These next two you saw in the previous lab, but they apply here, too. Studying the “Why” will help you think of tasks your user needs to perform, such as locating a particular type of simulation node, or detecting clusters or correlations.

Why?

Actions

Analyze

- Consume
  - *Discover*
  - *Present*
  - *Enjoy*

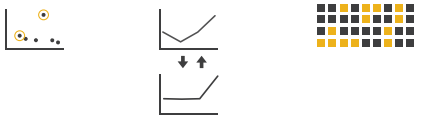
- Produce
  - *Annotate*
  - *Record*
  - *Derive*

Search

	Target known	Target unknown
Location known	*Lookup*	*Browse*
Location unknown	*Locate*	*Explore*

Query

- Identify
- Compare
- Summarize



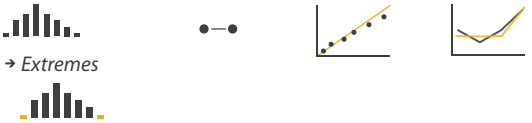
Targets

All Data

- Trends
- Outliers
- Features

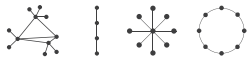
Attributes

- One
- Many
  - *Distribution*
  - *Dependency*
  - *Correlation*
  - *Similarity*
  - *Extremes*



Network Data

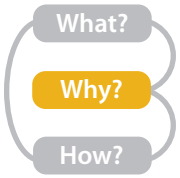
- Topology



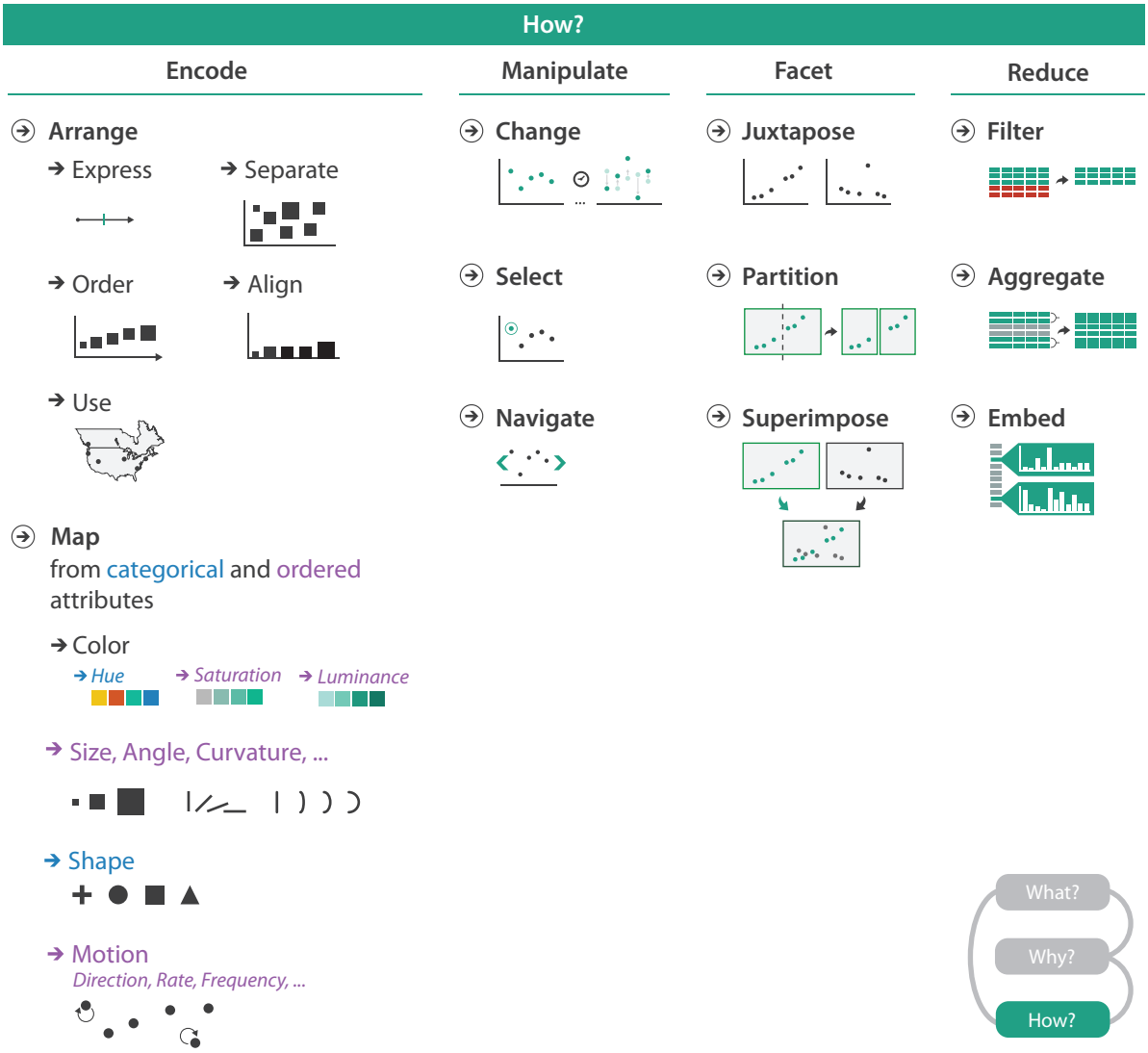
- *Paths*

Spatial Data

- Shape



In conjunction with the “Why” diagram, studying the “How” graphic will help you identify common techniques and operations used in visualization systems.



The next two figures are from “Toward a Deeper Understanding of the Role of Interaction in Information Visualization” from Yi et al, 2005. The second image is Yi’s survey of interaction taxonomies up to 2005. The first image (directly below) is the taxonomy that they proposed after reviewing the others. Yi’s taxonomy is good, but no taxonomy is perfect, so feel free to use whichever best suites your tool.

- *Select*: mark something as interesting
- *Explore*: show me something else
- *Reconfigure*: show me a different arrangement
- *Encode*: show me a different representation
- *Abstract/Elaborate*: show me more or less detail
- *Filter*: show me something conditionally
- *Connect*: show me related items

Table 1. Infovis Taxonomies Relevant to Interaction Techniques

Publications	Taxonomic units
Taxonomies of low-level interaction techniques	
Shneiderman (1996) [37]	Overview, zoom, filter, details-on-demand, relate, history, and extract
Buja, Cook, and Swayne (1996) [9]	Focusing (choice of [projection, aspect ratio, zoom, pan], choice of [variable, order, scale, scale-aspect ratio, animation, and 3-D rotation]), linking (brushing as conditioning / sectioning / database query), and arranging views (scatter plot matrix and conditional plot)
