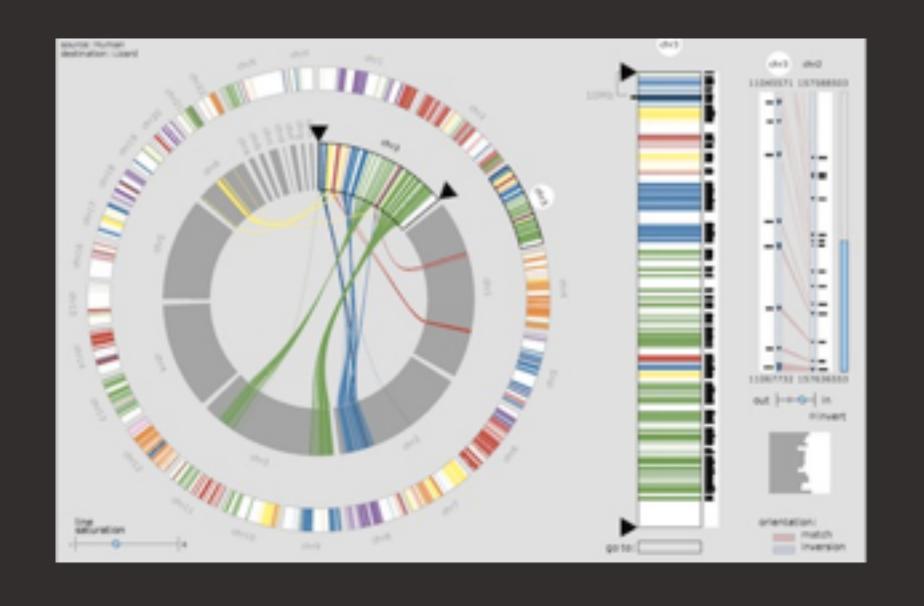
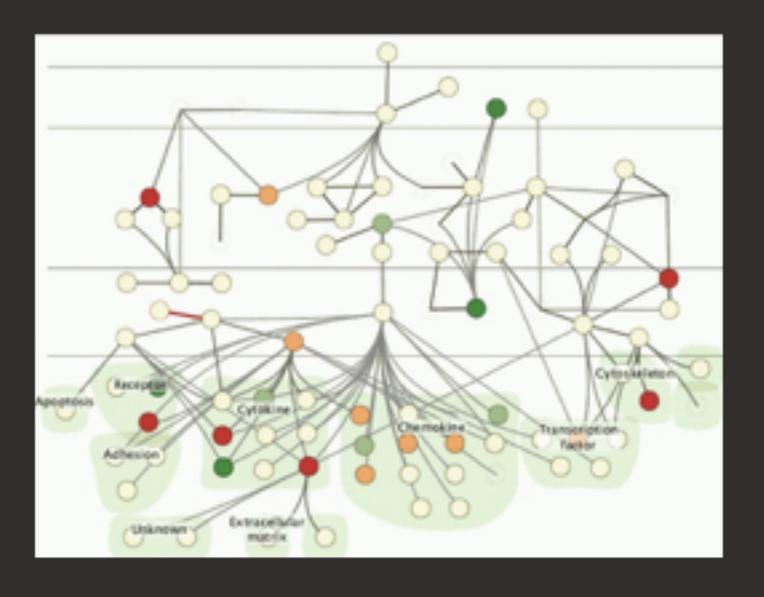
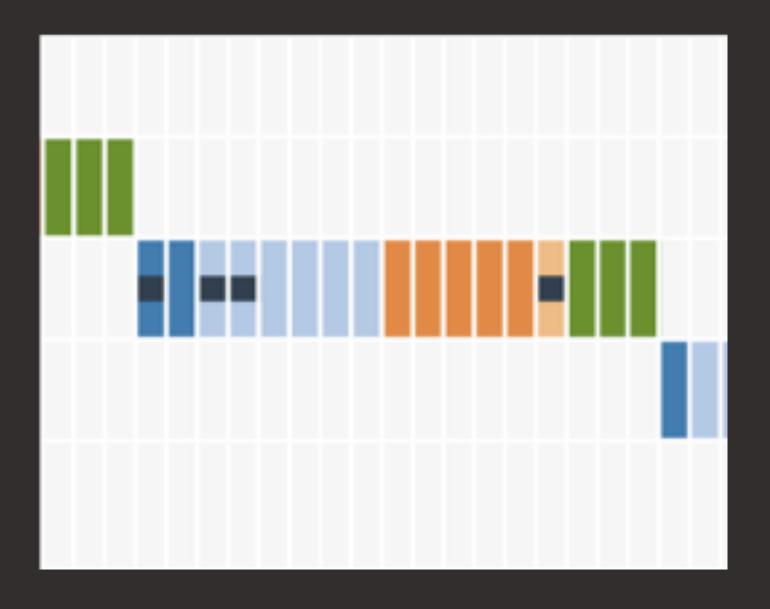


