

Visual Variables

SWEN422

Human Computer Interaction

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SWEN 422 – Lecture Schedule

- ~~Week 6 – Information Visualization~~
- Week 7 – Information Visualization
- Week 8 – Information Visualization
- Week 9 – Gestural Interfaces
- Week 10 - AR/VR
- Week 11 - AR/VR
- Week 12 - no lectures (work on project)

https://ecs.wgtn.ac.nz/Courses/SWEN422_2024T1/LectureSchedule

Assignment 2

- Essay
- Review one paper
- Topics:
 - Information Visualization
 - Gestural Interfaces
 - AR/VR
- Length: 3 pages
- Assessment Weighting: **30%** (Updated)
- Due: **2359 Friday 17 May**

https://ecs.wgtn.ac.nz/Courses/SWEN422_2024T1/Assignment2

Assignment 3

- Design (e.g. personas, paper, Figma) and Develop visualizations (e.g. D3 / Unity / Unreal)
- x3 visualizations minimum
- Work in teams 2-4 people
 - Team Signup by **2359 Friday 26 April**
- No individuals
- Data set: COVID-19
- Assessment Weighting: **40%** (Updated)
- Due: **2359 Friday 14 June**

https://ecs.wgtn.ac.nz/Courses/SWEN422_2024T1/Assignment3

Assignment 3 Rubric

- **Team Project Code Grade: 15%**
 - Visualizations (60%)
 - Code Base (20%)
 - Video (20%)
- **Individual Final Report Grade: 25%**
 - Written Communication (25%)
 - Key Design Decisions (25%)
 - Justifications / Alternative Designs (25%)
 - Development Tools Critique (25%)

Visual Variables

- What are visual variables?
- Why do they matter?

Sheelagh Carpendale. [Considering Visual Variables as a Basis for Information Visualisation.](#)

Research report 2001-693-16, Department of Computer science, University of Calgary, Calgary, AB, Canada, 2003.

- Based on Bertin's visual variables, 1967.

How Do We Visualize?

- **Know the Data:**
 - Number of attributes
 - Weather: *date/time, temperature, precipitation, humidity, wind, forecast, pressure, cloud cover.*
 - Real Estate: *price, location, square feet, lot size, floors, # bathrooms, # bedrooms, etc.*
- **Decide how to **visually encode** the data**
 - Requires awareness of:
 - Human perceptual system
 - Display capacity
 - Characteristics of data (size, type)
 - Task

Visual Encoding - Data

Data Types:

- Categorical



- Ordered

- Ordinal

Small Medium Large

- Quantitative

1 2 5.29 42 101

Visual Encoding

Visual Channels:

- *Position*
- *Angle*
- *Slope*
- *Length*
- *Area*
- *Volume*
- *Shape*

- *Lightness*
- *Saturation*
- *Hue*
- *Texture*
- *Connection*
- *Containment*

Colour

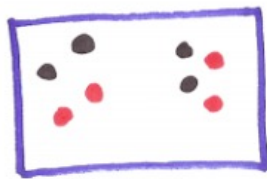
Size

Independent?

? : *Opacity*
? : *“Sketchiness”*

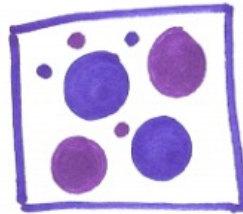
Visual Encoding

- How well can we judge a channel's magnitude
- Are differences perceivable?
- How many bins?
- Ideally all channels would be independent (not so)
 - Interactions between channels



position
hue (color)

fully separable



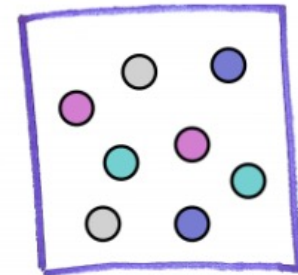
size
hue (color)

some
interference



size: width
size: height

some / significant
interference



red
green

major
interference

Visual Variable **Properties**

- 1. Selective**
- 2. Associative**
- 3. Quantitative**
- 4. Order**
- 5. Length**

Visual Variable Properties

1. **Selective**

- Is a change of a mark in this variable alone enough to allow us to select it from other marks?

2. **Associative**

3. **Quantitative**

4. **Order**

5. **Length**

Is **Visual Channel Size** Selective?

Can you find the big & small Muppets?



Is **Visual Channel Size** Selective?

Can you find the big & small Muppets?



Visual Variable Properties

1. Selective

- Is a change of a mark in this variable alone enough to allow us to select it from other marks?

2. Associative

- Can we identify a group of marks by this variable?

3. Quantitative

4. Order

5. Length

Is **Visual Channel Size** Associative?

Can you find the small Muppets?



Is **Visual Channel Size** Associative?

Can you find the small Muppets?



Visual Variable Properties

1. Selective

- Is a change of a mark in this variable alone enough to allow us to select it from other marks?

2. Associative

- Can we identify a group of marks in this variable?

3. Quantitative

- Can the relation between two of these marks be seen as numeric? Can we tell if one is 3X another?

4. Order

5. Length

Is **Visual Channel** *Size* Quantitative?

What value is Kermit compared to Fozzie?

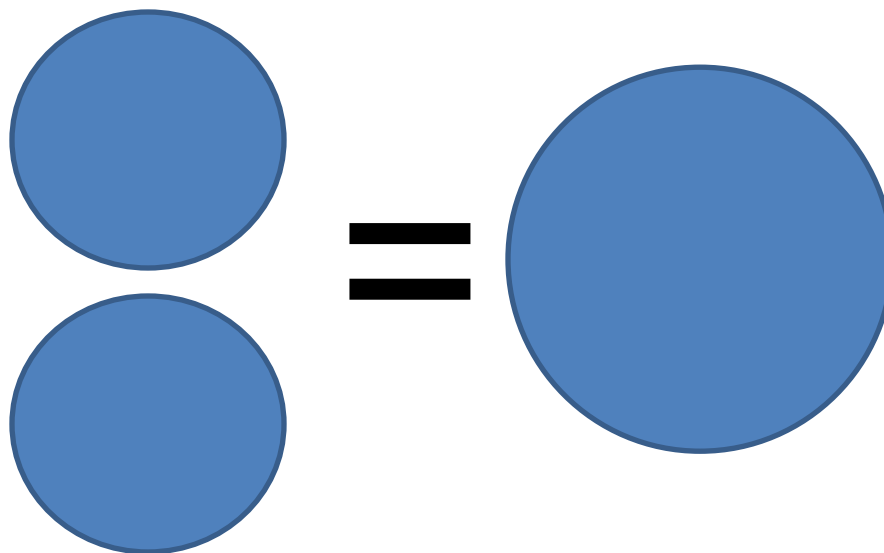
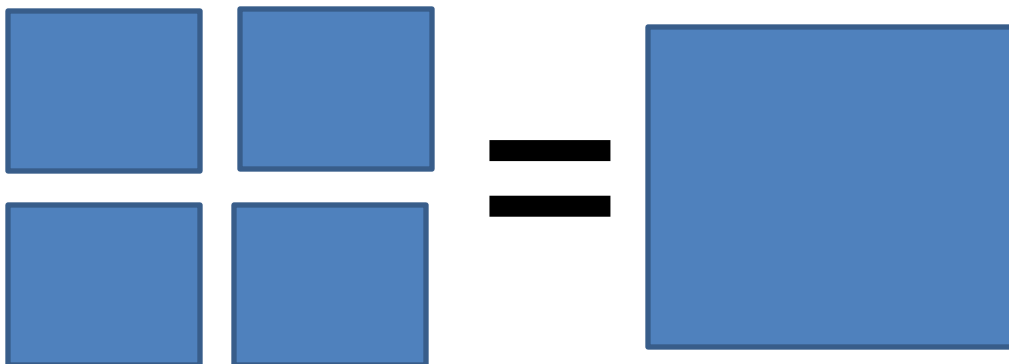


Is **Visual Channel Size** Quantitative?

What value is Kermit compared to Fozzy?



Is **Visual Channel** *Size* Quantitative?



Visual Variable Properties

1. Selective

- Is a change of a mark in this variable alone enough to allow us to select it from other marks?

2. Associative

- Can we identify a group of marks in this variable?

3. Quantitative

- Can the relation between two of these marks be seen as numeric? Can we tell if one is 3X another?

4. Order

- Does this variable support ordered reading (more/less)?

5. Length

Is **Visual Chanel** *Size* Ordered?



Visual Variable Properties

1. Selective

- Is a change of a mark in this variable alone enough to allow us to select it from other marks?

2. Associative

- Can we identify a group of marks in this variable?

3. Quantitative

- Can the relation between two of these marks be seen as numeric? Can we tell if one is 3X another?

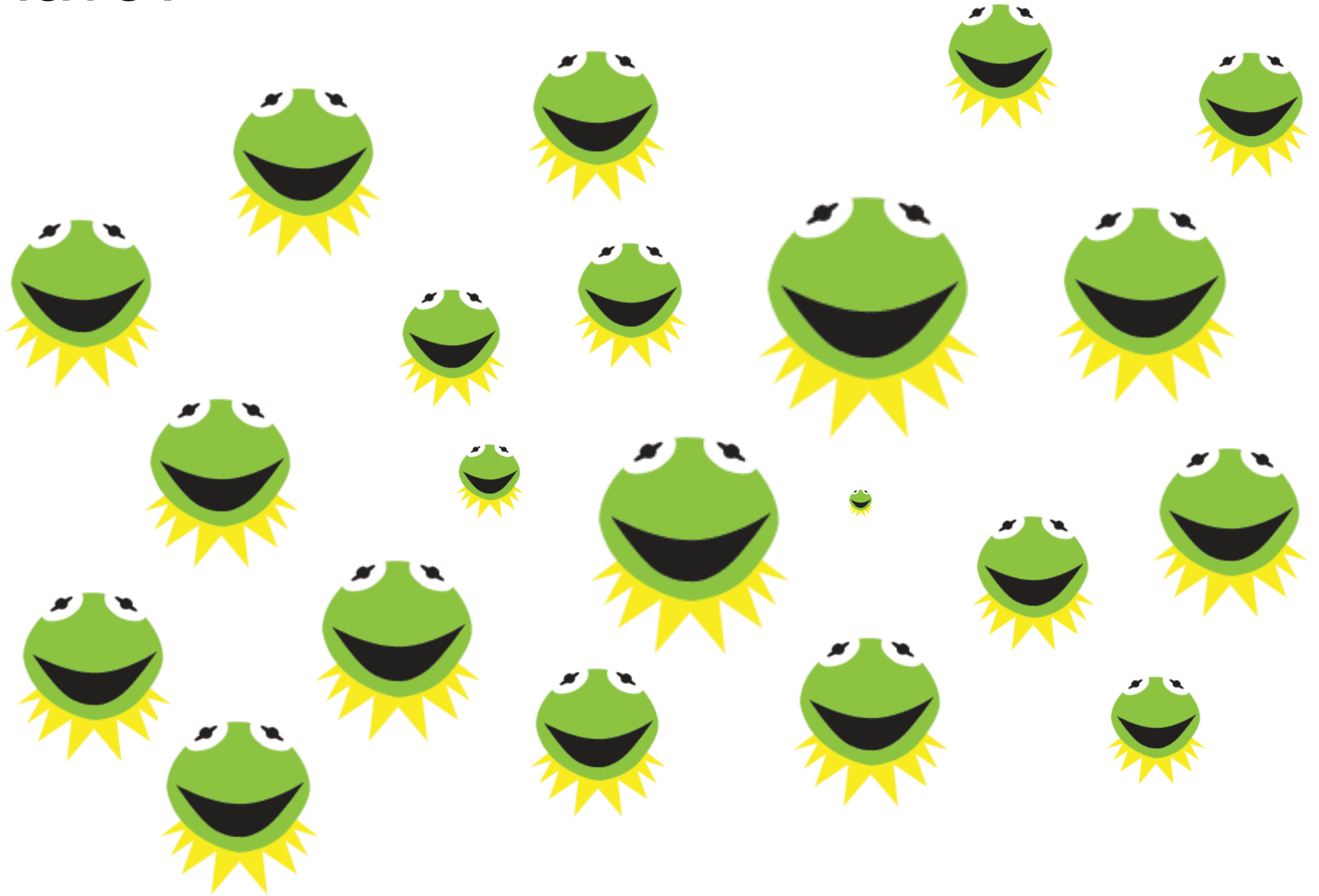
4. Order

- Does this variable support ordered reading (more/less)?