Chuah and Roth (1996) [13]	Basic visualization interaction (BVI) operations: graphical operations (encode data, set graphical value, manipulate objects), set operations (create set, delete set, summarize set, other), and data operations (add, delete, derived attributes, other)
Dix and Ellis (1998) [15]	Highlighting and focus, accessing extra information – drill down and hyperlinks, overview and context, same representation / changing parameters, same data / changing representation, linking representation – temporal fusion
Keim (2002) [24]	Dynamic projections, interactive filtering, interactive zooming, interactive distortion, interactive linking and brushing
Wilkinson (2005) [54]	Filtering (categorical/continuous/multiple/fast filtering), navigating (zooming/panning/lens), manipulating (node dragging/categorical reordering), brushing and linking (brush shapes/brush logic/fast brushing), animating (frame animation), rotating, transforming (specification/assembly/display/tap/2 taps/3 taps)
Taxonomical dimensions of interaction techniques	
Tweedie (1997) [47]	Interaction types (manual, mechanized, instructable, steerable, and automatic) and directness (direct and indirect manipulation)
Spence (2007) [38]	Interaction modes (continuous, stepped, passive, and composite interaction)
A taxonomy of interaction operations	
Ward and Yang (2004) [50]	interaction operators (navigation, selection, distortion), interaction spaces (screen-space, data value-spaces, data structure-space, attribute-space, object-space, and visualization structure-space), and interaction parameters (focus, extents, transformation, and blender)
Taxonomies of user tasks	
Zhou and Feiner (1998) [56]	Relational visual tasks (associate, background, categorize, cluster, compare, correlate, distinguish, emphasize, generalize, identify, locate, rank, reveal, switch) and direct visual organizing and encoding tasks (encode)
Amar, Eagan, and Stasko (2005) [4]	Retrieve value, filter, compute derived value, find extremum, sort, determine range, characterize distribution, find anomalies, cluster, and correlate