The purpose of visualization is insight, not pictures.

Visual analytics allows us to detect the expected, and discover the unexpected.







Biovisualization





School of Engineering





Administrative

(Stuff)

Course Description

"In this course we will study the use of interactive data and information visualization to model and analyze biological information, structures, and processes.

Topics include the fundamental principles, concepts, and techniques of visualization and how visualization can be used to study biological data at the genomic, cellular, molecular, organism, and population levels."

Course Goals

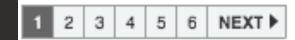
Course Goals

(What's in it for you?)

1. Critically evaluate and deconstruct data visualizations.

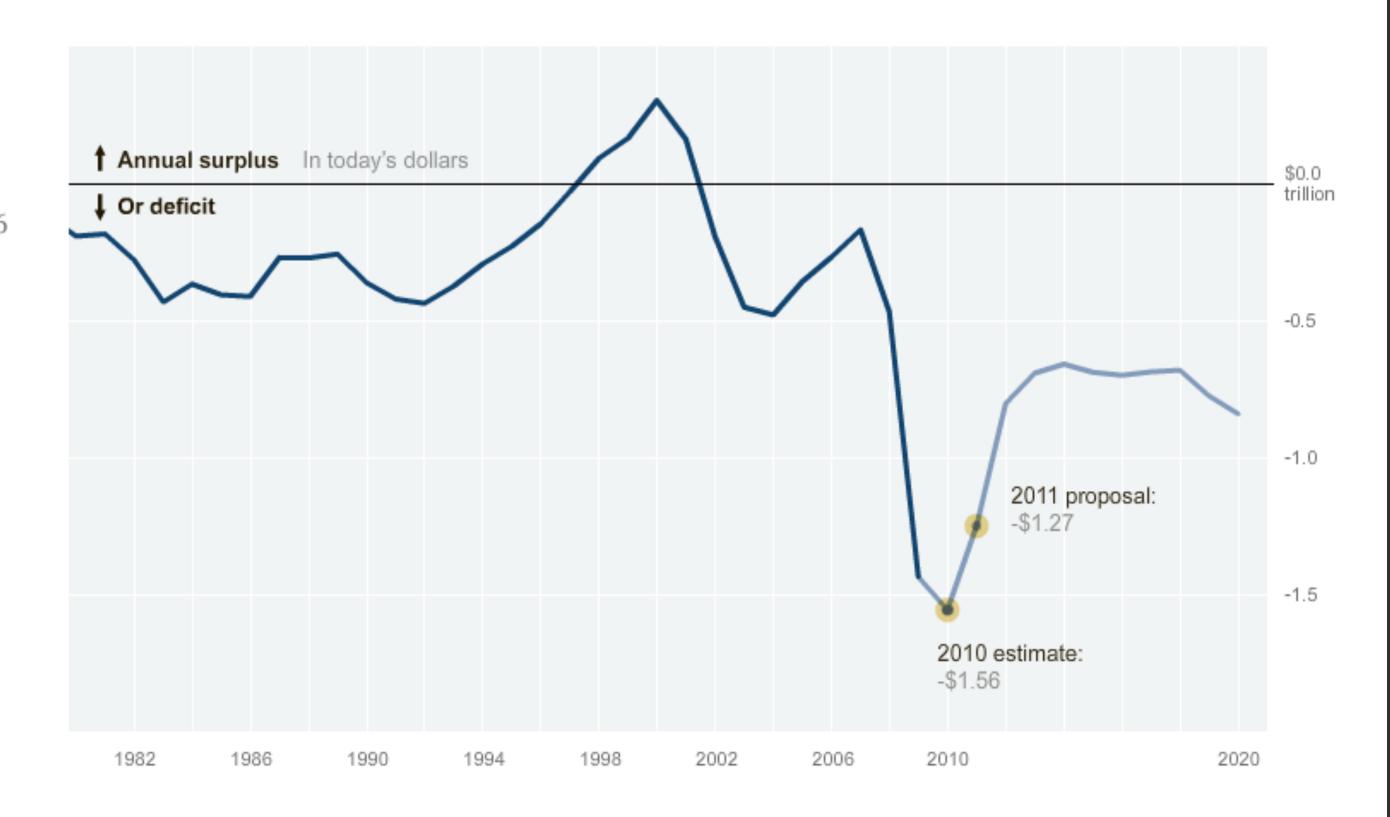
Budget Forecasts, Compared With Reality

Just two years ago, surpluses were predicted by 2012. How accurate have past White House budget forecasts been?



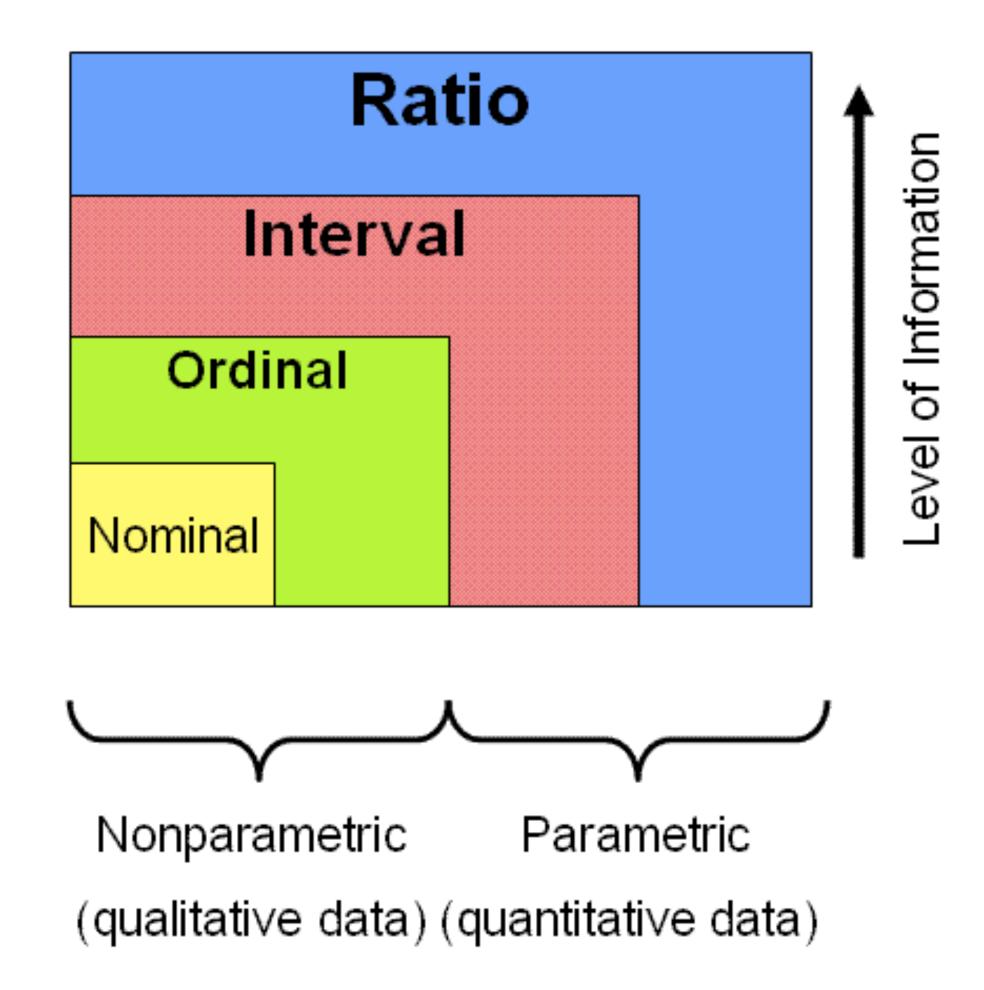
Falling short

President Obama's budget proposal estimates a deficit of \$1.6 trillion for the current fiscal year and \$1.3 trillion in 2011.