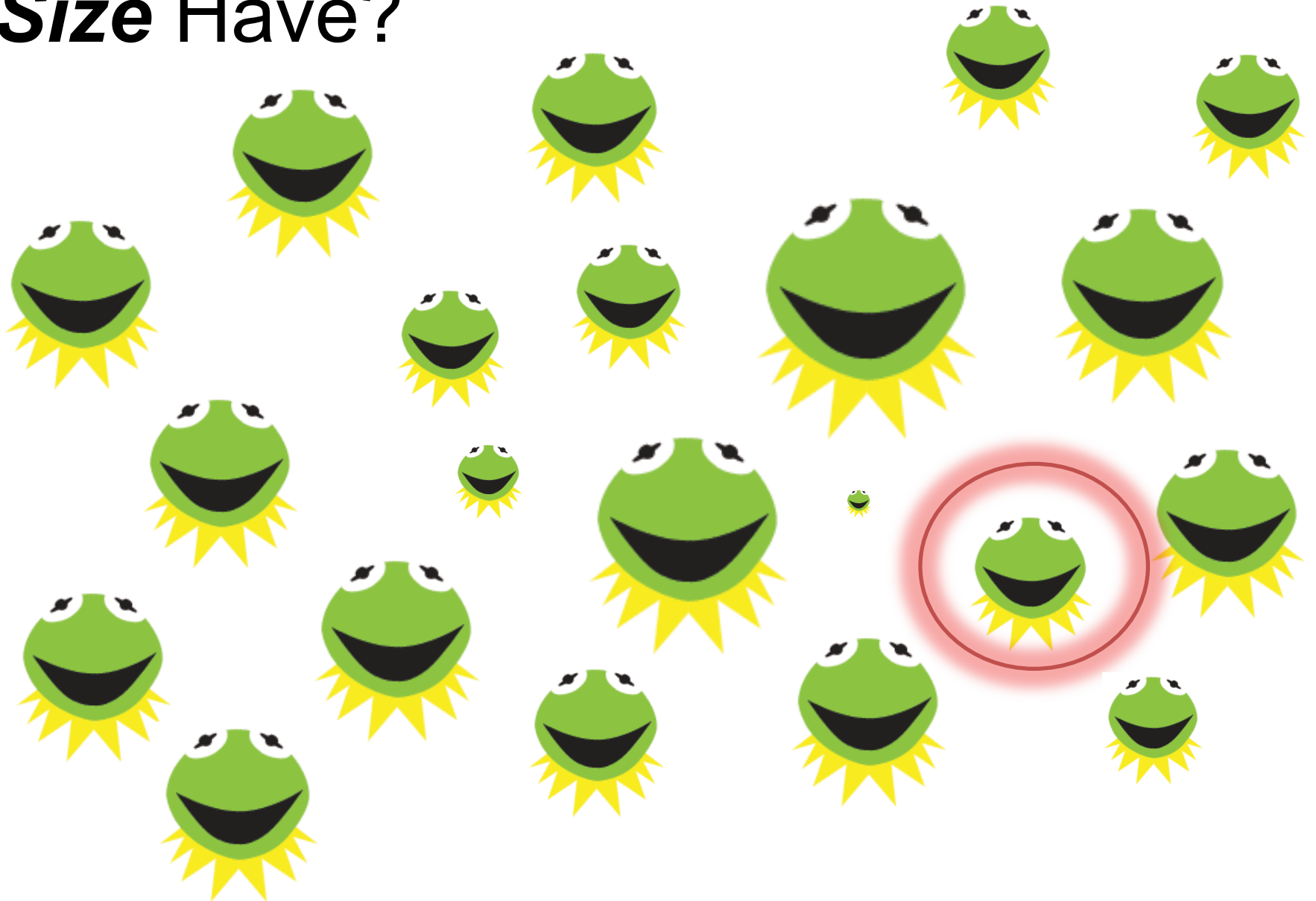
5. Length

- How many differences in this variable can be discerned?

What Length Does **Visual Chanel Size** Have?



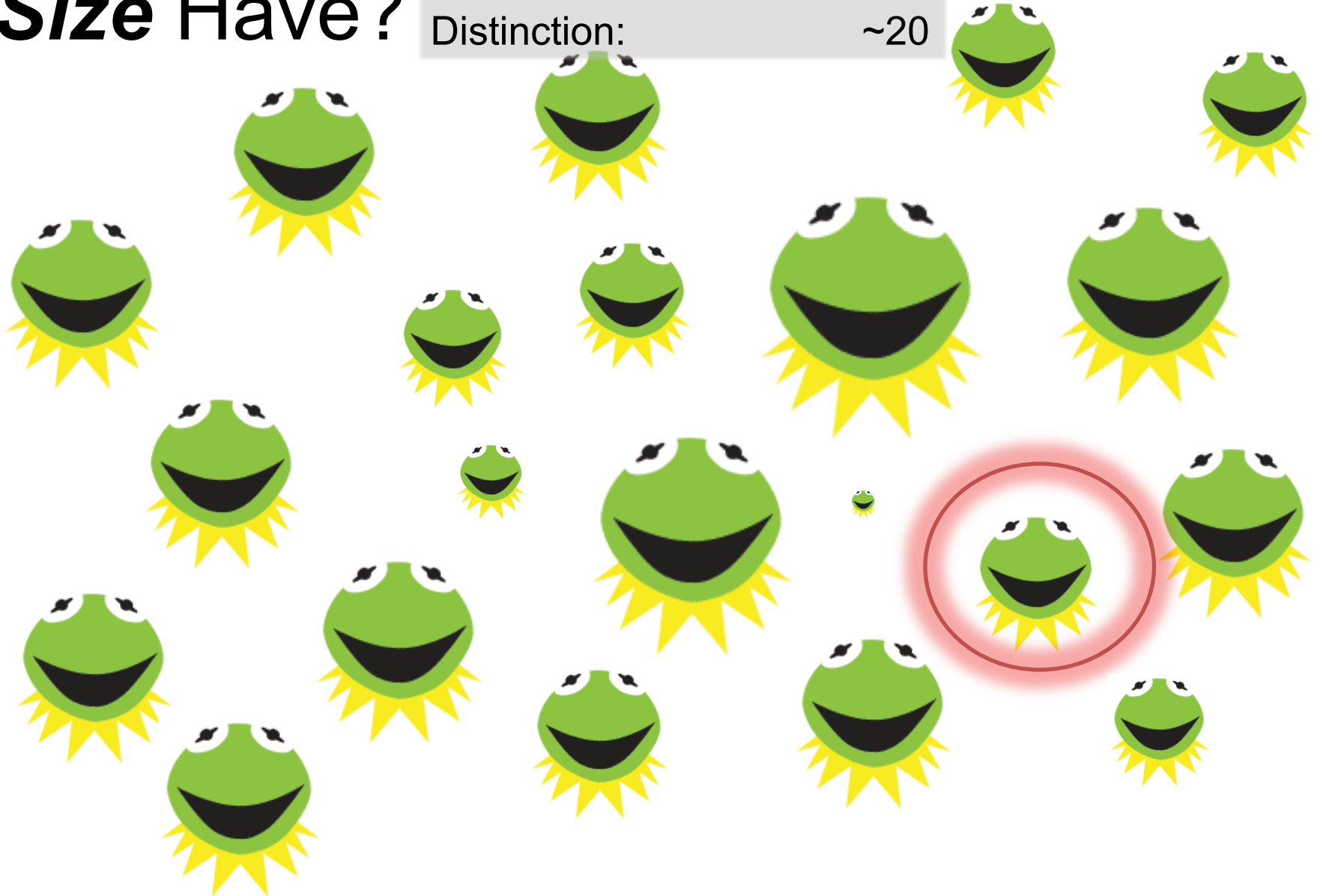
What Length Does **Visual Chanel** Size Have?



What Length Does **Visual Chanel** **Size** Have?

Association/Selection: ~5

Distinction: ~20



Visual Variable Properties

1. **Selective**

- Is a change in this variable alone enough to allow us to select it from a group?

2. **Associative**

- Can we identify a group of these marks?

3. **Quantitative**

- Can the relation between two of these marks be seen as numeric? Can we tell if one is 3X as much as another?



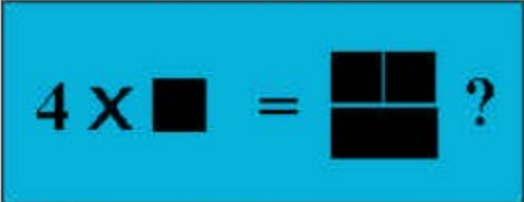

4. **Order**

- Does this variable support ordered reading (more/less)?


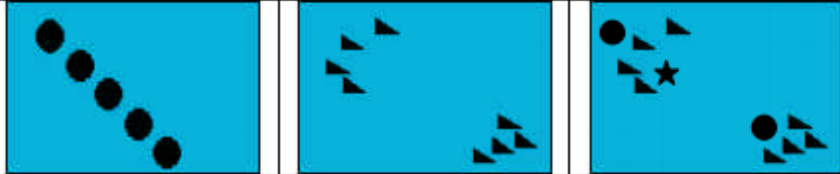
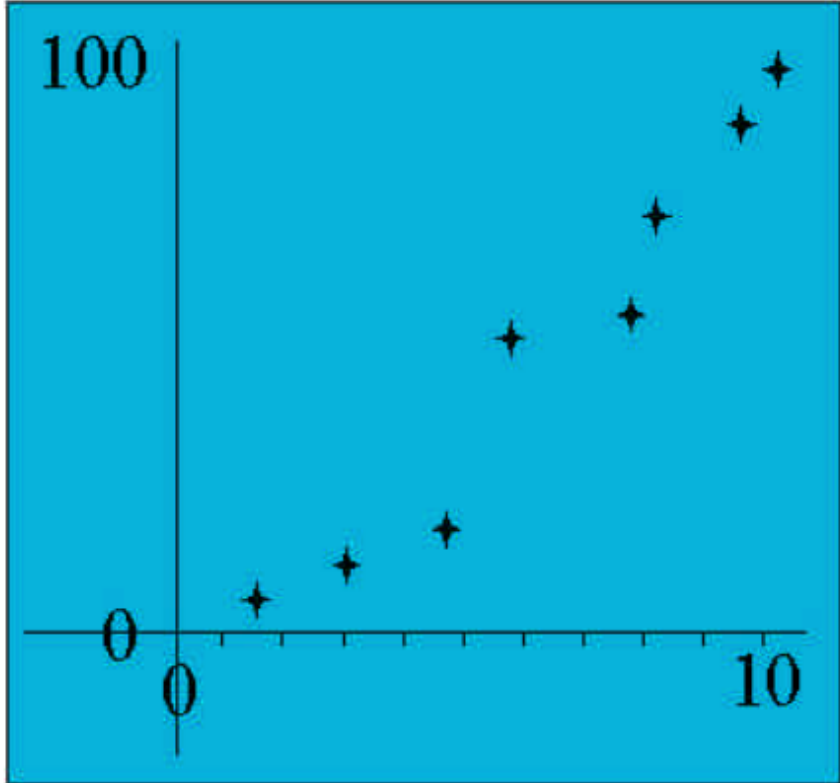
5. **Length**

- How many differences in this variable can be discerned?


