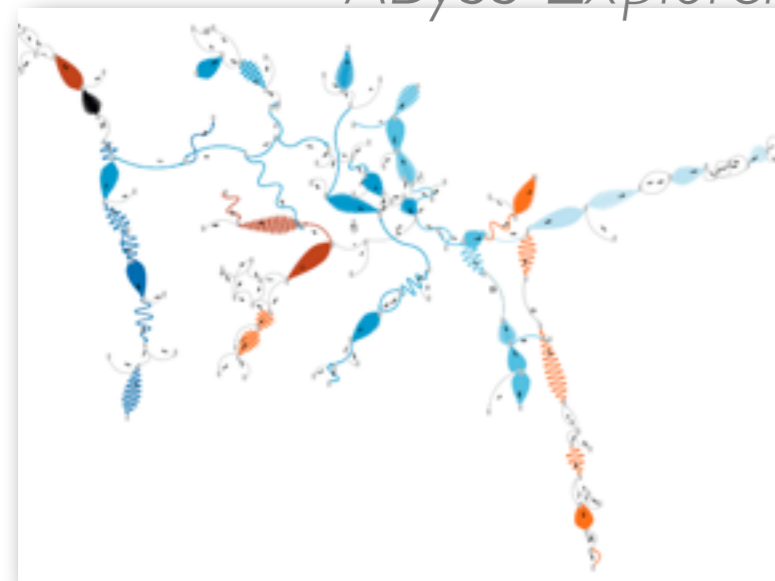
BallotMaps



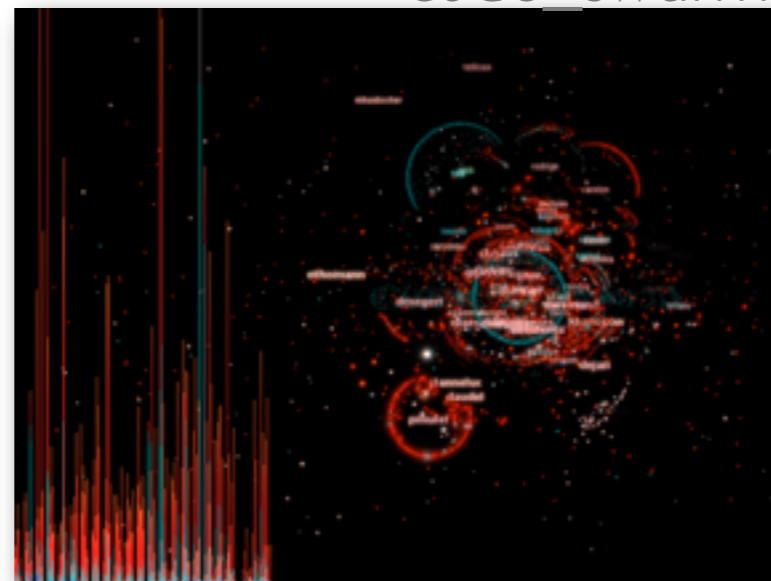
MulteeSum



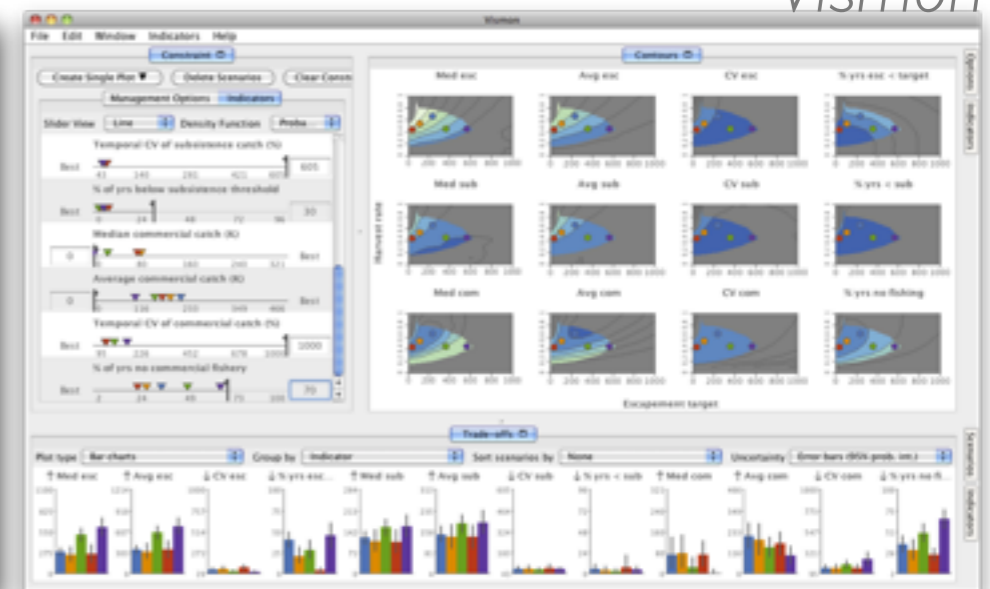
ABySS-Explorer



code swarm

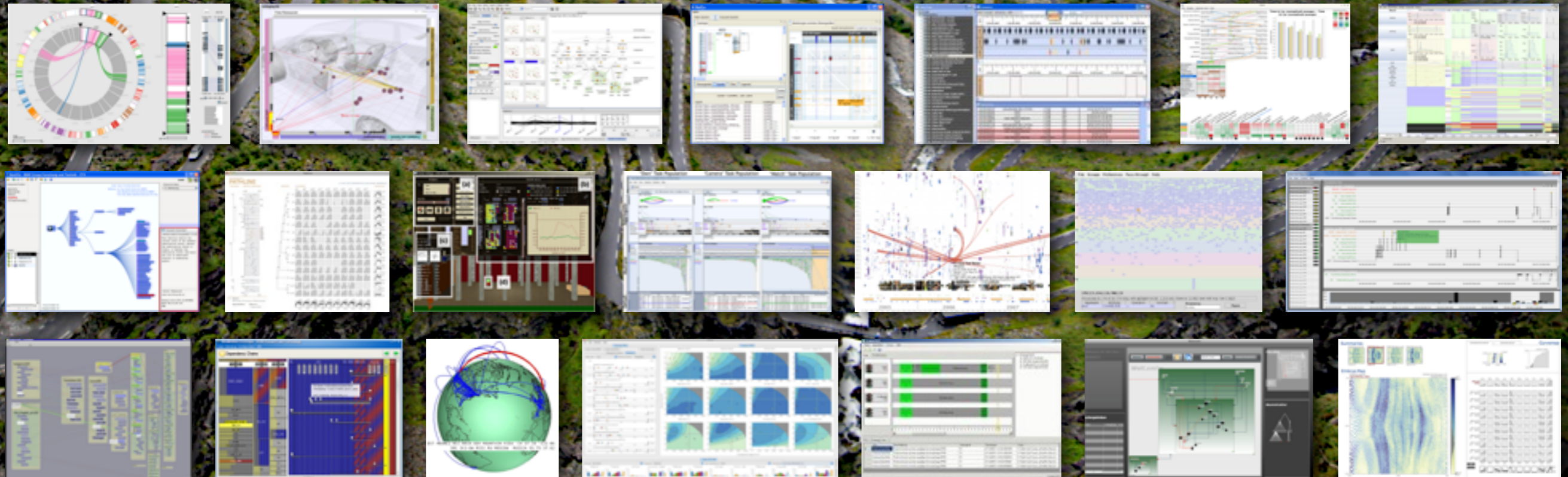


Vismon



DESIGN STUDIES

Hard!



DESIGN STUDIES

How to?



**Good
ingredients**

Methods



Methodology

DESIGN STUDIES

How to: Methods



DATA SKETCHES

[Lloyd and Dykes, InfoVis 2011]

MILCs

[Shneiderman and Plaisant, BELIV 2006]

INSIGHT-BASED

[Sarayia et al., TVCG 2005]

Strategies for Evaluating Information Visualization Tools: Multi-dimensional In-depth Long-term Case Studies

Ben Shneiderman*, Catherine Plaisant*

*Human-Computer Interaction Laboratory, Institute for Advanced Computer Studies and
*Computer Science Department
University of Maryland
{ben, plaisant}@cs.umd.edu

ABSTRACT

After an historical review of evaluation methods, we describe an emerging research method called Multi-dimensional In-depth Long-term Case Studies (MILCs) which assess well aligned or under the creative interaction that users of information visualization systems engage in. We propose that the efficacy of tools can be measured by determining (1) usage effectiveness, awareness, control, insight and (2) impact users' success in achieving their professional goals. Our measures assess how social ethnographic methods used in HCI and provide guidelines for conducting MILCs for information visualization. We suggest ways to refine the methods for MILCs to address user privacy and data retention concerns. We discuss research results working since 2001 that in addition to individual and experimental use of information visualization by diverse experts.

In the new "Multi-dimensional In-depth Long-term Case Studies" the multi-dimensional aspect refers to using effectiveness, awareness, control, as well as contextual impact to assess user performance and usability efficacy and value. The in-depth aspect is the diverse engagement of the researchers with the expert users in the goal of increasing a pattern of insight. Long-term refers to longitudinal studies that begin with training in use of a specific tool, through practice usage that leads to strategy changes for the expert users. Case studies refers to the detailed reporting about a small number of individuals working on their own problems, in their natural environment. Longitudinal studies have been carried out in HCI and in user education visualization projects, but we propose to refine the methods and expand their scope. The experimental question is how the information visualization researchers can go to increasing the ability of their tools to be success achieved by the users that

TABLE 8
Insight Characteristics

	Cluster-view	Time-Searcher	HCE	Spotfire®	Gene-Spring®
Hypotheses	2	1	1	3	0
Unexpected Insights	3	3	5	2	0
Incorrect Insights	0	0	2	0	0

DESIGN STUDIES

How to: Methodology



**Good
ingredients**

Methods



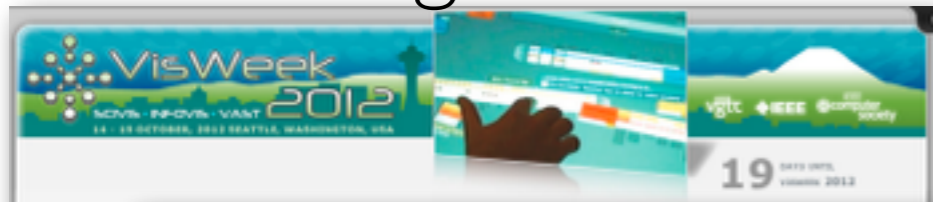
**... but no
RECIPES**

Methodology

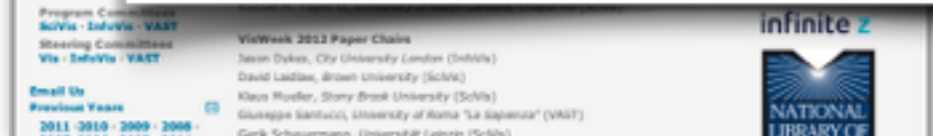
DESIGN STUDIES

Three paragraphs!

visweek.org



Application / Design Study papers explore the choices made when applying visualization and visual analytics techniques in an application area, for example relating the visual encodings and interaction techniques to the requirements of the target task. Similarly, Application papers have been the norm when researchers describe the use of visualization techniques to glean insights from problems in engineering and science. Although a significant amount of application domain background information can be useful to provide a framing context in which to discuss the specifics of the target task, the primary focus of the case study must be the visualization content. The results of the Application / Design Study, including insights generated in the application domain, should be clearly conveyed. Describing new techniques and algorithms developed to solve the target problem will strengthen a design study paper, but the requirements for novelty are less stringent than in a Technique paper. Where necessary, the identification of the underlying parametric space and its efficient search must be aptly described. The work will be judged by the design lessons learned or insights gleaned, on which future contributors can build. We invite submissions on any application area.



Munzner 2008

Process and Pitfalls in Writing Information Visualization Research Papers

2.3 Design Study

Design Study papers make a case that a new visual representation is a suitable solution for a particular domain problem. First, you should explain the target problem. You must provide enough background that the reader can pass judgement about whether your solution is good, but not so much detail that the focus of the paper is on domain problems rather than infovis issues. Finding the right balance is a difficult but crucial judgement call. Second, you should crisply state the design requirements that you have determined through your task analysis. Third, you should present your visual encoding and interaction mechanisms and justify these design choices in terms of how well they fulfill the requirements. Typical arguments would refer to perceptual principles and infovis theory. For example, using spatial position to encode the most important variables and using greyscale value rather than hue to encode an ordered variable are both very defensible choices [24]. The best justifications explicitly discuss particular choices in the context of several possible alternatives.

Fourth, you should present results that back up the claim that your approach is better than others. Typical results include case studies or scenarios of use. Design studies often document iterative design and the use of formative evaluation for refinement. The research contribution of a design study is not typically a new algorithm or technique, but rather a well-reasoned justification of how existing techniques can be usefully combined. For most design studies, adoption by the target users is valuable evidence that the system has met its goals, as are anecdotes of insights found with the new system that would be difficult to obtain using previous methods.

I have chosen a busy style, following in the footsteps of Levin and Redell [22] and Shewchuk [34]. My intent is serious, but I have tried to invest

GOAL

Design Study Methodology



design study

- a project
- analyze a real-world problem
- design a visualization system
- validate the design
- reflect about lessons learned

design study

- a project
- analyze a **real-world** problem
- design a visualization system
- validate the design
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design study

- a project
- analyze a real-world problem
- **design** a visualization system
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design study

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design study

- a project
- analyze a real-world problem
- design a visualization system
- validate the design
- **reflect** about lessons learned

AXES

AXES

TASK CLARITY



INFORMATION LOCATION



TASK CLARITY



-tasks in vis are usually rather complex

-not just: *buy a train ticket*

-instead: *wicked problems*

-what is a wicked problem?

10 properties of a wicked problem

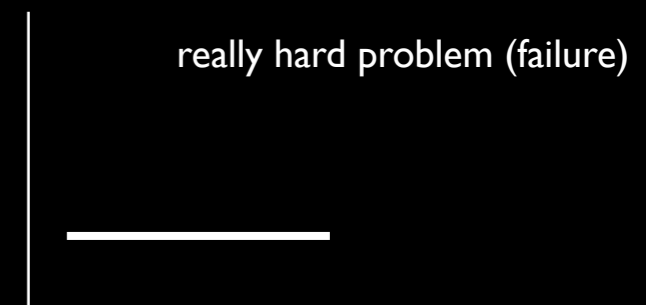
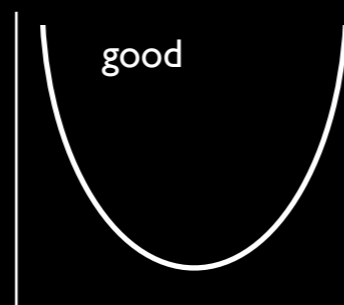
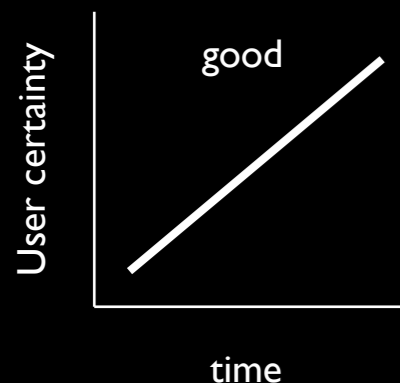
- (1) *Wicked problems* have no definitive formulation, but every formulation of a *wicked problem* corresponds to the formulation of a solution.
- (2) *Wicked problems* have no stopping rules.
- (3) Solutions to *wicked problems* cannot be true or false, only good or bad.
- (4) In solving *wicked problems* there is no exhaustive list of admissible operations.
- (5) For every *wicked problem* there is always more than one possible explanation, with explanations depending on the *Weltanschauung* of the designer.³⁹
- (6) Every *wicked problem* is a symptom of another, “higher level,” problem.⁴⁰
- (7) No formulation and solution of a *wicked problem* has a definitive test.
- (8) Solving a *wicked problem* is a “one shot” operation, with no room for trial and error.⁴¹
- (9) Every *wicked problem* is unique.
- (10) The *wicked problem* solver has no right to be wrong—they are fully responsible for their actions.

TASK CLARITY



-SubAxes

- task scope
 - *broad vs. narrow*
 - *task decomposition*
- task characterization
 - *shared understanding*
- task stability
 - *designer influence is disruptive*
 - **abstraction and tools change user's needs: CONTRIBUTION**
 - *user's needs change during project*
 - **DANGER**



be aware...

-changing user practice

-researcher is actively intervening: *change can be good (contribution!), but might be hard to track*

-demand characteristics | experimenter bias

-the system you are studying is changing by the fact that you are studying it

-*users change behavior because they know they are being studied*

-*unconscious bias by experimenters that affect subjects*

-Pitfall: “But they liked it ...”

-necessary but not sufficient

INFORMATION LOCATION

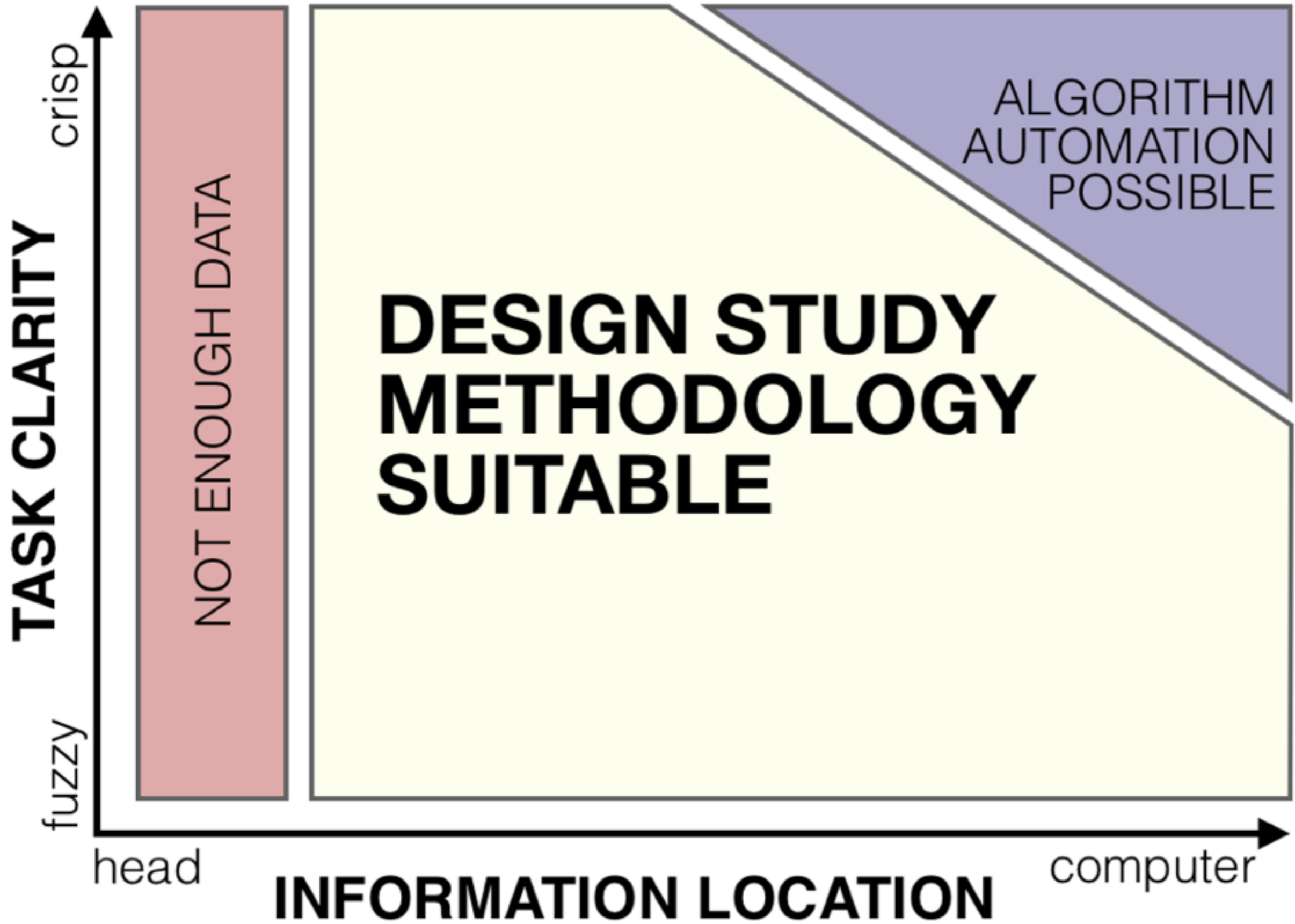


-how much information is made explicit in digital form vs implicit in user head

-more than just 'data'

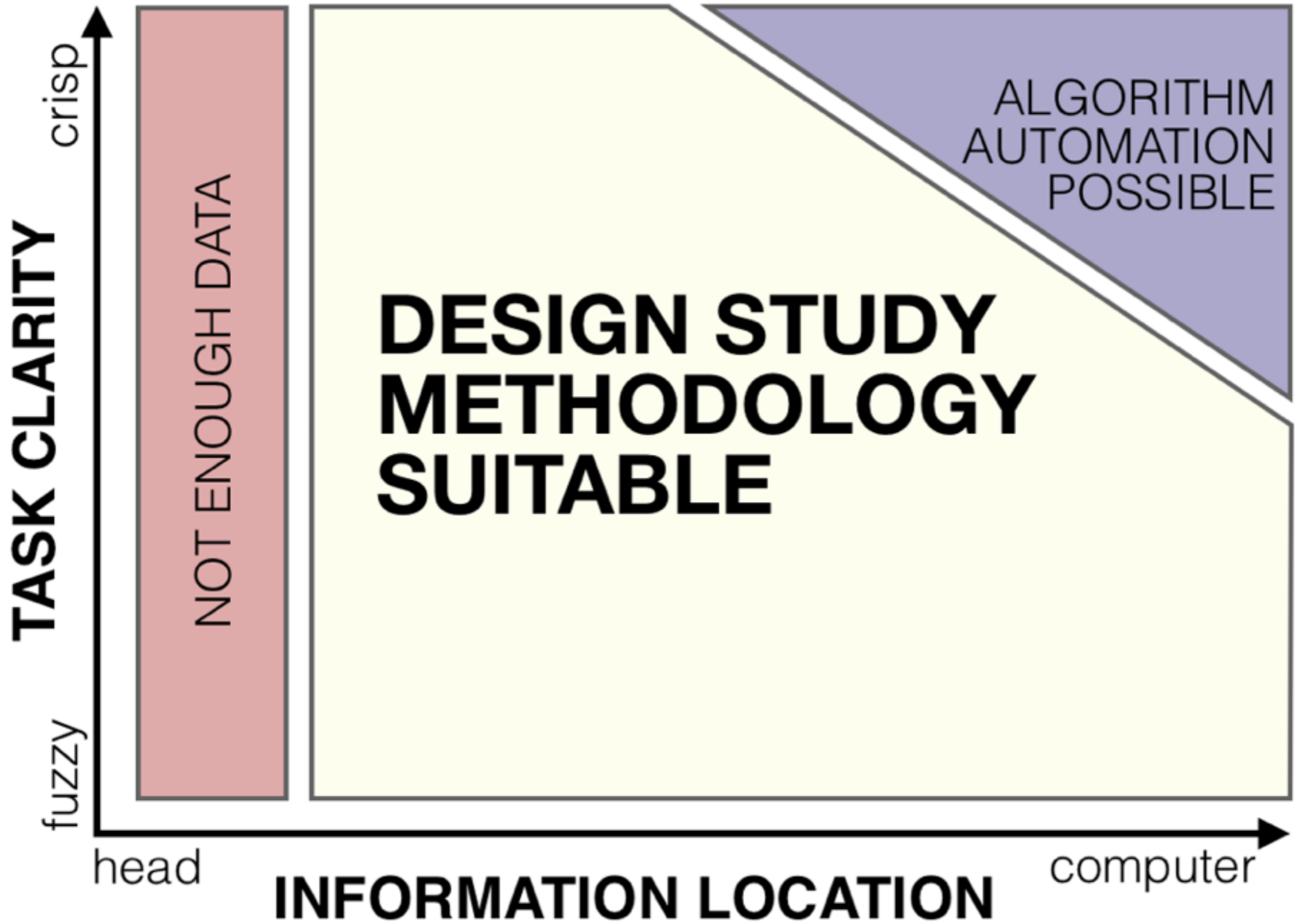
-*metadata*

-*surrounding knowledge and context*



Now it's so well-defined that we can write an algorithm to solve the problem.

You have to be at least this far in order to start designing a visualization solution.



Now it's so well-defined that we can write an algorithm to solve the problem.

You have to be at least this far in order to start designing a visualization solution.

-movement along the axes

- back and forth along task
- usually only forward along information

-movement along one axis often causes movement along the other

- increased task clarity facilitates understanding of derived data needs
- increased information articulation facilitates understanding of analysis needs

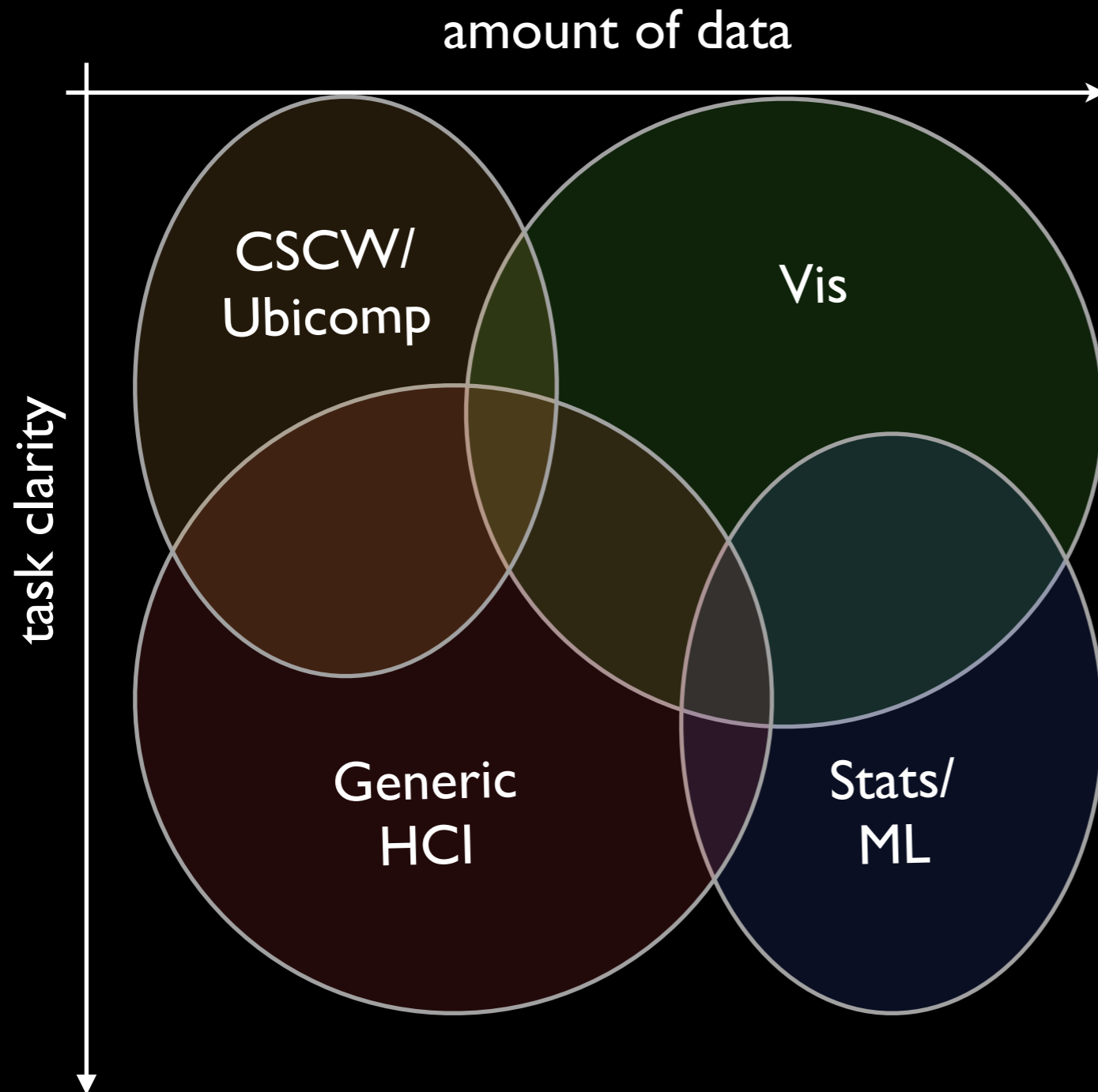
-forward movement along the axes as a problem characterization/abstraction contribution

- vs. technique driven: you are at a specific point on these axes

-using task axis to compare vis to other areas

- in vis we want to build tools for ill-defined hard problems (wicked problems), that's what makes us different from Stats or ML
- we share this with other communities: CSCW, UbiComp
 - but in these areas: no or little data involved*

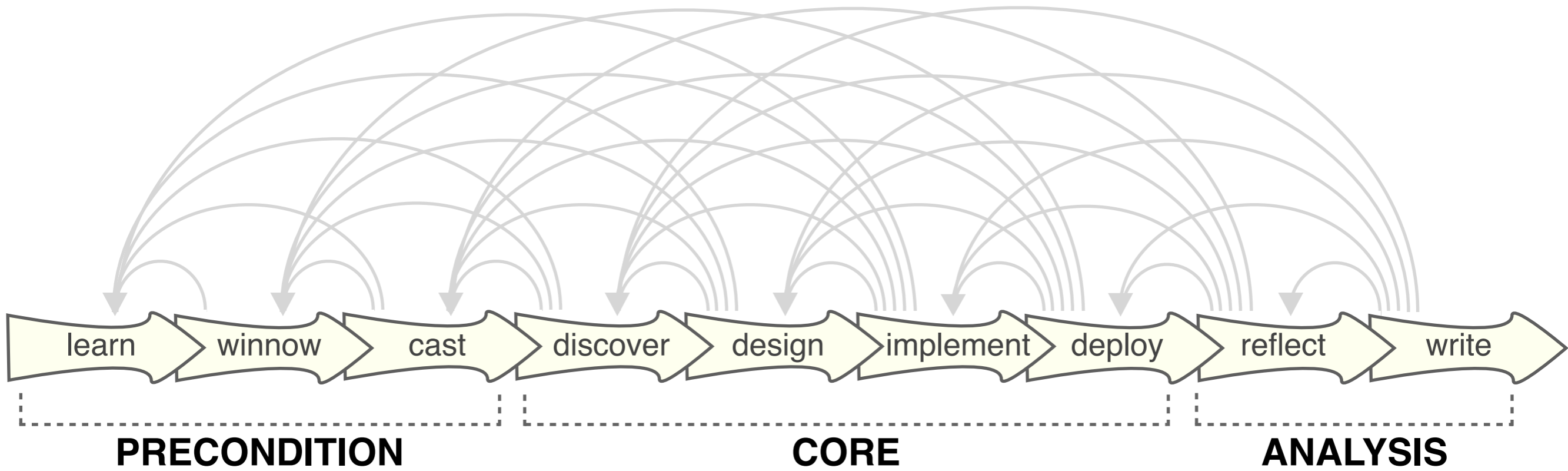
Vis: Relation to other areas/fields



Vis vs.