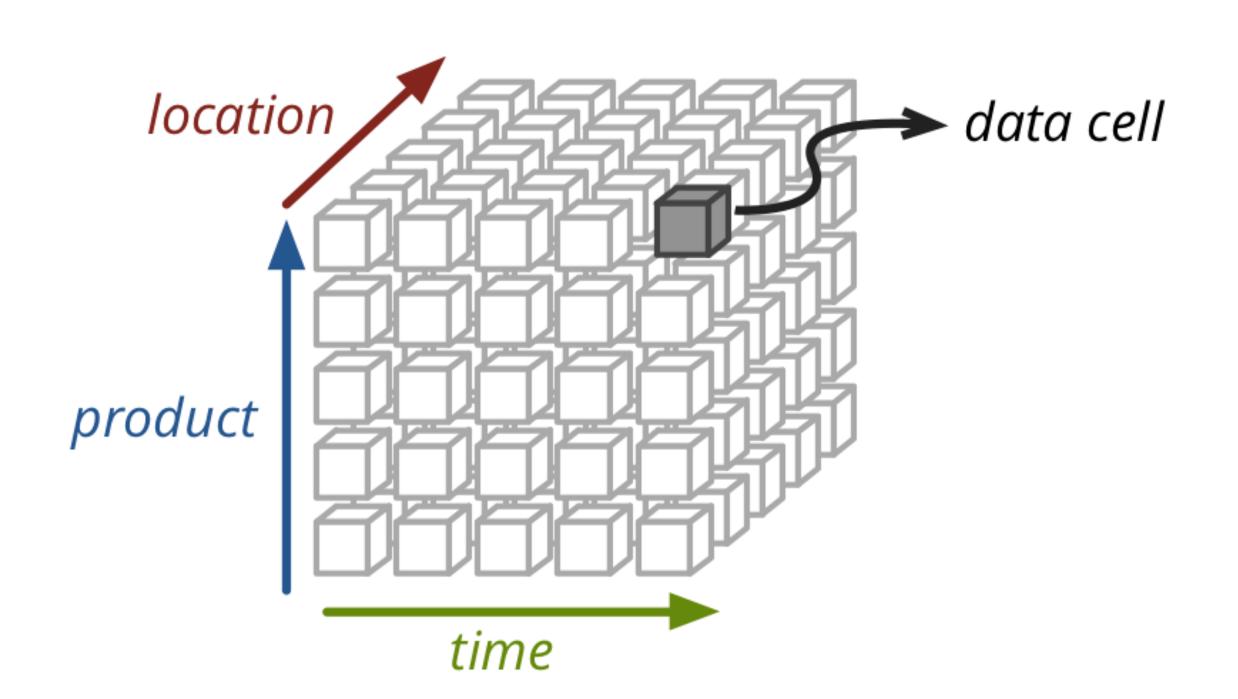
2. Identify application areas for visualization in biological analysis workflows.