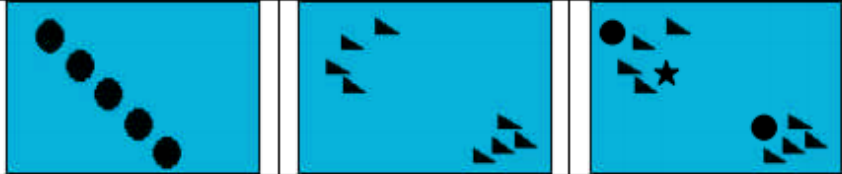
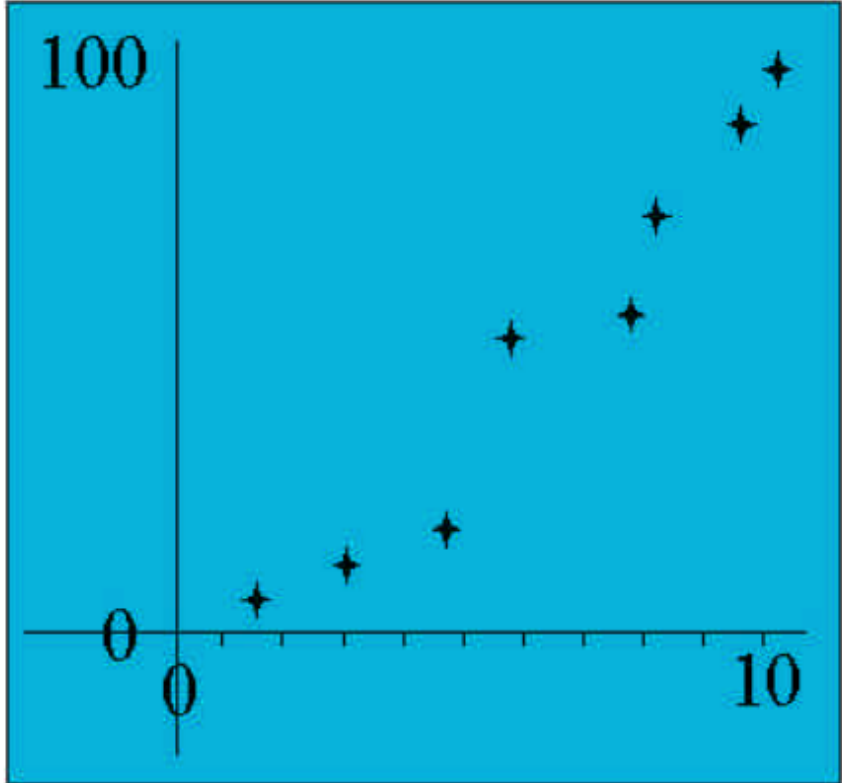
Channel Properties: Size

Visual Variable: Size		
✓	selective	
✓	associative	
≈	quantitative	
✓	order	
✓	Length	<ul style="list-style-type: none"> • theoretically infinite but practically limited • association and selection ~ 5 and distinction ~ 20


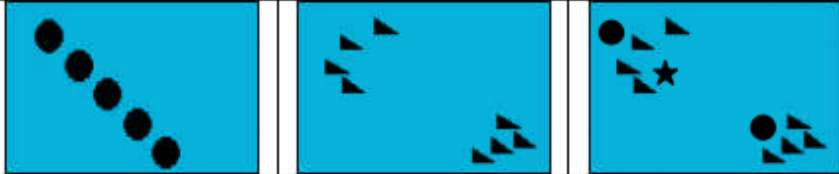
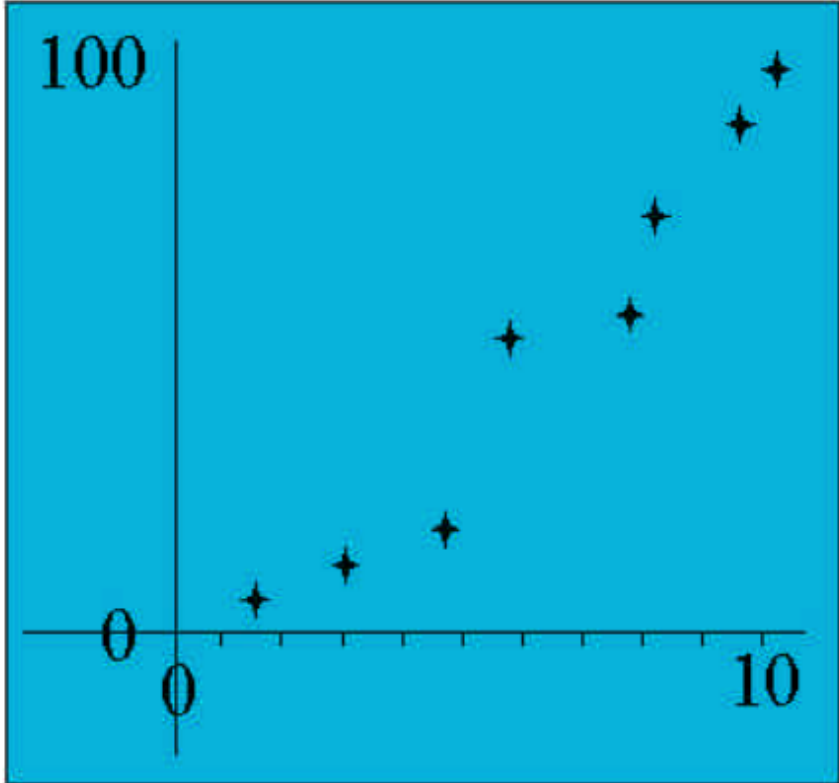
Channel Properties: Position

Visual Variable: Position		
	selective	
	associative	
	quantitative	
	order	
	length	


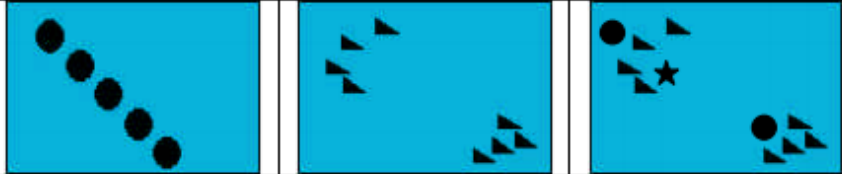
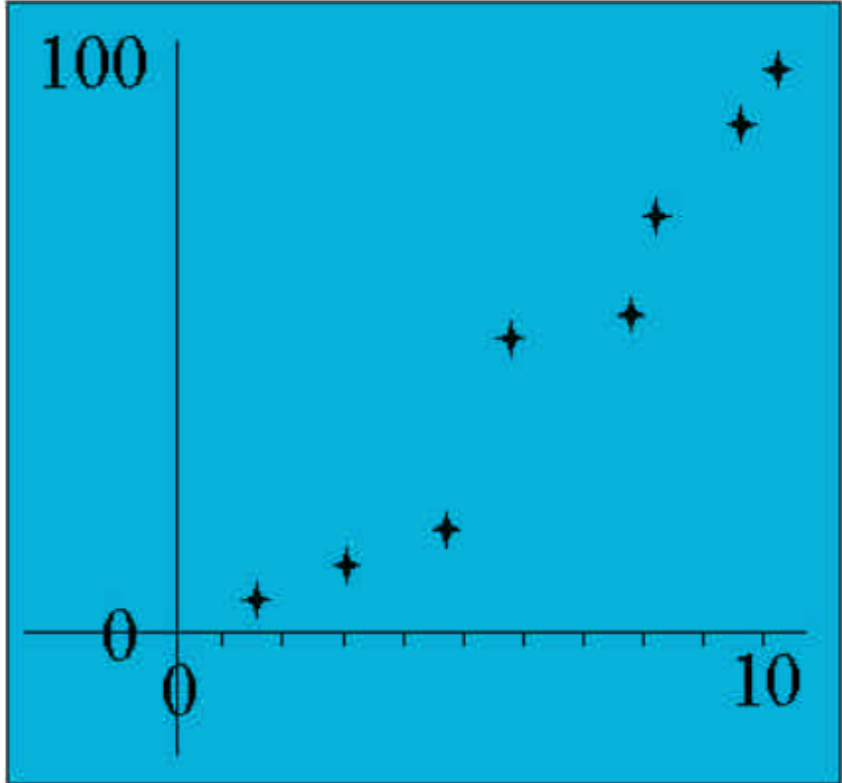
Channel Properties: Position

Visual Variable: Position		
✓	selective	
	associative	
	quantitative	
	order	
	length	


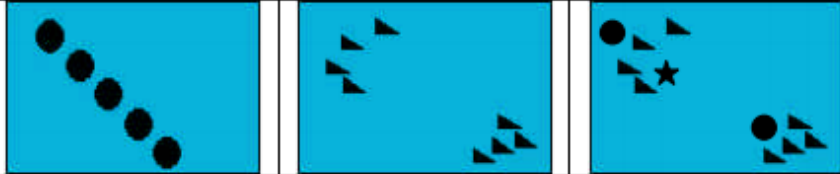
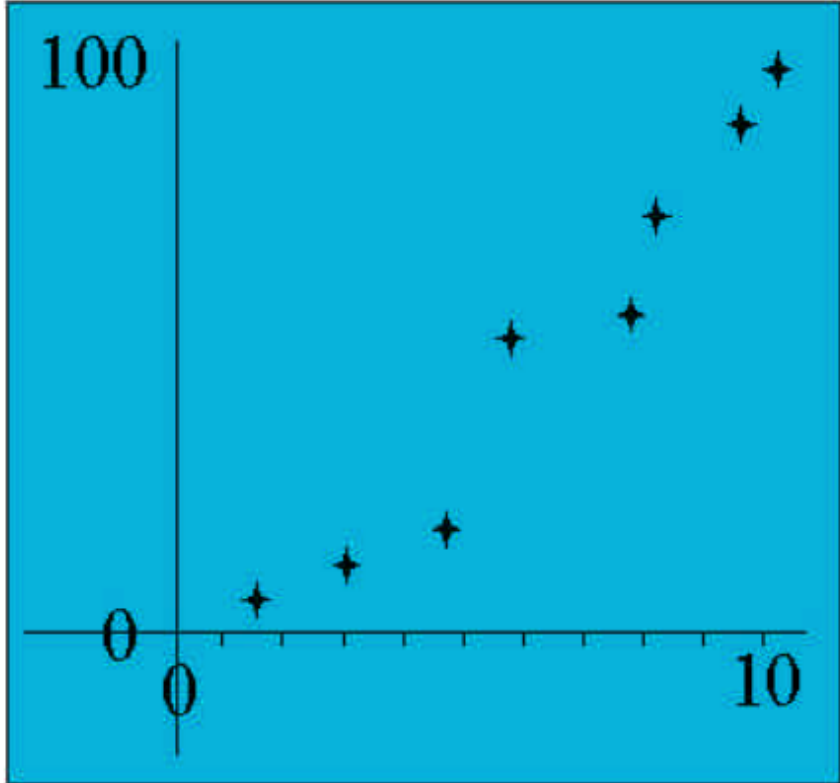
Channel Properties: Position