- **HCI:** The user task is larger, more complex; more data
- **CSCW, Ubicomp:** Share the squishy task, but it's not about data analysis
- **Stats/ML:** Data Analysis but crisp task

NINE-STAGE FRAMEWORK



learn

winnow

cast

discover

design

implement

deploy

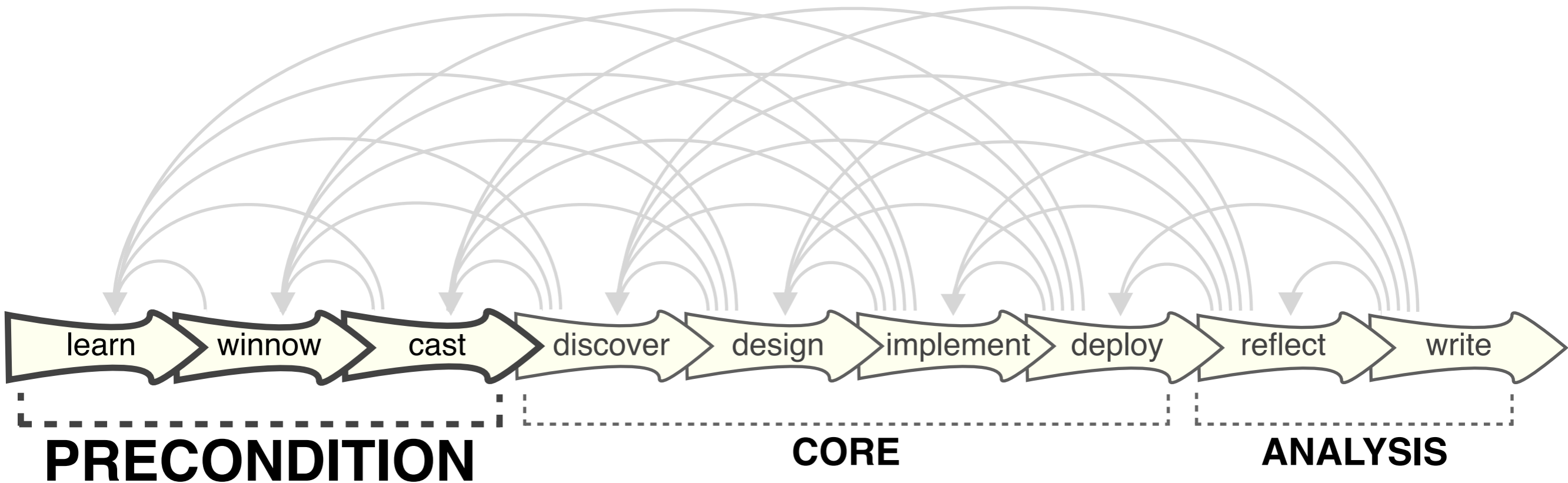
reflect

write

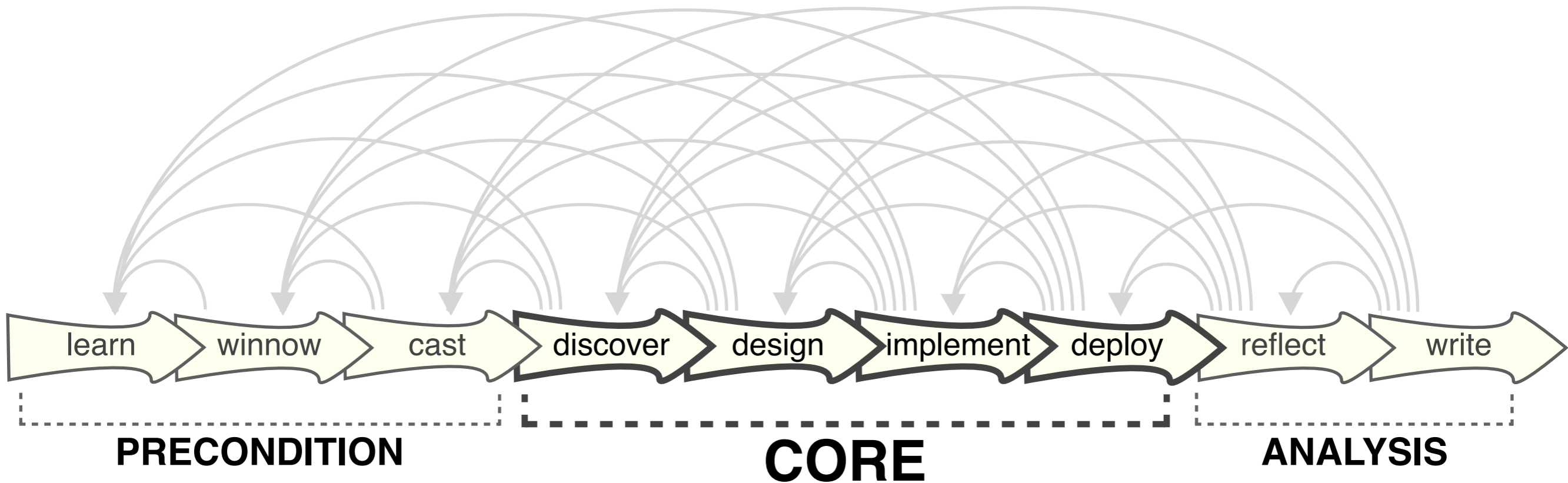
PRECONDITION

CORE

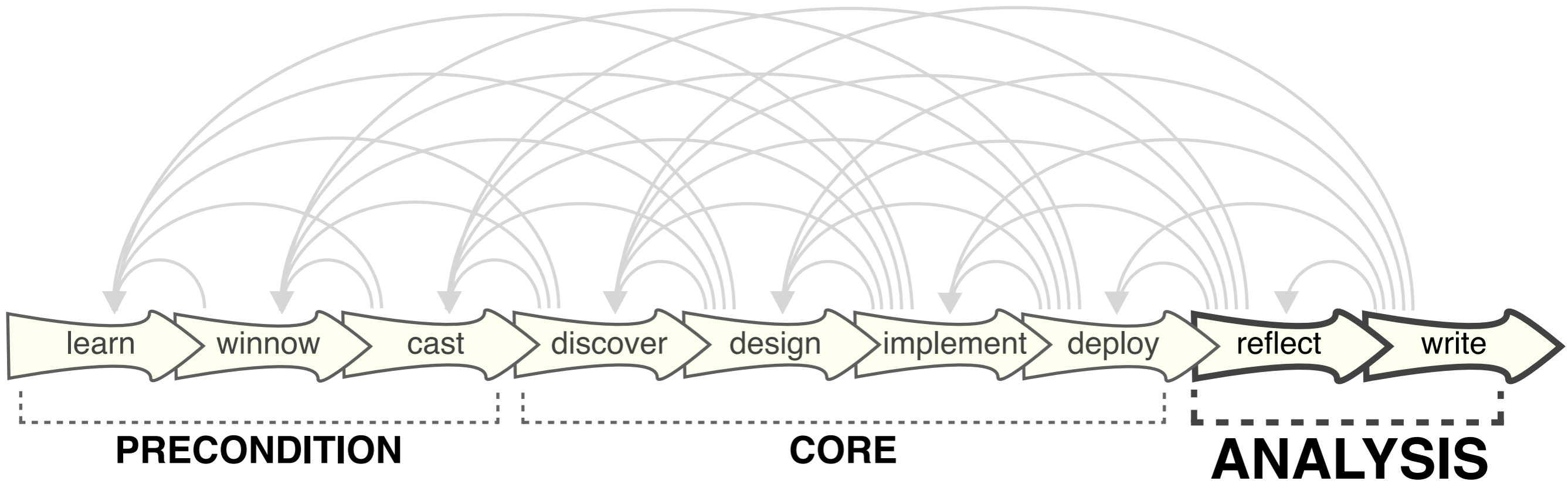
ANALYSIS



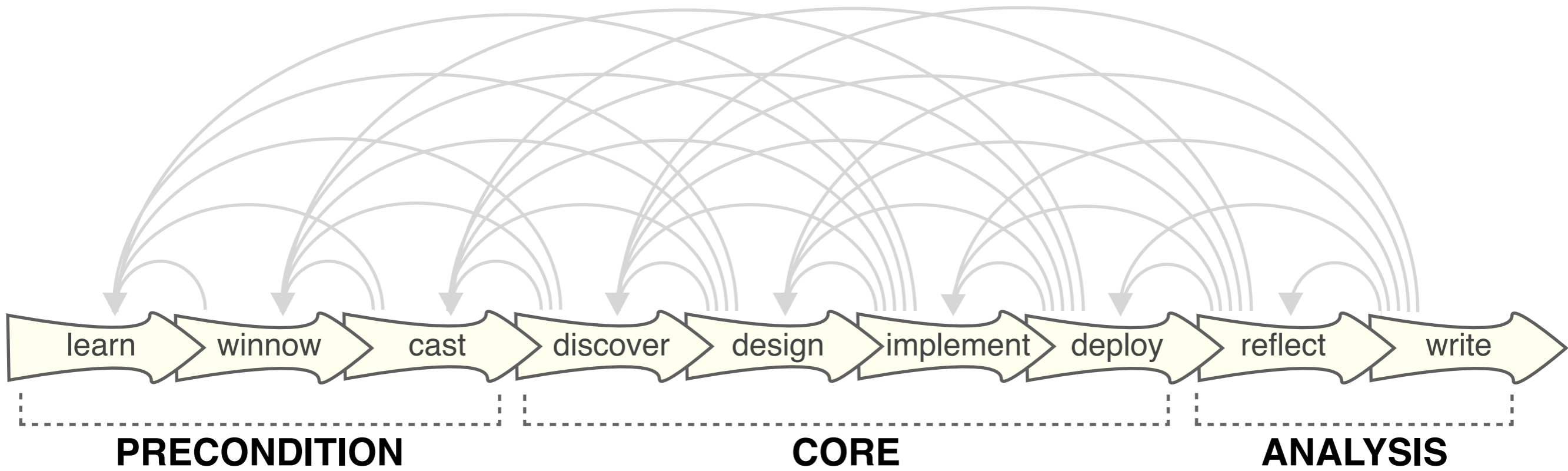
what must be done before starting a project

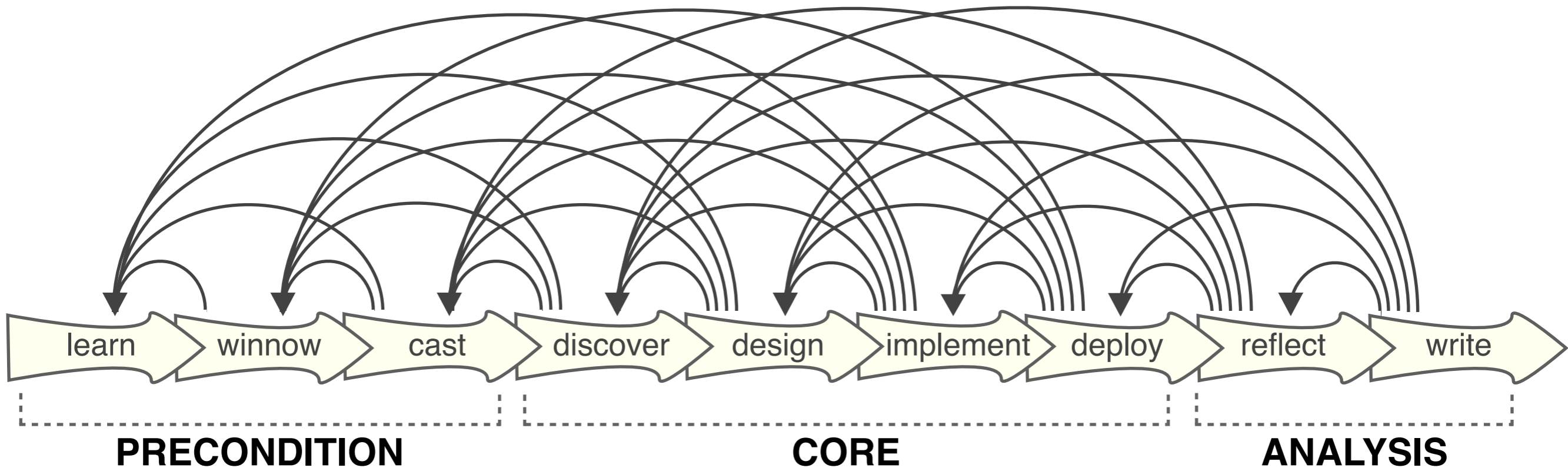


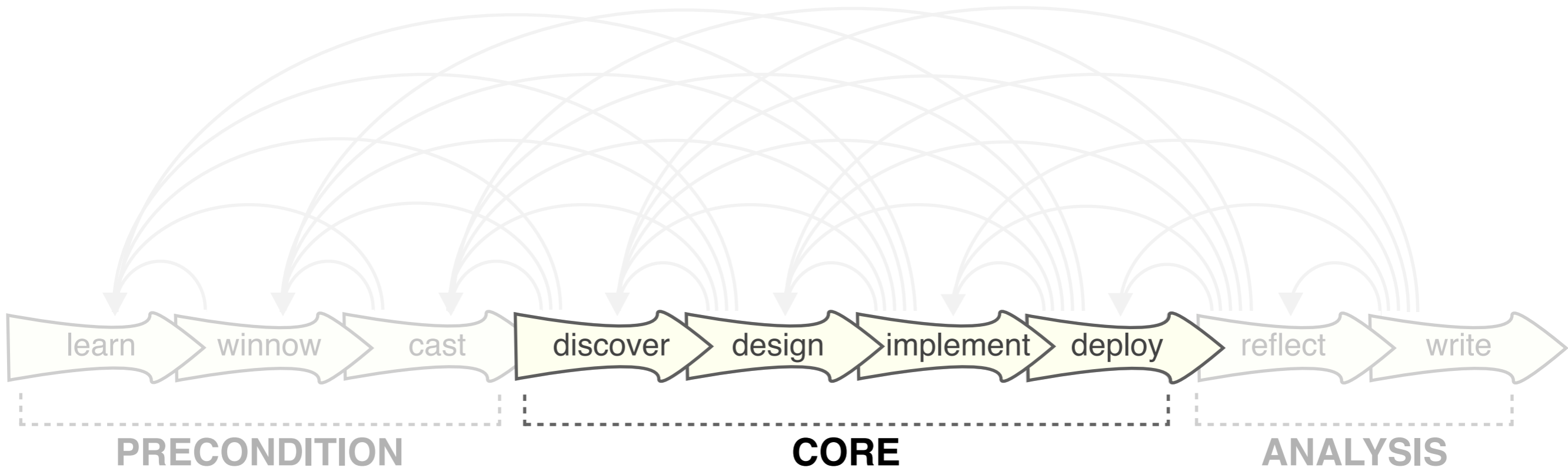
main steps of a design study



analytical reasoning at the end







Pathline: A Tool For Comparative Functional Genomics

M. Meyer^{1,2}, B. Wong², M. Styczynski³, T. Munzner⁴, and H. Pfister¹

¹Harvard University, USA

²Broad Institute, USA

³Georgia Institute of Technology, USA

⁴University of British Columbia, Canada

Abstract

Biologists pioneering the new field of comparative functional genomics attempt to infer the mechanisms of gene regulation by looking for similarities and differences of gene activity over time across multiple species. They use three kinds of data: functional data such as gene activity measurements, pathway data that represent a series of reactions within a cellular process, and phylogenetic relationship data that describe the relatedness of species. No existing visualization tool can visually encode the biologically interesting relationships between multiple pathways, multiple genes, and multiple species. We tackle the challenge of visualizing all aspects of this comparative functional genomics dataset with a new interactive tool called Pathline. In addition to the overall characterization of the problem and design of Pathline, our contributions include two new visual encoding techniques. One is a new method for linearizing metabolic pathways that provides appropriate topological information and supports the comparison of quantitative data along the pathway. The second is the curvemaps view, a depiction of time series data for comparison of gene activity and metabolite levels across multiple species. Pathline was developed in close collaboration with a team of genomic scientists. We validate our approach with case studies of the biologists' use of Pathline and report on how they use the tool to confirm existing findings and to discover new scientific insights.

Categories and Subject Descriptors (according to ACM CCS): I.3.3 [Computer Graphics]: Picture/Image Generation—Line and curve generation

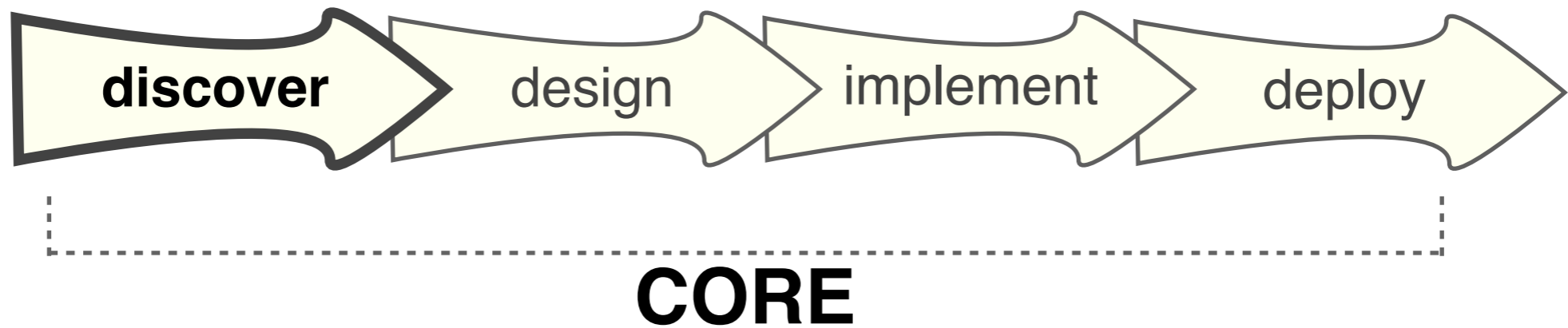
1. Introduction

Biologists conduct comparative functional genomics stud-

need to analyze the levels of gene activity and metabolites belonging to multiple pathways over time and across multiple species. Their visualization needs were not met

problem characterization & abstraction

“data counseling”



functional genomics

how do genes work together to perform different functions in a cell?

functional genomics data

gene expression

molecular pathways

gene expression is ...

... the measured level of how much a gene is on or off

... a single quantitative value

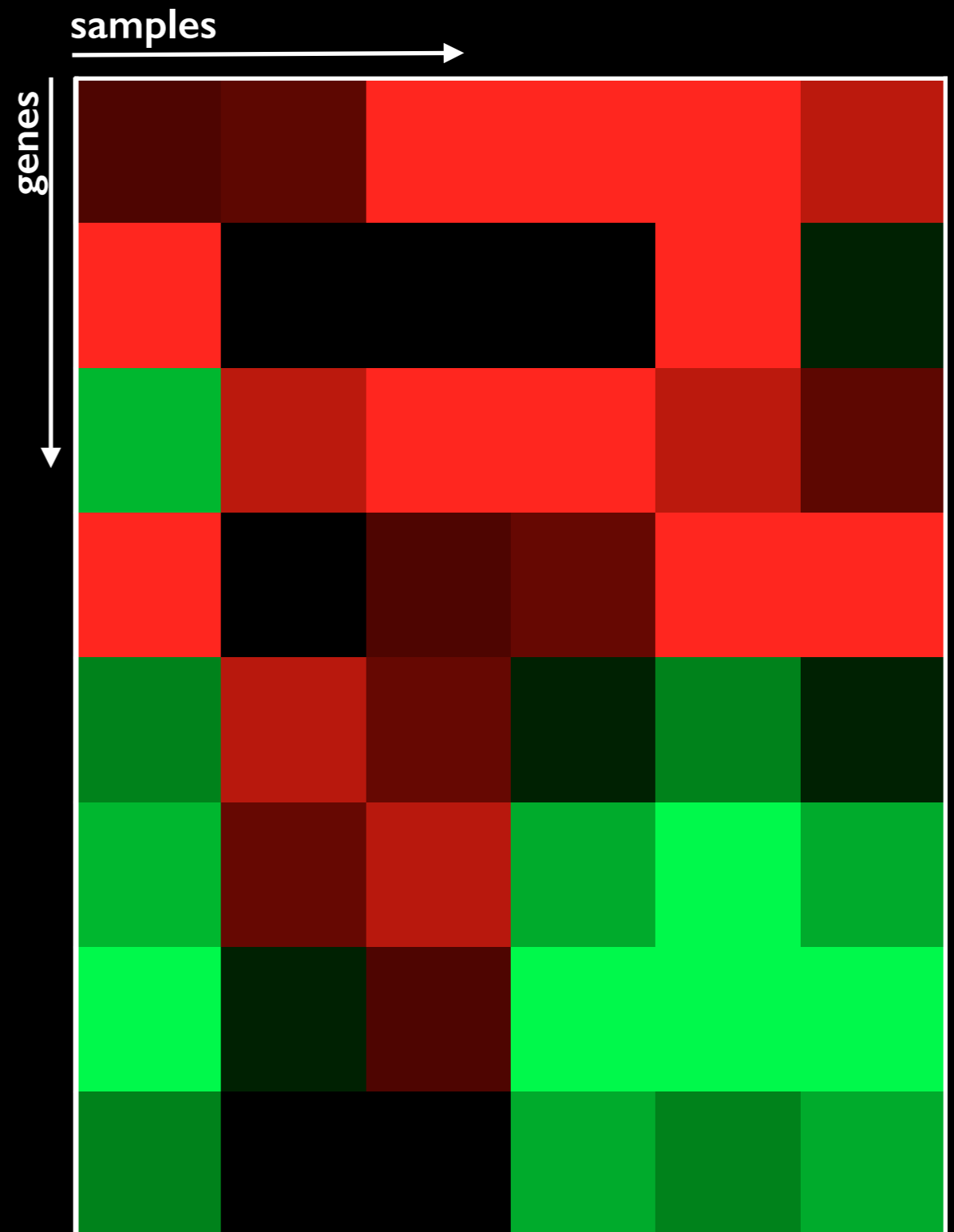
biologists measure it ...

... for many genes

... in many samples (time points, tissue types, species)

visualized with heatmaps

encode value with color



gene expression is ...

... the measured level of how much a gene is on or off

... a single quantitative value

biologists measure it ...

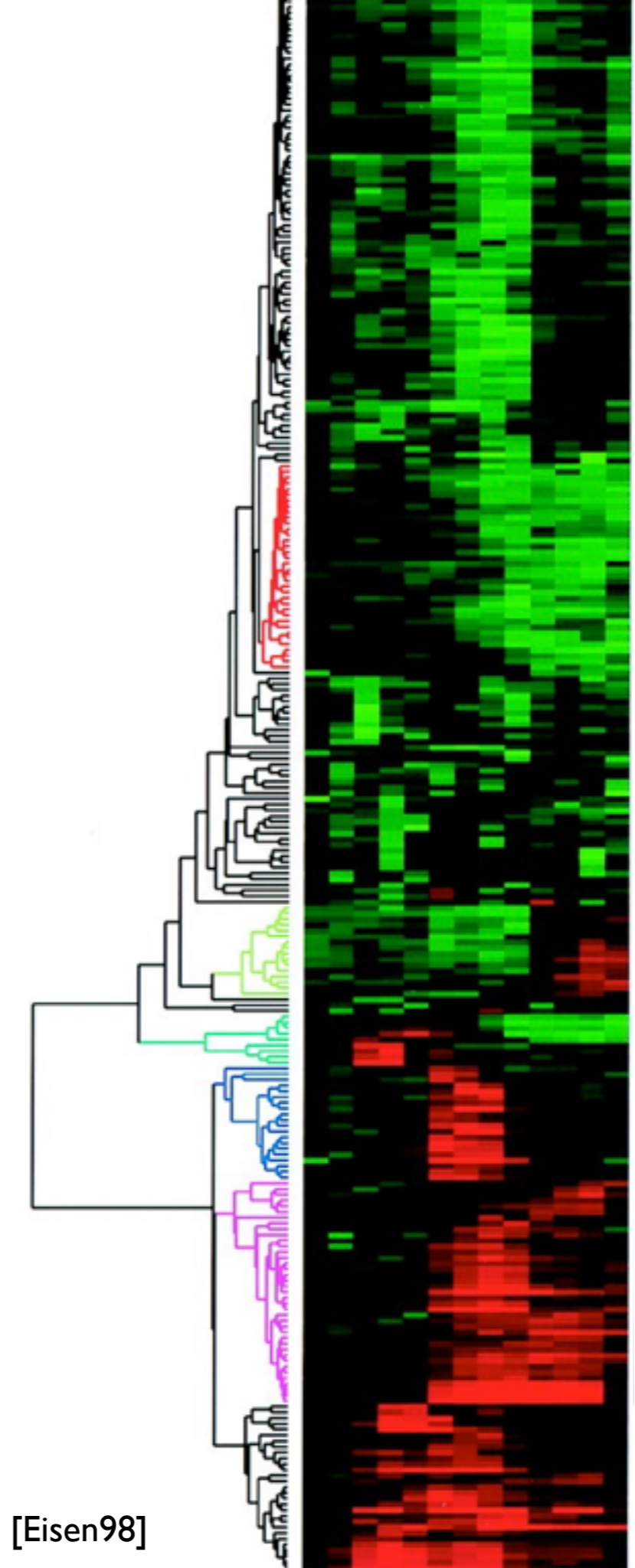
... for many genes

... in many samples (time points, tissue types, species)

visualized with heatmaps

encode value with color

augmented with clustering



functional genomics data

gene expression

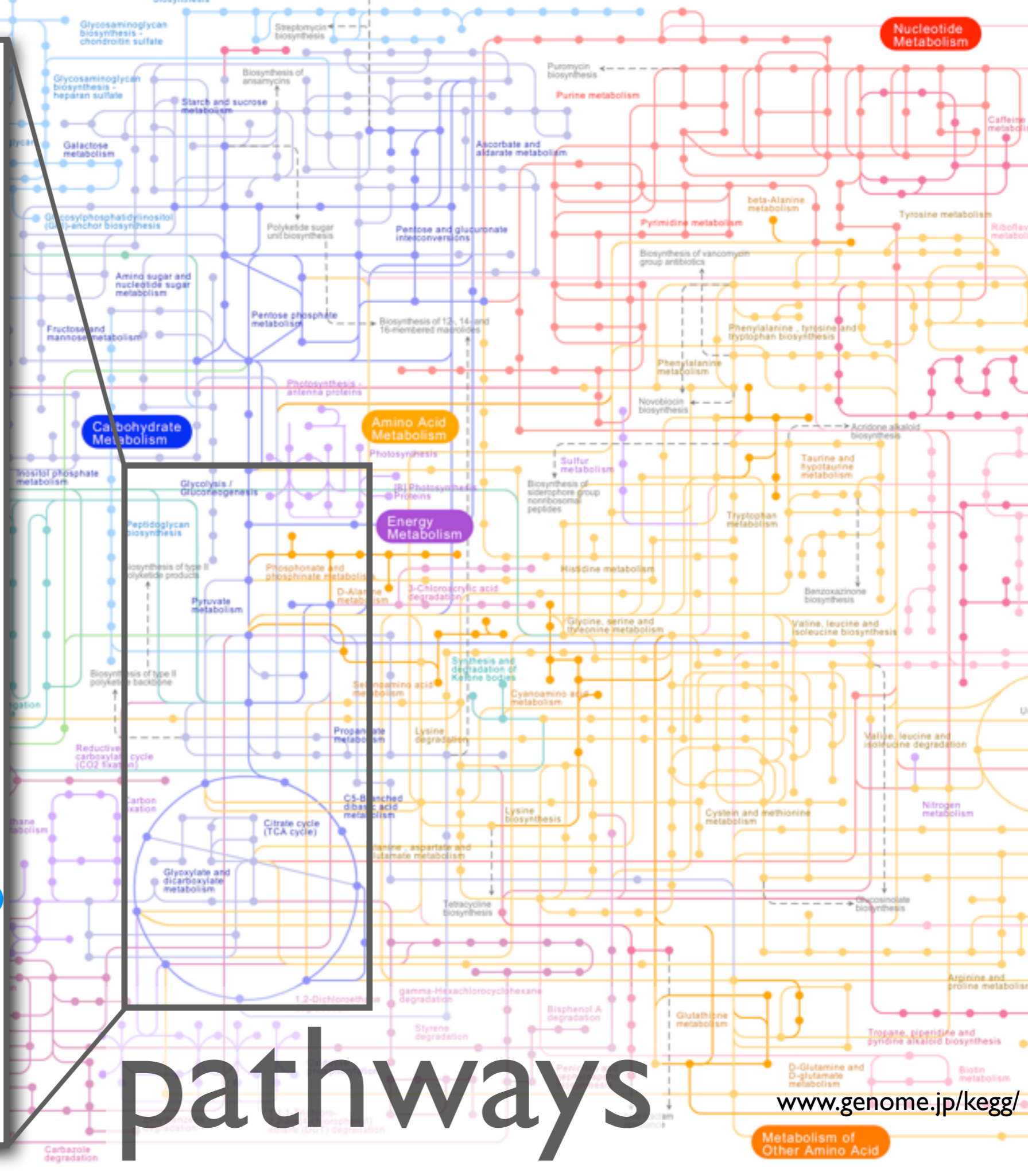
molecular pathways

the functioning of a cell is controlled by many interrelated chemical reactions performed by genes



glycolysis

tca cycle



pathways

www.genome.jp/kegg/

Metabolism of Other Amino Acid

functional genomics

how do genes work together to perform different functions in a cell?

comparative functional genomics

how do the gene interactions vary across different species?

collaborators: Regev Lab at the Broad Institute

biology: metabolism in yeast

data: multiple genes

multiple time points

multiple related species

multiple pathways

problem: *existing tools can only look at a subset of this data*

AVIV REGEV



comparative functional genomics

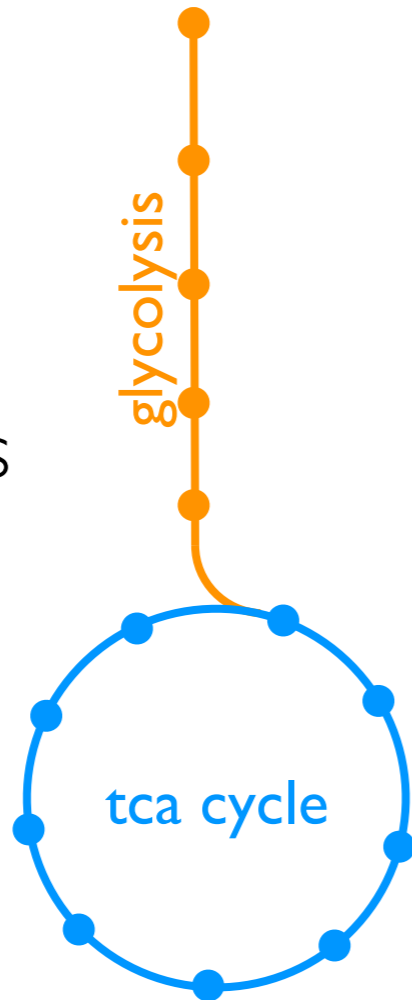
how do the gene interactions vary across different species?

process

- semistructured & contextual interviews
- 4 biologists
 - 2 experimental, 2 computational
- 3-4 hours per week for a month
- in parallel with design stage

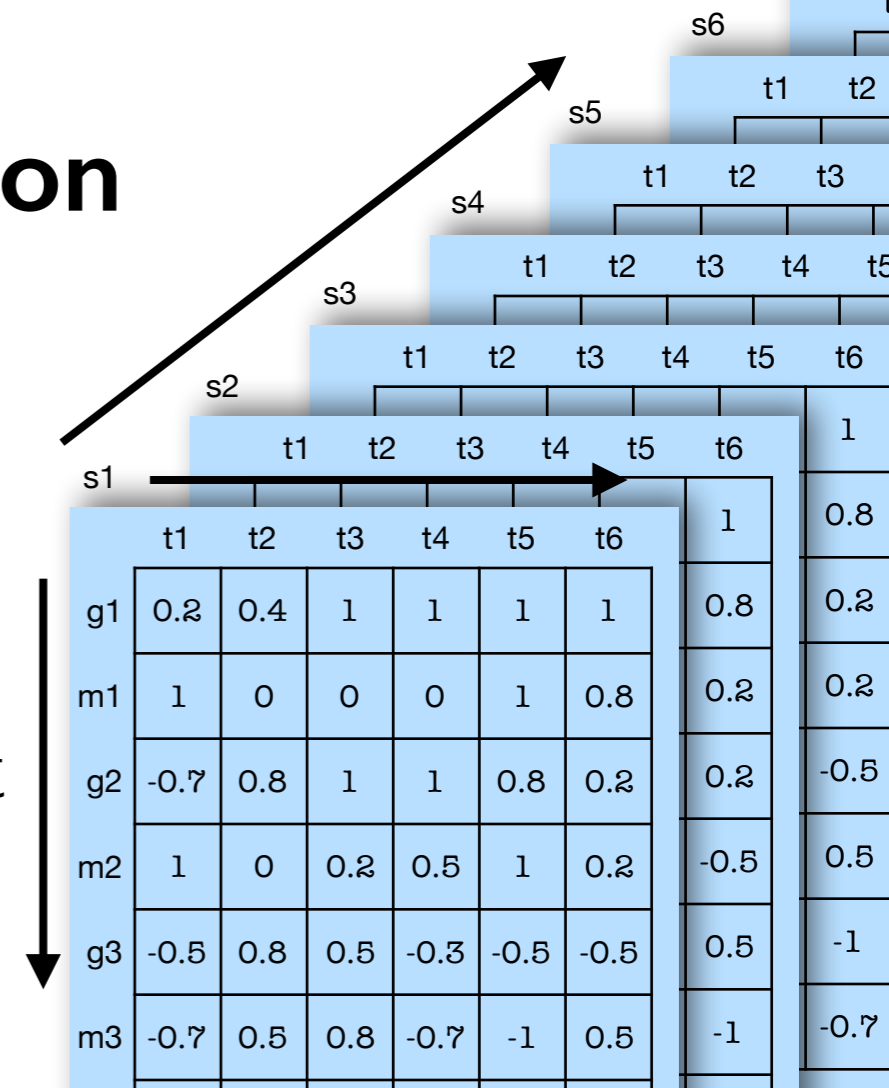
metabolic pathways

- 10 to 50 pathways of interest
- inputs/outputs called metabolites
- **directed graph**



gene expression

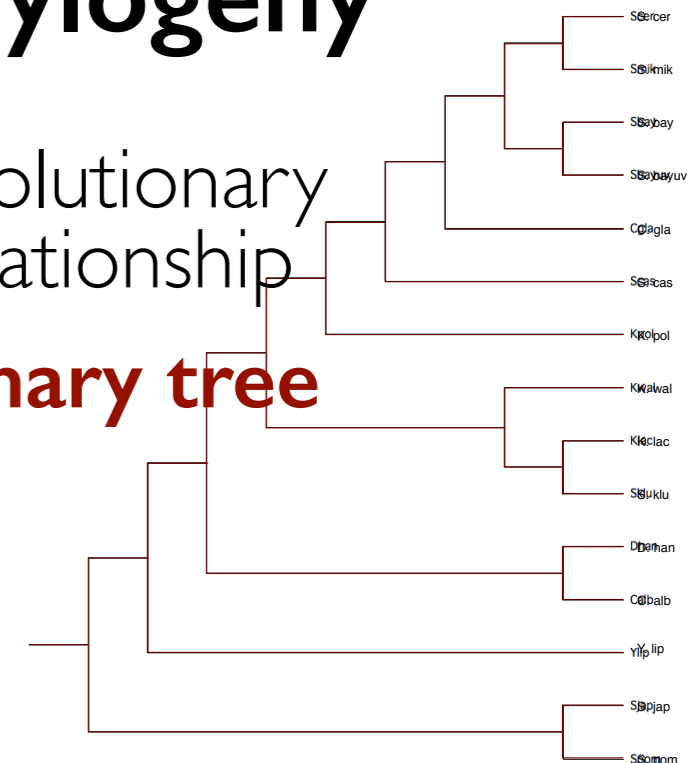
- 6000 genes and 140 metabolites
- 6 time points
- 14 species of yeast
- **3D table**



similarity scores

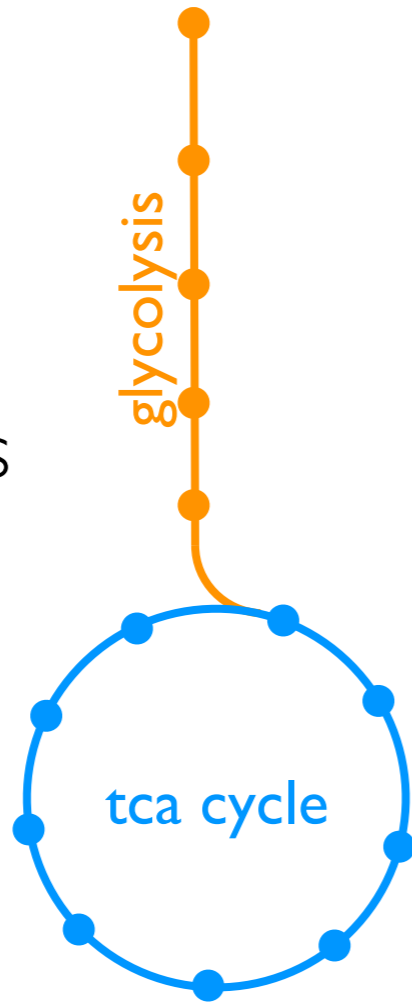
phylogeny

- evolutionary relationship
- **binary tree**



metabolic pathways

- 10 to 50 pathways of interest
- inputs/outputs called metabolites
- **directed graph**



gene expression

- 6000 genes and 140 metabolites
- 6 time points
- 14 species of yeast
- **3D table**

A 3D visualization of a data table. The vertical axis represents species (s1 to s6), the horizontal axis represents time points (t1 to t6), and the depth axis represents genes (g1, m1, g2, m2, g3, m3). The data values are shown in a grid of blue cells.

	t1	t2	t3	t4	t5	t6		
g1	0.2	0.4	1	1	1	1	0.8	0.2
m1	1	0	0	0	1	0.8	0.2	0.2
g2	-0.7	0.8	1	1	0.8	0.2	0.2	-0.5
m2	1	0	0.2	0.5	1	0.2	-0.5	0.5
g3	-0.5	0.8	0.5	-0.3	-0.5	-0.5	0.5	-1
m3	-0.7	0.5	0.8	-0.7	-1	0.5	-1	-0.7