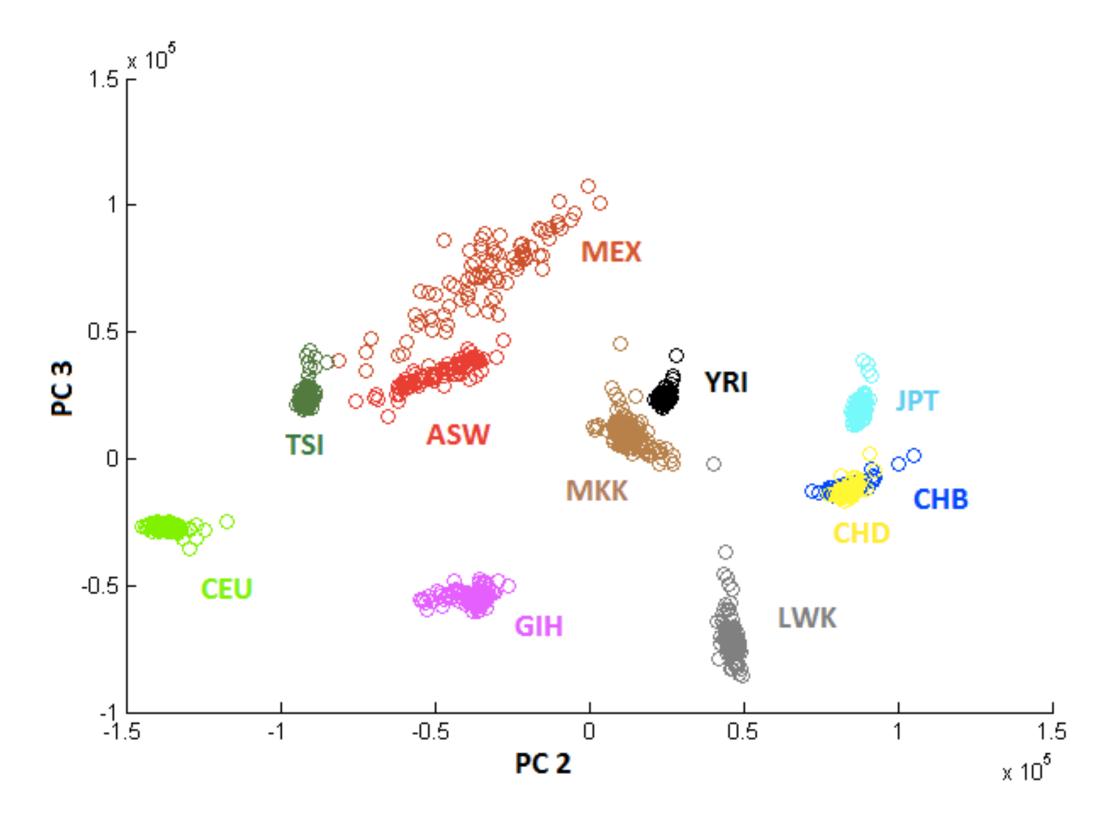
3. Evaluate the characteristics and structure of data you encounter to refine design options.