Visual Variable: Position		
✓	selective	
✓	associative	
	quantitative	
	order	
	length	

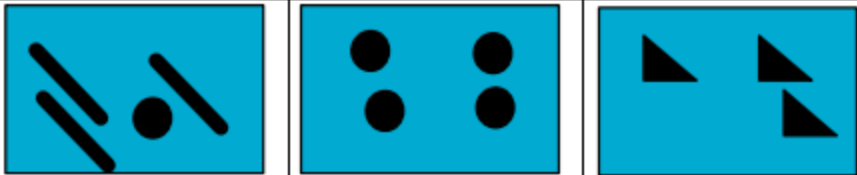


Channel Properties: Position

Visual Variable: Position		
✓	selective	
✓	associative	
✓	quantitative	
	order	
	length	


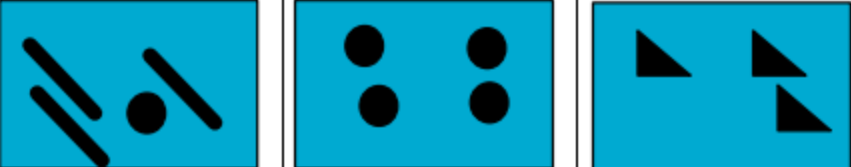



Channel Properties: Position

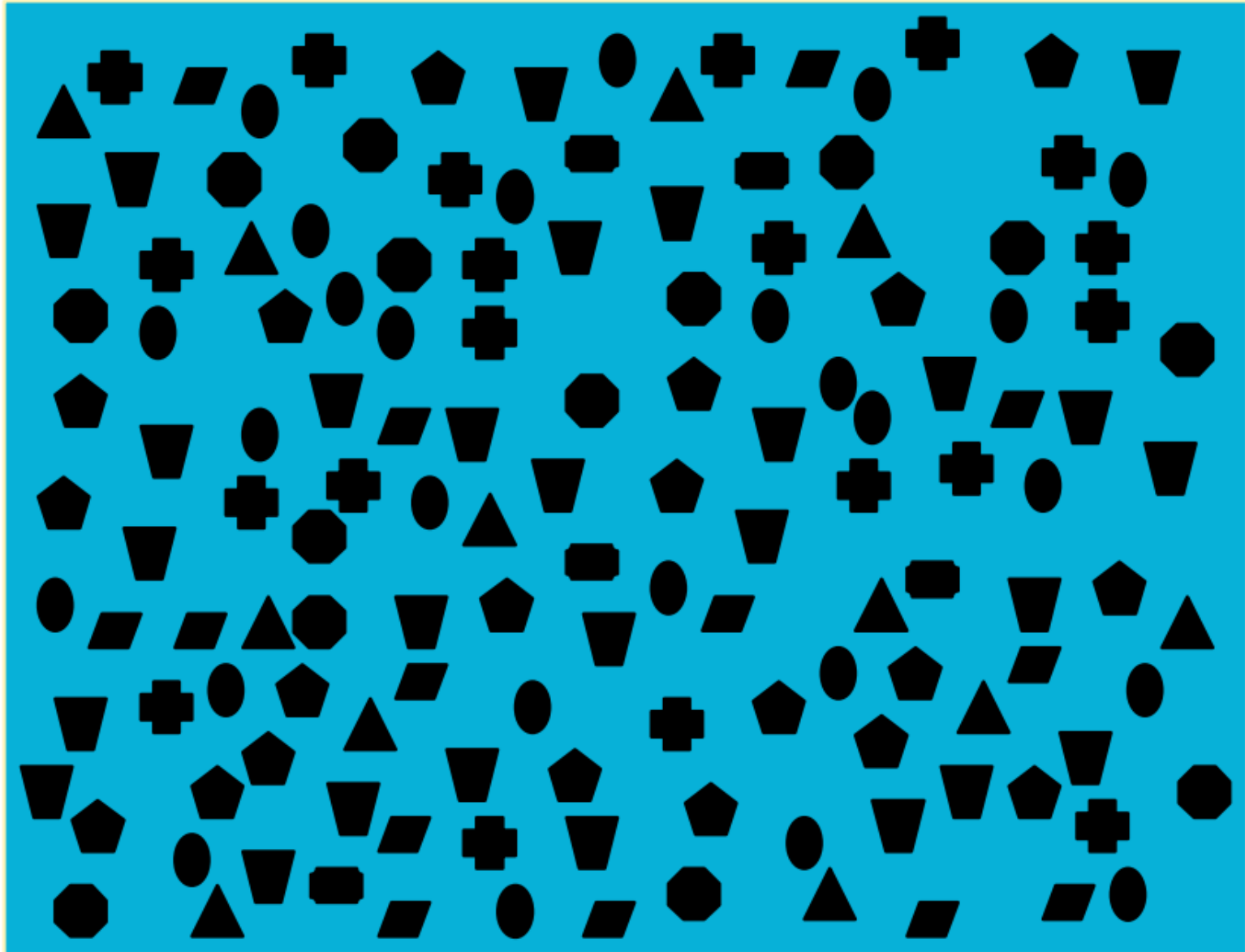
Visual Variable: Position		
✓	selective	
✓	associative	
✓	quantitative	
✓	order	
✓	length	

Channel Properties: Shape

Visual Variable: Shape		
	selective	
	associative	
	quantitative	
	order	
	length	


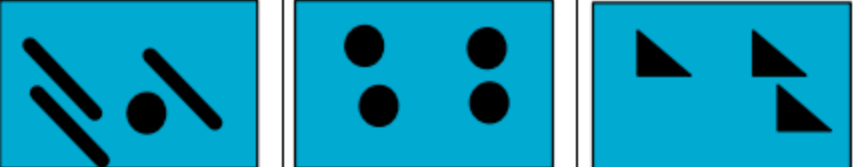



Channel Properties: Shape

Visual Variable: Shape		
	selective	
	associative	
	quantitative	
	order	
	length	


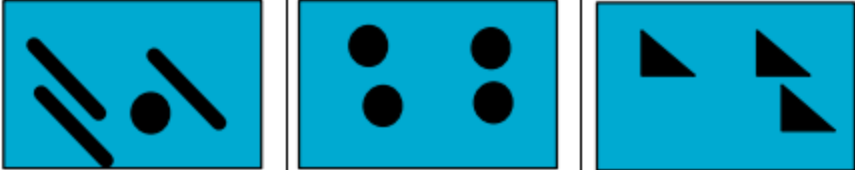







Associative – group this shape

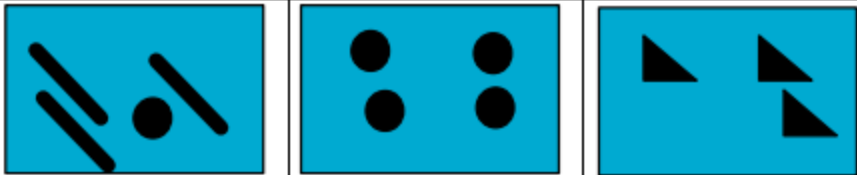



Channel Properties: Shape

Visual Variable: Shape		
	selective	
	associative	
	quantitative	
	order	
	length	

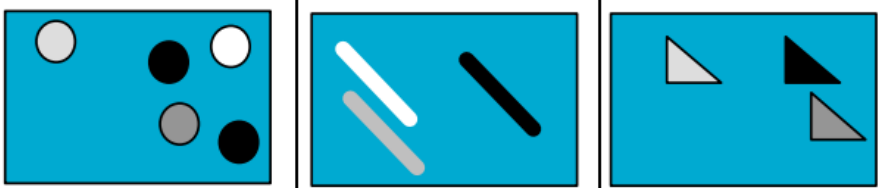
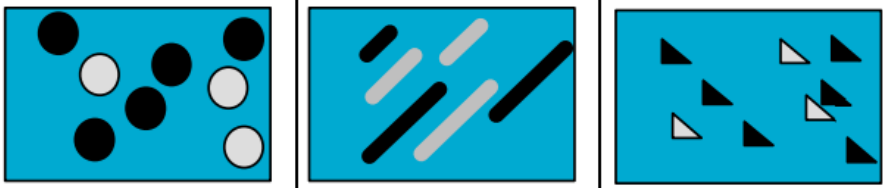
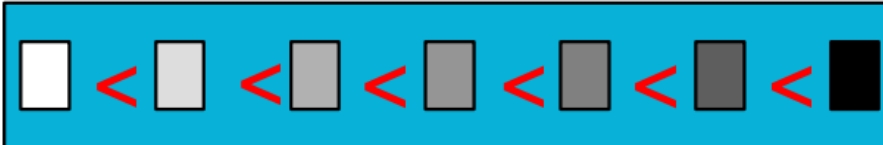
Channel Properties: Shape

Visual Variable: Shape		
	selective	
	associative	
	quantitative	
	order	
	length	

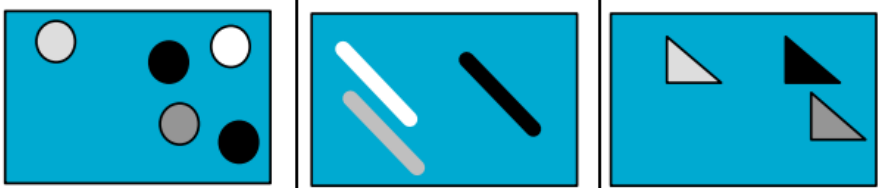
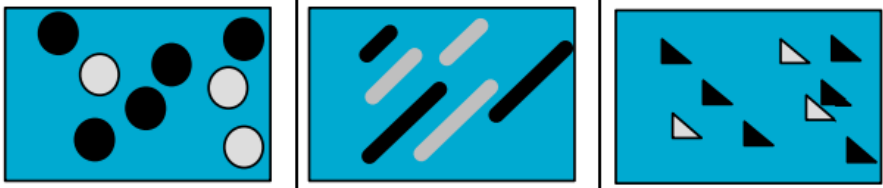
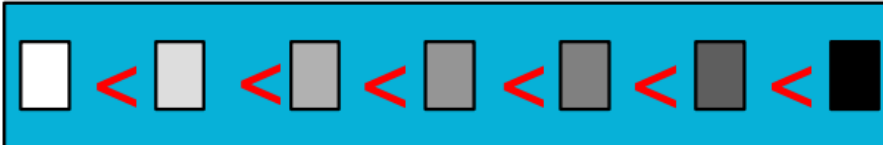
Channel Properties: Shape

Visual Variable: Shape		
~	selective	
~	associative	
≠	quantitative	
≠	order	
✓	length	 <p>theoretically infinite</p>