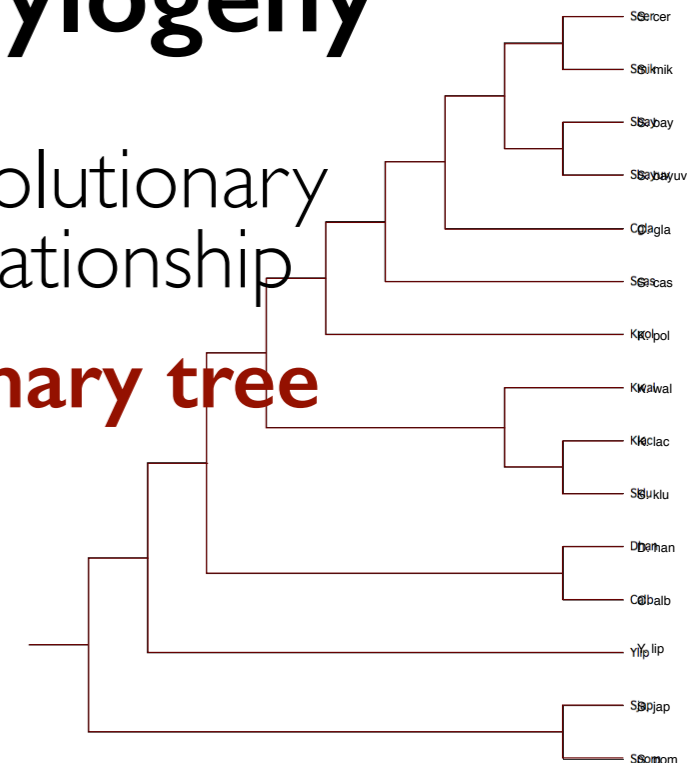
similarity scores

- aggregate time series for a gene/metabolite over species
- similarity of expression across species
- aggregate: Pearson, Spearman, others
- **quantitative value**

$$\text{aggregate} \begin{pmatrix} s1 \\ s2 \\ s3 \\ \dots \end{pmatrix} = 0.83$$

phylogeny

- evolutionary relationship
- **binary tree**



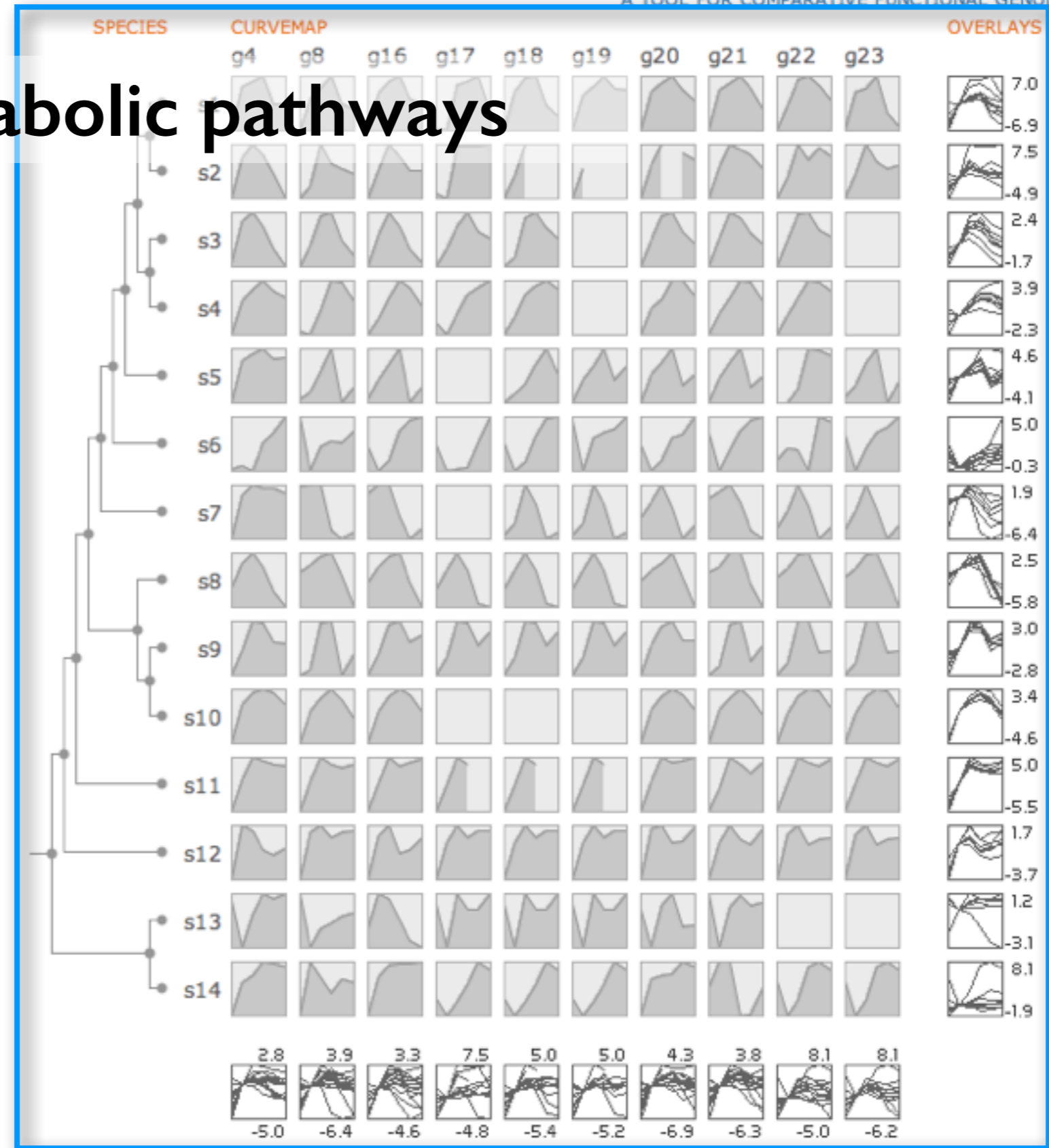
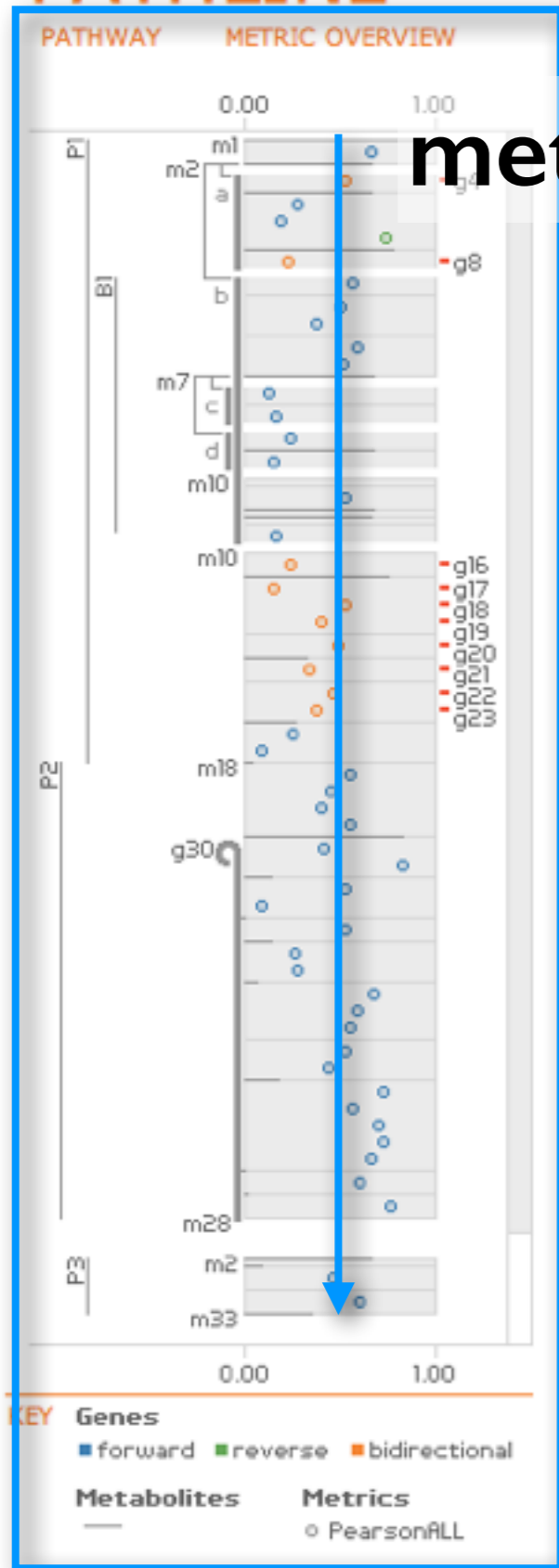
tasks

- study expression data as a time series
- compare a limited number of time series
- compare similarity scores along a pathway(s)
- comparison of multiple similarity scores

PATHLINE

A TOOL FOR COMPARATIVE FUNCTIONAL GENOMICS

metabolic pathways



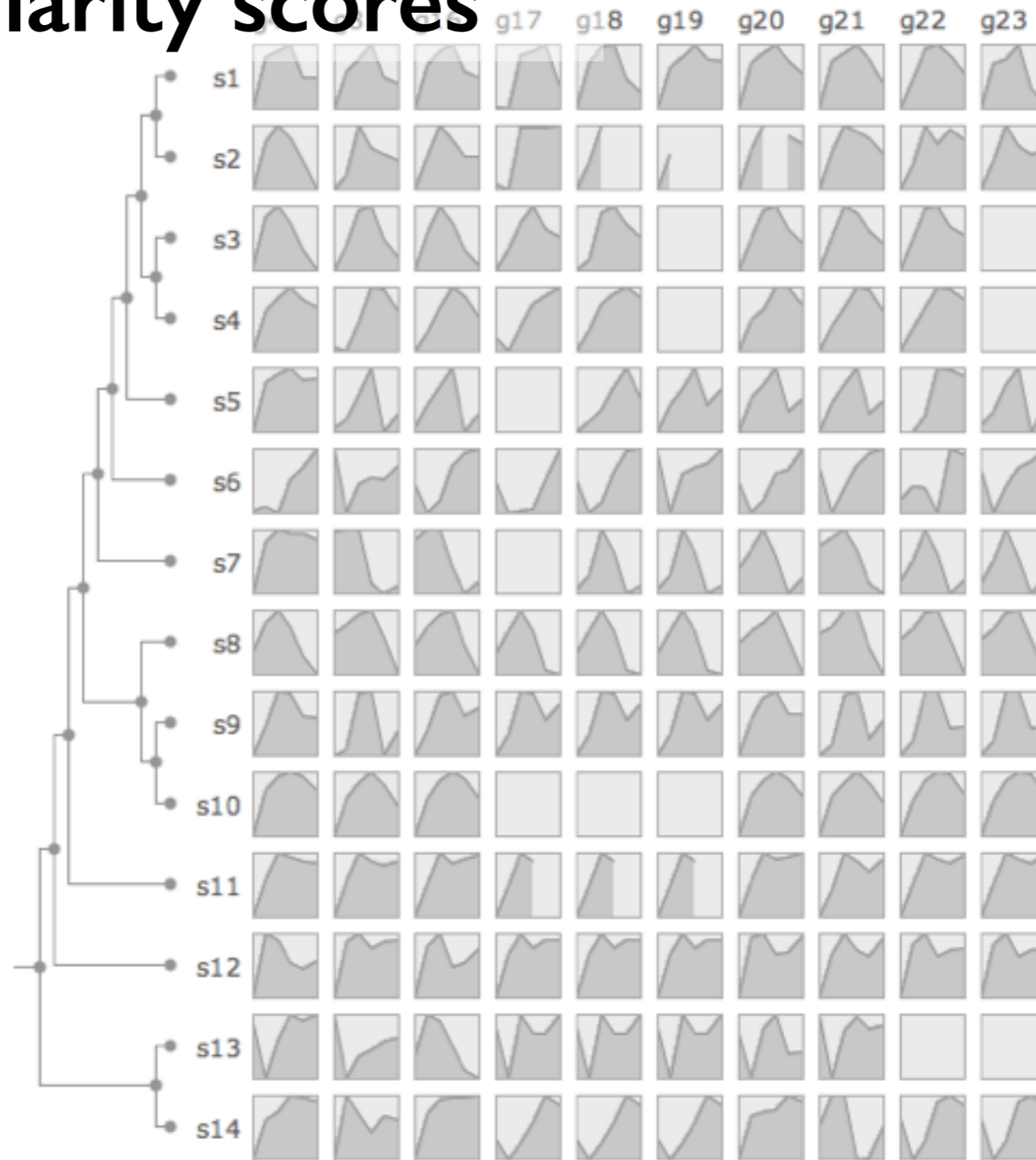
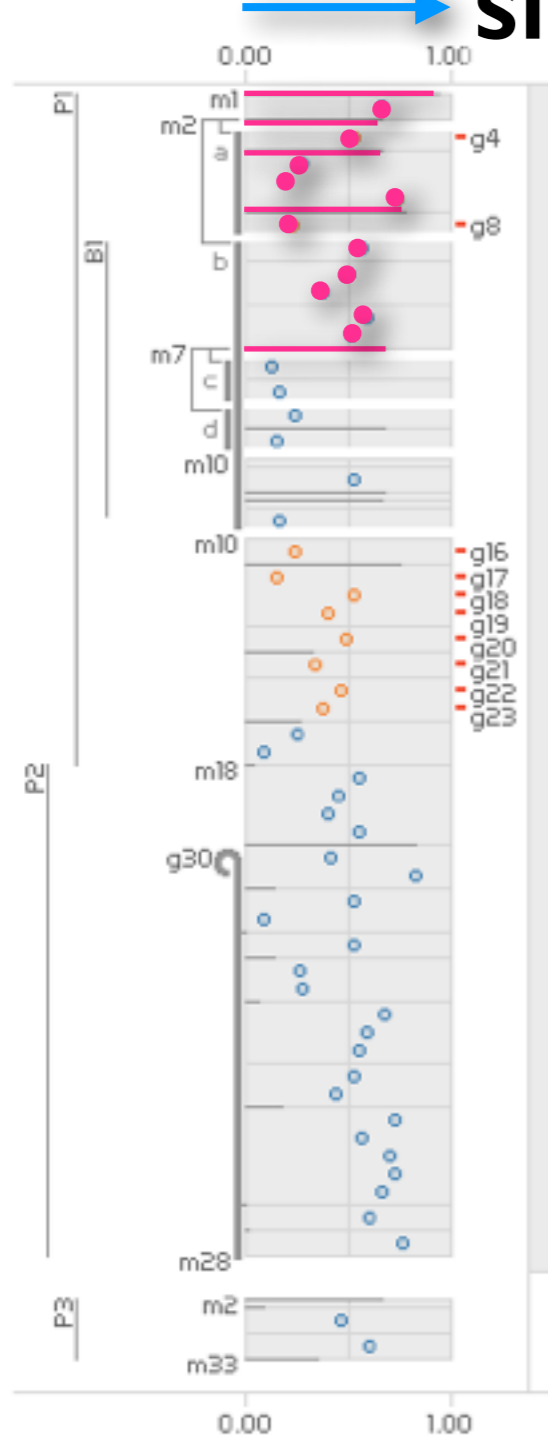
PATHLINE

A TOOL FOR COMPARATIVE FUNCTIONAL GENOMICS

PATHWAY METRIC OVERVIEW

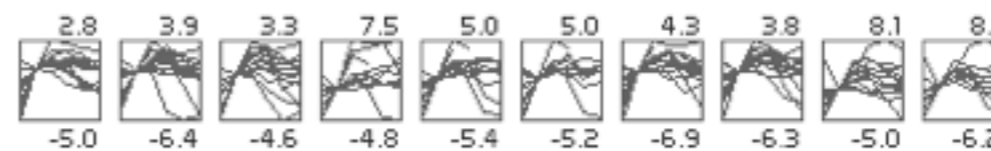
similarity scores

OVERLAYS



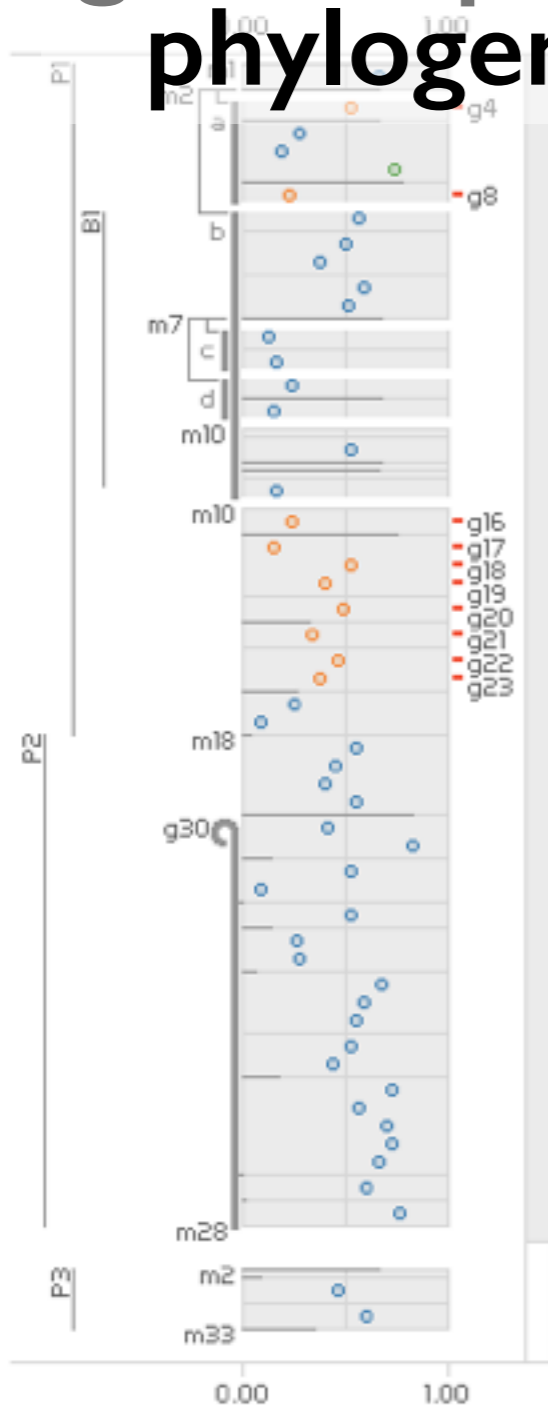
KEY Genes
 ■ forward ■ reverse ■ bidirectional

Metabolites —
Metrics ○ PearsonALL



PATHLINE

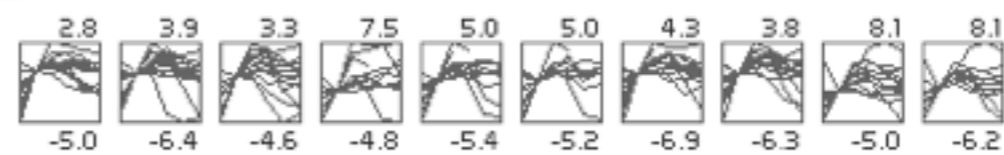
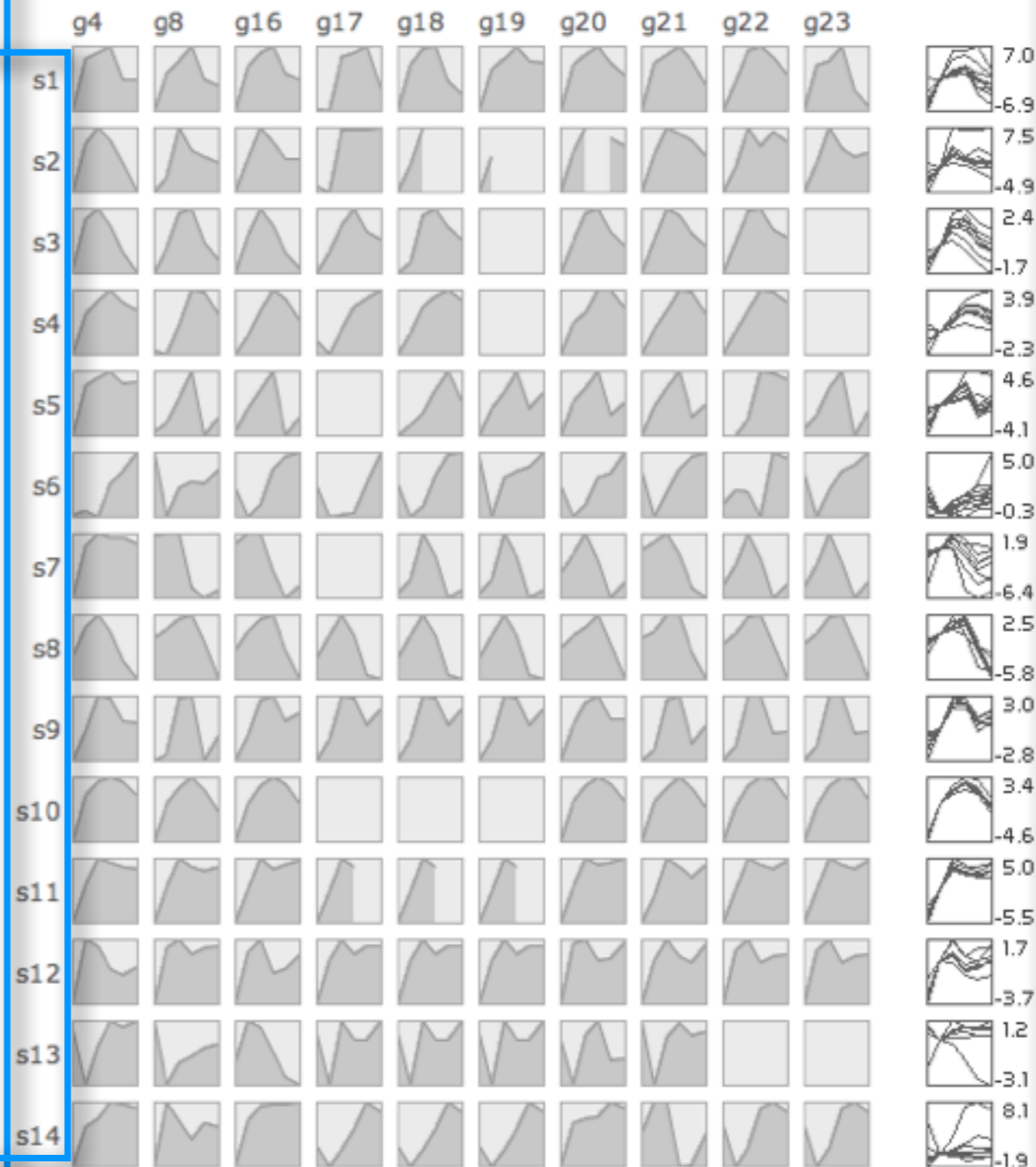
gene expression
phylogeny



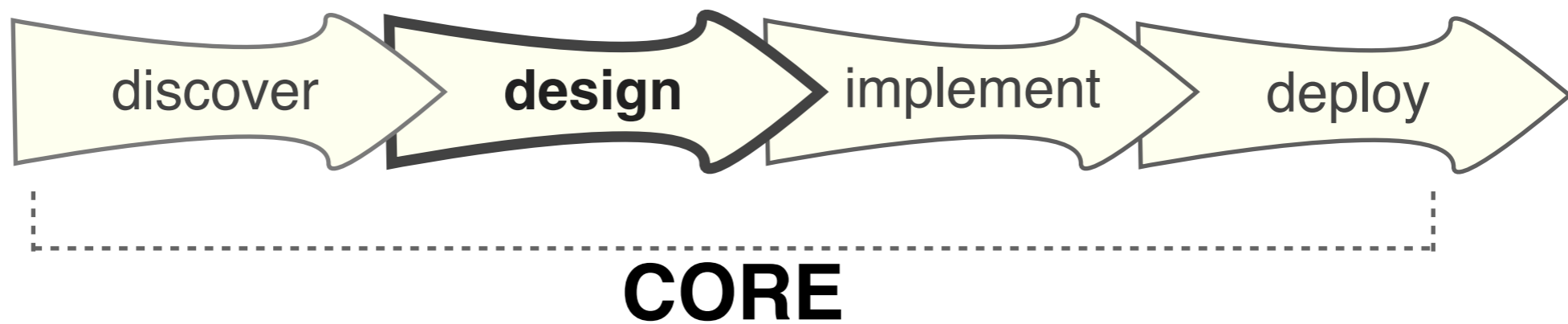
KEY Genes
 ■ forward ■ reverse ■ bidirectional
Metabolites
 —
Metrics
 ○ PearsonALL