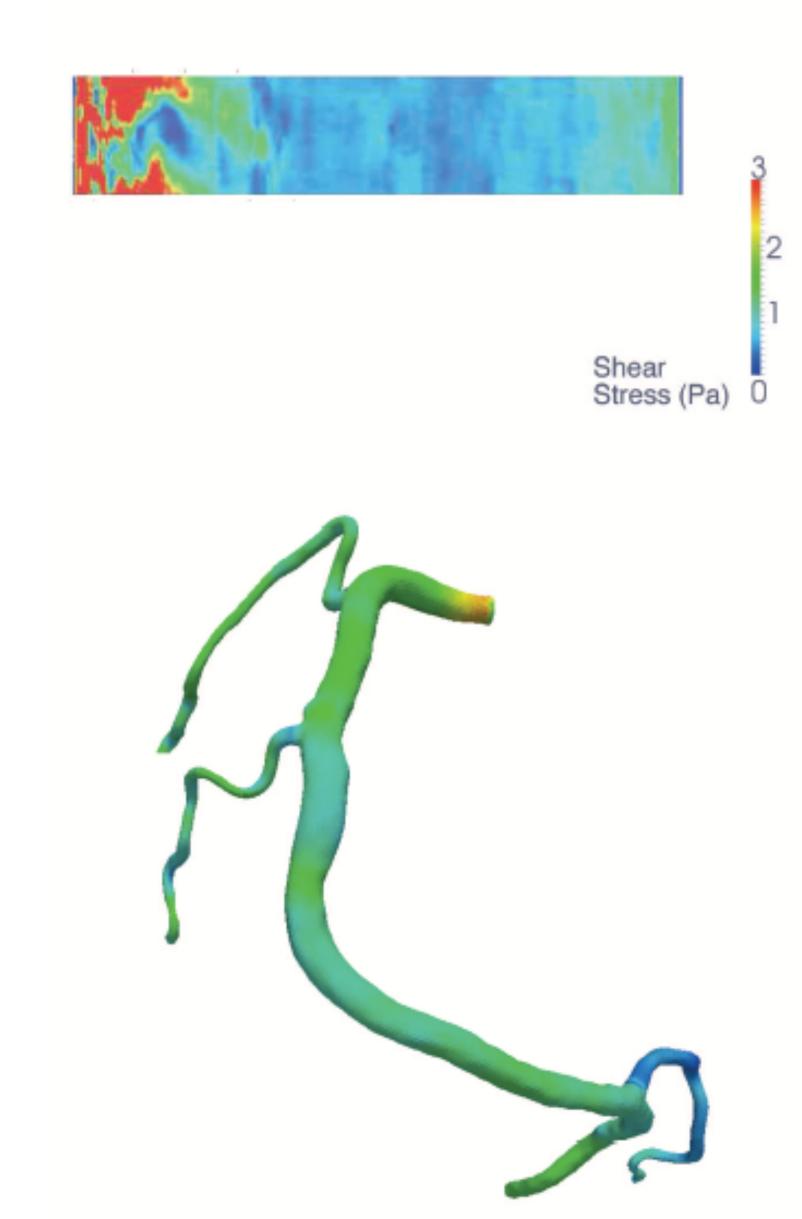
DATA

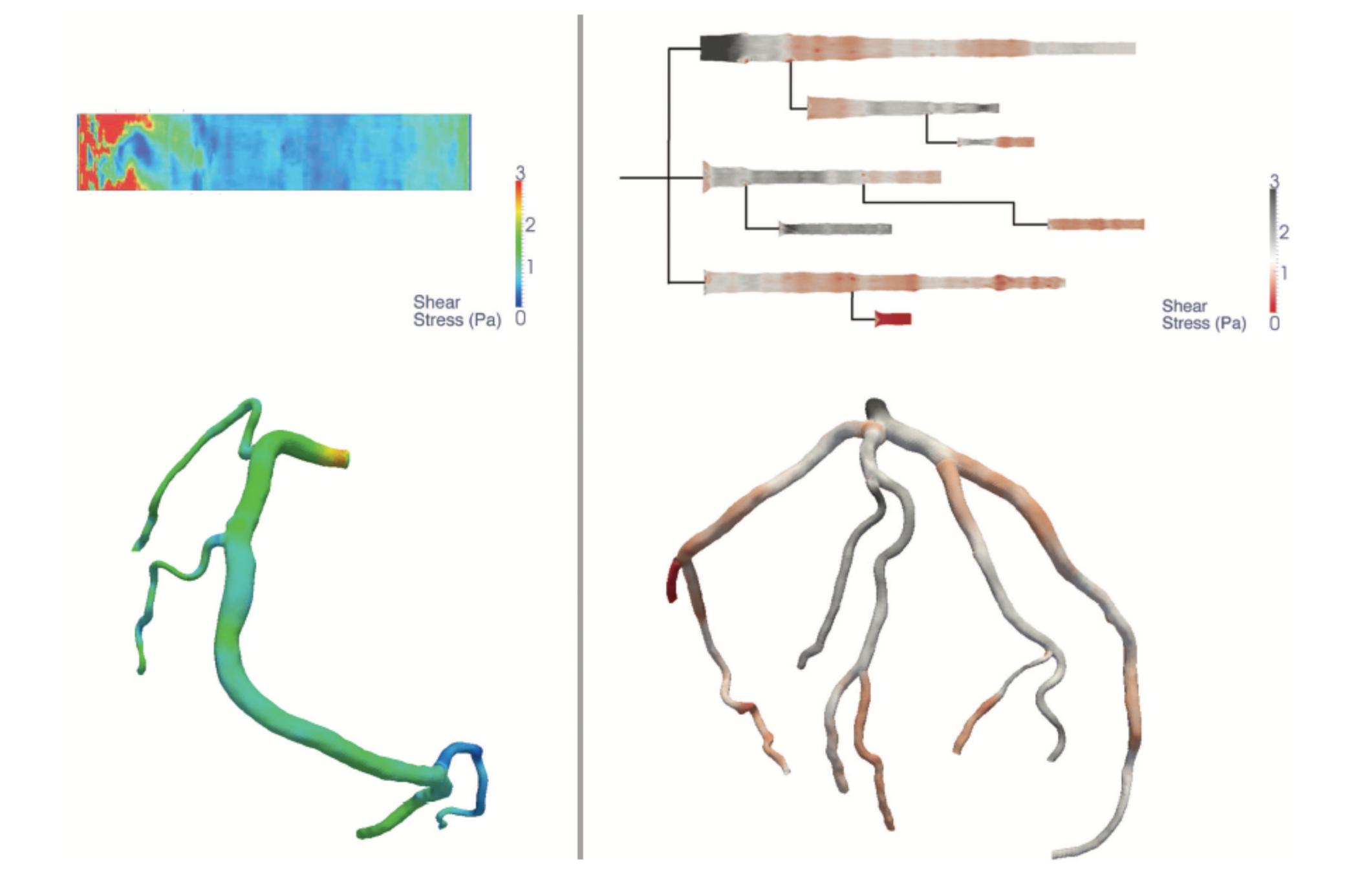
4. Use algorithms, aggregation, sampling, and similar techniques to refine and manipulate data.