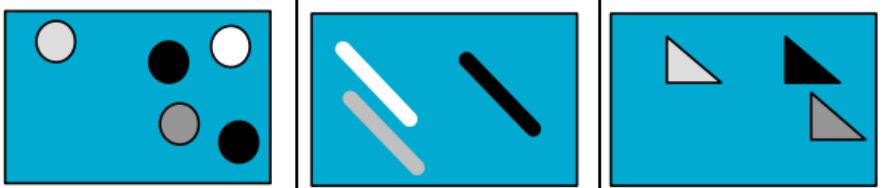
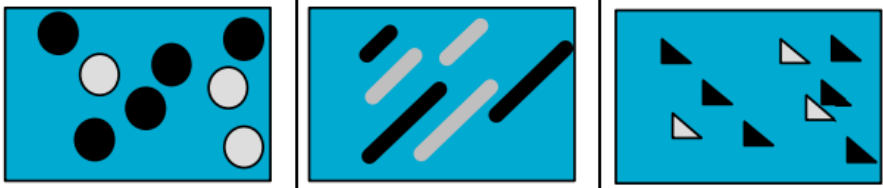
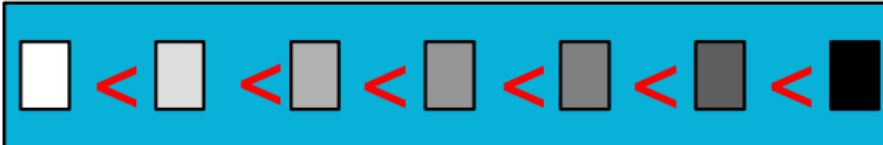
Channel Properties: Lightness

Visual Variable: Lightness		
	selective	
	associative	
	quantitative	
	order	
	length	

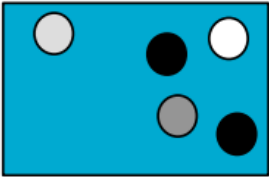

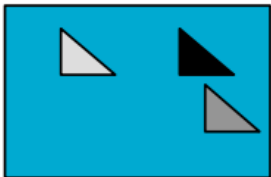
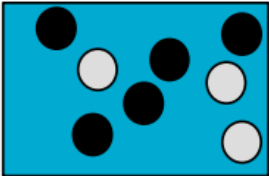

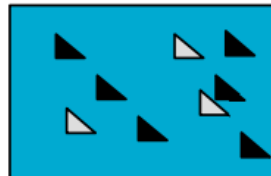
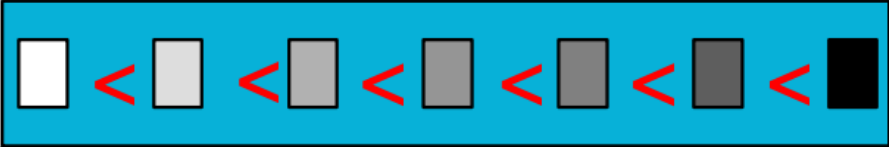
Channel Properties: Lightness

Visual Variable: Lightness		
✓	selective	
✓	associative	
	quantitative	
	order	
	length	

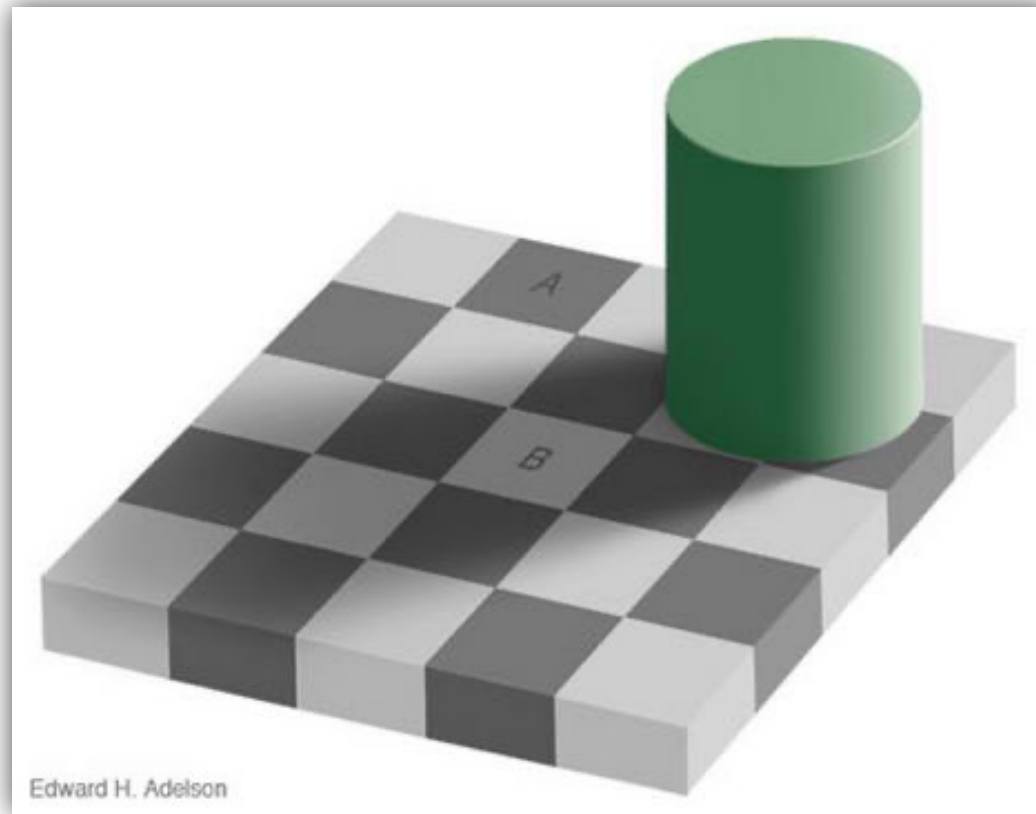
Channel Properties: Lightness

Visual Variable: Lightness		
✓	selective	
✓	associative	
≠	quantitative	
	order	
	length	

Channel Properties: Lightness

		Visual Variable: Lightness		
✓	selective			
✓	associative			
≠	quantitative			
✓	order			
	length			

Adelson's Checker-Shadow Illusion



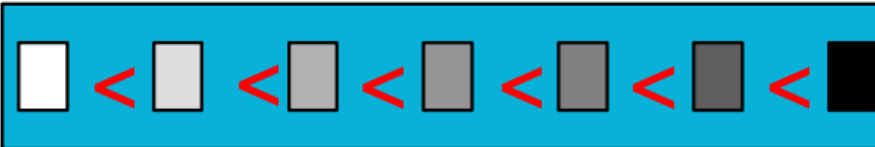


Weber's Law: human perception is fundamentally based on relative judgments, not absolute values.

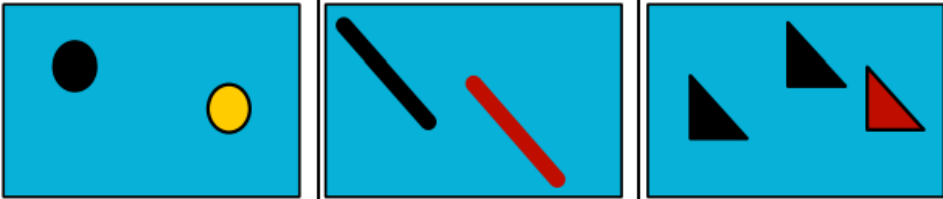

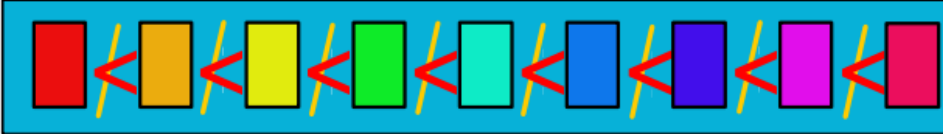

<https://www.illusionsindex.org/ir/20-checkershadow>

<https://www.youtube.com/watch?v=GALLMJxLvGA>

Channel Properties: Lightness

Visual Variable: Lightness		
✓	selective	
✓	associative	
≠	quantitative	
✓	order	
✓	length	<ul style="list-style-type: none"> • theoretically infinite but practically limited • association and selection ~ < 7 and distinction ~ 10

Channel Properties: Colour

Visual Variable: Colour		
	selective	
	associative	
	quantitative	
	order	
	length	

Channel Properties: Colour

Visual Variable: Colour		
✓	selective	
✓	associative	
	quantitative	
	order	
	length	

Channel Properties: Colour

Visual Variable: Colour		
✓	selective	
✓	associative	
≠	quantitative	
	order	
	length	

Channel Properties: Colour

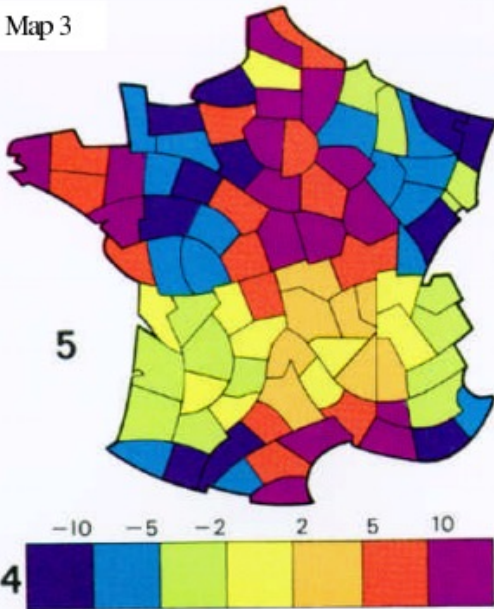
Visual Variable: Colour		
✓	selective	
✓	associative	
≠	quantitative	
≠	order	
	length	