CURVEMAP

OVERLAYS



broad consideration space → narrow proposal space





color

color

volume

volume

area

area

angle

angle

length

length

position

position

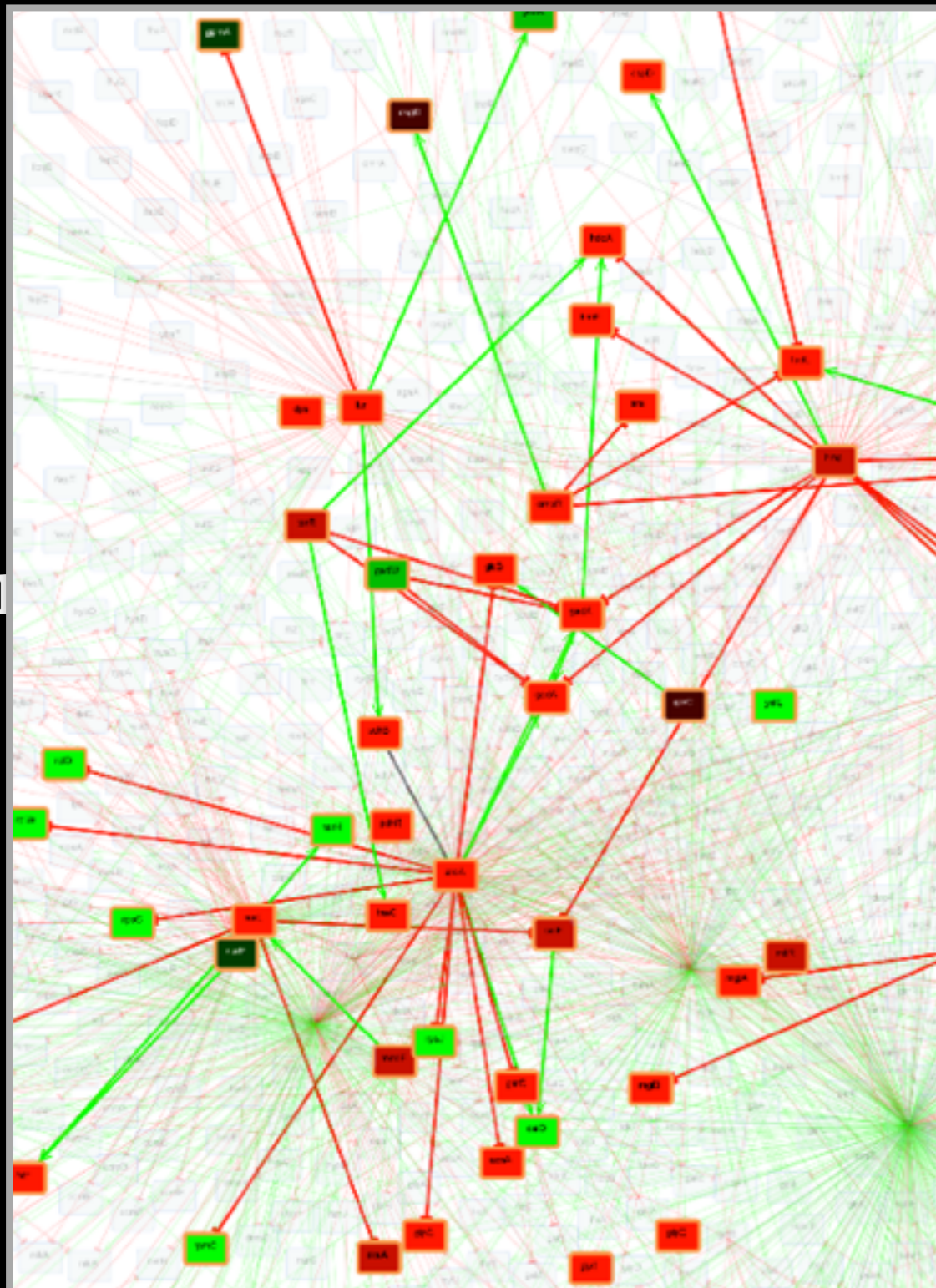
density

density

slope

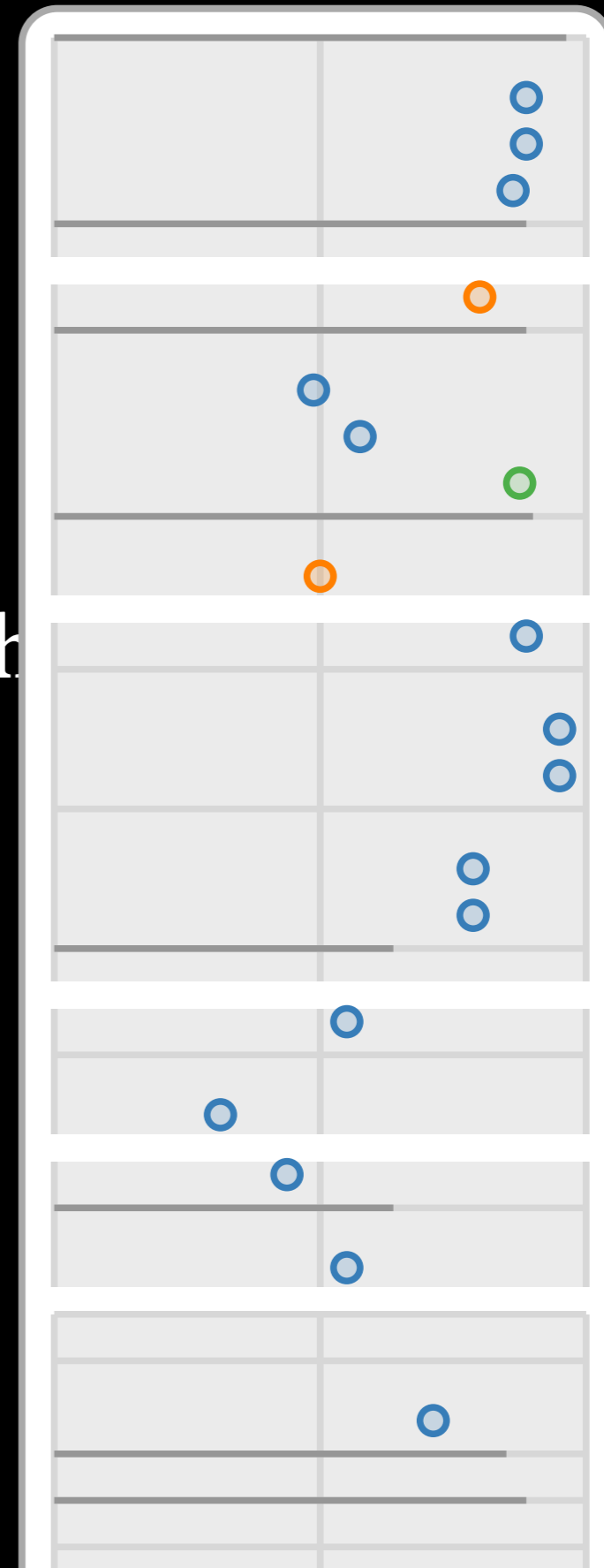
slope

topological layout



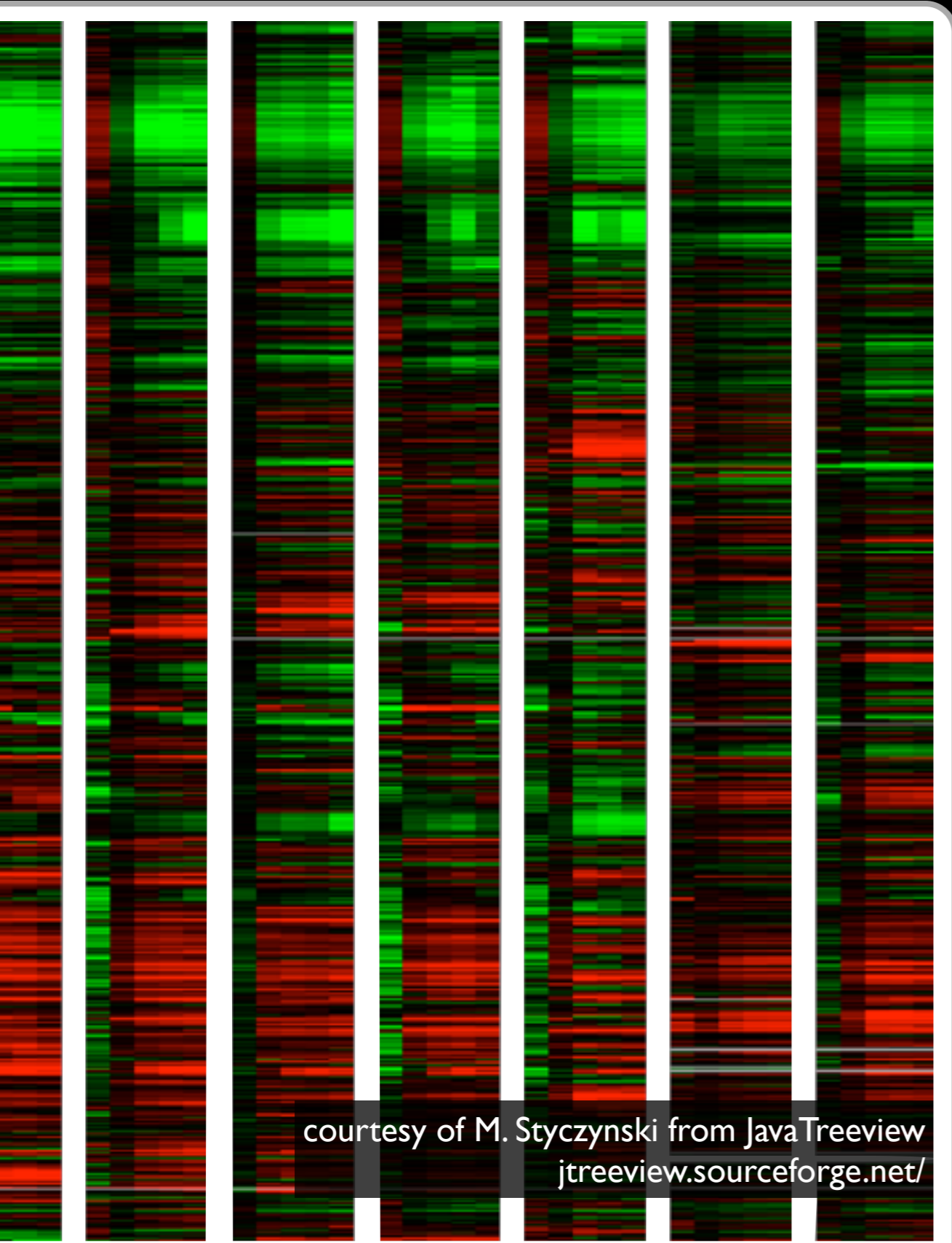
www.win.tue.nl/~mwestenb/genevis/

linearized pathway



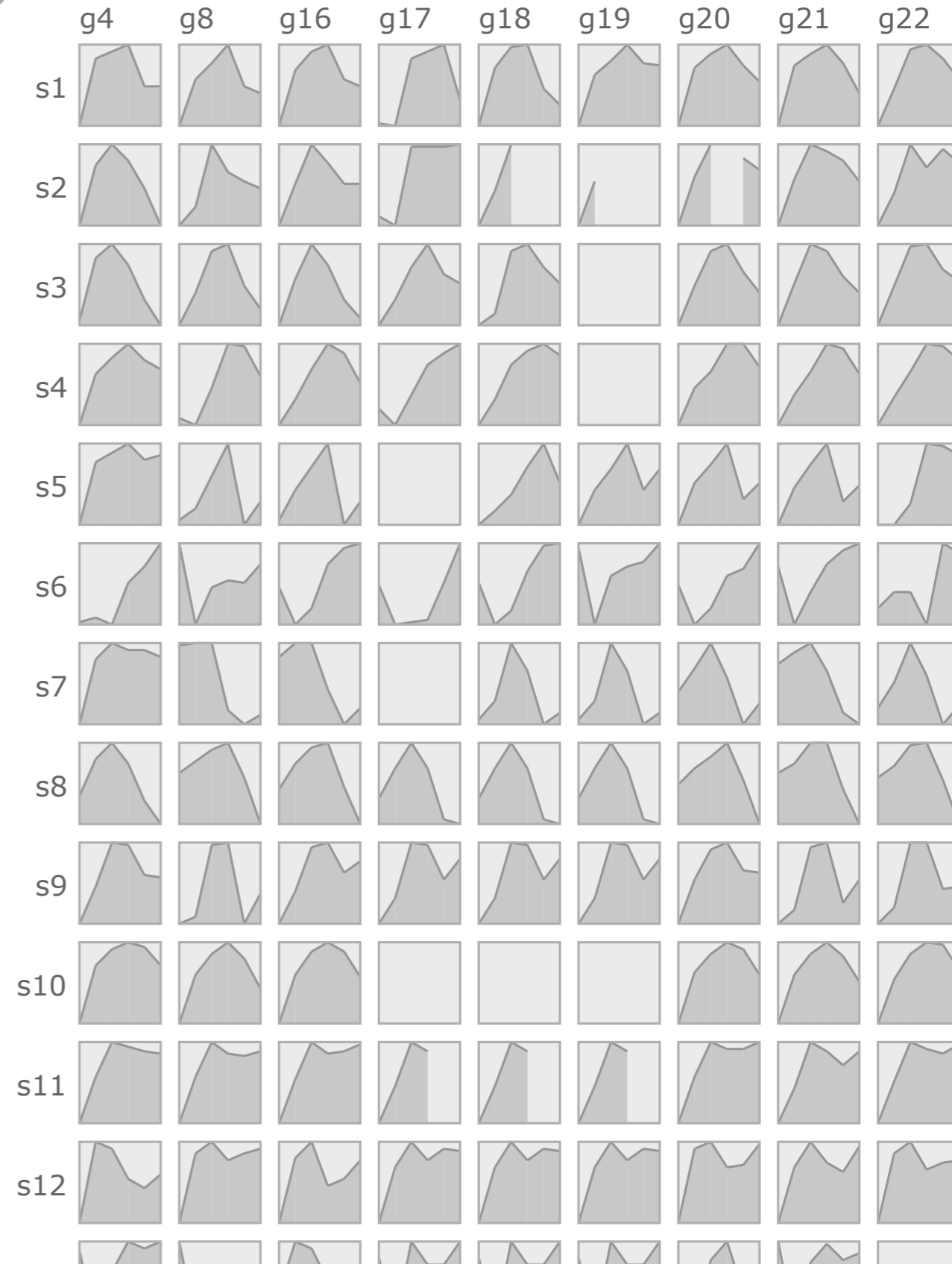
er... ues with... ion

heatmap



courtesy of M. Styczynski from JavaTreeView
jtreeview.sourceforge.net/

curvemap



ue

Pathline

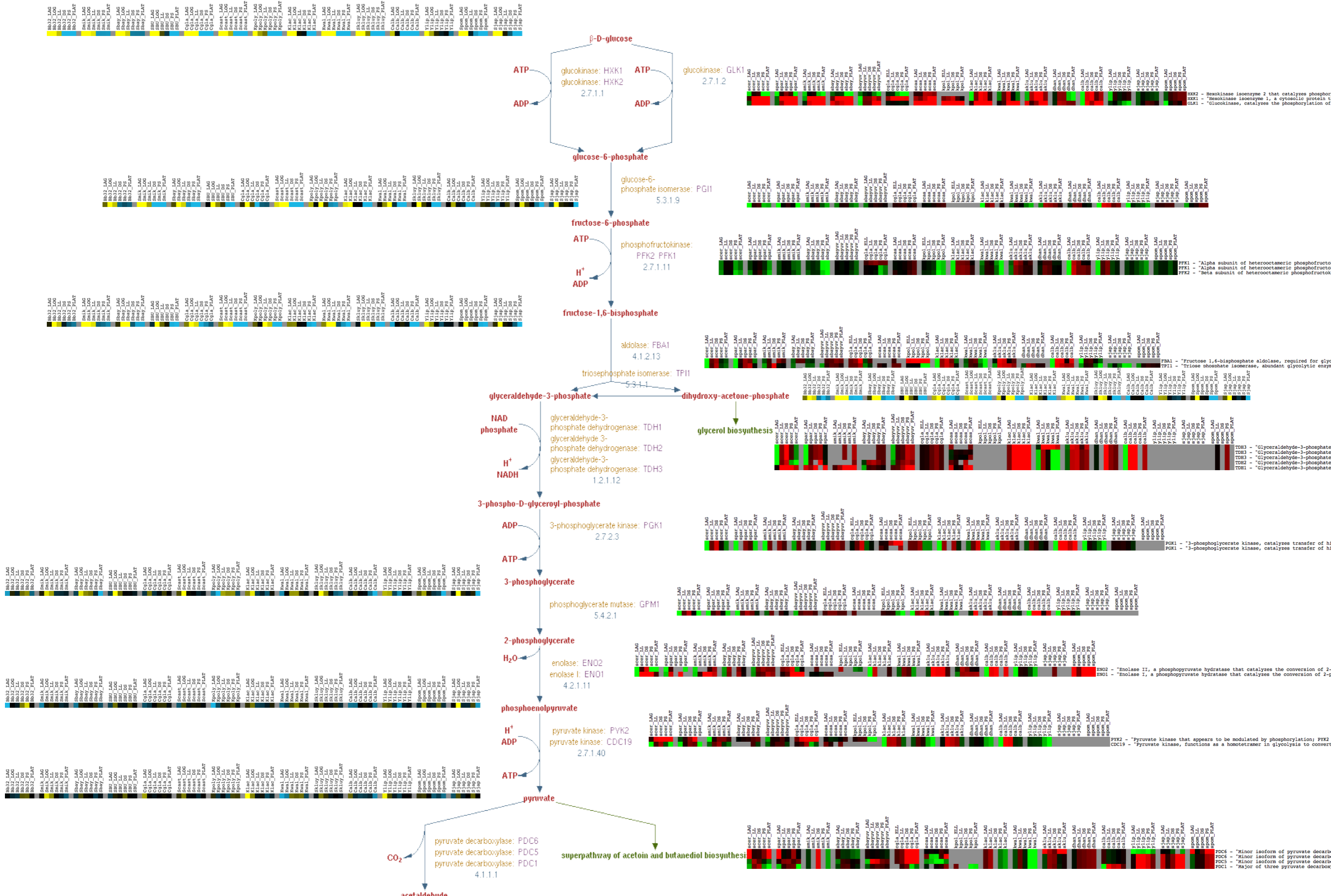
linearized pathway representation

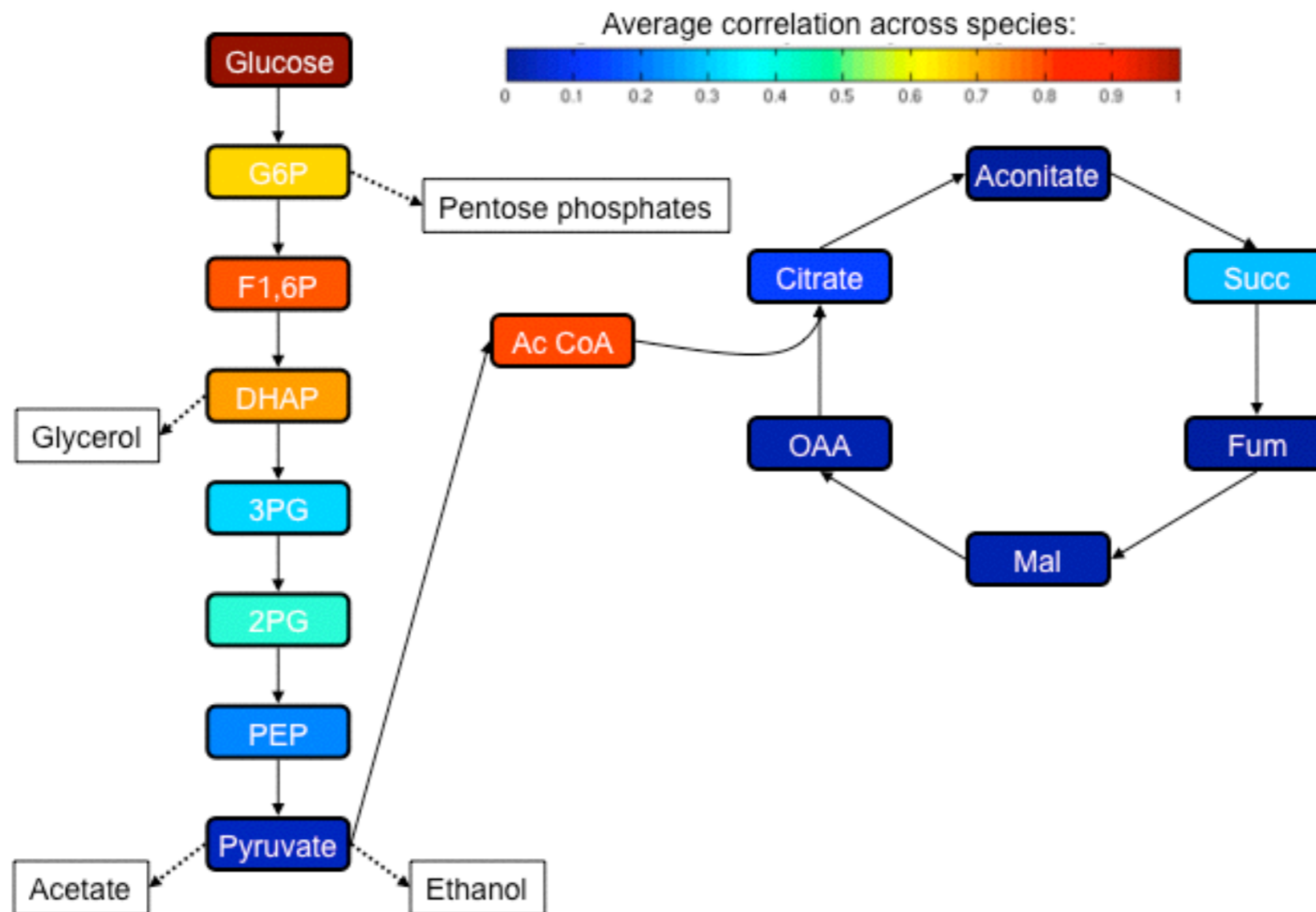
STARTING POINT

MET: yellow-up
blue-down
Sat:2x

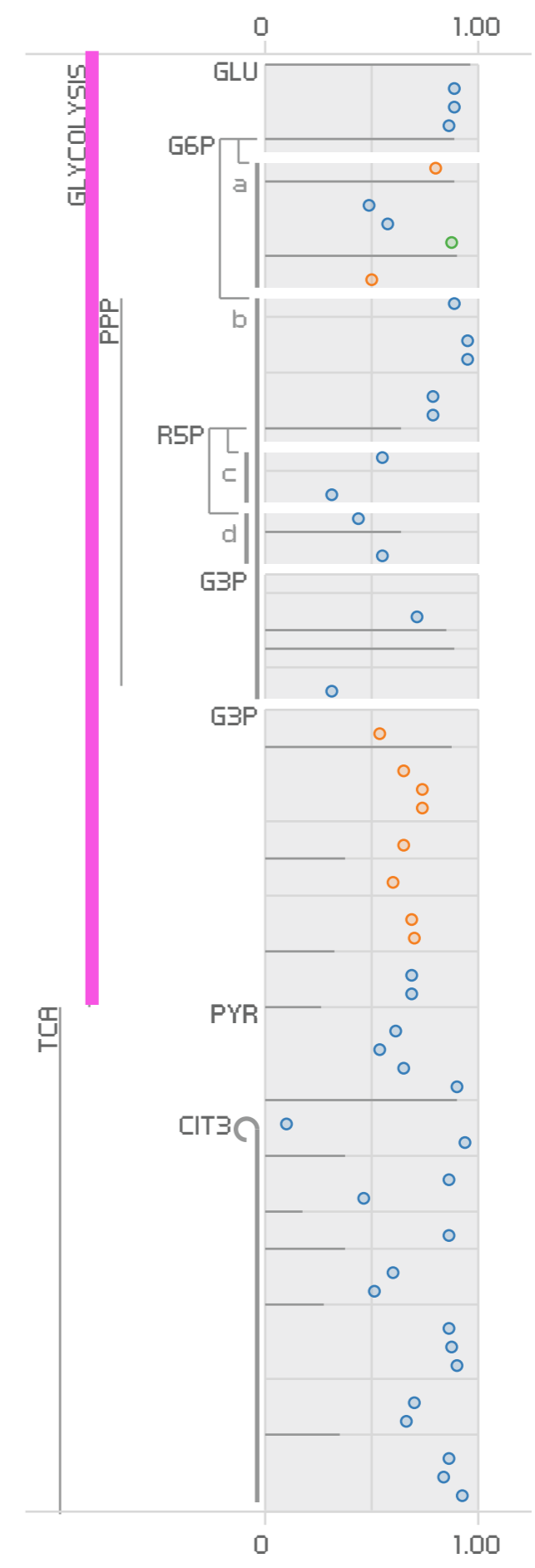
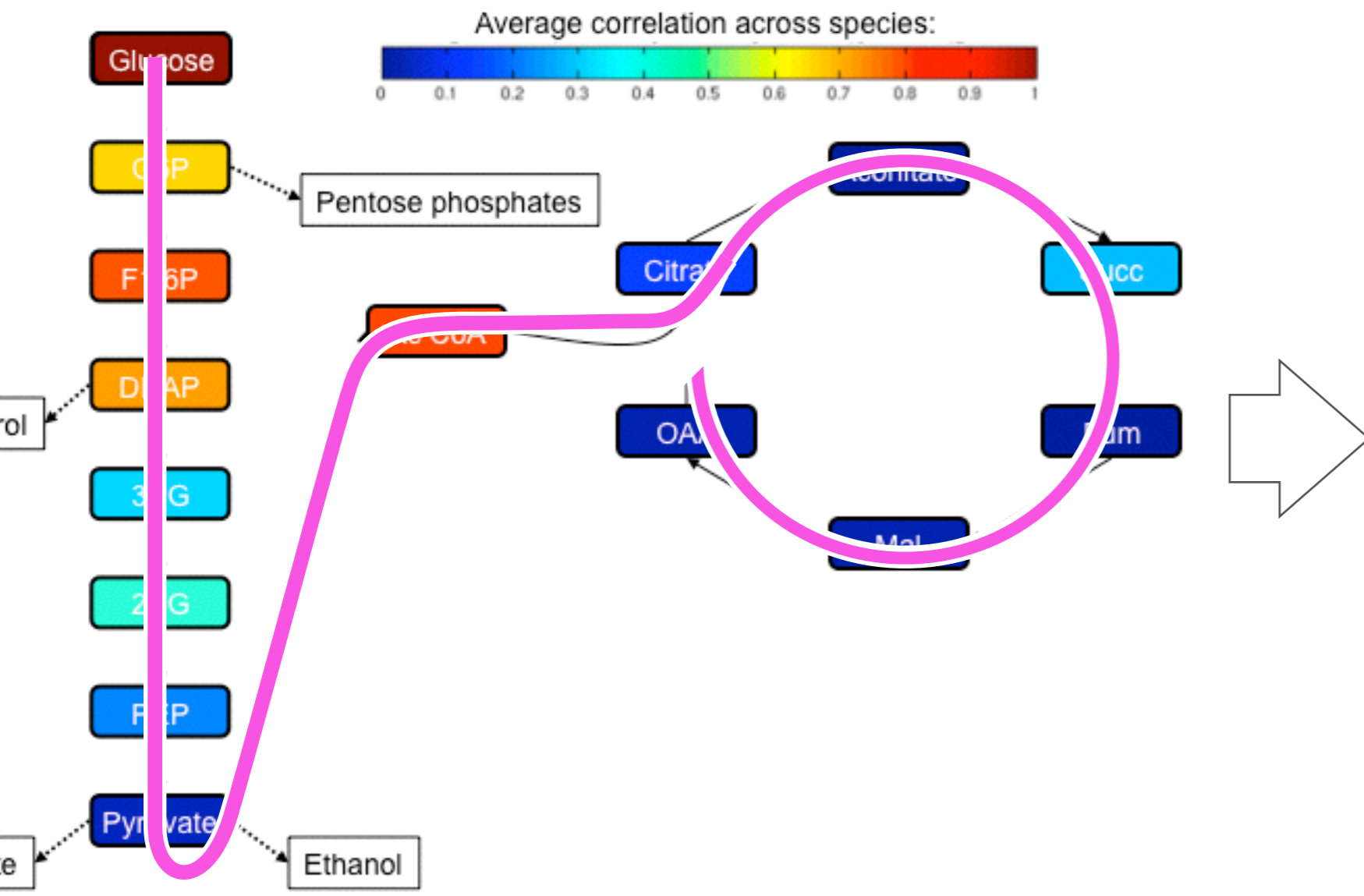
Glycolysis

GE: red-up
green-down
Sat:3x





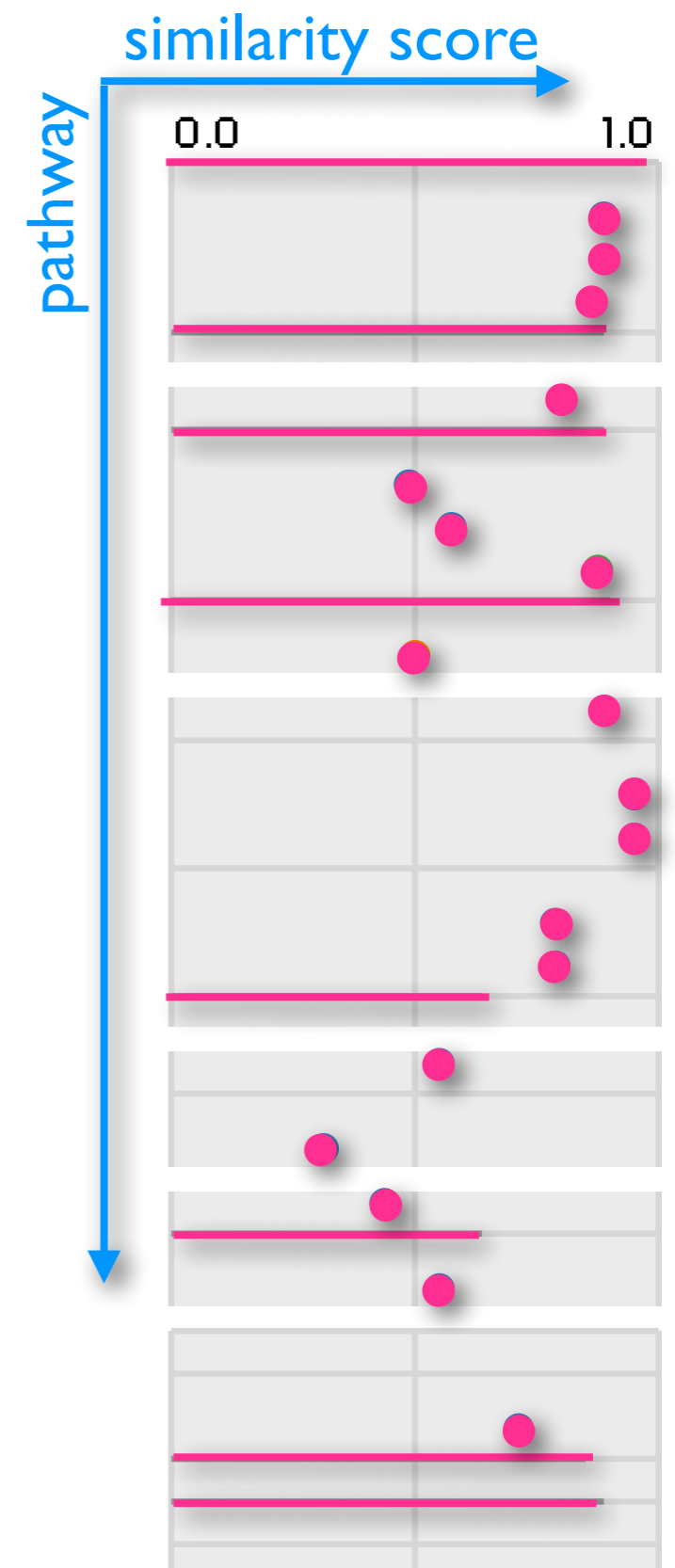
Rainbow Color Maps (Still) Considered Harmful.
 D. Borland and R. Taylor, *Computer Graphics and Applications*, 2007.



linearized pathway representation

common axes to compare similarity scores

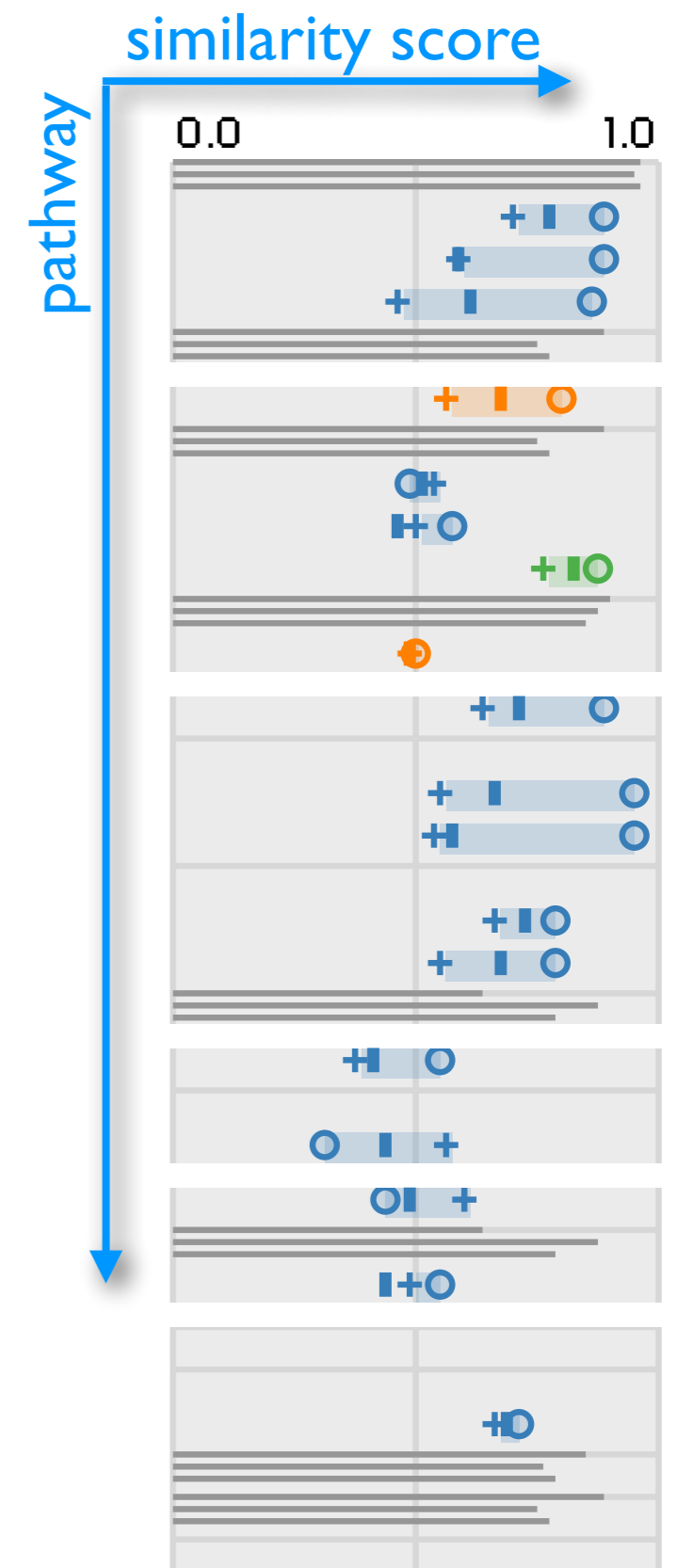
- bars and circles
- visual layers for selective attention
- color-code gene direction



linearized pathway representation

common axes to compare similarity scores

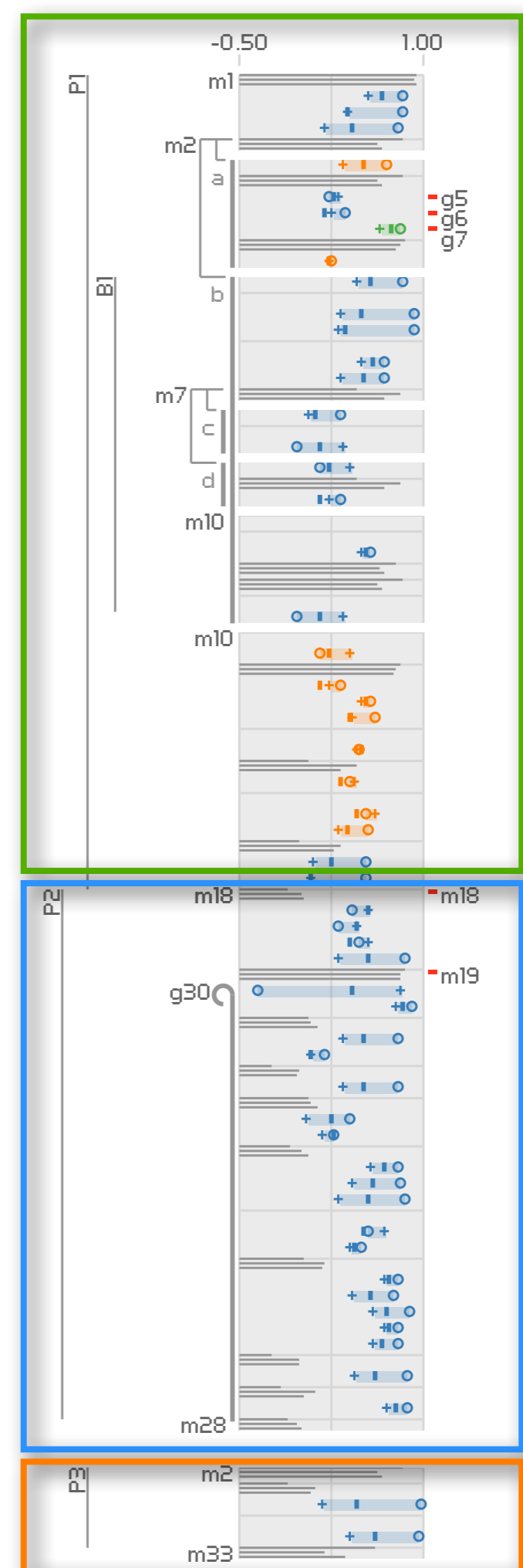
- bars and circles
 - visual layers for selective attention
 - color-code gene direction
- multiple similarity scores



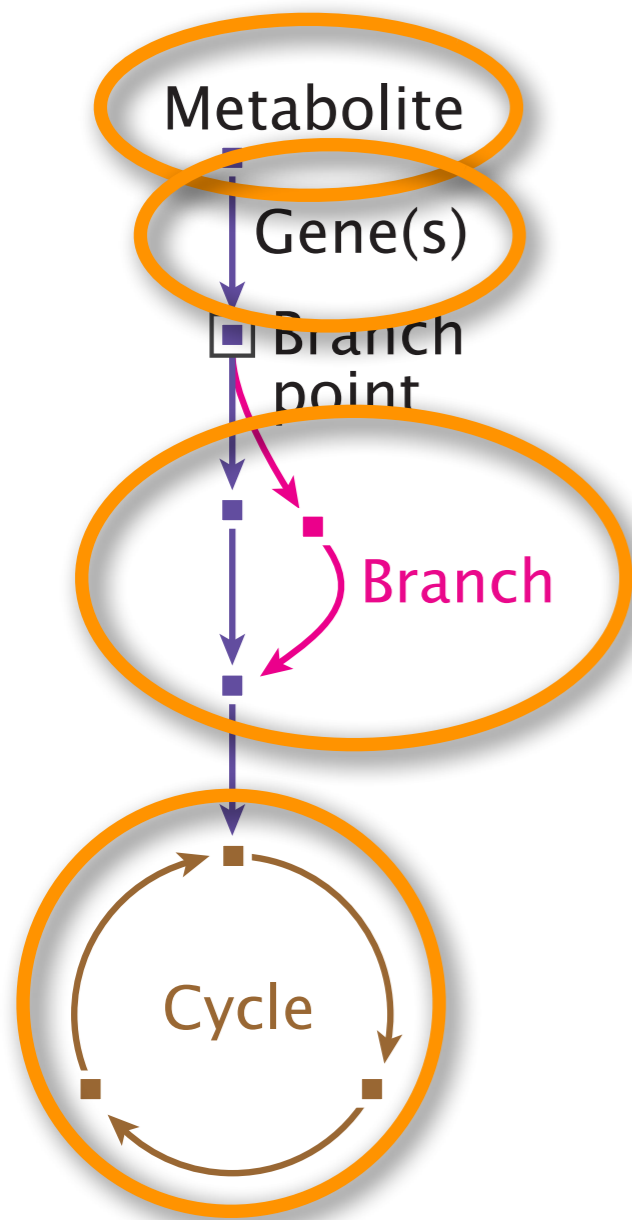
linearized pathway representation

common axes to compare similarity scores

- bars and circles
 - visual layers for selective attention
 - color-code gene direction
- multiple similarity scores
- multiple pathways



pathway to ordered list of nodes



unroll and cut

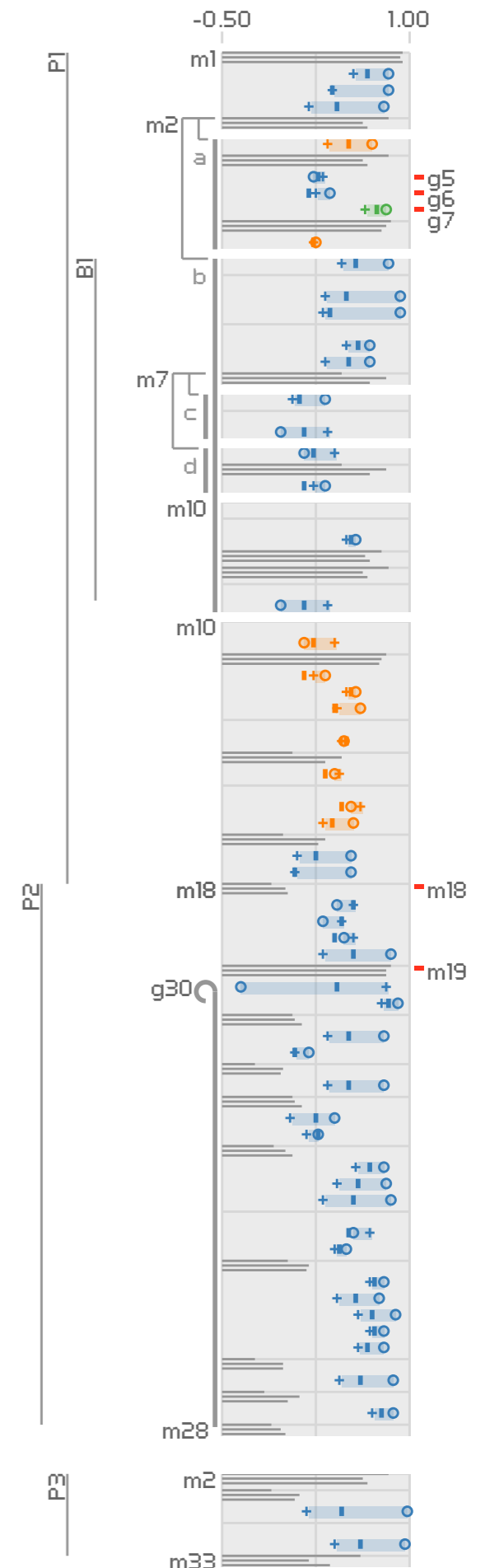
reinsert

shared coordinate frame and

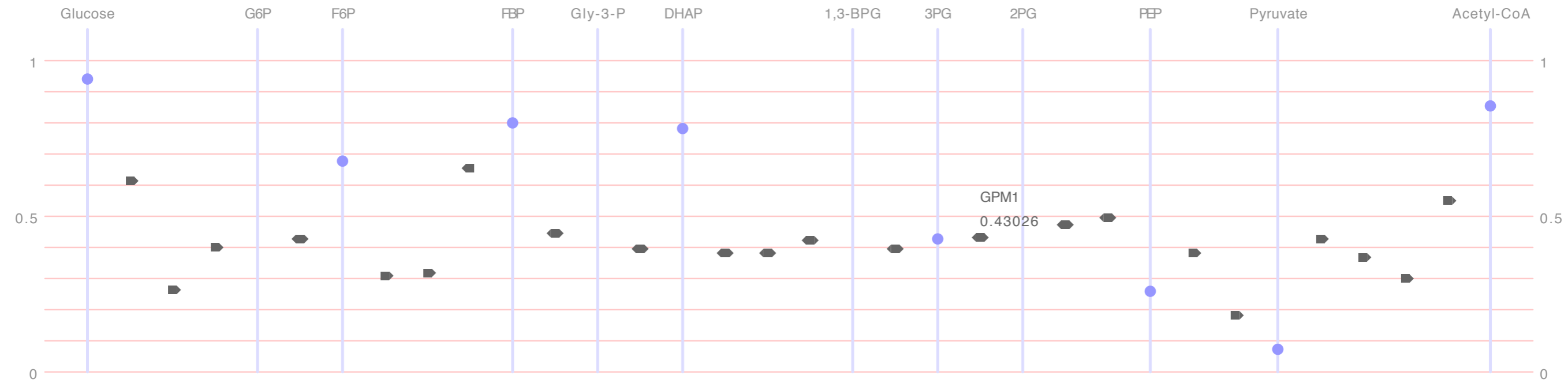
linearized pathway representation

putting it together . . .

- use spatial position for similarity scores
- topology is secondary

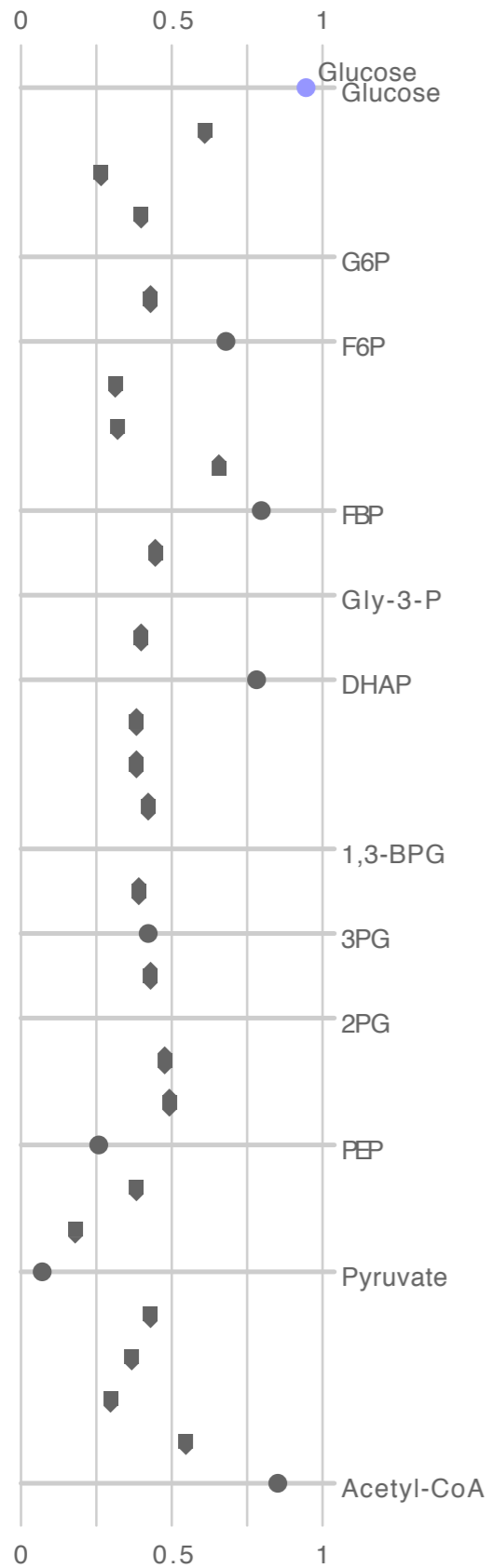


PAPER PROTOTYPES



orientation & marks

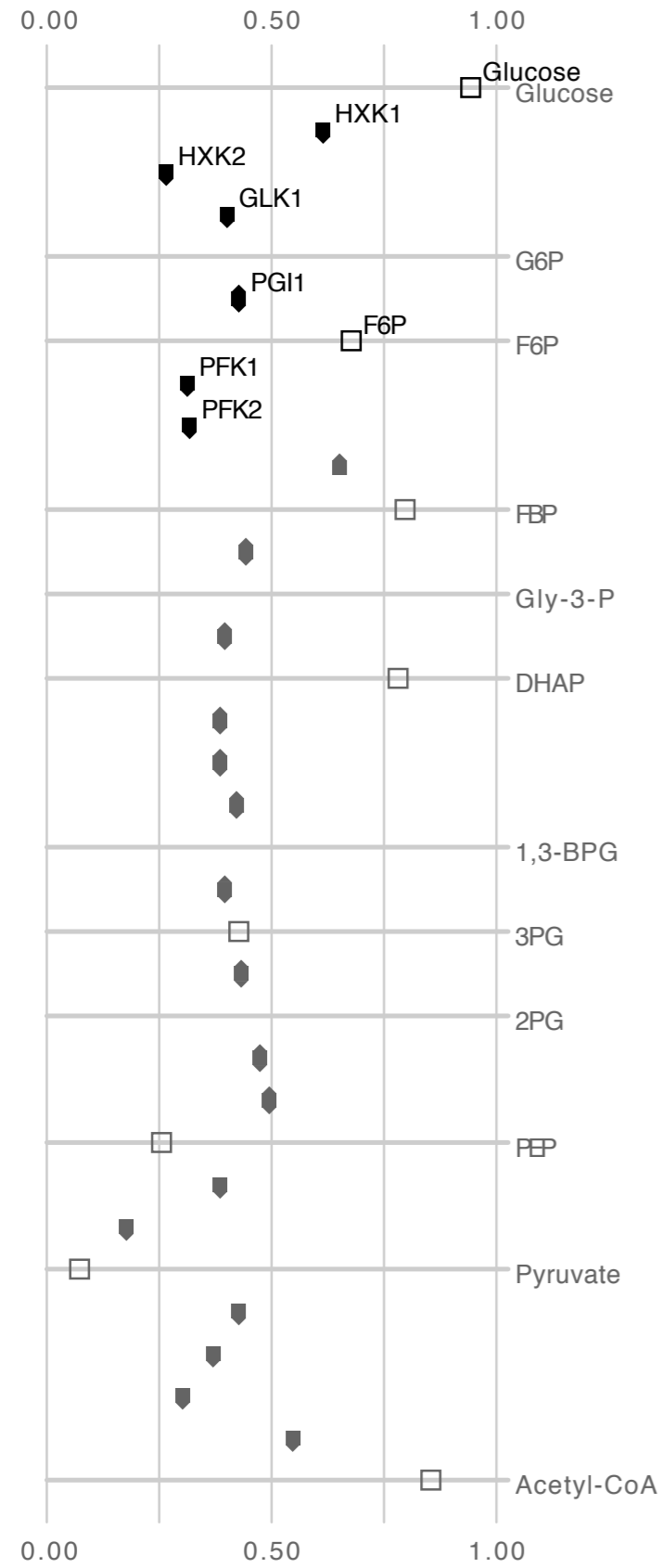
GLYCOLYSIS



- forward enzyme
- reverse enzyme
- bidirectional enzyme
- metabolite

orientation & marks

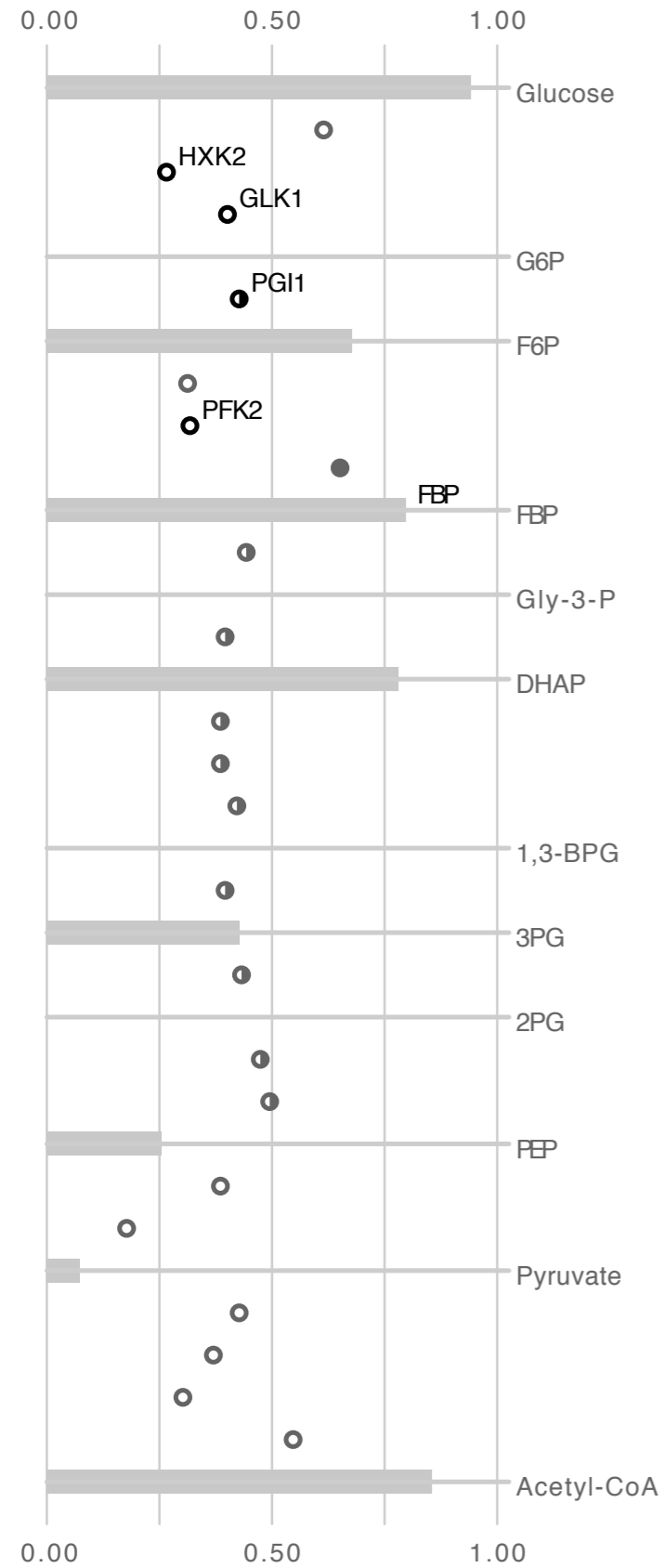
GLYCOLYSIS



- ▾ forward enzyme
- ▴ reverse enzyme
- ◈ bidirectional enzyme
- metabolite

orientation & marks

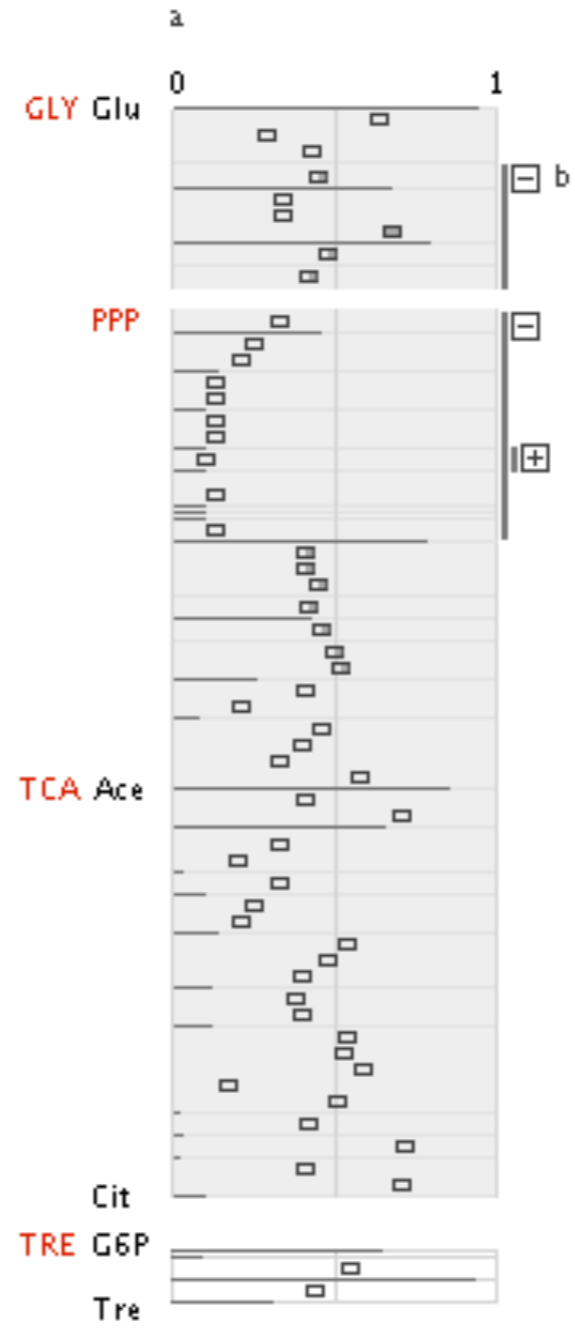
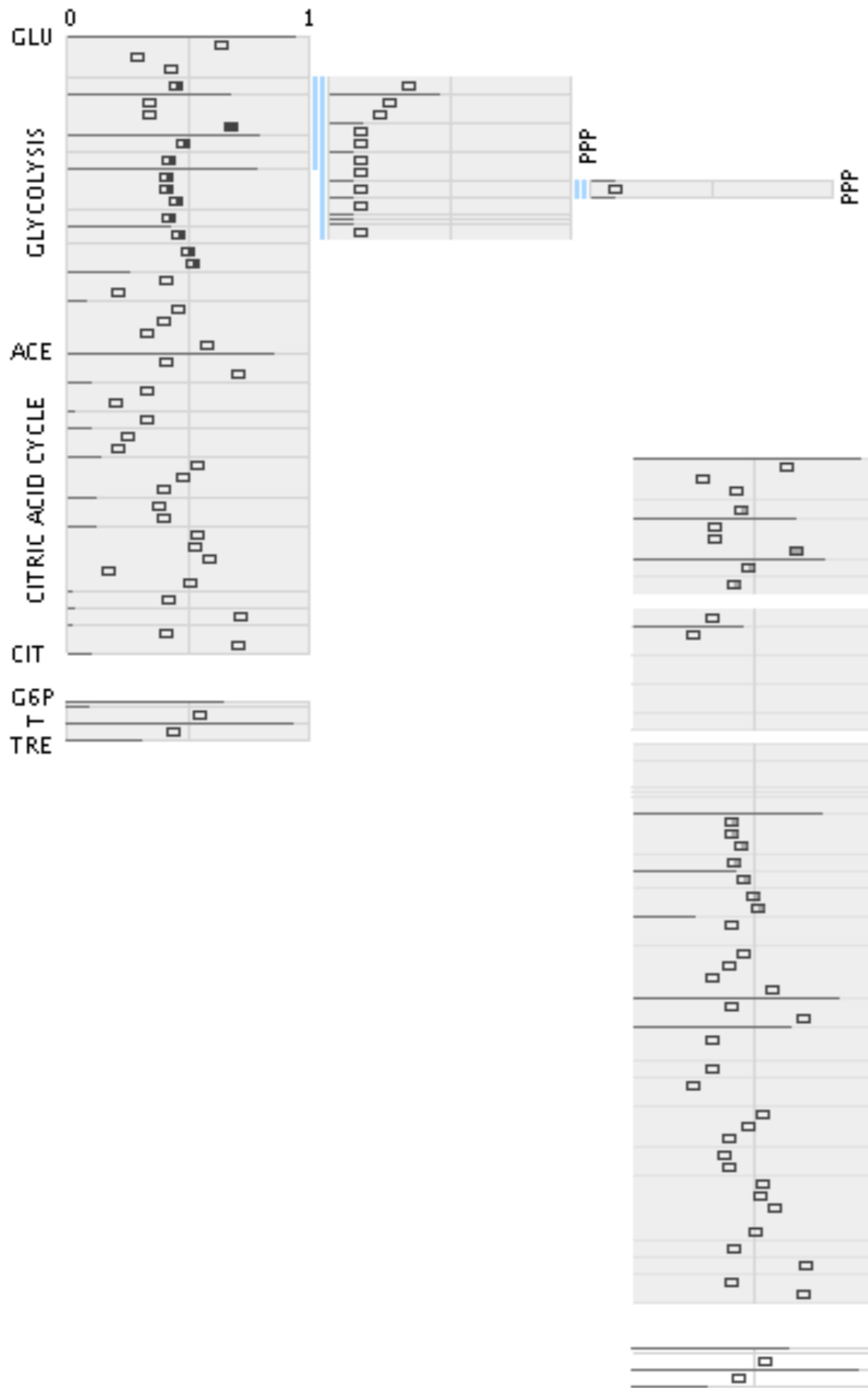
GLYCOLYSIS



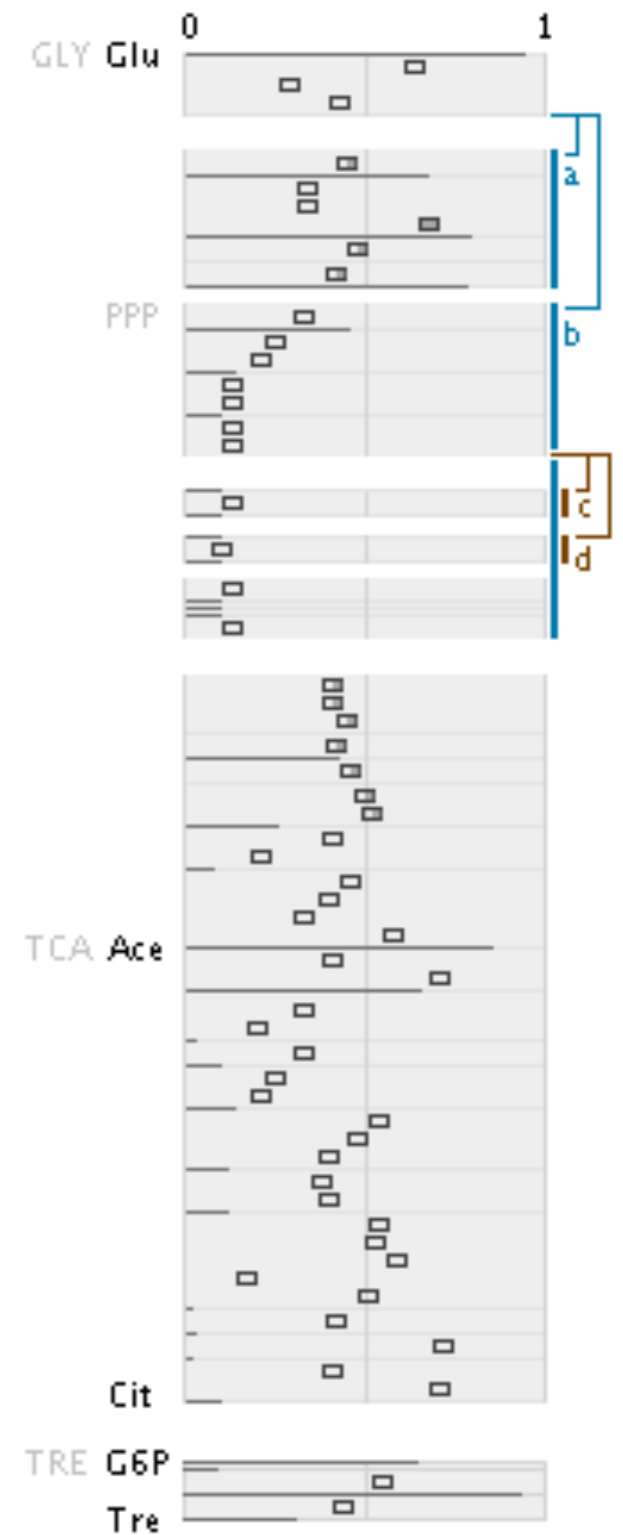
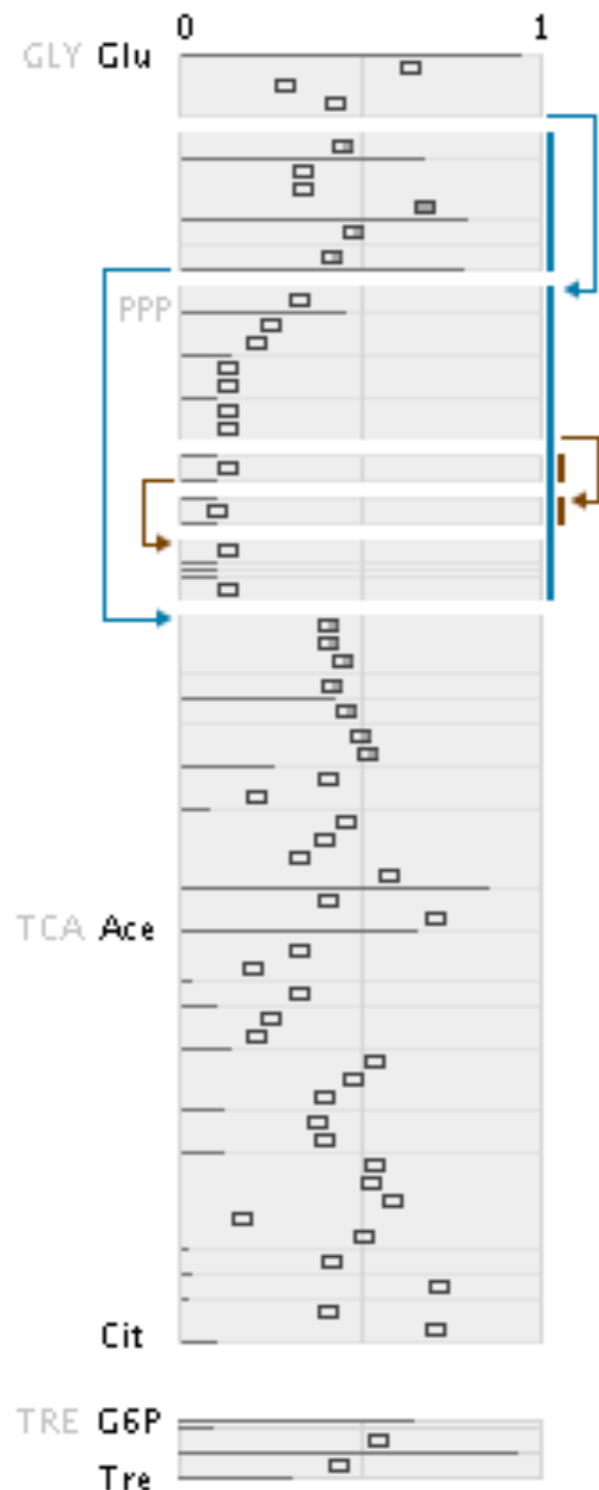
- forward enzyme
- reverse enzyme
- ◐ bidirectional enzyme

orientation & marks

branches

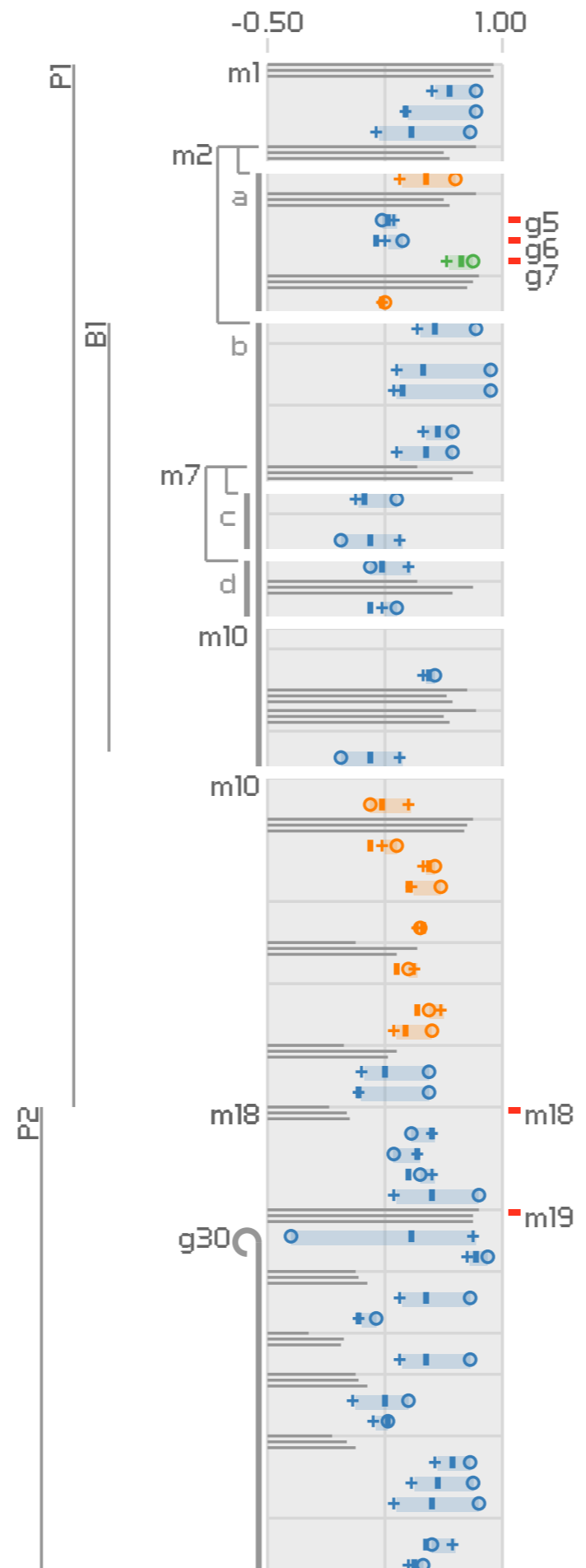


branches



PATHWAY

METRIC OVERVIEW



Pathline
curvemap

STARTING POINT

curvemap

inspired by heatmaps

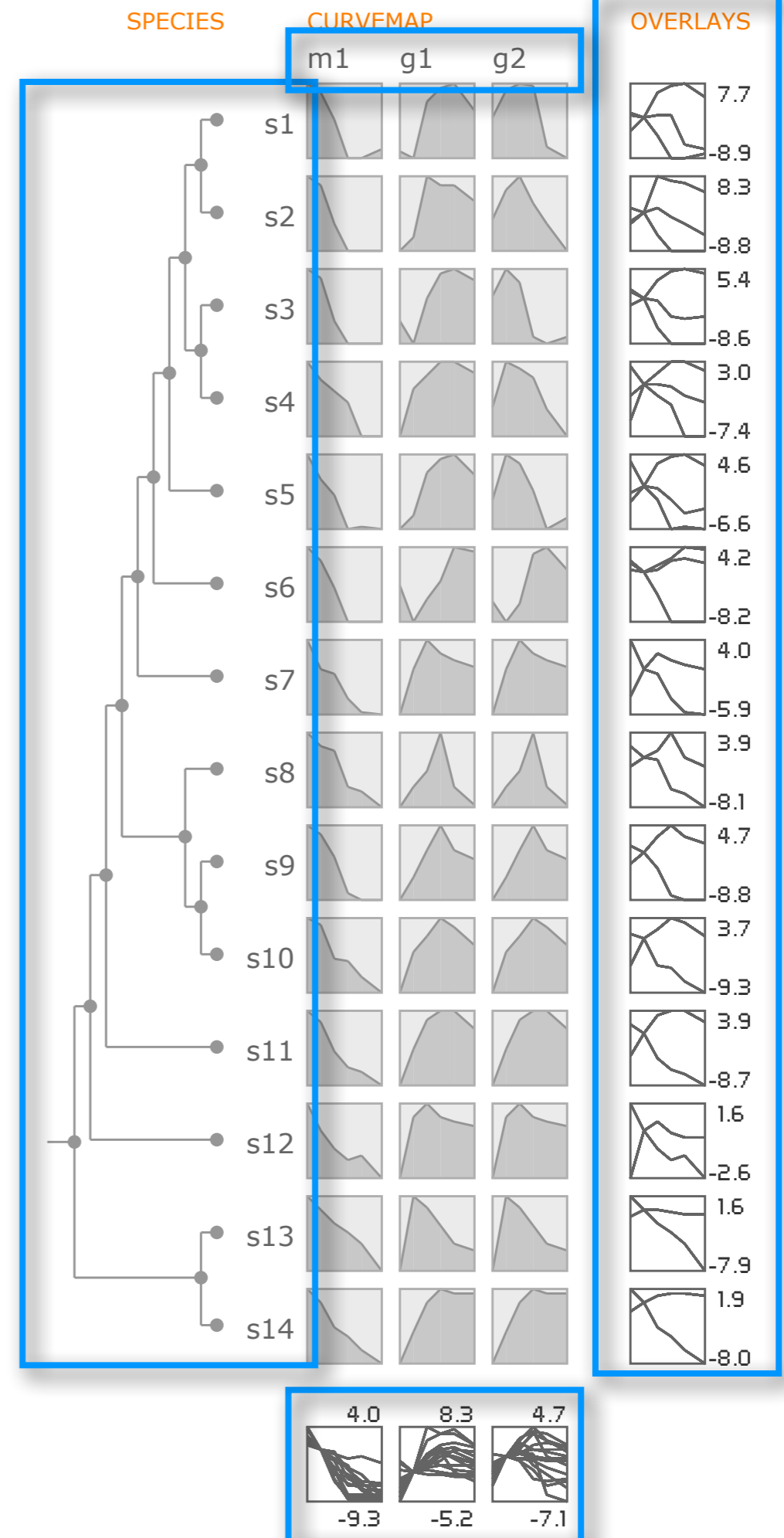
- base visual unit is a curve
- filled, framed line charts to enhance shape perception



curvemap

inspired by heatmaps

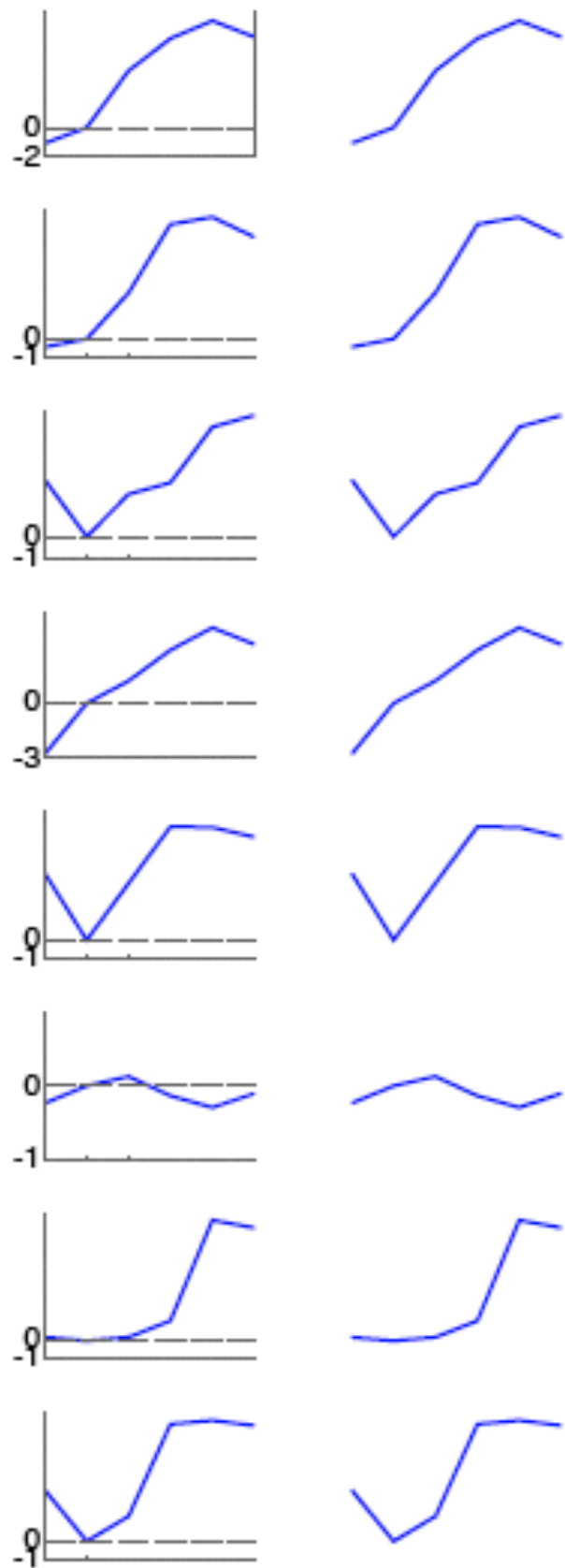
- base visual unit is a curve
- filled, framed line charts to enhance shape perception
- rows are species
- columns are genes
- overlays to enhance trends