Rainbow Scale Considerations

Map 1



Map 3

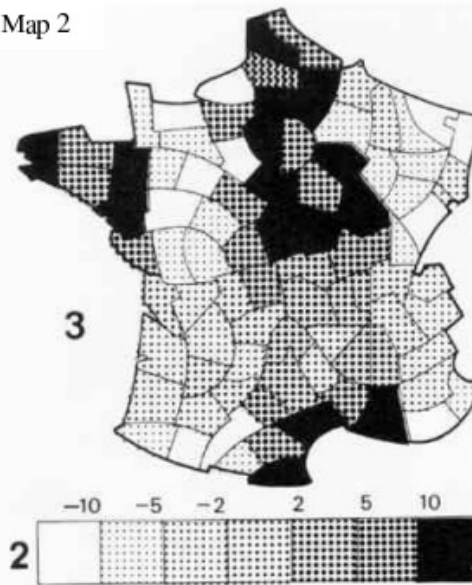


Rainbow Scale Considerations

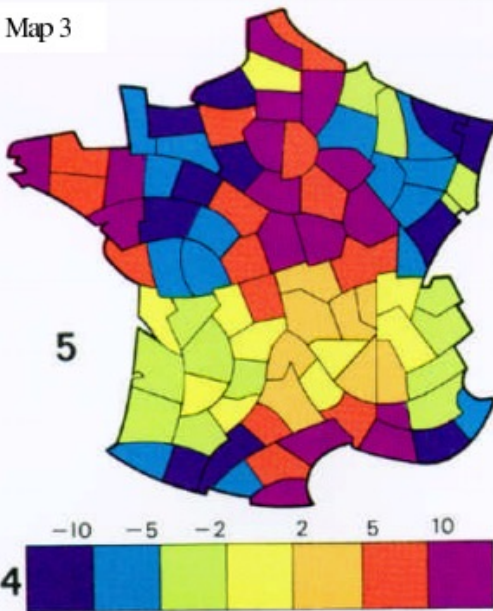
Map 1



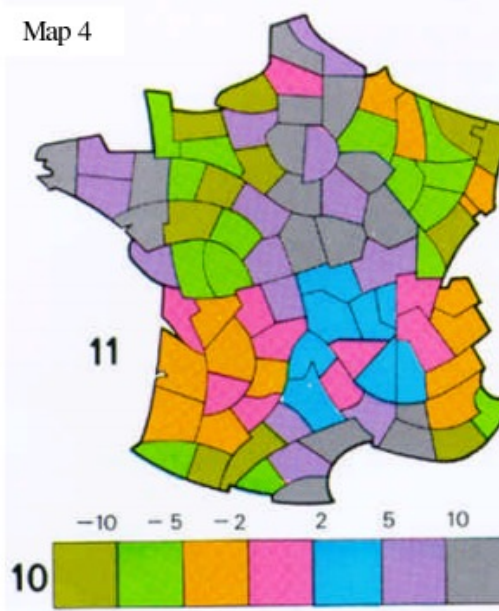
Map 2

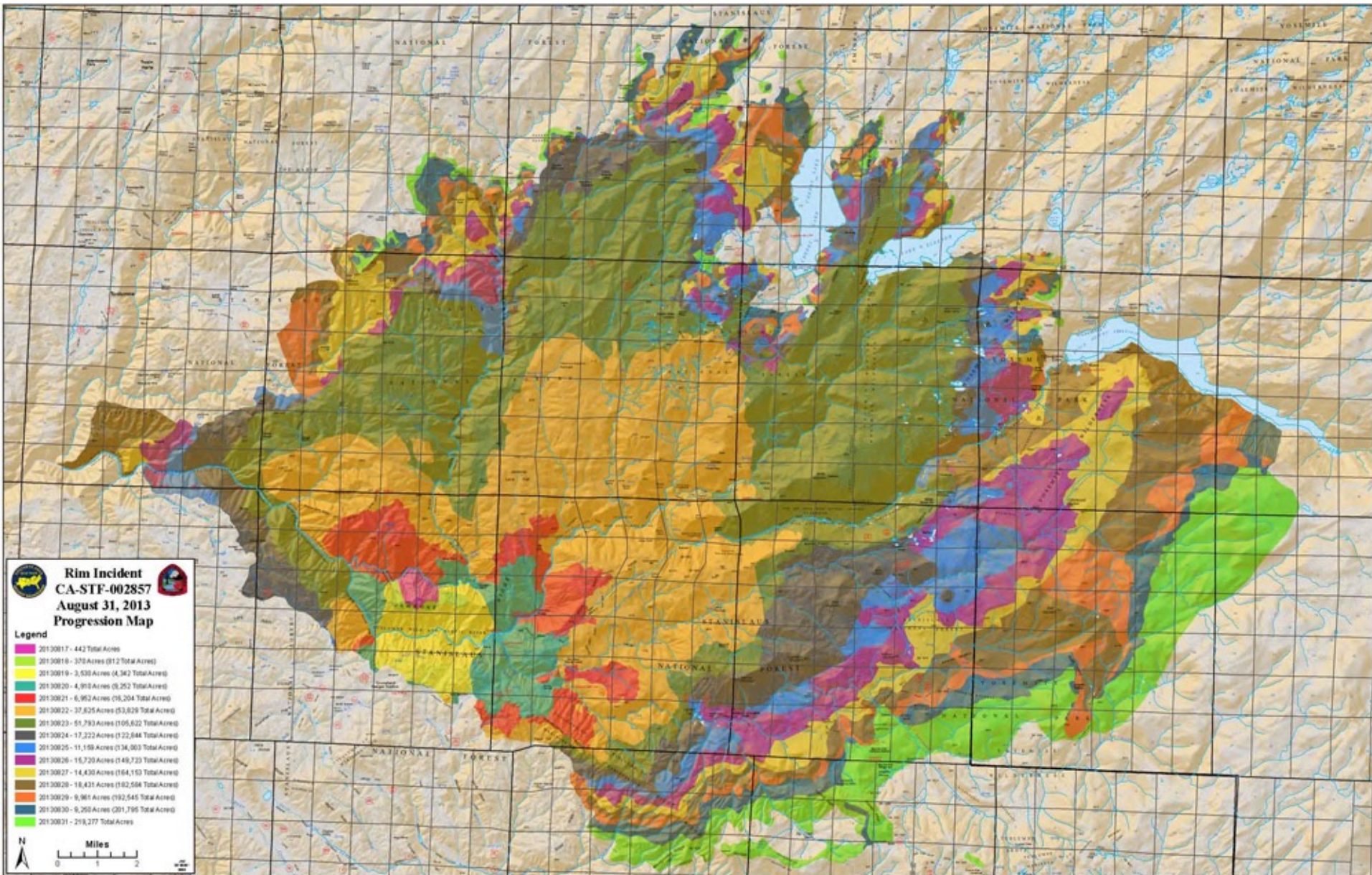


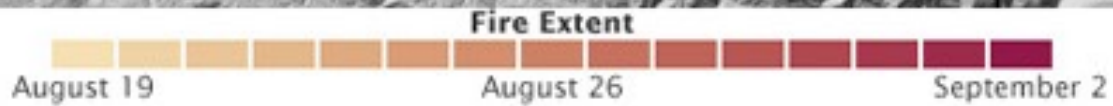
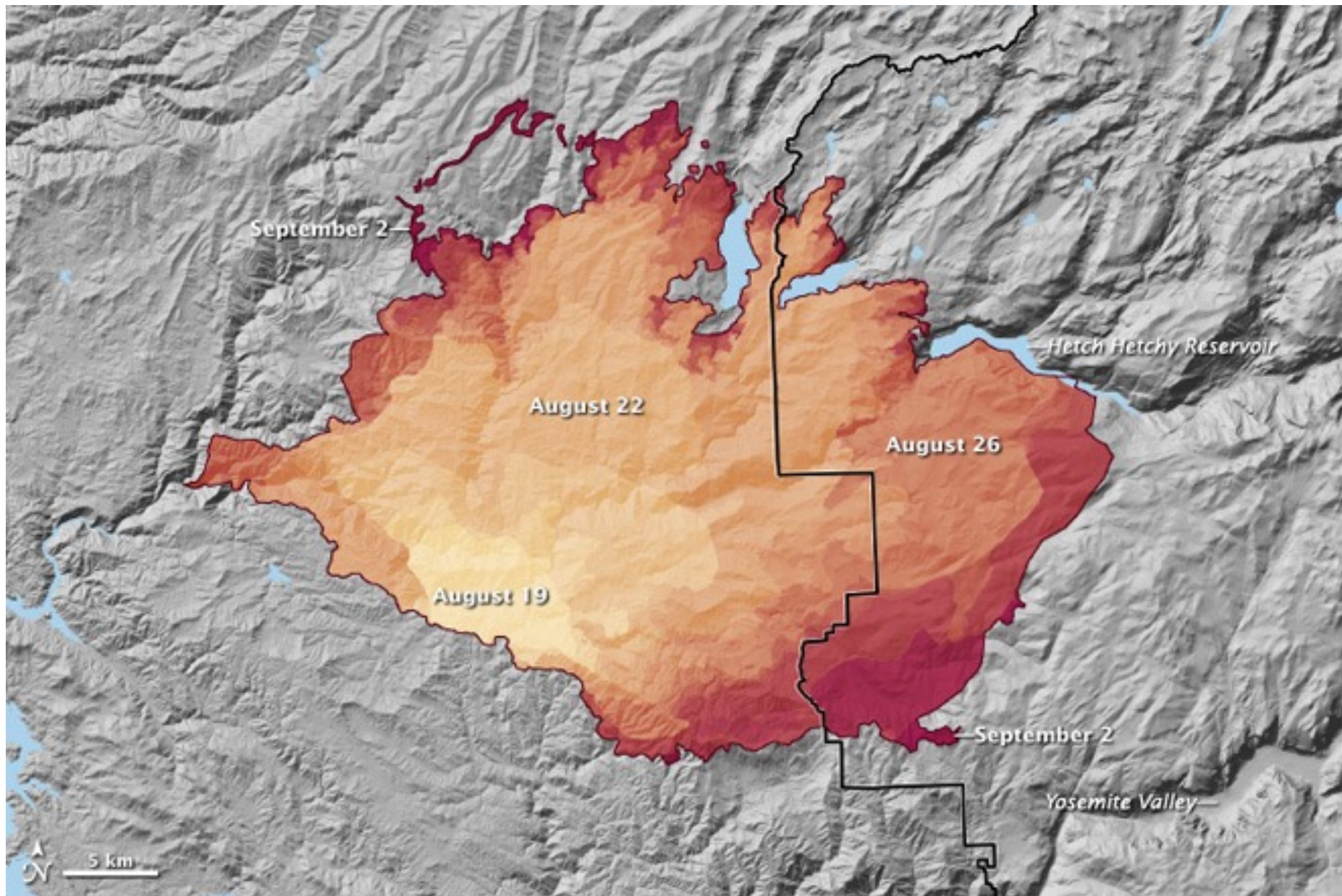
Map 3



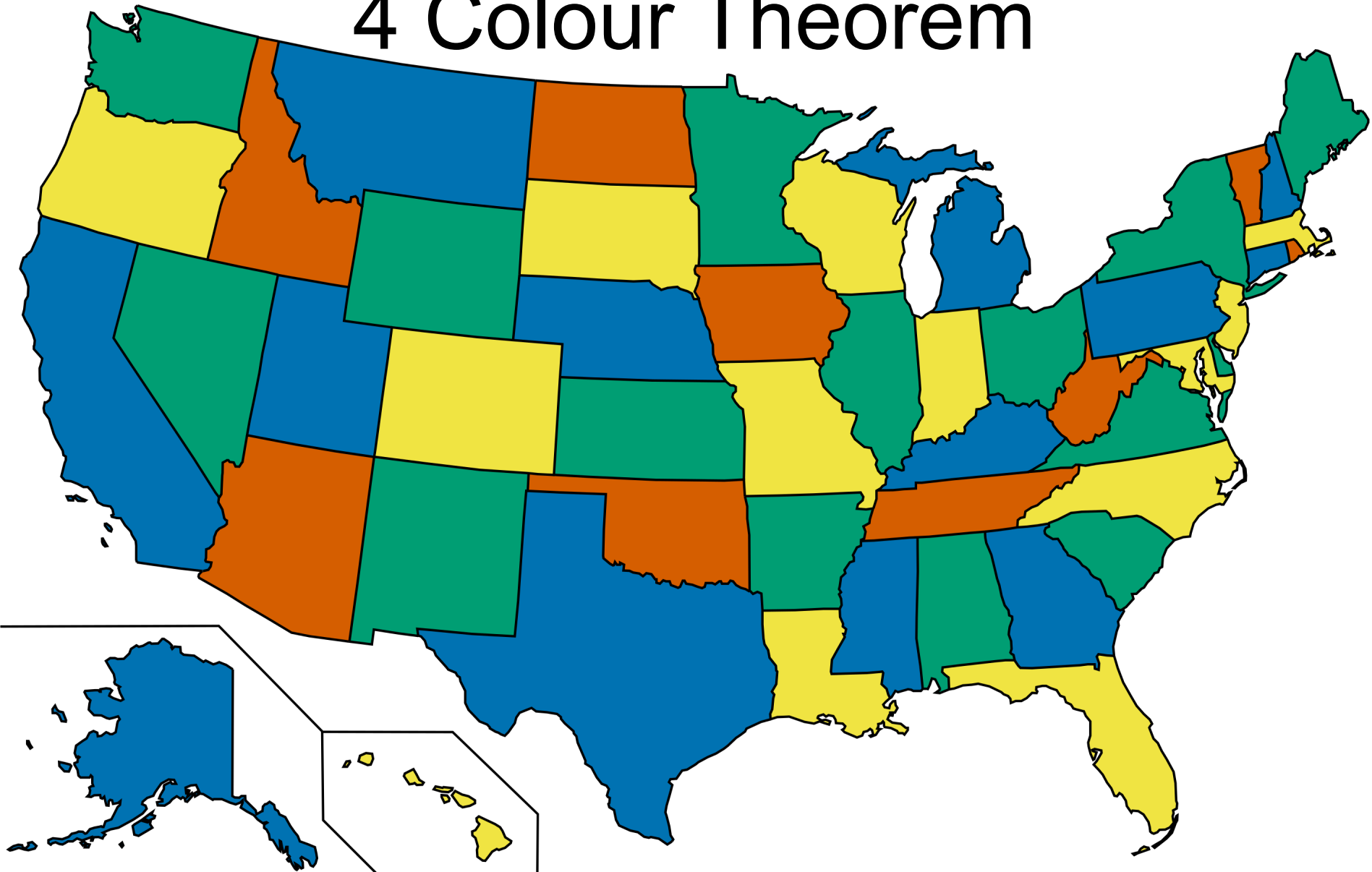
Map 4





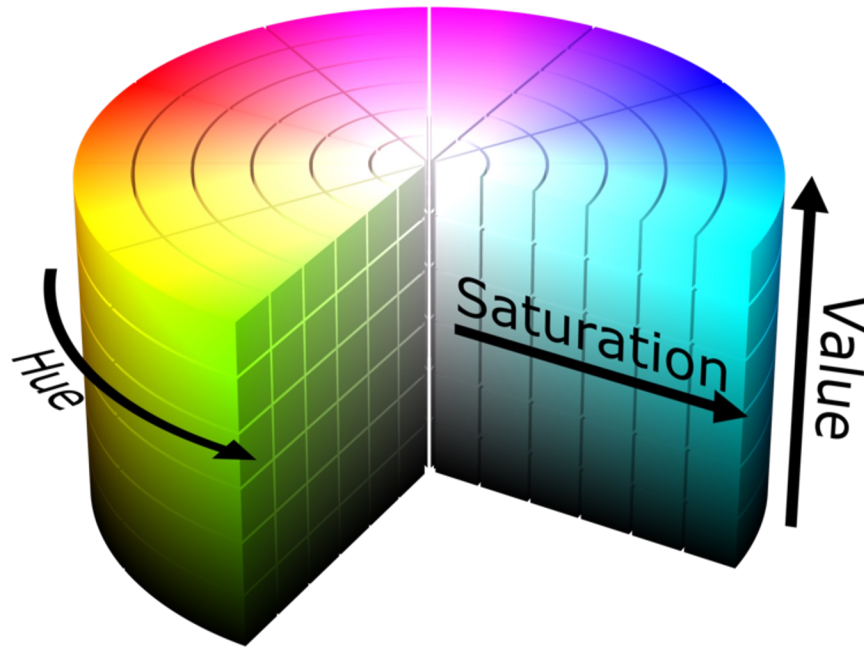


4 Colour Theorem



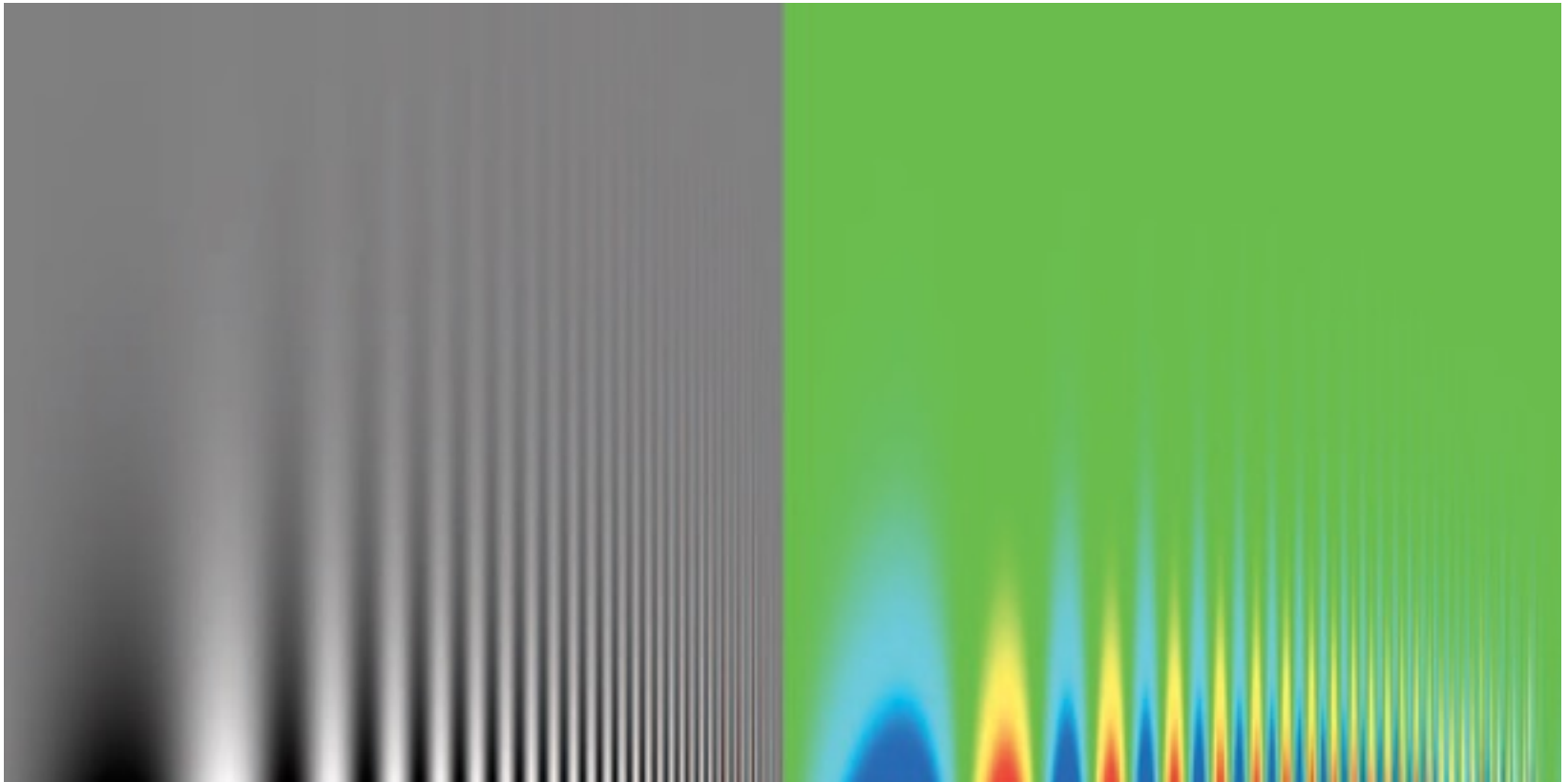
https://en.wikipedia.org/wiki/Four_color_theorem

Hue, Saturation & Value

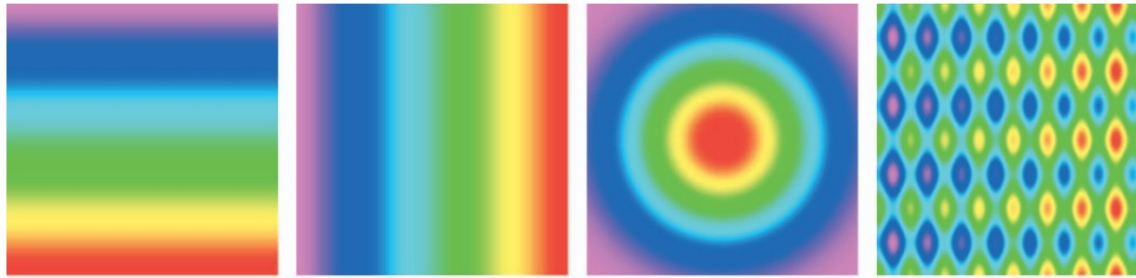


Hue: the degree to which a stimulus can be described as similar to or different from stimuli that are described as red, orange, yellow, green, blue, violet