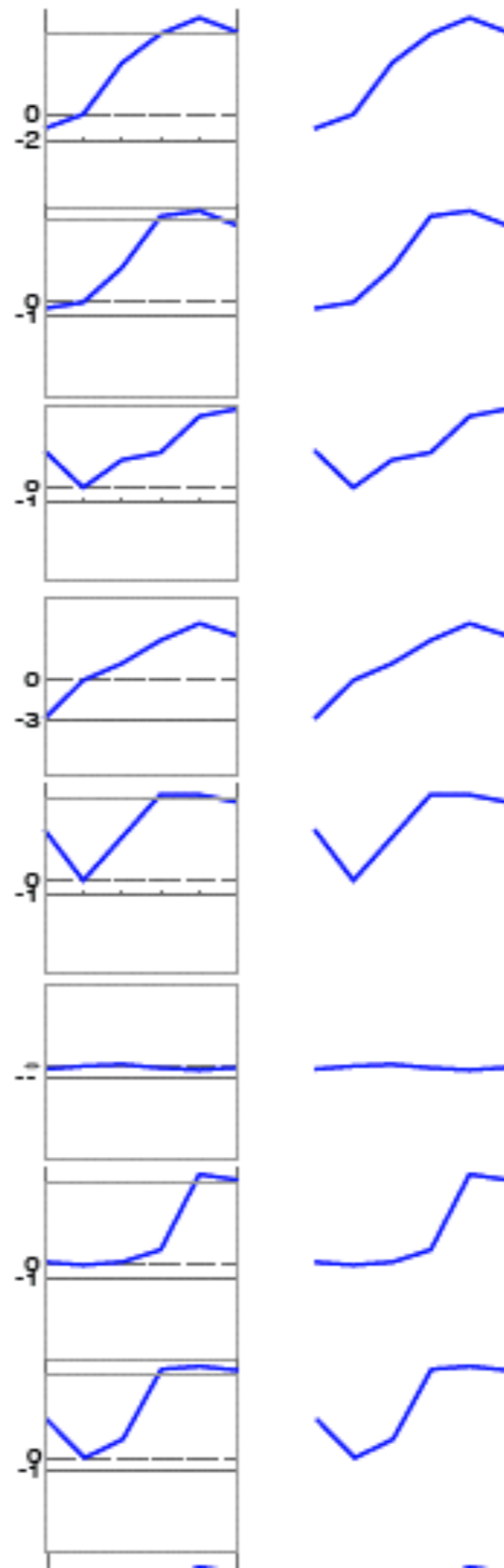
PAPER PROTOTYPES

time series

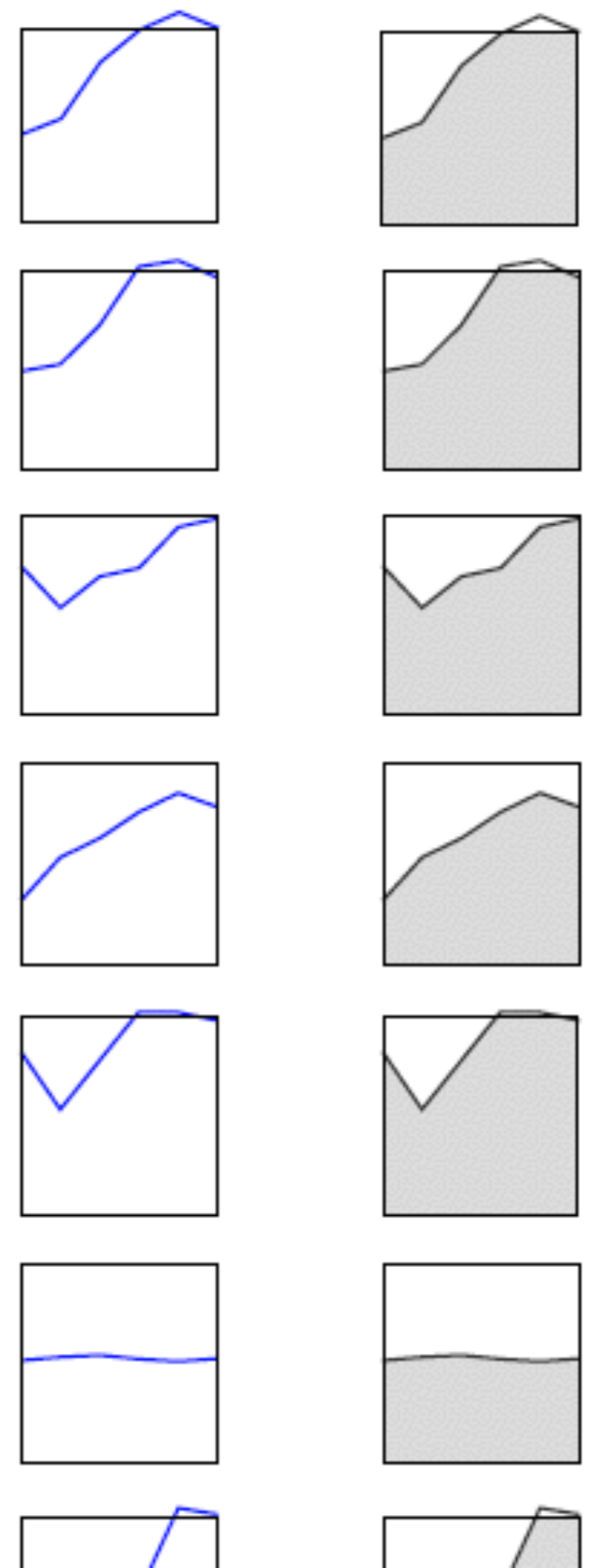
Relative scale



Absolute scale

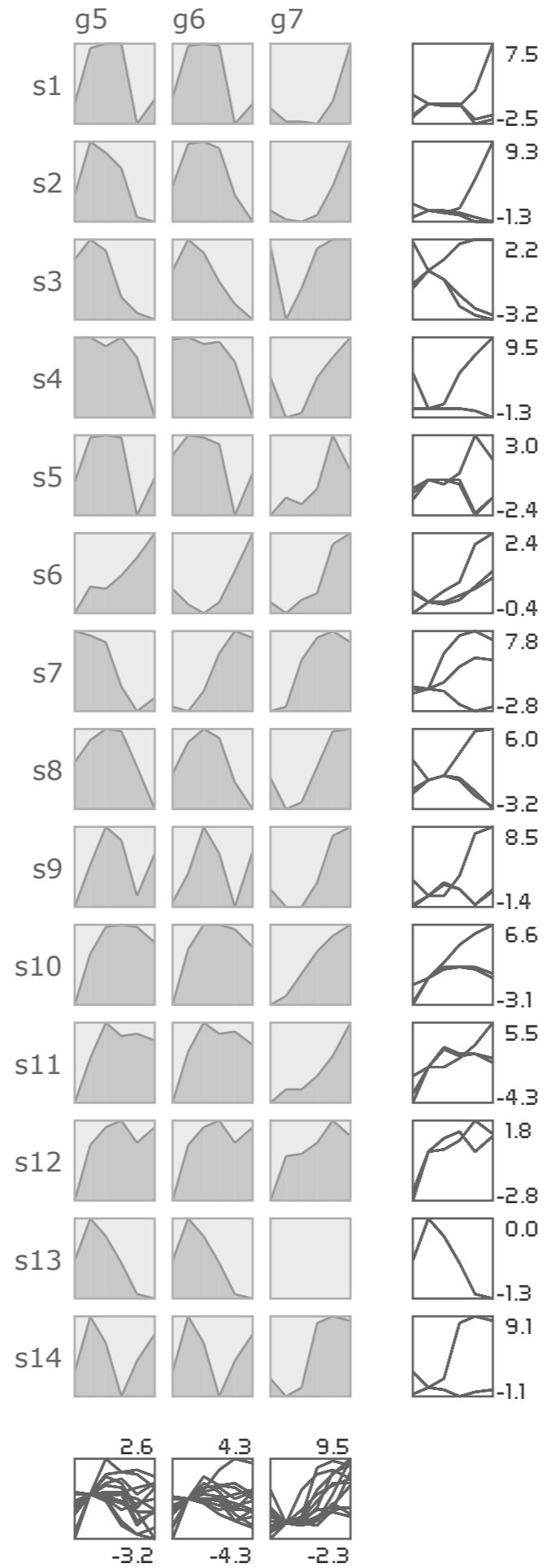


Absolute scale, highlight pattern

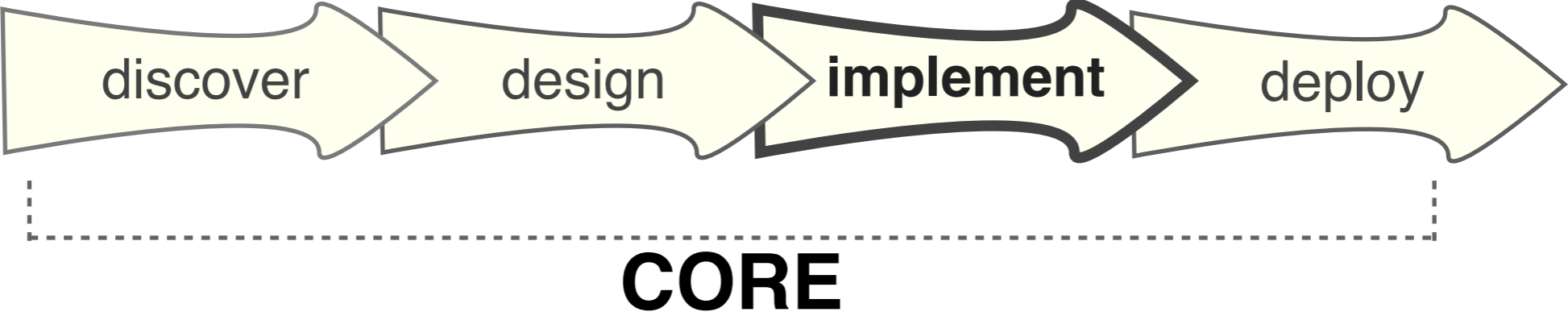


CURVEMAP

OVERLAYS



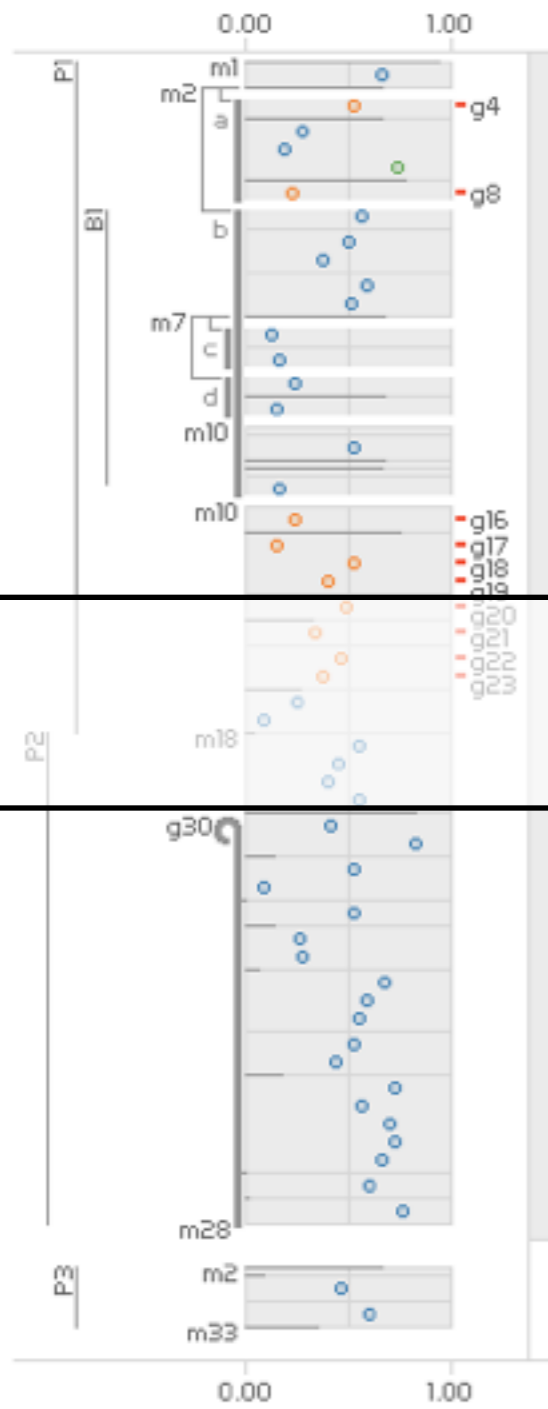
rapid software prototyping



PATHLINE

A TOOL FOR COMPARATIVE FUNCTIONAL GENOMICS

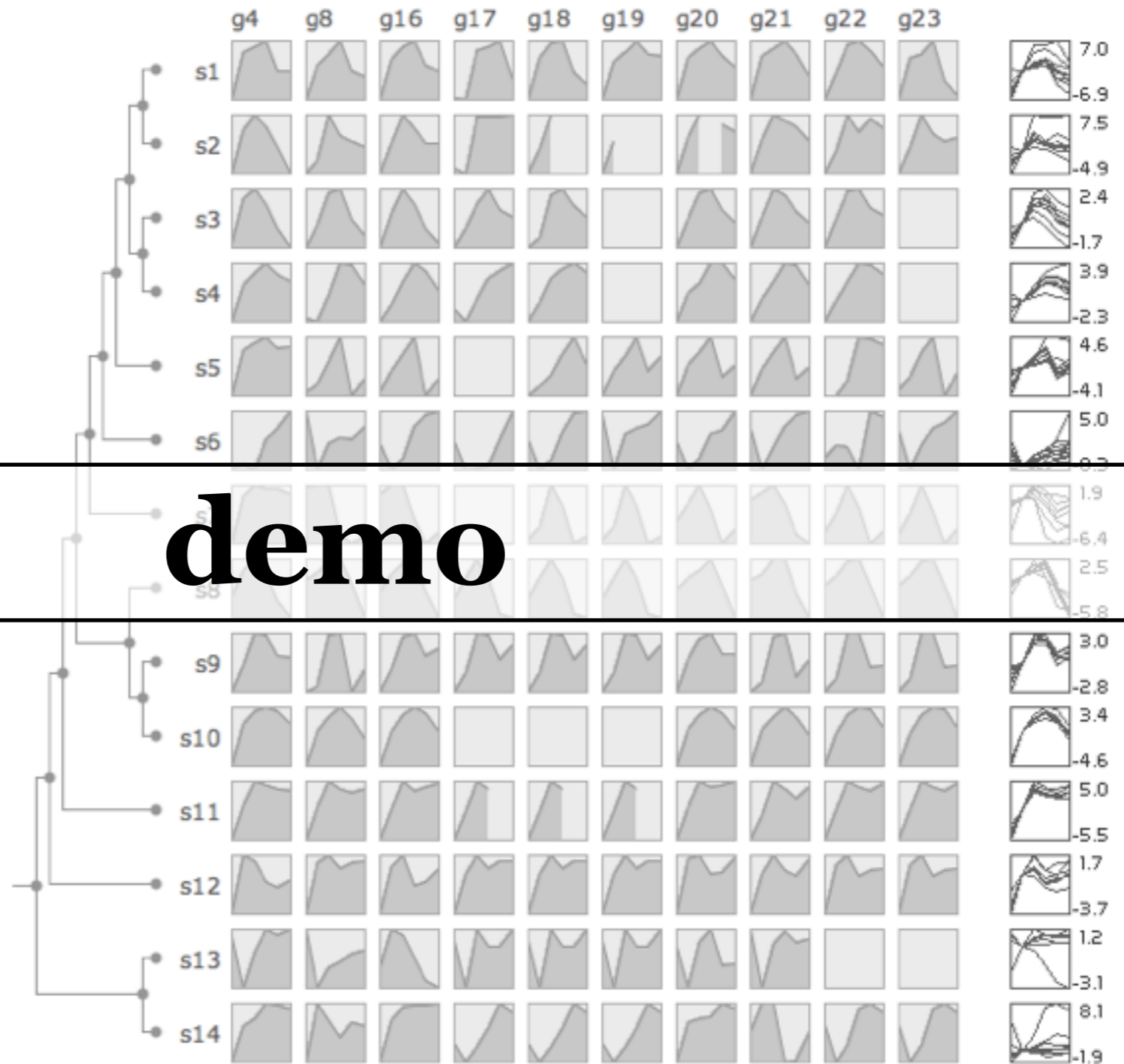
PATHWAY METRIC OVERVIEW



SPECIES

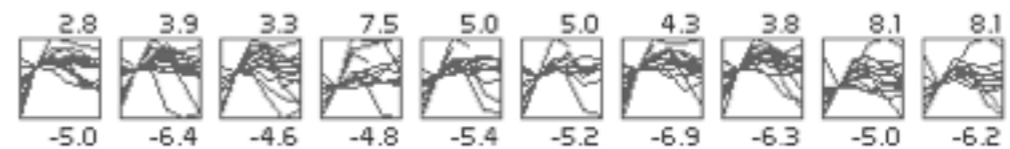
CURVEMAP

OVERLAYS

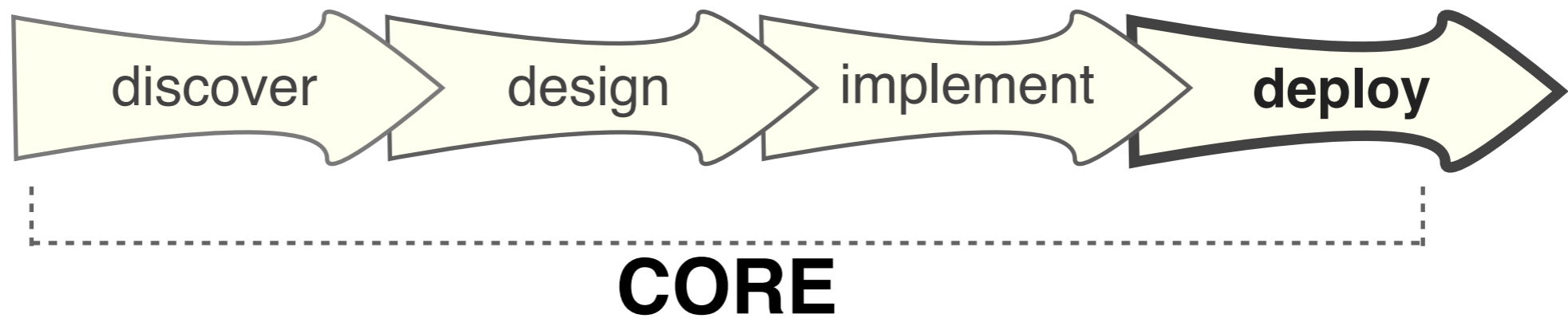


demo

KEY Genes
■ forward ■ reverse ■ bidirectional
Metabolites Metrics
○ PearsonALL



release & gather feedback “in the wild”

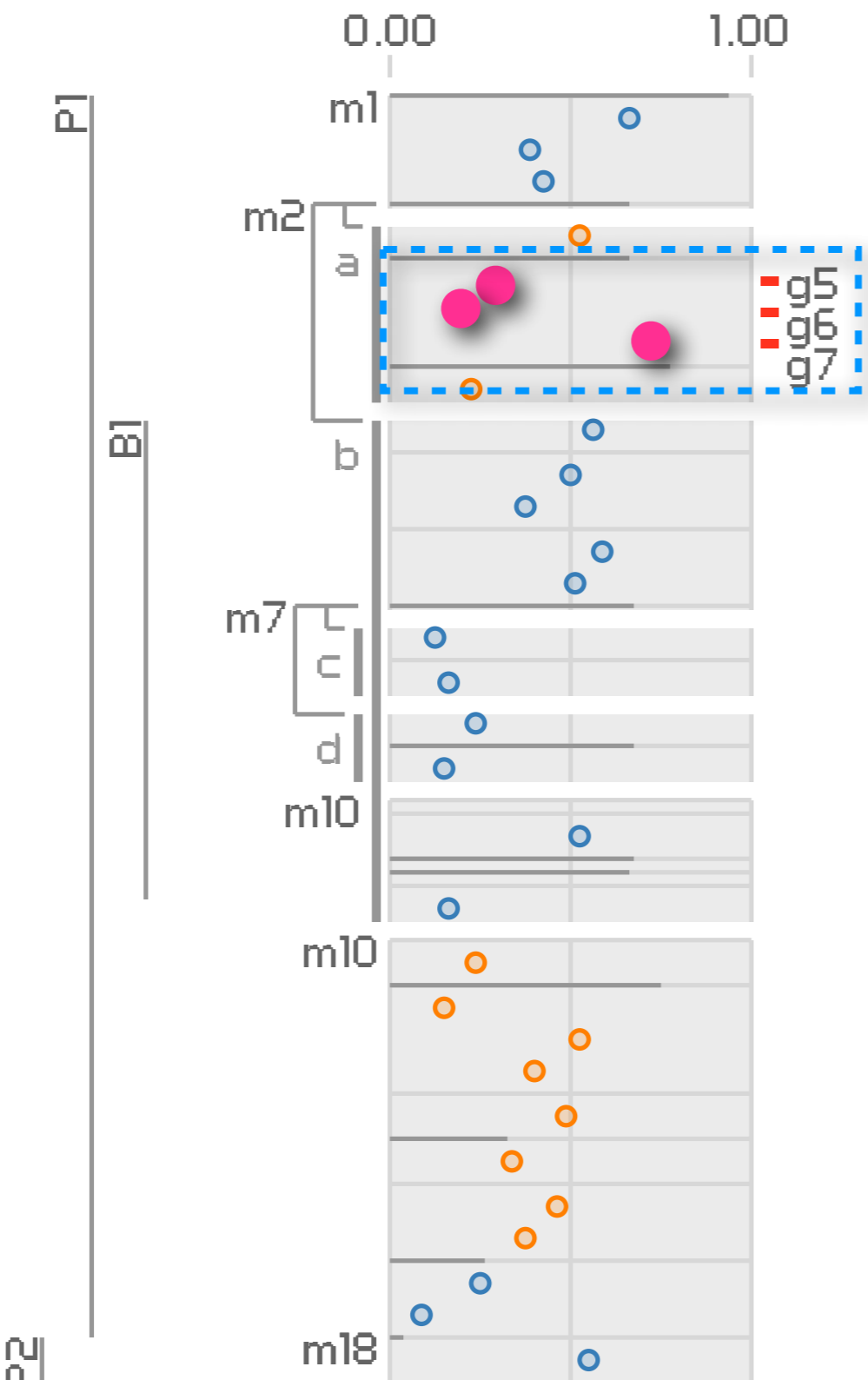


case study

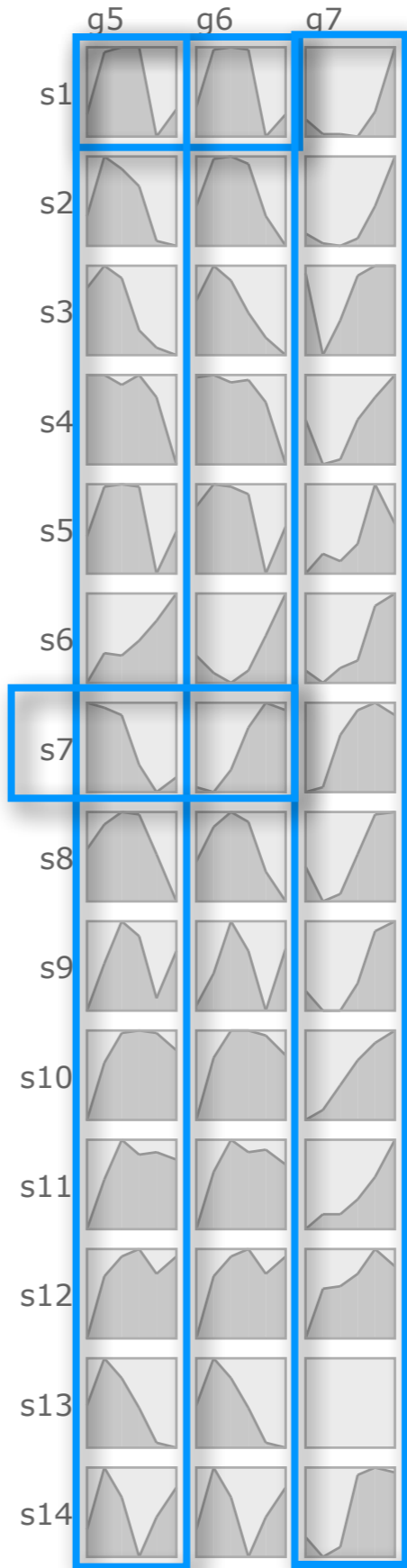
- qualitative research method
- in-depth study of individual or group
- real-world setting
- description and interpretation

PATHWAY

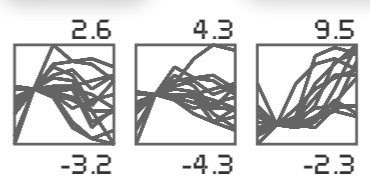
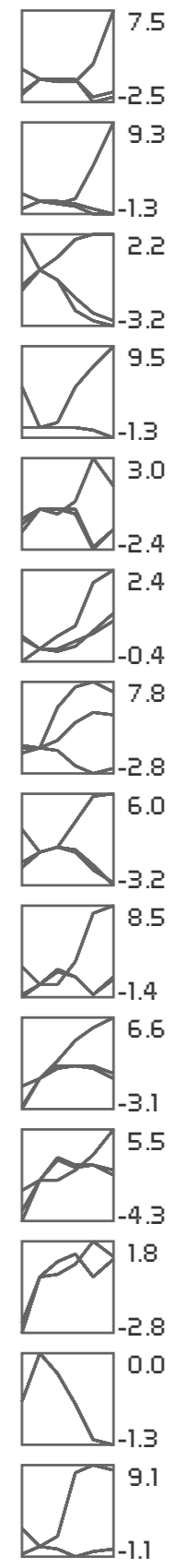
METRIC OVERVIEW



CURVEMAP



OVERLAYS



MizBee: A Multiscale Synteny Browser

Miriah Meyer, Tamara Munzner, *Member, IEEE*, and Hanspeter Pfister, *Senior Member, IEEE*

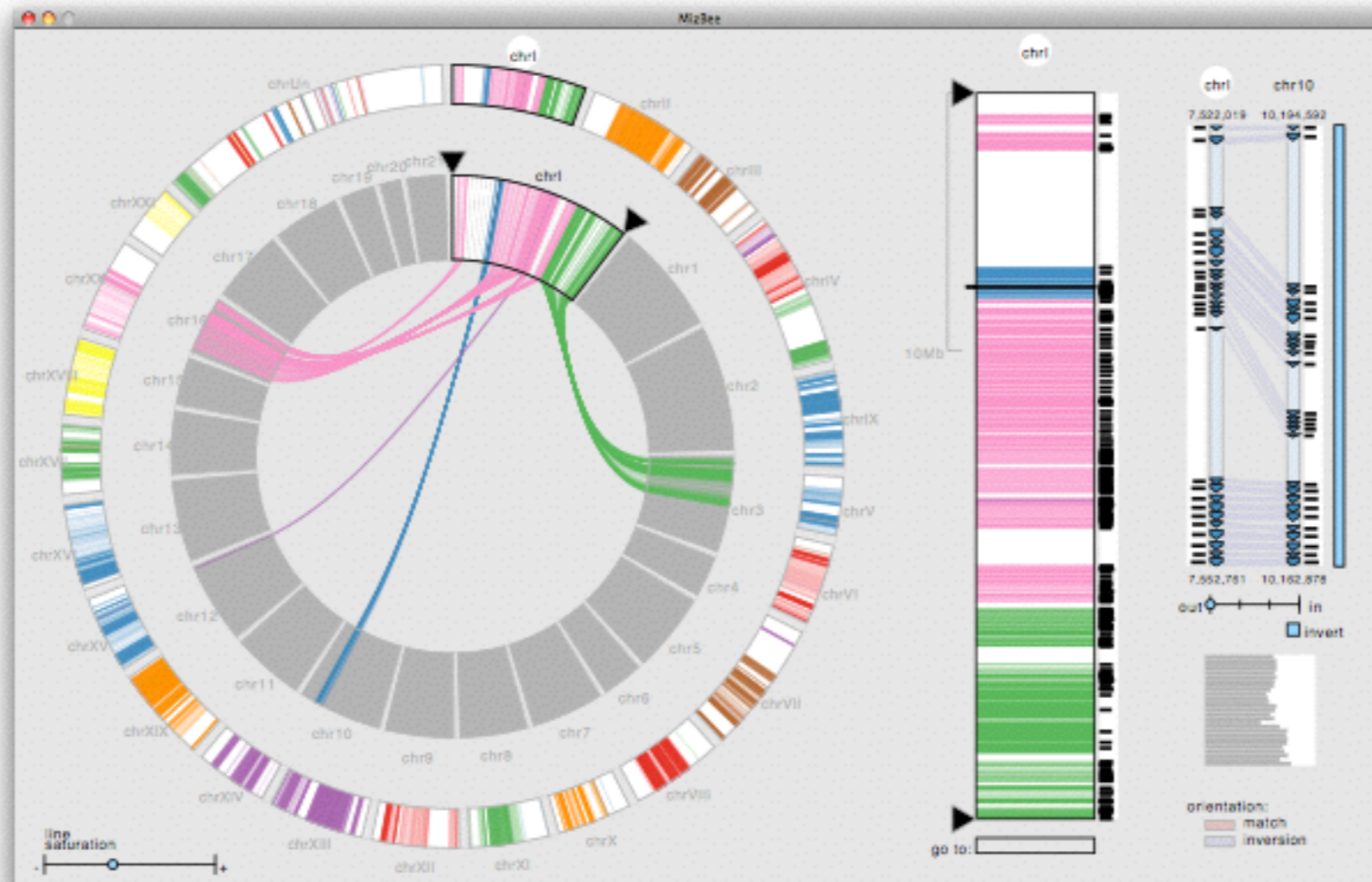


Fig. 1. The multiscale MizBee browser allows biologists to explore many kinds of conserved synteny relationships with linked views at the genome, chromosome, and block levels. Here we compare the genomes of two fish, the stickleback and the pufferfish.

Abstract—In the field of comparative genomics, scientists seek to answer questions about evolution and genomic function by comparing the genomes of species to find regions of shared sequences. Conserved syntenic blocks are an important biological data abstraction for indicating regions of shared sequences. The goal of this work is to show multiple types of relationships at multiple scales in a way that is visually comprehensible in accordance with known perceptual principles. We present a task analysis for this domain where the fundamental questions asked by biologists can be understood by a characterization of relationships into the four types of proximity/location, size, orientation, and similarity/strength, and the four scales of genome, chromosome, block, and genomic feature. We also propose a new taxonomy of the design space for visually encoding conservation data. We present MizBee, a multiscale synteny browser with the unique property of providing interactive side-by-side views of the data across the range of scales supporting exploration of all of these relationship types. We conclude with case studies from two biologists who used MizBee to augment their previous automatic analysis work flow, providing anecdotal evidence about the efficacy of the system for the visualization

- comparative genomics
- interviews with two biologists
- validate, analyze, and communicate computational results



biology concepts

- compare **genomes**
- genomes made of **chromosomes**
- contiguous features (genes) grouped into **blocks**
- similar blocks on different chromosomes implies **conservation**

high level biology questions

evolution: How long ago did two species share a common ancestor?

function: Which segment of the genome is responsible for a specific function in the cell?

low level data-centric questions

1. Are the paired features within a block contiguous?
2. Which chromosomes share conserved blocks?
3. Are similarity scores alike within a block?
- ...
- 14.

-domain

- comparative genomics

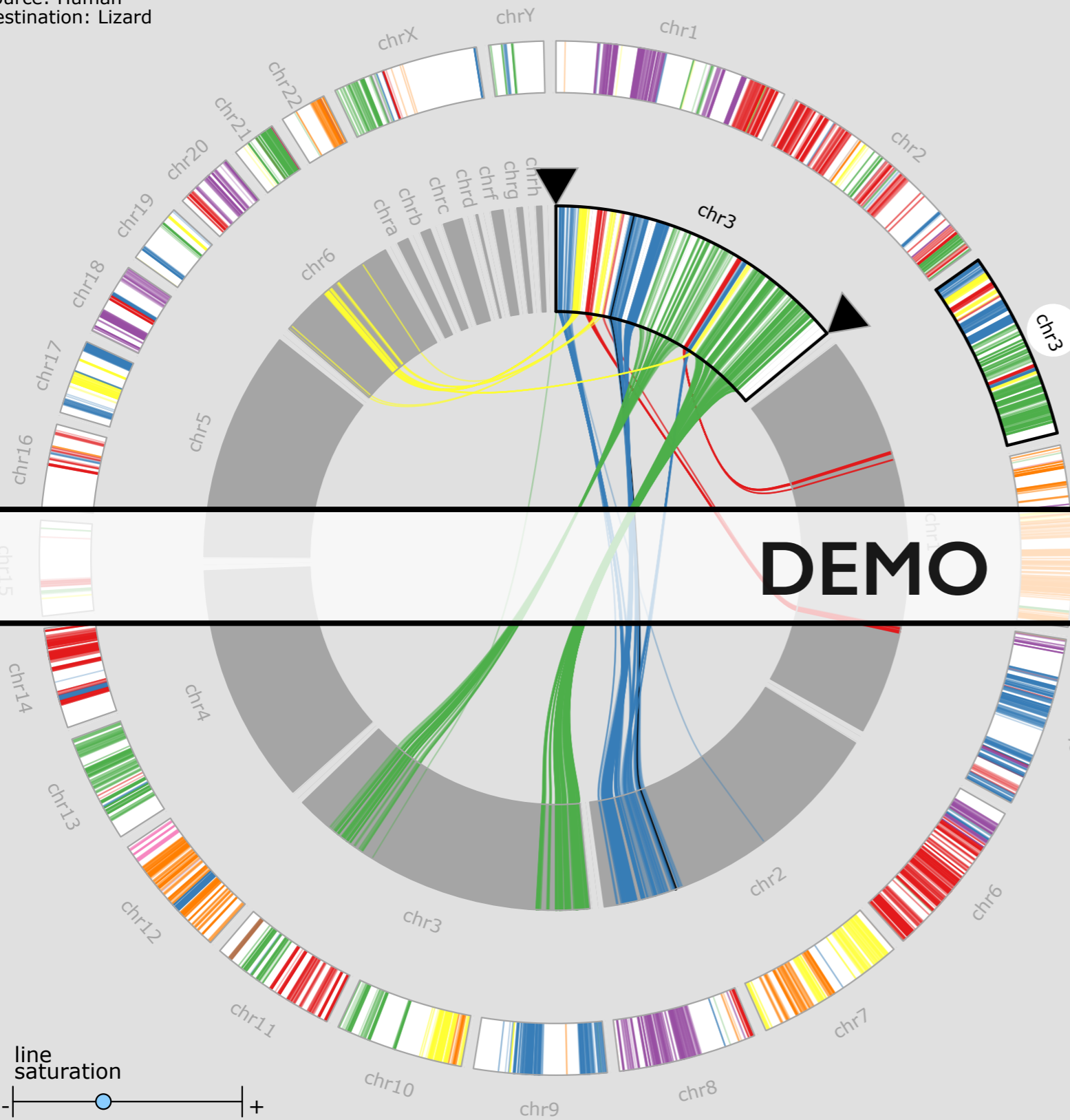
-data

- multiscale
 - *genome*
 - *chromosome*
 - *block*
 - *feature*

-task

- syntenic relationship: features on the same chromosome
 - *proximity and location*
 - *size*
 - *orientation*
 - *similarity*

source: Human
destination: Lizard



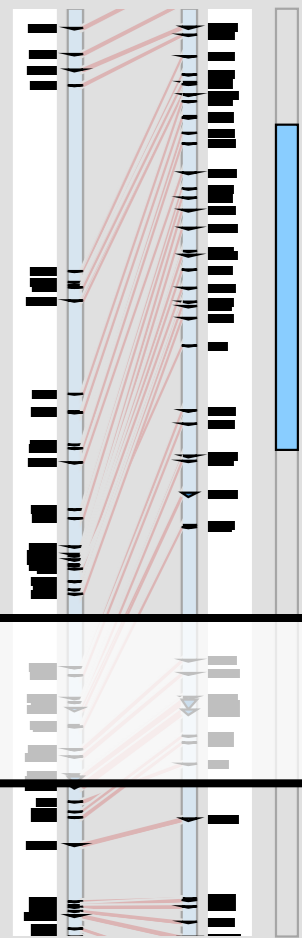
DEMO

chr3



chr3 chr2

51280143 152008850



51709189 152345239

out | + | in

□ invert



orientation:

match

inversion

go to:

line saturation

- | +

VISUAL ENCODING

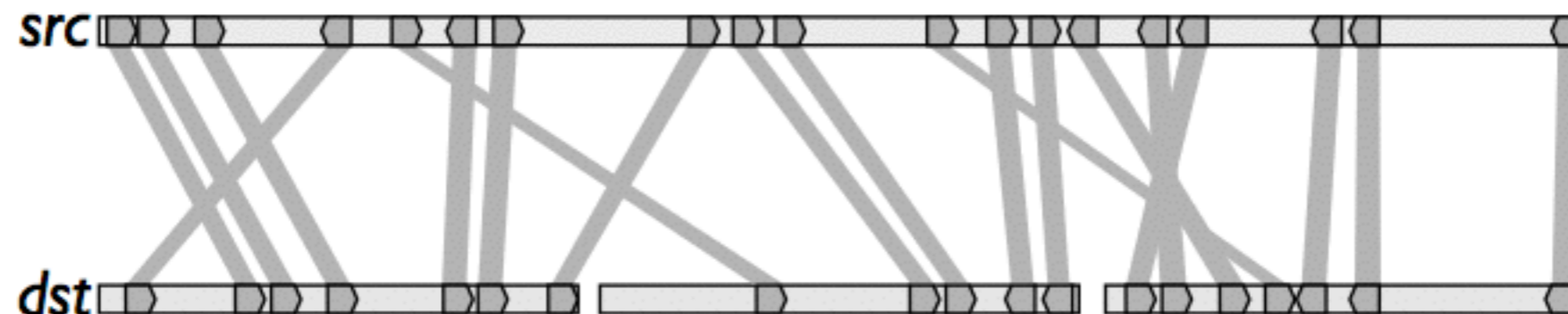
-color limits

- no info about destination
- <12 distinguishable colors


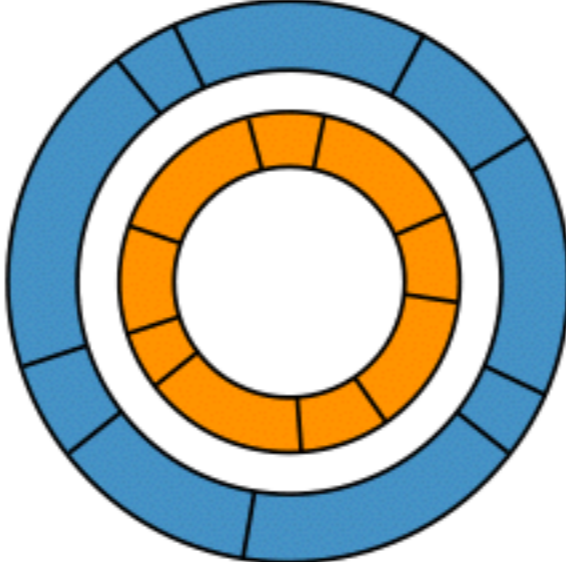
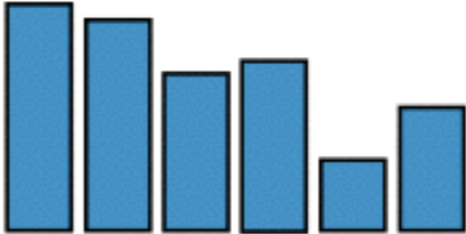


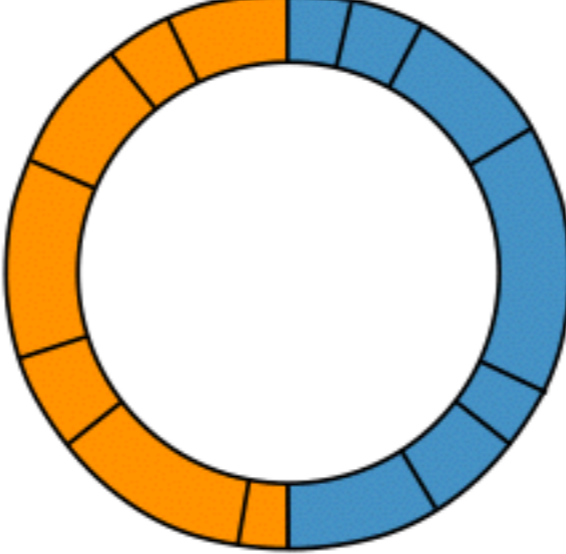
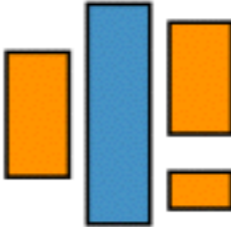
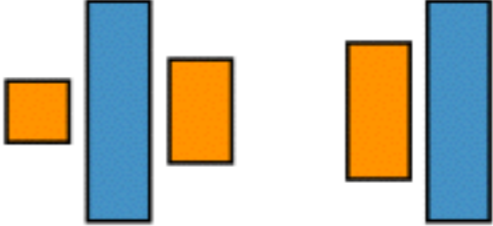


-connection limits

- visual clutter



TAXONOMY

		<i>contiguous</i>		<i>discrete</i>			
		<i>linear</i>	<i>circular</i>				
<i>separate</i>					<i>segregated</i>		
<i>combined</i>					<i>interleaved</i>		

TECHNIQUES

- multiple linked views**

- overview + detail: 3 levels**

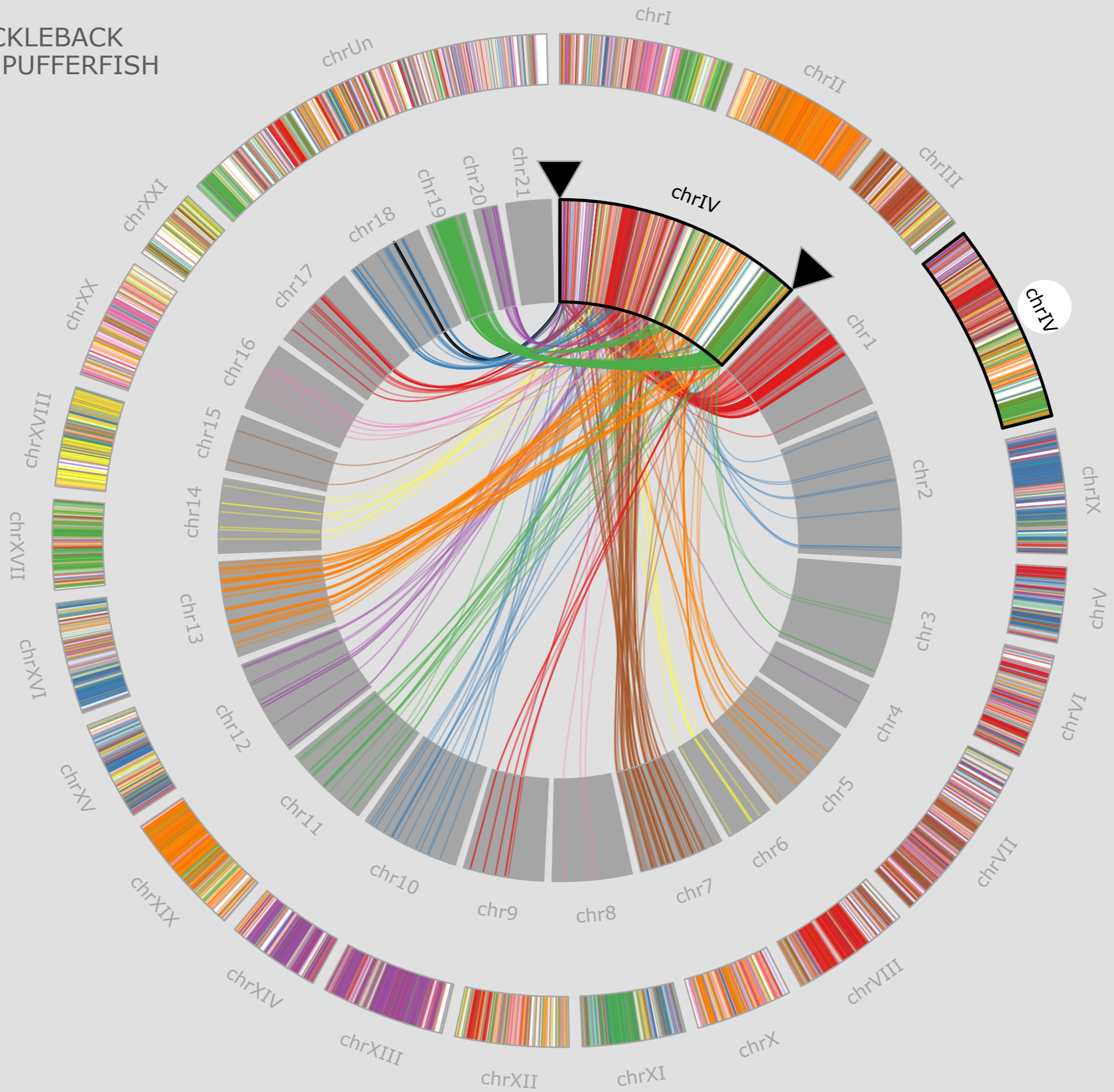
- genome: separate-circular, color and connection
 - *edge-bundling*
- chromosome: rectangular, color
 - *more screenspace for details*
 - *histograms for block stats*
 - *annotations for marking feature positions*
- block: connection
 - *separate + contiguous histograms for feature stats*