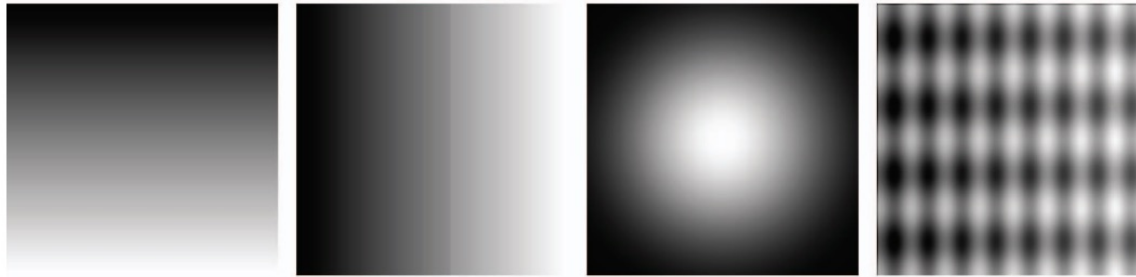
Destroys Detail



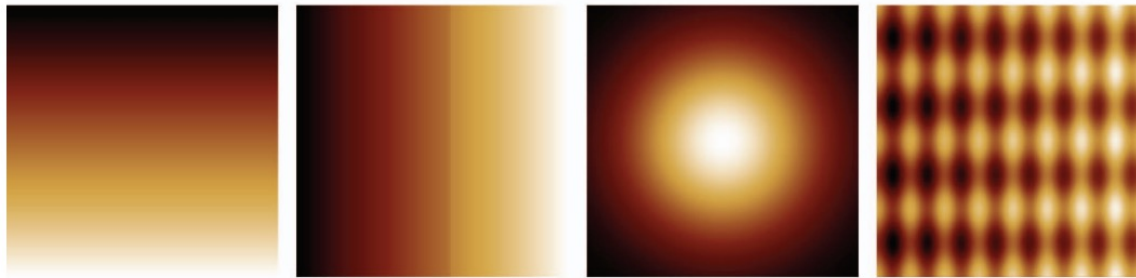
Rainbow



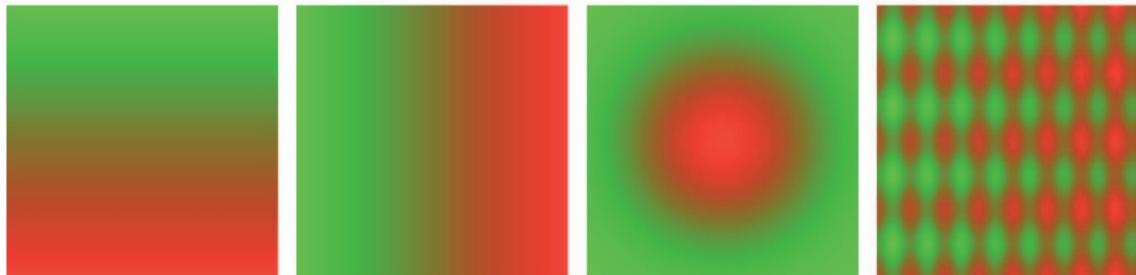
Gray



Black-Body
Radiation



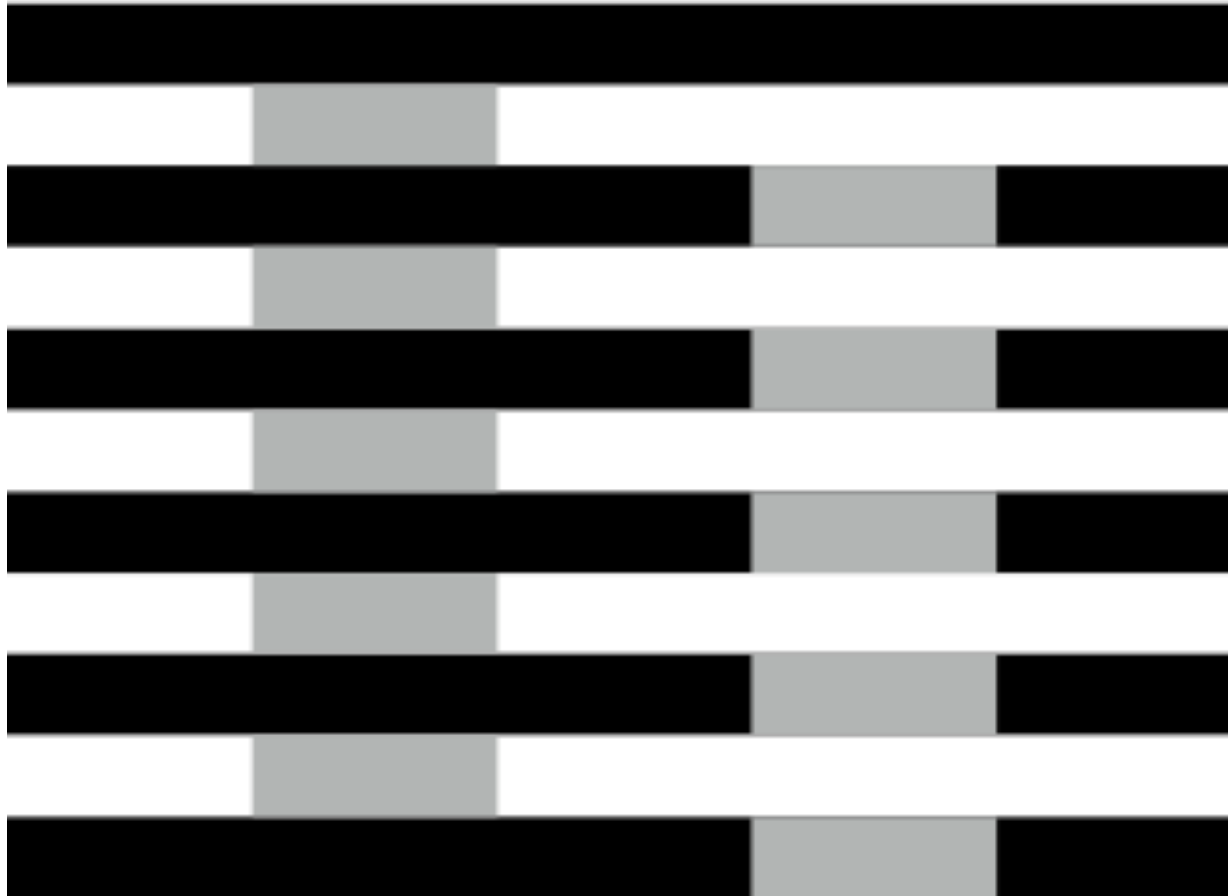
Red-Green



White's illusion

A

B



https://en.wikipedia.org/wiki/White%27s_illusion

The Dress 2015



https://en.wikipedia.org/wiki/The_dress
<https://www.youtube.com/watch?v=I0OPNOpU6SY>

David Novick's three color confetti illusion



<https://journalofillusion.net/index.php/joi/article/view/6152/13749>
<https://www.youtube.com/watch?v=SvEiEi8O7QE>

Colours

- Humans are mostly the same
- Some have different ability to see colour - even gender differences
- Some rules are about humans some about culture.

Colour Blind

Always 2 cues

The image shows two side-by-side login forms. The left form has four input fields: 'First Name' (John), 'Last Name' (Doe), 'Email' (john@email), and 'Password' (****). The 'First Name', 'Last Name', and 'Password' fields have green borders, while the 'Email' field has a red border. A blue 'Submit' button is at the bottom. The right form is identical but uses yellow borders for all input fields.

Bad: This form relies only on red and green to indicate fields with and without errors. Users who suffer from deuteranopia (red-green color blindness) wouldn't be able to identify the fields.

The image shows two side-by-side login forms with error messages. The left form has four input fields: 'First Name' (John), 'Last Name' (Doe), 'Email' (john@email), and 'Password' (****). The 'First Name', 'Last Name', and 'Password' fields have green borders and a green checkmark icon to their right. The 'Email' field has a red border and a red X icon to its right, with the text 'please enter a valid email' below it. A blue 'Submit' button is at the bottom. The right form is identical but uses yellow borders and yellow checkmarks for all fields.

<https://www.cs.umd.edu/users/ben/goldenrules.html>

Color in culture

Different colours mean different things

Blue - calm

Green - growth: Indonesia forbidden

Red - energy/danger: Asia luck

Yellow - happiness - Germany envy

Purple - royalty: Brazil mourning

White - purity: China death

Tino Rangatiratanga



https://commons.wikimedia.org/wiki/File:Tino_Rangatiratanga_Maori_sovereignty_movement_flag.svg

Māori colour signifiers

- **RED** represents
 - Te Whei Ao (coming into being). It symbolises Papatuanuku, the earth-mother, the sustainer of all living things, both the land and active forces.
- **BLACK** represents
 - Te Korekore (the realm of potential being). Symbolising the long darkness from which the earth emerged, as well as signifying Ranginui, the sky father floating above the earth.
- **WHITE** represents
 - Te Ao Marama (the realm of being and light) was created when Rangi and Papa were separated by their children. It symbolises the physical world, purity, harmony, enlightenment and balance.

Colours link to Emotions

Green: Sparks creativity

Red: Reduces analytical thinking

Blue: is most accepted

Yellow: isn't usually a hit

Orange: is associated with good value

Pink: Calms people down

White: May lead to boredom

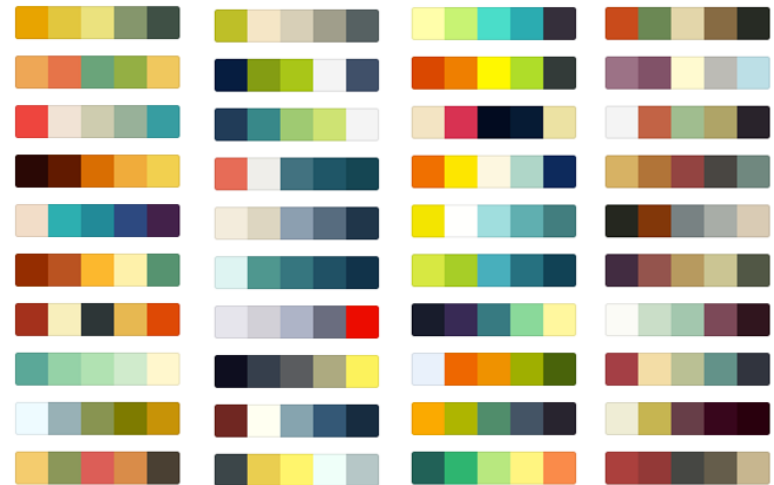
<https://www.forbes.com/sites/amymorin/2014/02/04/how-to-use-color-psychology-to-give-your-business-an-edge/#55ae55c3170a>

Harmony and contrast

- Colours are similar to sound
- Music has Harmony and discord
- Music links to emotions - often by memories

Colour palettes

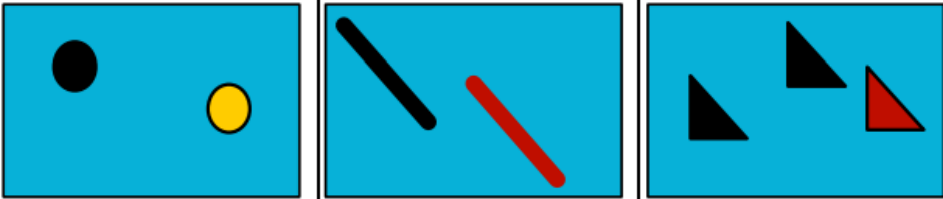

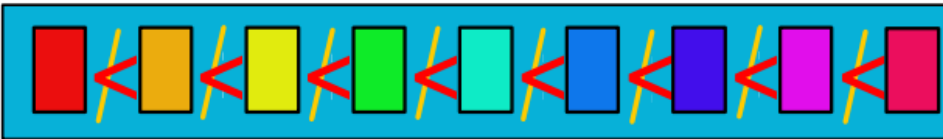

- Finding a set of colours for your product
- Continuity - keeping your site consistent
- Color Brewer
 - <https://colorbrewer2.org/>








Generators

- From a Photo
 - <https://www.adobe.com/nz/products/capture.html>
- From a start colour
 - <https://colors.co/>
- From examples
 - <https://www.canva.com/learn/100-color-combinations>




Channel Properties: Colour

Visual Variable: Colour		
✓	selective	
✓	associative	
≠	quantitative	
≠	order	
✓	length	 <ul style="list-style-type: none"> • theoretically infinite but practically limited • association and selection ~ < 7 and distinction ~ 10

Channel Properties: Orientation

Visual Variable: Orientation		
✓	Selective	
✓	associative	
≠	Quantitative	
≠	Order	
✓	Length	

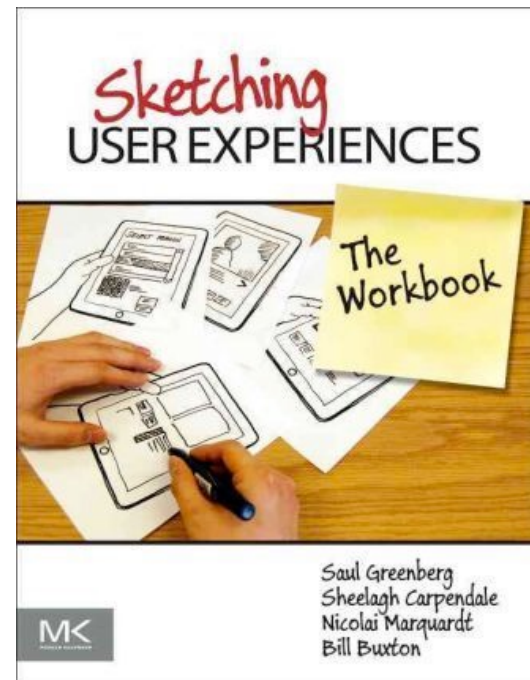
Channel Properties: Texture

Visual Variable: Texture		
✓	selective	
✓	associative	
≠	quantitative	
≠	order	
✓	Length	<ul style="list-style-type: none"> theoretically infinite

Recommended Reading

Sheelagh Carpendale, [Considering Visual Variables as a Basis for Information Visualisation](#). Research report 2001-693-16, Department of Computer science, University of Calgary, Calgary, AB, Canada, 2003.

Ben Shneiderman, [The eyes have it: a task by data type taxonomy for information visualizations](#), VL 1996



Summary - How Do We Visualize?

- **Know the Data**
 - Number of attributes
 - Date types: ordinal vs ordered (ordinal or quantitative)
 - Trustworthiness: bad fields, inaccuracies, missing values
- **Know your purpose (& audience)**
 - What do you/they want to see?
 - What might you/they want to focus on?
- **Decide how to use the visual variables to encode the data**
 - Requires awareness of:
 - Human perceptual system
 - Display capacity
 - Characteristics of data (size, type)
 - Task