CASE STUDY

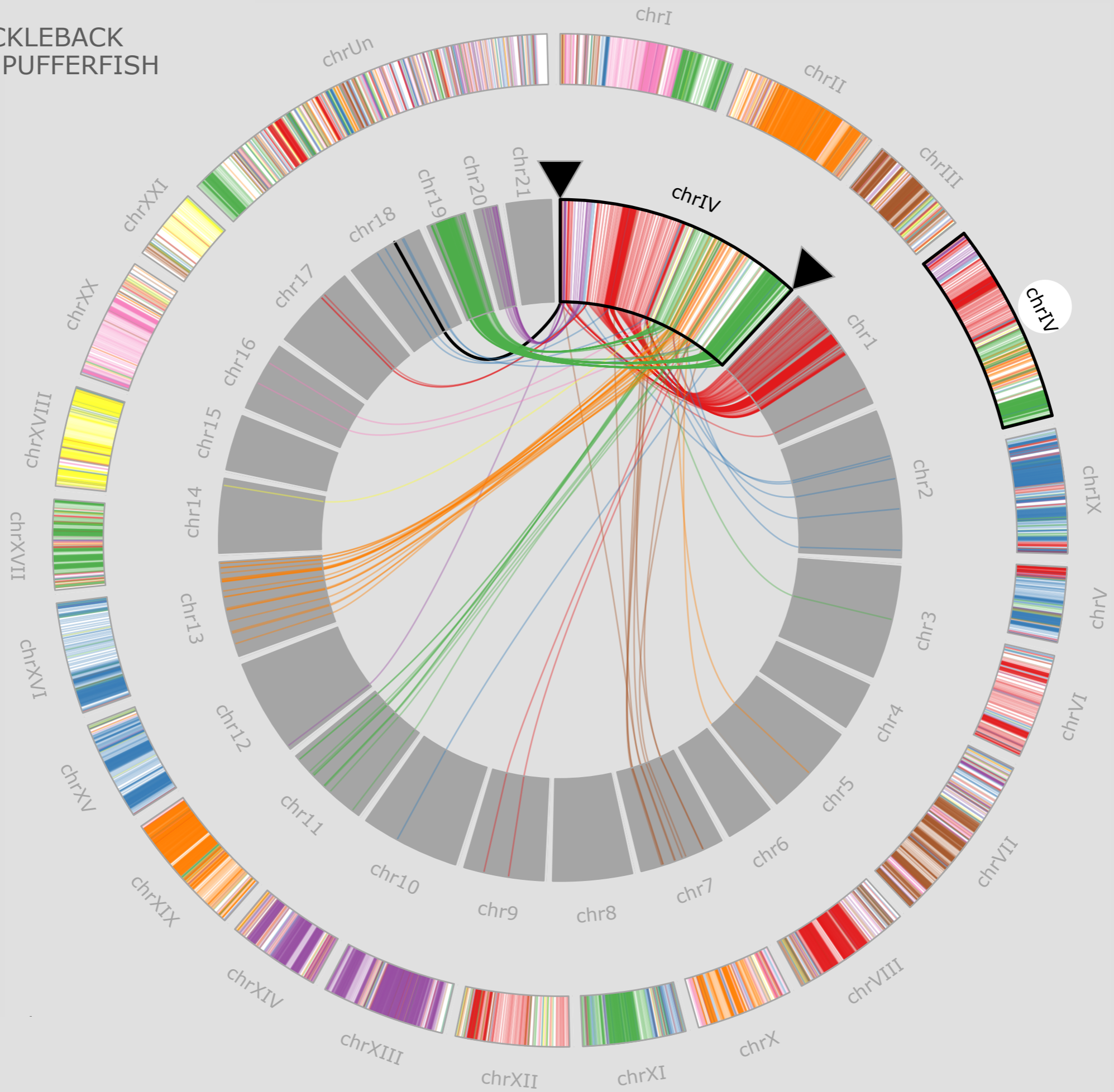


photo courtesy of Daniel Berner

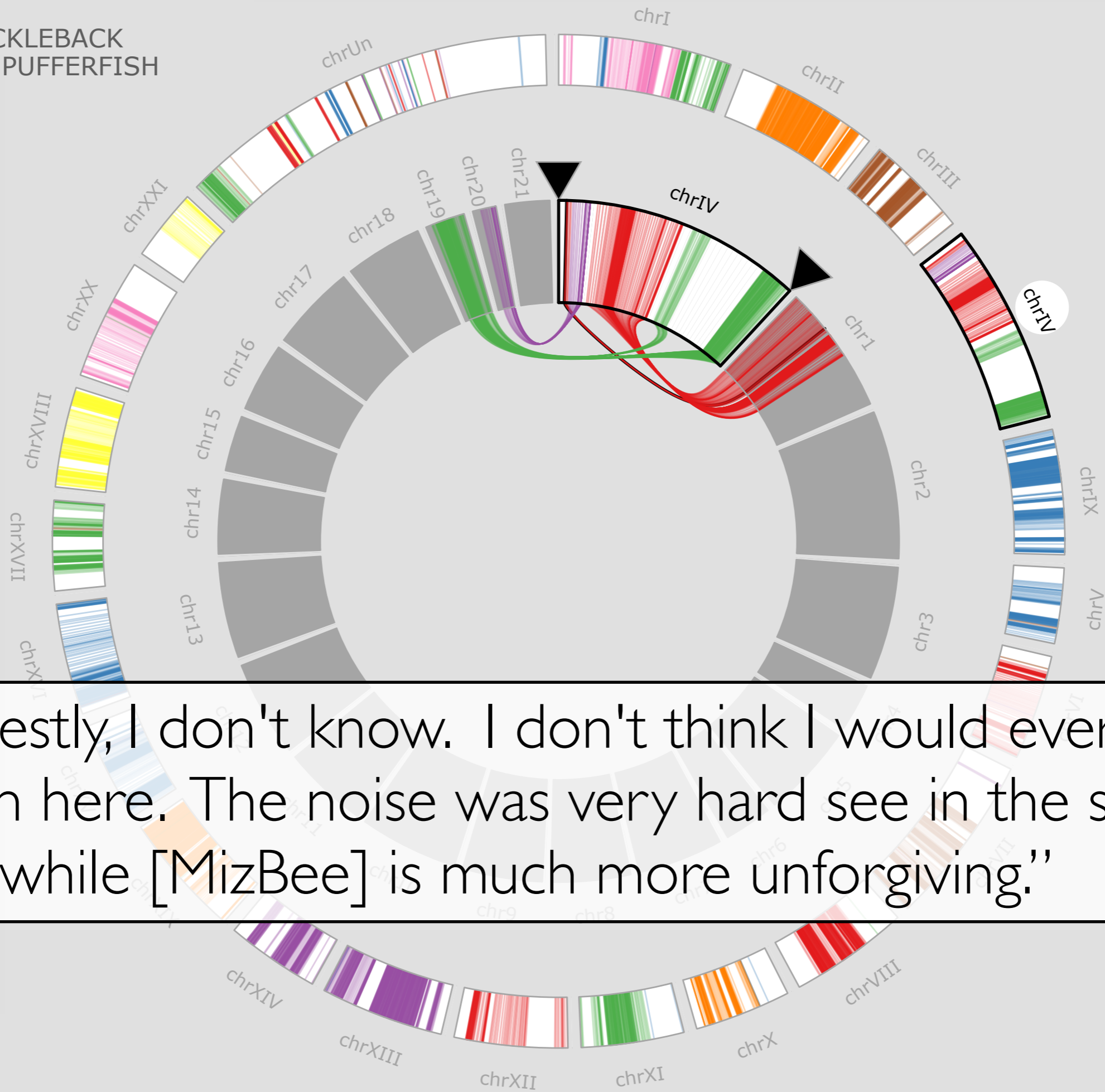
source: STICKLEBACK
destination: PUFFERFISH



source: STICKLEBACK
destination: PUFFERFISH



source: STICKLEBACK
destination: PUFFERFISH



“Honestly, I don't know. I don't think I would ever have gotten here. The noise was very hard see in the scatter plots while [MizBee] is much more unforgiving.”

KEY IDEAS

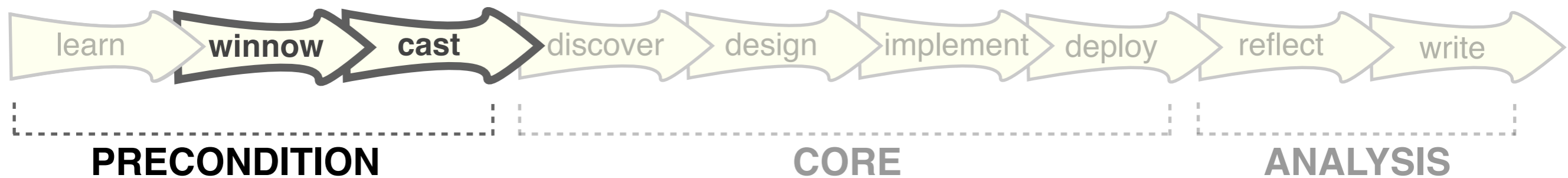
- power of linked views for multiscale**
- abstraction from domain to generic problems**
- visual encoding choices according to known limitations**
- clutter reduction via edge bundles**
- two levels of task**
 - block reliability vs higher level science

Selected Pitfalls

What to avoid?

PITFALL

PREMATURE COLLABORATION



I'm a domain expert!
Wanna collaborate?



COLLABORATOR

Of course!!!



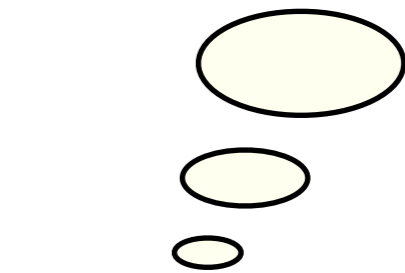
MR. VIS

considerations



Have **data**?
Have **time**?
Have **need**?
...

Interesting
problem?
...



roles



Are you a
user???

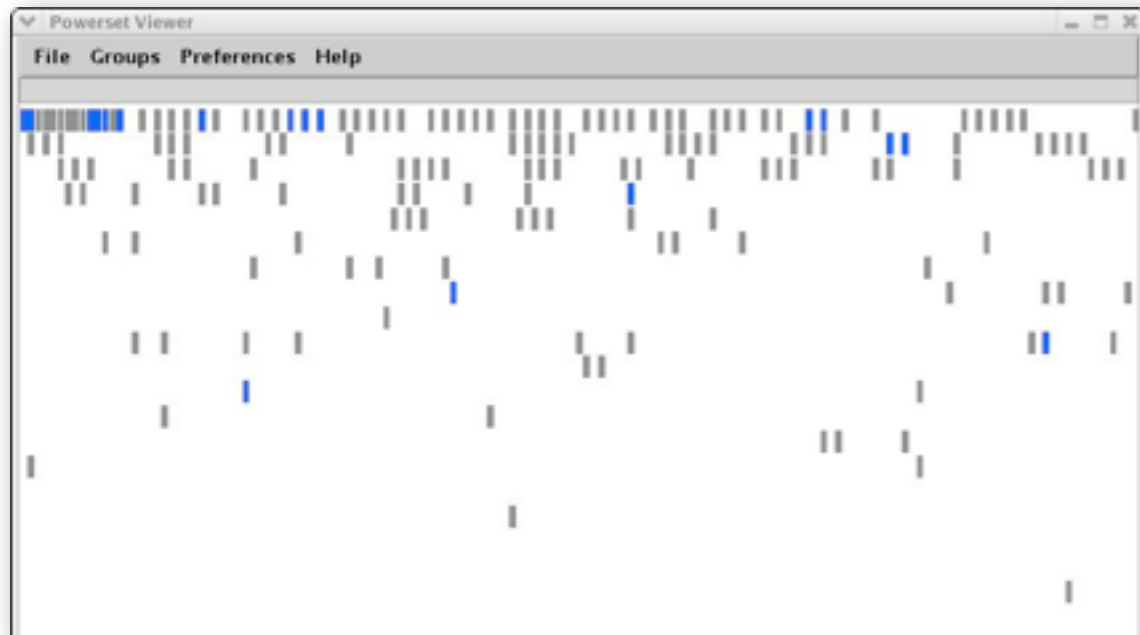
... or maybe a
**fellow tool
builder?**



EXAMPLE FROM THE TRENCHES

Premature Collaboration!

PowerSet Viewer
2 years / 4 researchers



WikeVis
0.5 years / 2 researchers

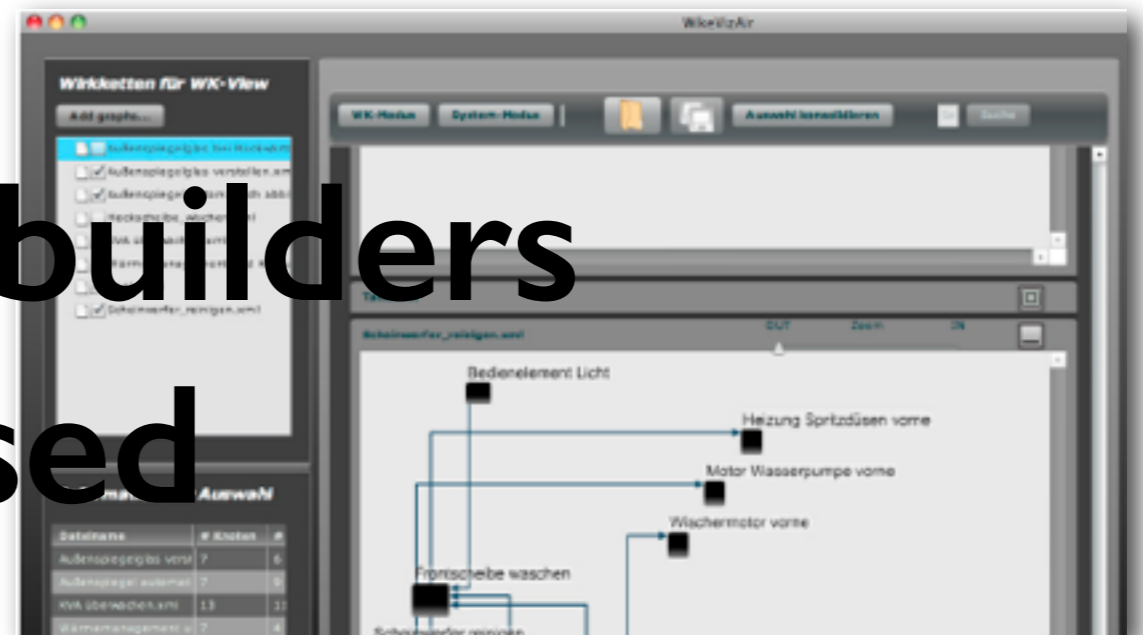


EXAMPLE FROM THE TRENCHES

Premature Collaboration!

PowerSet Viewer
2 years / 4 researchers

WikeVis
0.5 years / 2 researchers



- Fellow tool builders
- Data promised

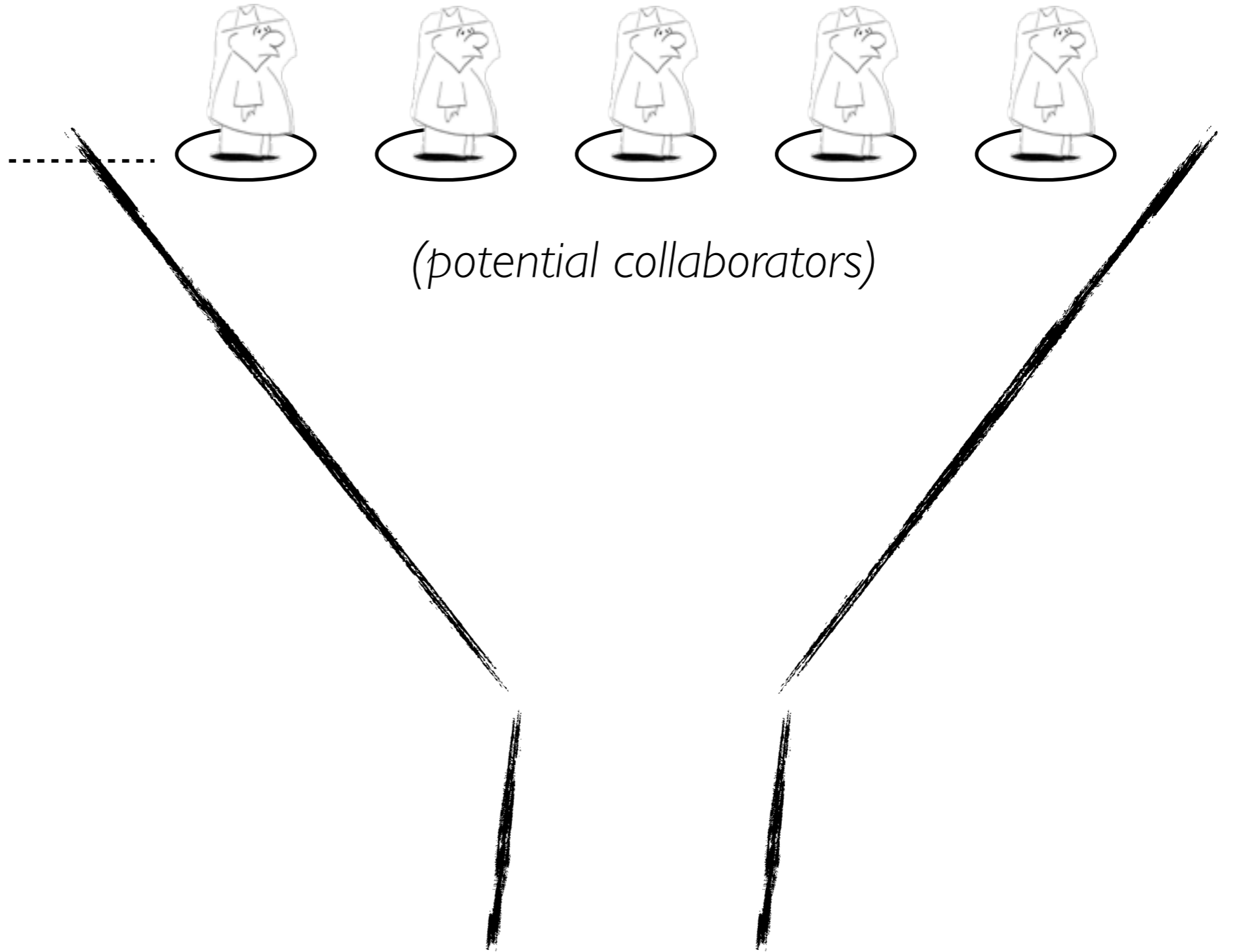
METAPHOR

Winnowing



COLLABORATOR WINNOWING

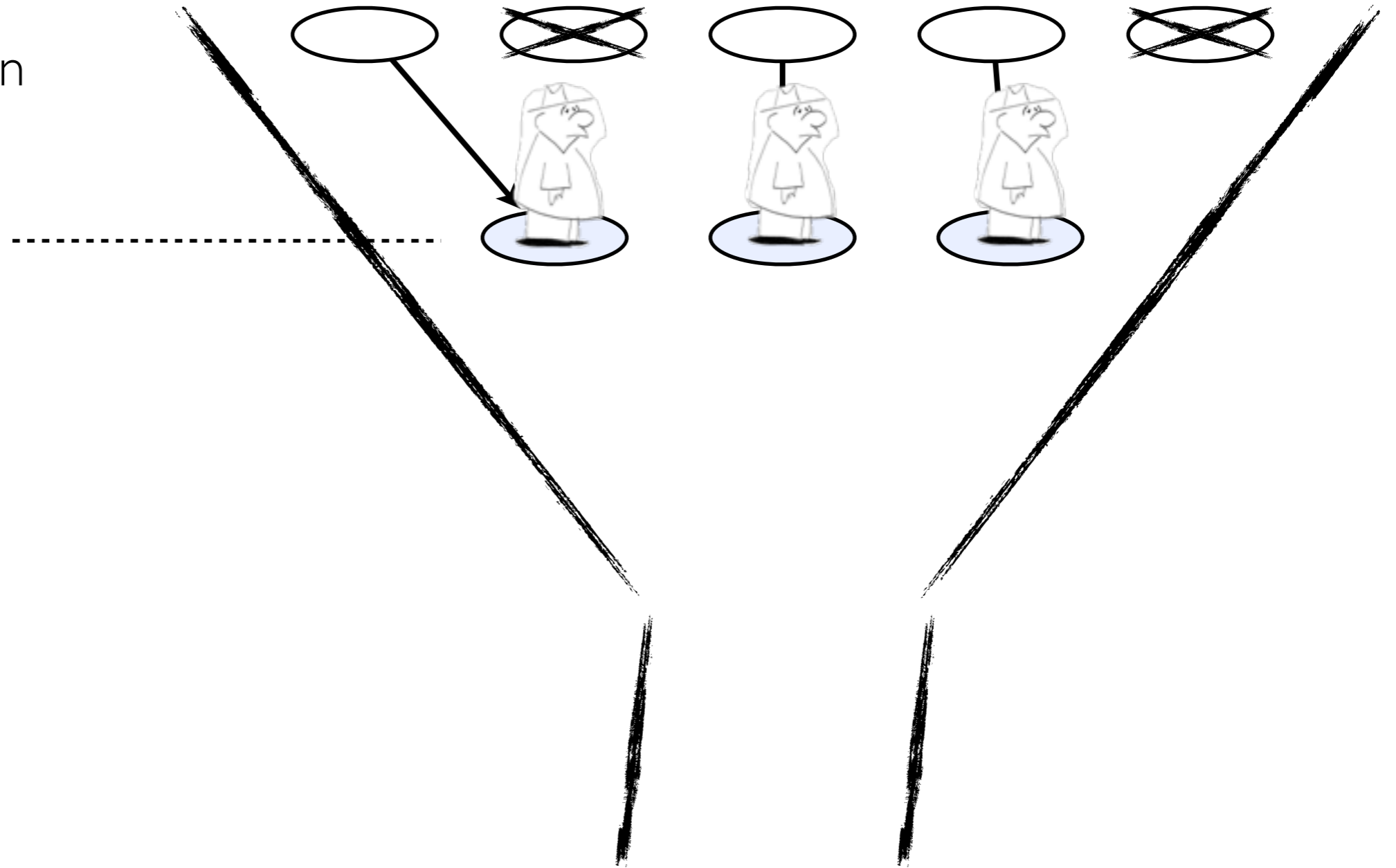
initial
conversation



COLLABORATOR WINNOWING

initial
conversation

further
meetings

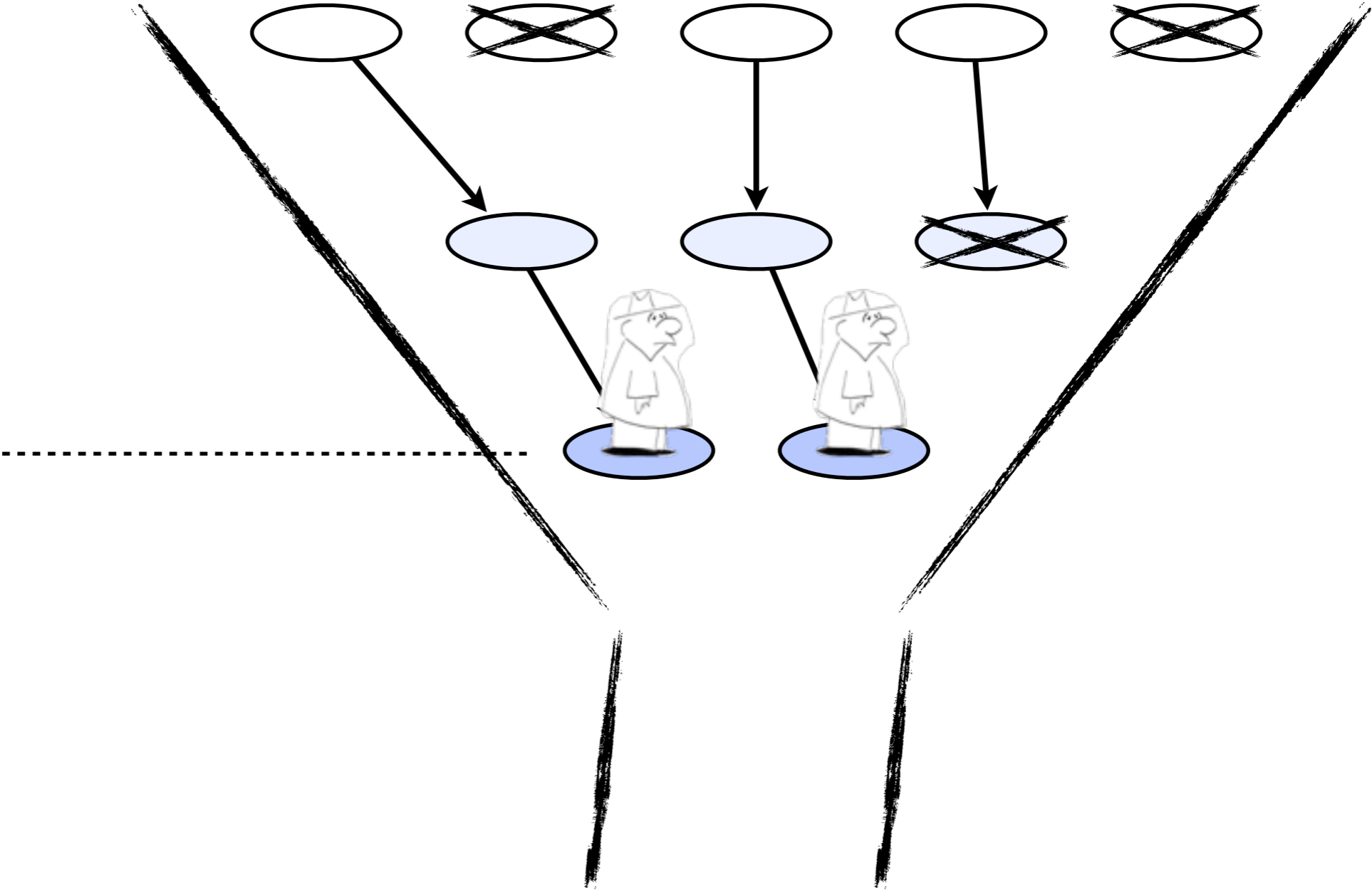


COLLABORATOR WINNOWING

initial
conversation

further
meetings

prototyping



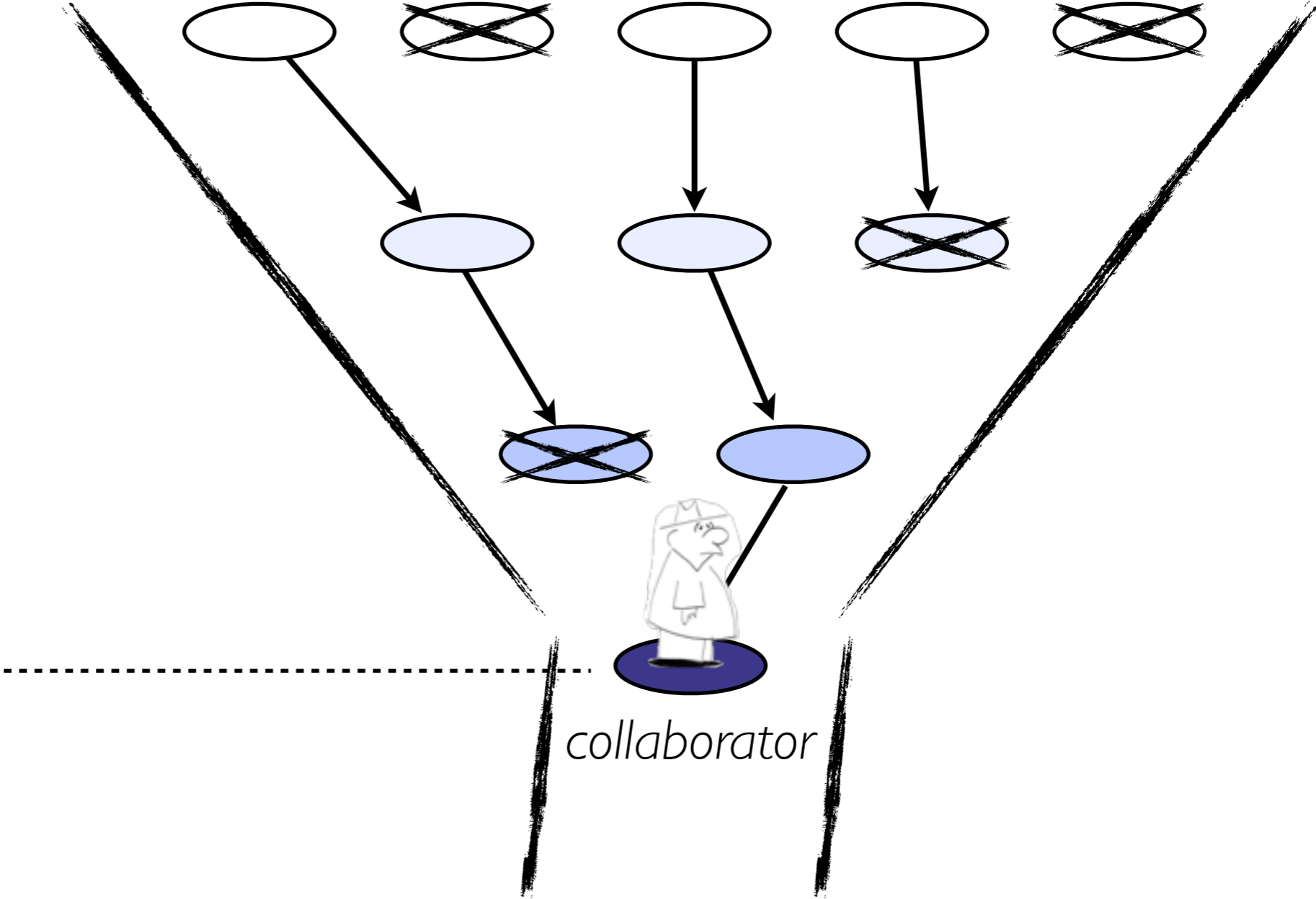
COLLABORATOR WINNOWING

initial
conversation

further
meetings

prototyping

full
collaboration



COLLABORATOR WINNOWING

initial
conversation

further
meetings

prototyping

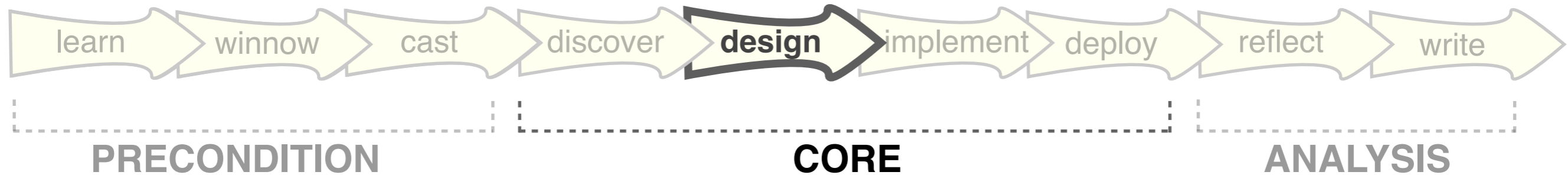
full
collaboration

**Talk with many,
stay with few!**



PITFALL

PREMATURE DESIGN COMMITMENT

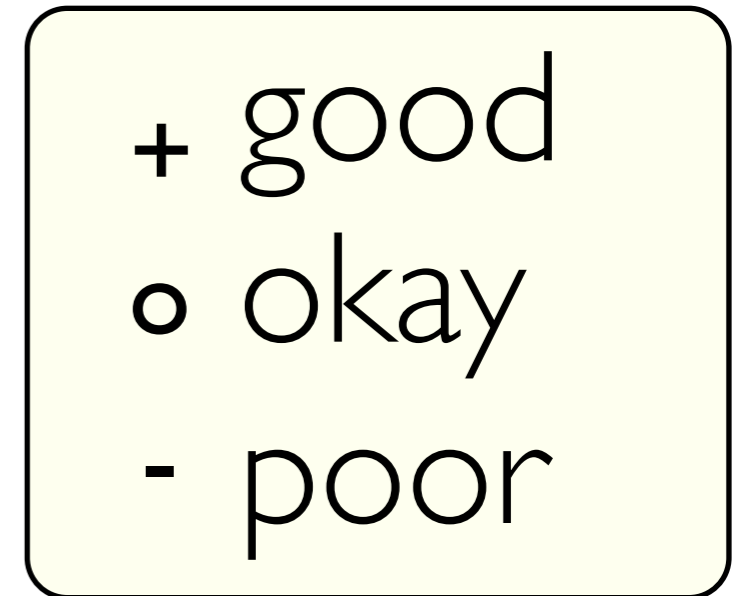
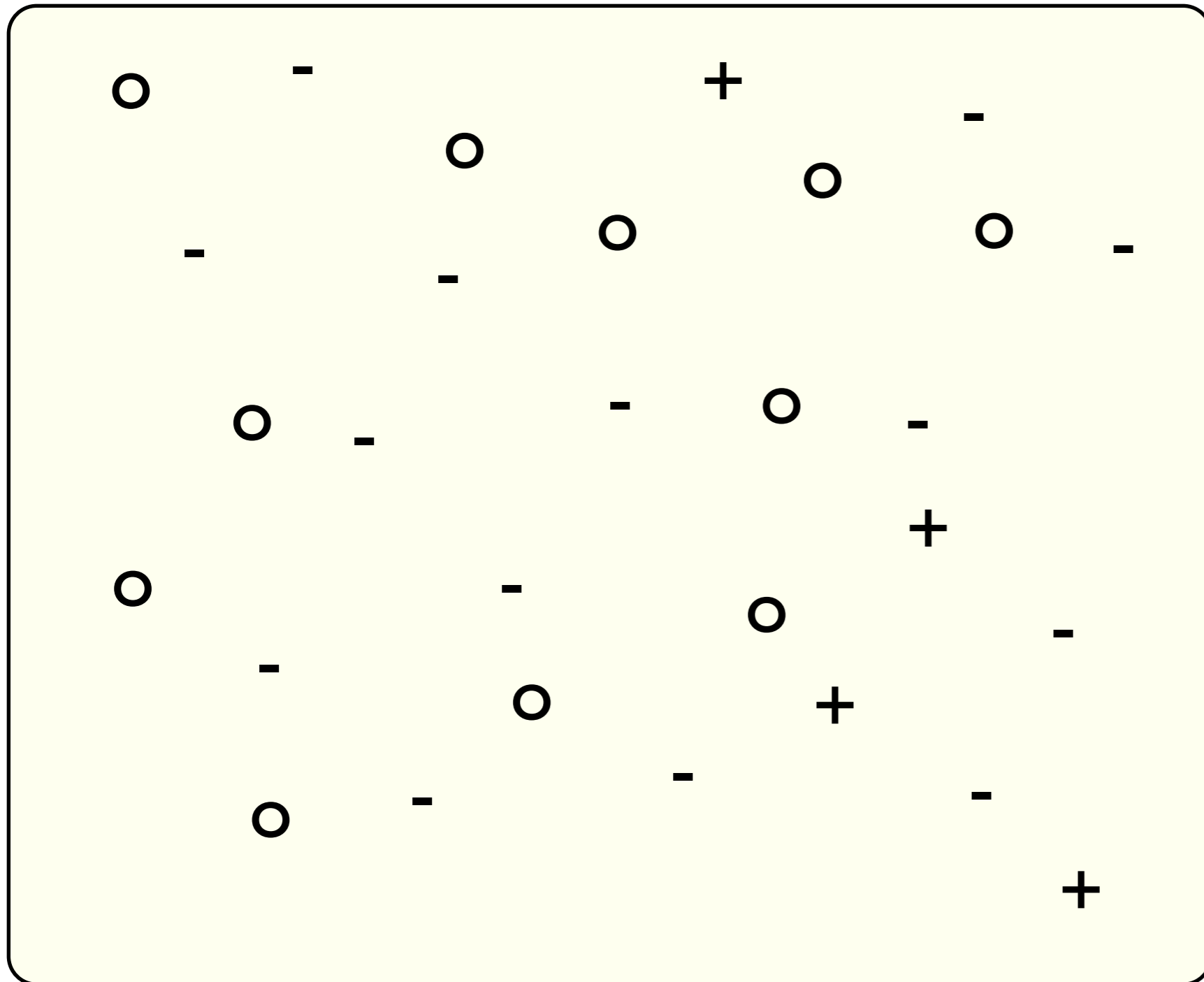


Of course they need the cool
technique I built last year!



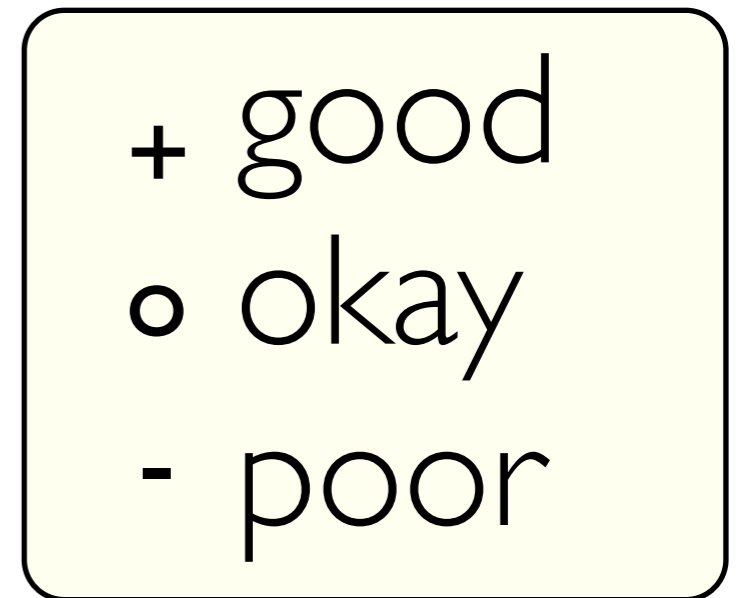
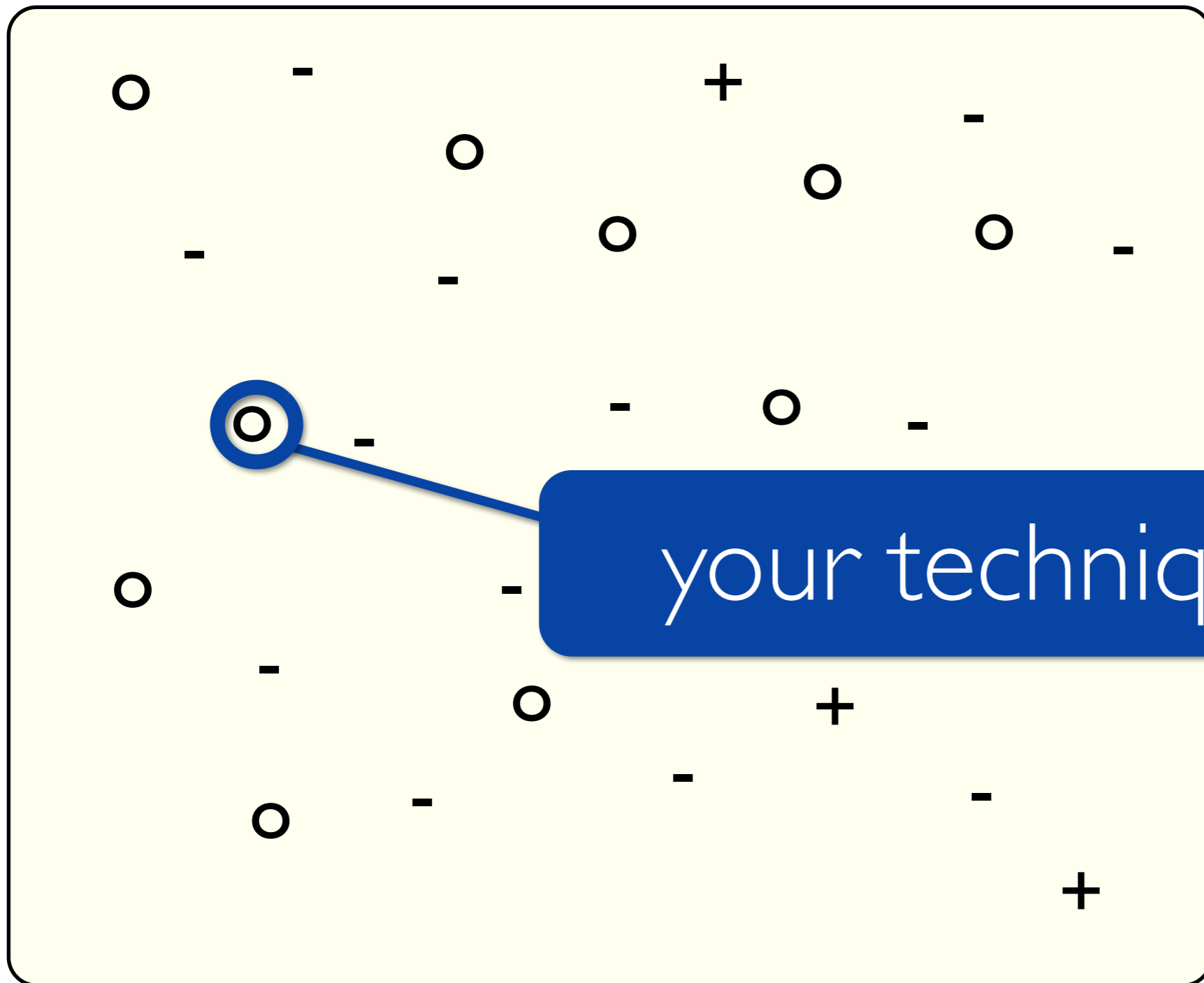
METAPHOR

Design Space



METAPHOR

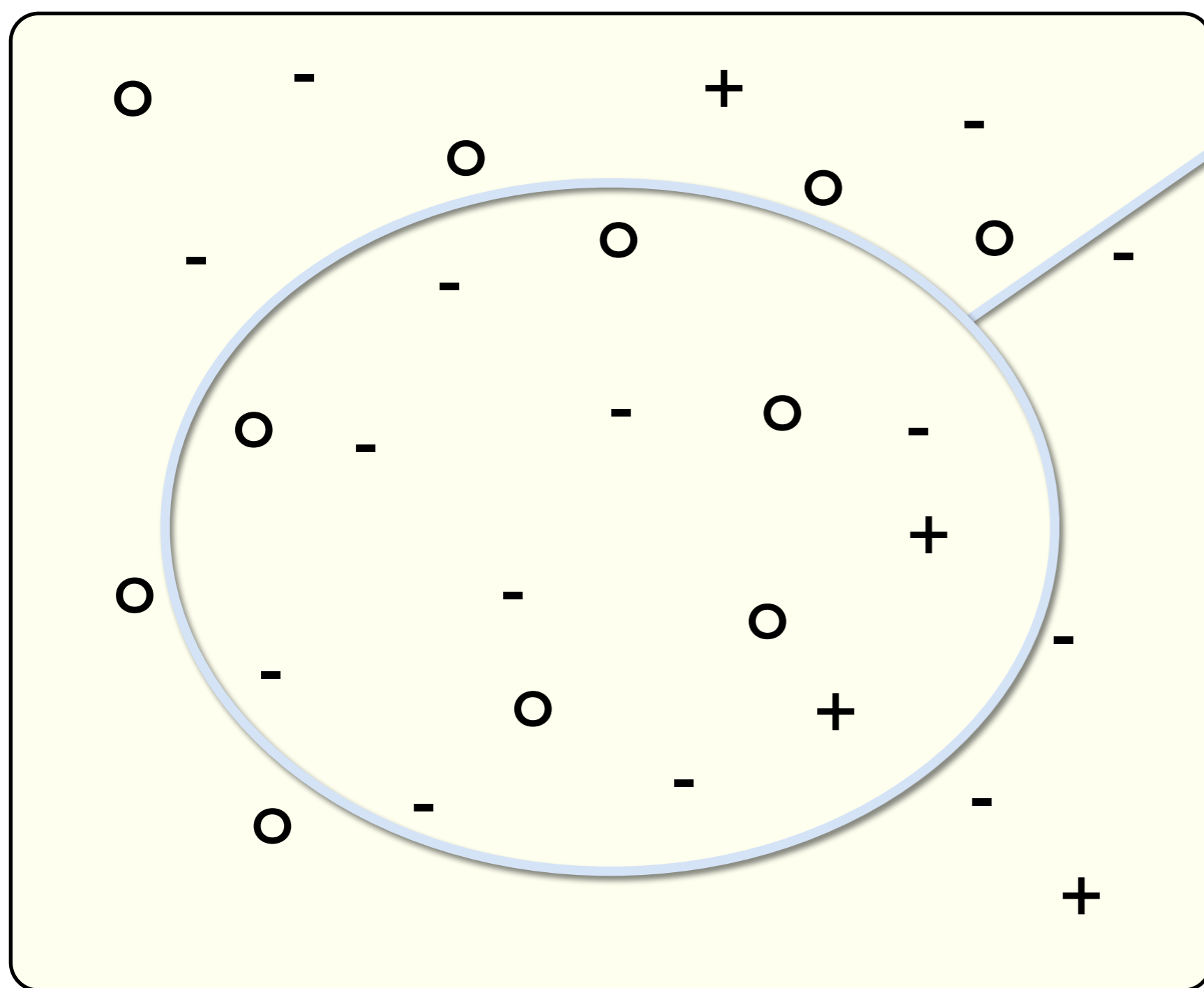
Design Space



your technique...

METAPHOR

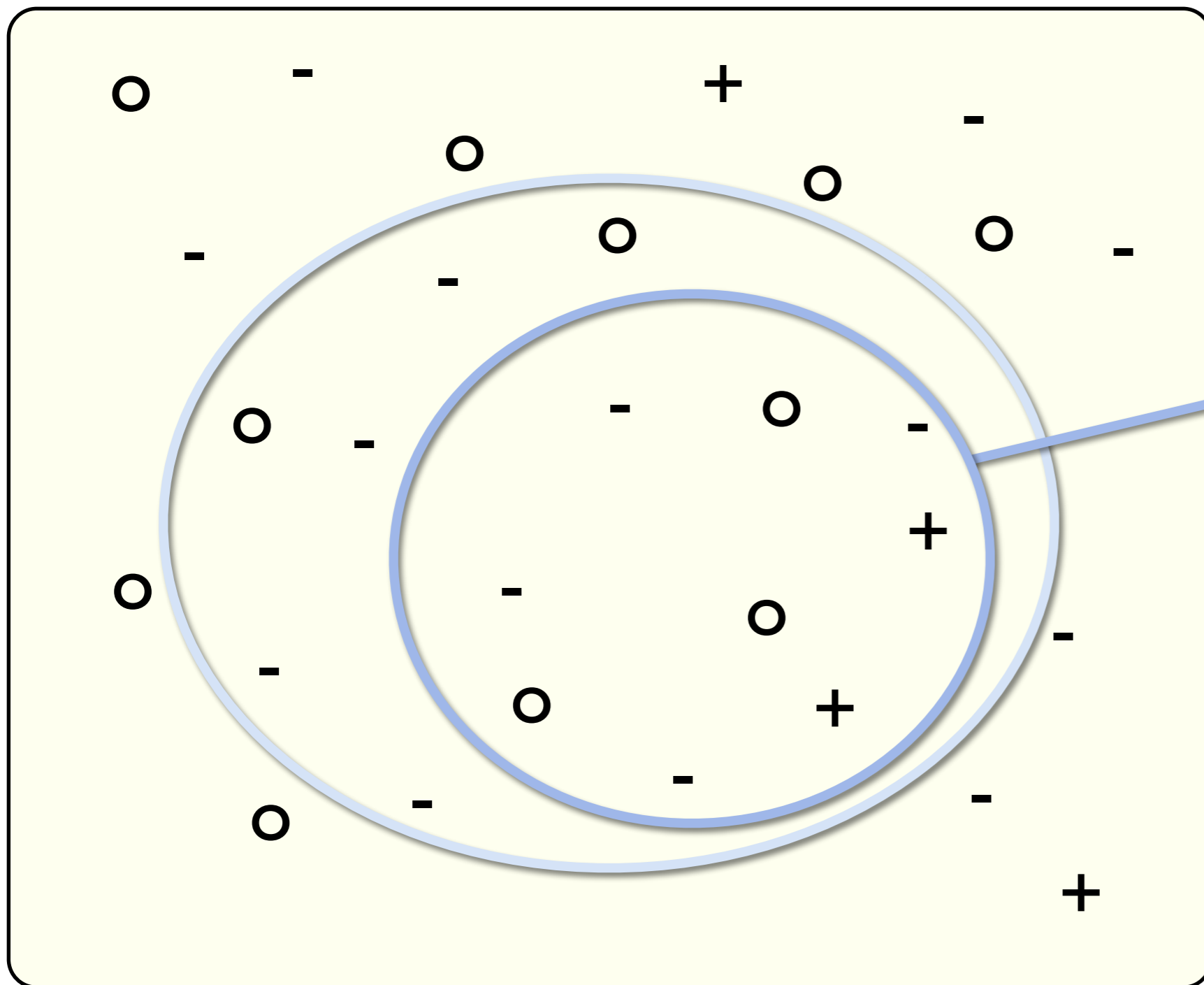
Design Space



know

METAPHOR

Design Space

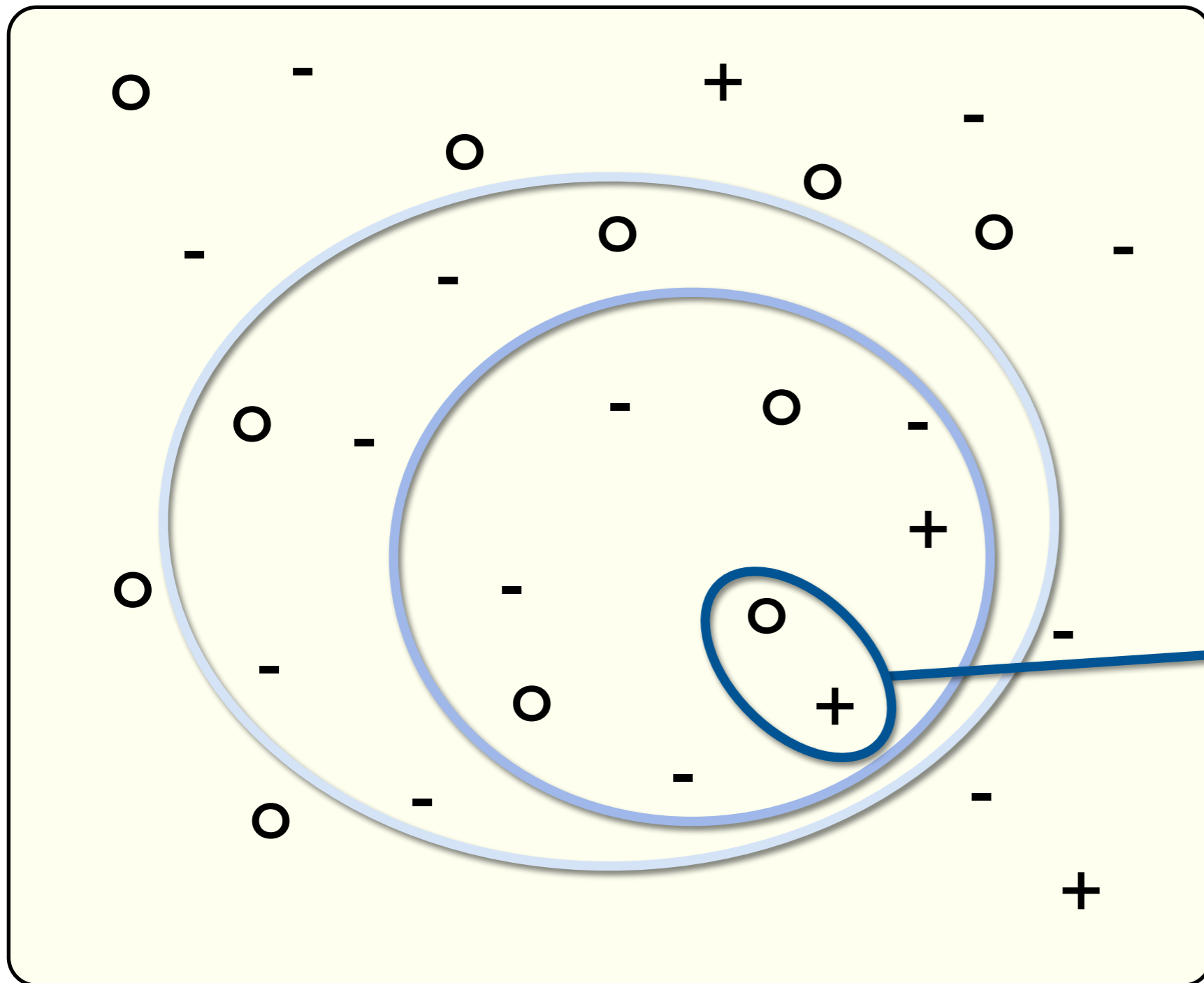


know

consider

METAPHOR

Design Space



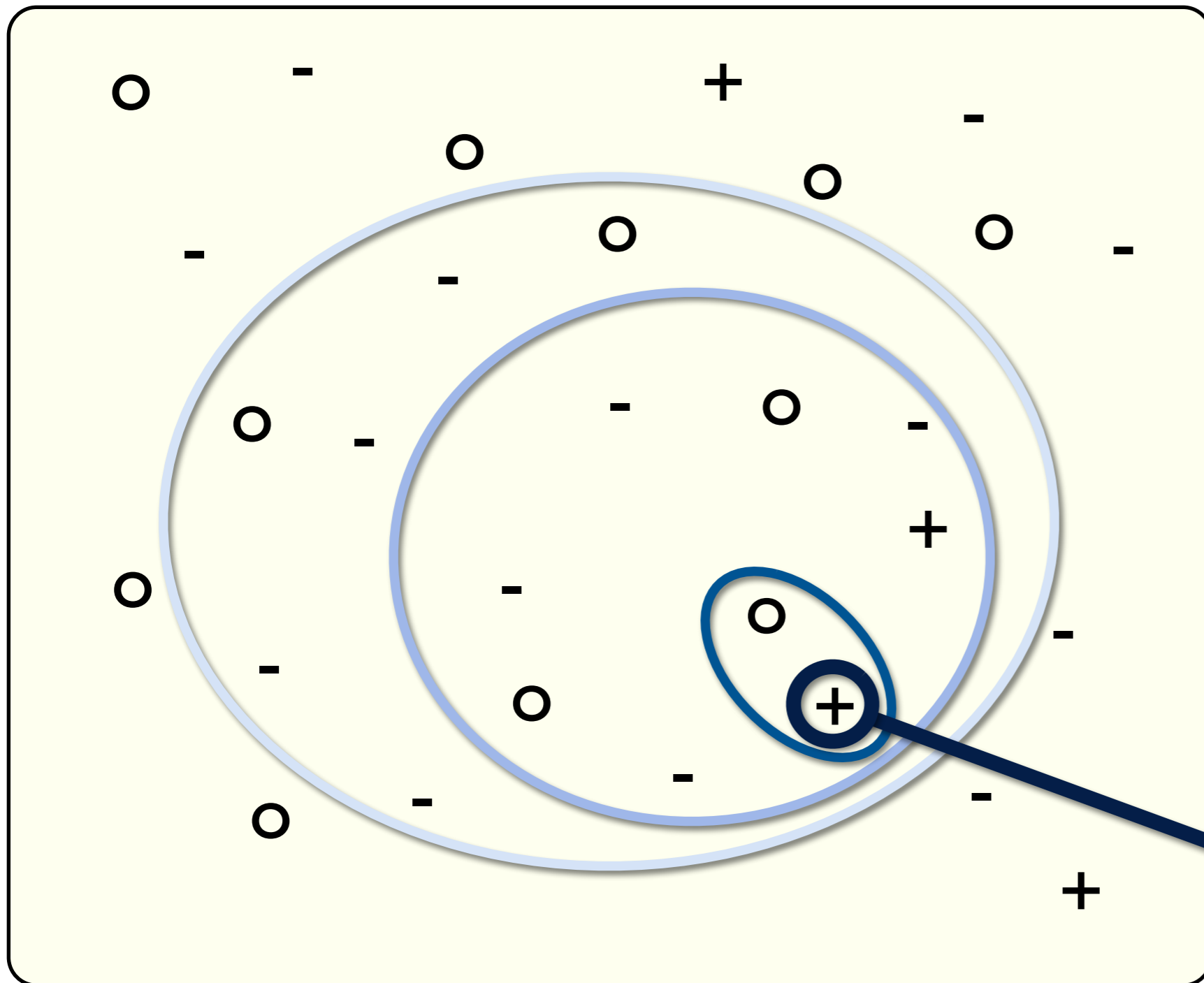
know

consider

propose

METAPHOR

Design Space



know

consider

propose

select

METAPHOR

Design Space



**Think
broad!**

+ good
o okay
- poor

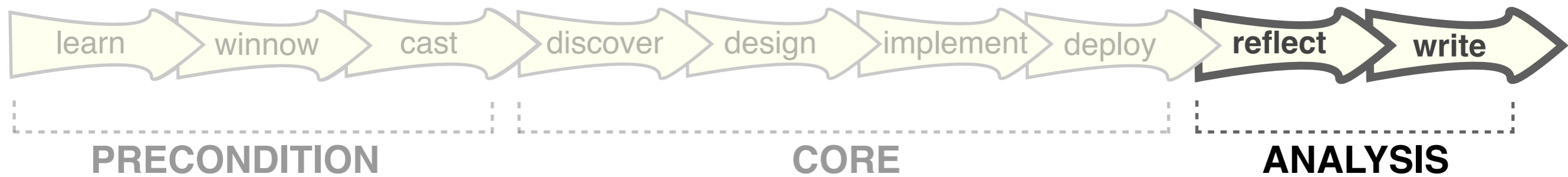
consider

propose

select

PITFALL

PREMATURE PUBLISHING



I can write a design study
paper in a week!



“writing is research”

[Wolcott: Writing up qualitative research, 2009]

METAPHOR

Horse Race vs. Music Debut

Must be first!



technique-driven

Am I ready?

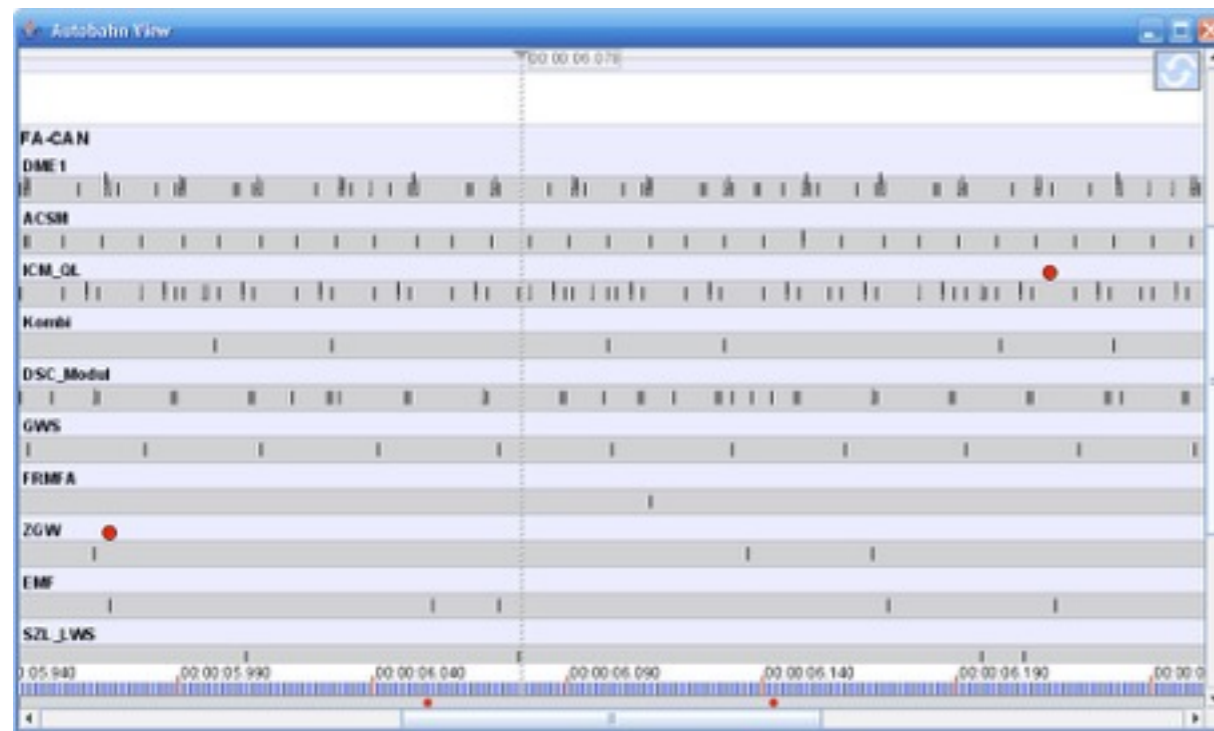


problem-driven

EXAMPLE FROM THE TRENCHES

Don't step on your own toes!

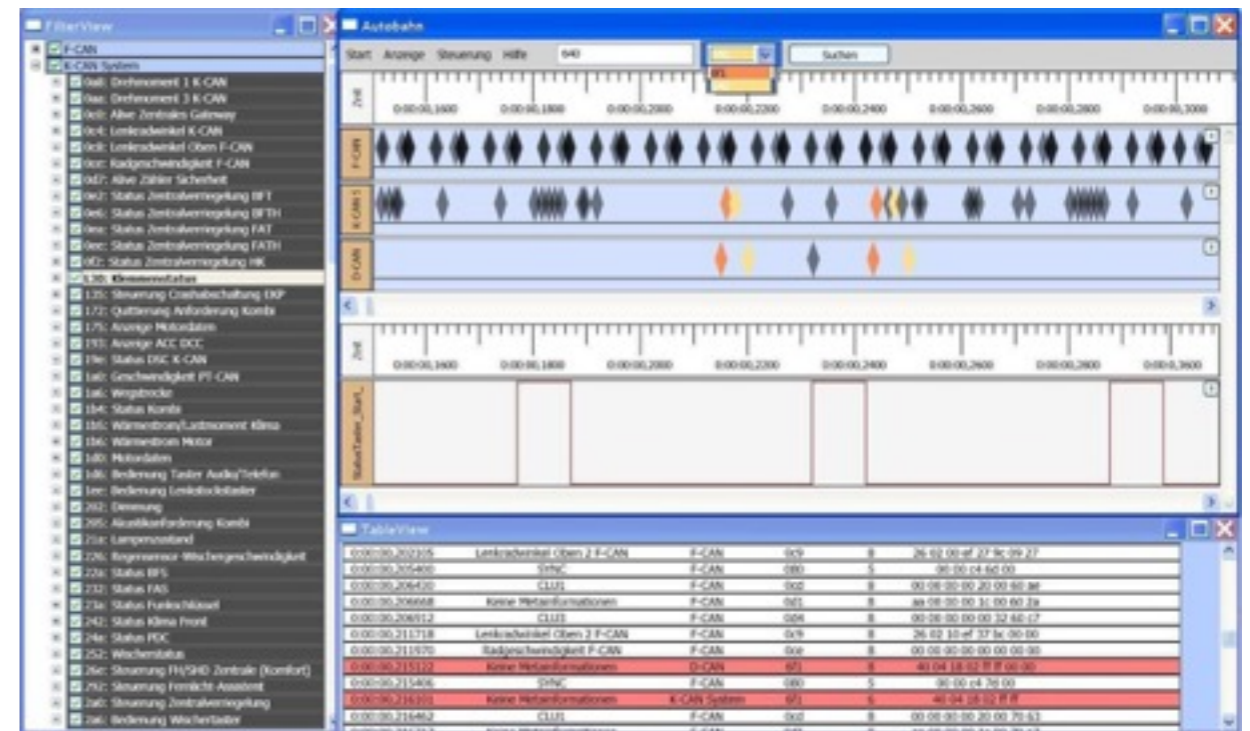
First design round published



AutobahnVis 1.0

[Sedlmair et al., Smart Graphics, 2009]

Subsequent work not stand-alone paper



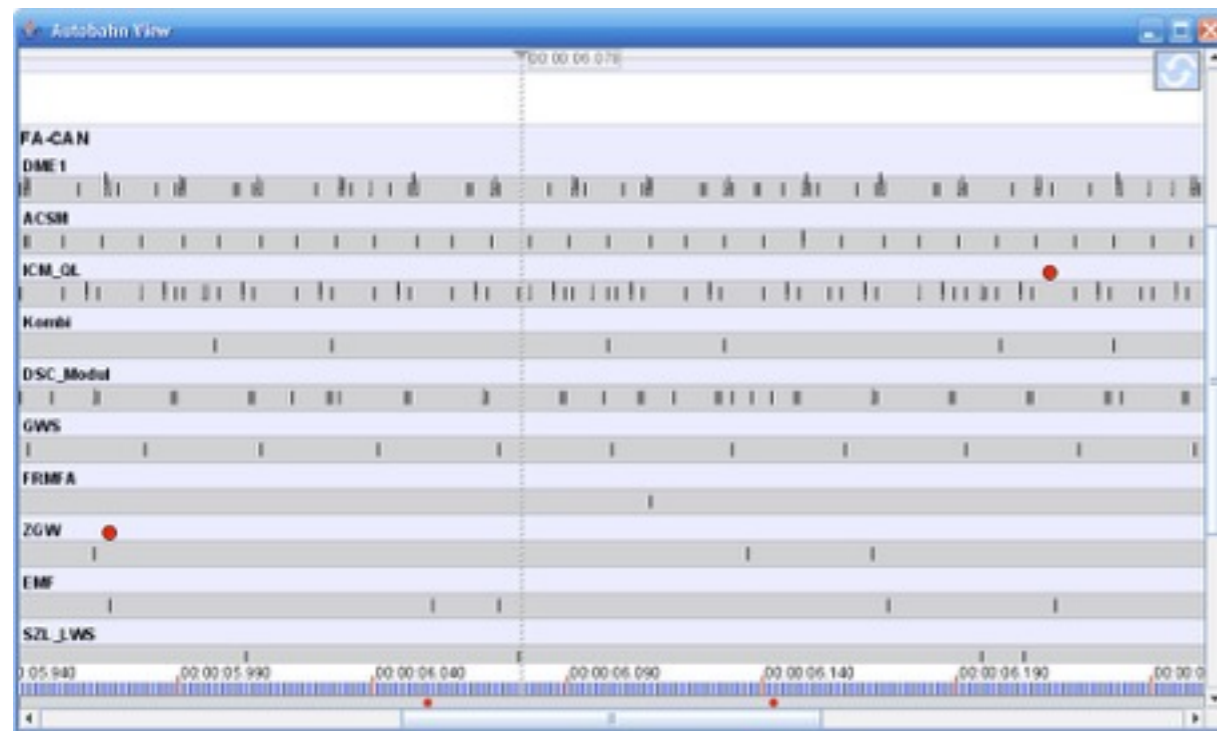
AutobahnVis 2.0

[Sedlmair et al., Information Visualization 10(3), 2011]

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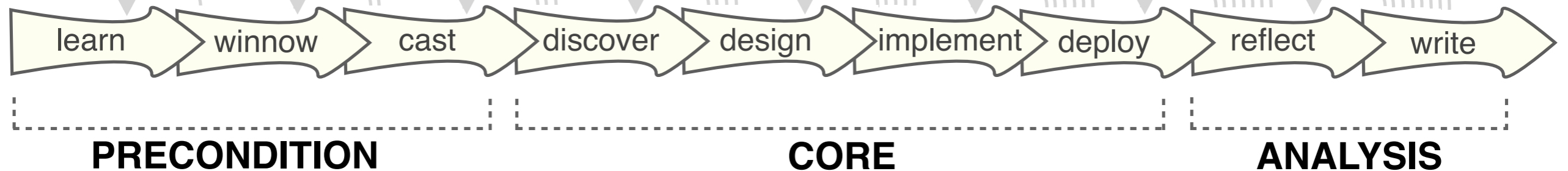
AutobahnVis 2.0

[Sedlmair et al., Information Visualization 10(3), 2011]

FUTURE WORK

A Start, not an End!

*Not the
only way!*



L25: Molecular animation

REQUIRED READING

Special issue – CellBio-X

Animating the model figure

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In all branches of scientific inquiry, researchers build models that enable them to visualize, formulate and communicate their hypotheses to others. In cell biology, our conceptual understanding of a process is typically embodied in a model figure. These visual models should ideally represent pre-existing knowledge of molecular interactions, movement, structure and localization but, in reality, they often fall short. Cell biologists have begun to look to the use of three-dimensional animation to visualize and describe complex molecular and cellular events. In addition to aiding teaching and communication, animation is emerging as a powerful tool for providing researchers with insight into the processes that they study. Two case studies focusing on the structure/function of the motor protein dynein and the structure of the centriole are discussed.

Molecular Animation as a Teaching, Communication, and Discovery Tool

Over the past several years, there has been a steep increase in the use of animation to communicate dynamic molecular processes to a wide range of audiences. Biology students can view animations on numerous educational websites and in media packaged with their textbooks, and are increasingly presented with biological animations in classrooms and lecture halls. Studies in high school and graduate-level biology courses have shown that the use of animations in teaching has a positive impact; students who have viewed animations as part of their curriculum report a higher level of interest in the course material, and have

biochemical and genetics assays. These visualizations can communicate a specific hypothesis for how a molecular process proceeds, and often can do so in a much more efficient and intuitive manner than a written description and with more accuracy and detail than a simplistic diagram or illustration.

An example of this type of dynamic molecular model is shown in [Figure 1](#). In collaboration with Tomas Kirchhausen (Harvard Medical School), I have created an animation that illustrates the process of clathrin-mediated endocytosis, focusing on the assembly and disassembly of the clathrin cage around a newly formed vesicle. A majority of the proteins shown in the animation are derived from crystal structures and the animation shows the progress of endocytosis in “real time” (based on light microscopy), such that the formation of the clathrin cage takes approximately one minute, and disassembly follows rapidly, spanning just a few seconds [3].

Historically, physical 3D models of molecules have been used as thinking tools and have aided in scientific discovery ([Box 1](#)). In some cases, these models were created as an educational device, but were later brought into the laboratory and used to help researchers visualize and solve a problem. I believe that molecular animation will follow a similar trajectory, and that animations will increasingly become tools that enable thinking and discovery, in addition to aiding teaching and communication.

The Making of a Model Figure

Cell biologists often employ a model figure when presenting