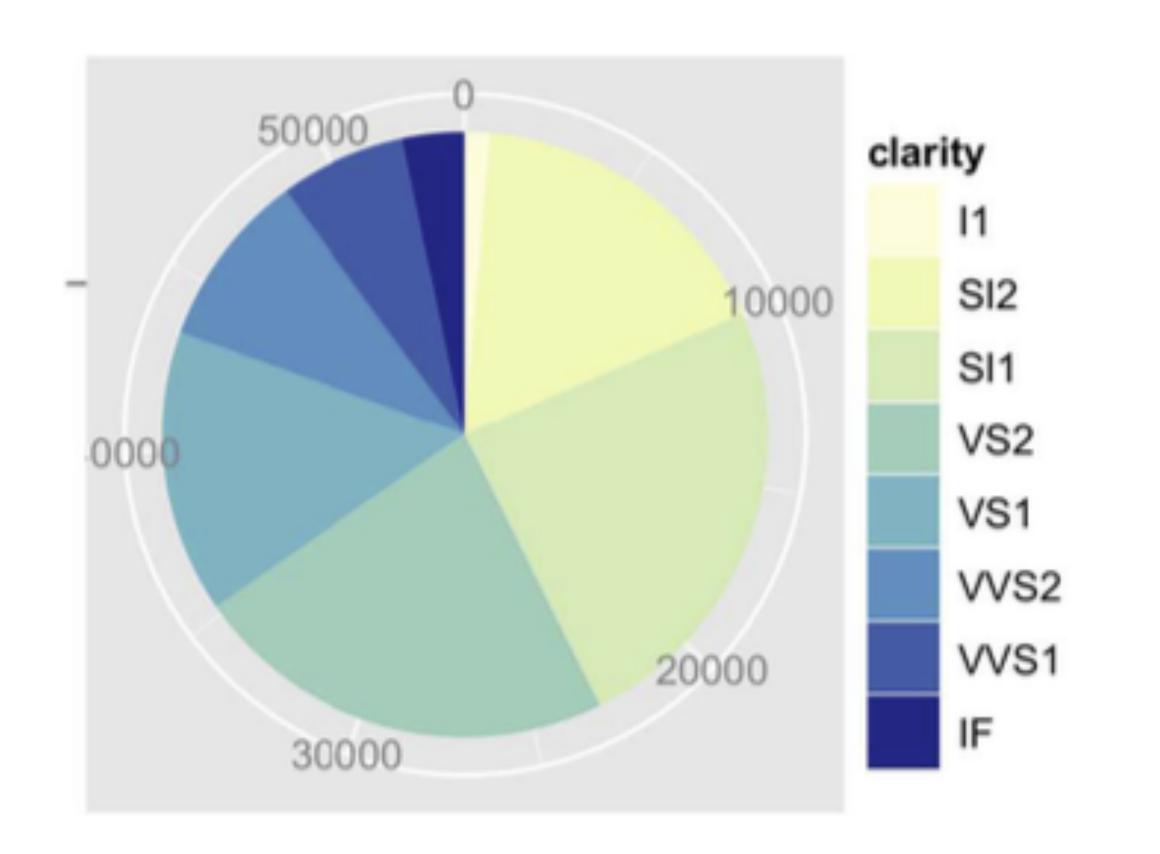


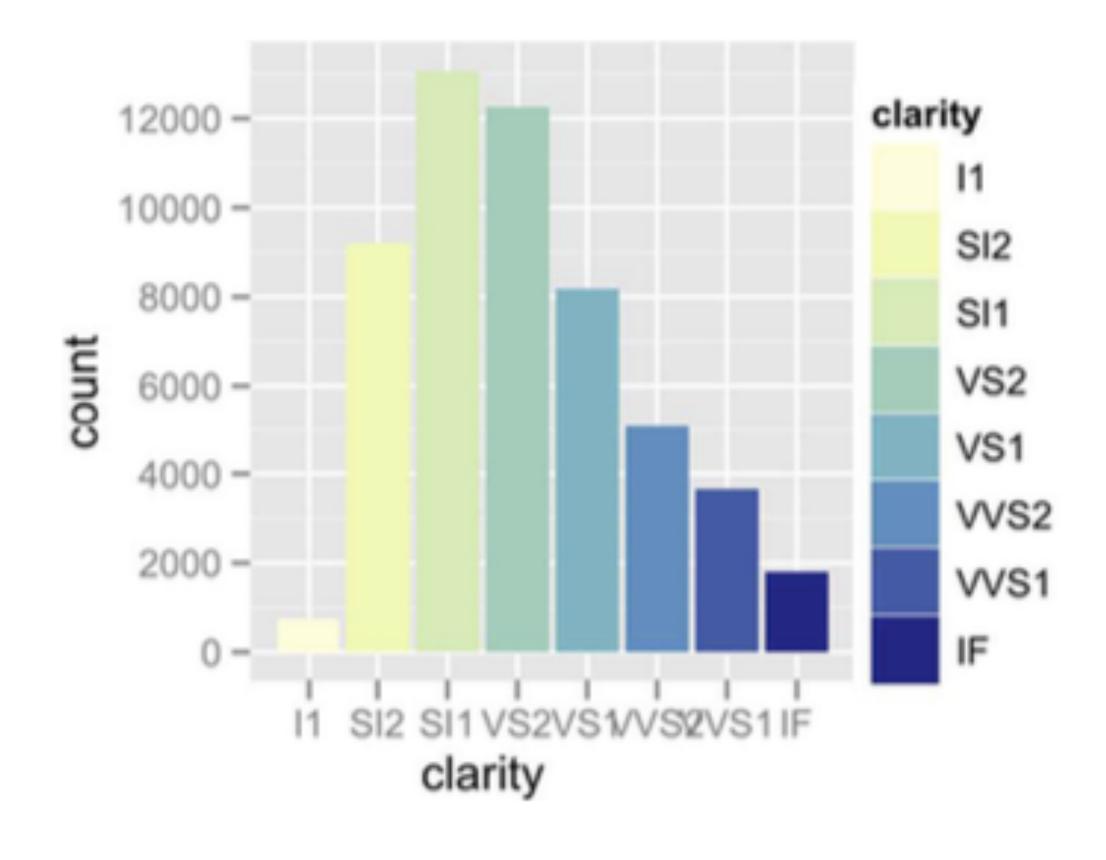


5. Apply knowledge of how people perceive and reason with visualizations in your designs.

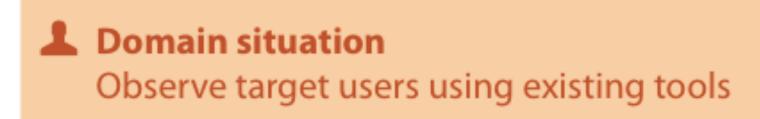








6. Design and develop interactive data visualizations for biological data.





Wisual encoding/interaction idiom Justify design with respect to alternatives

Algorithm

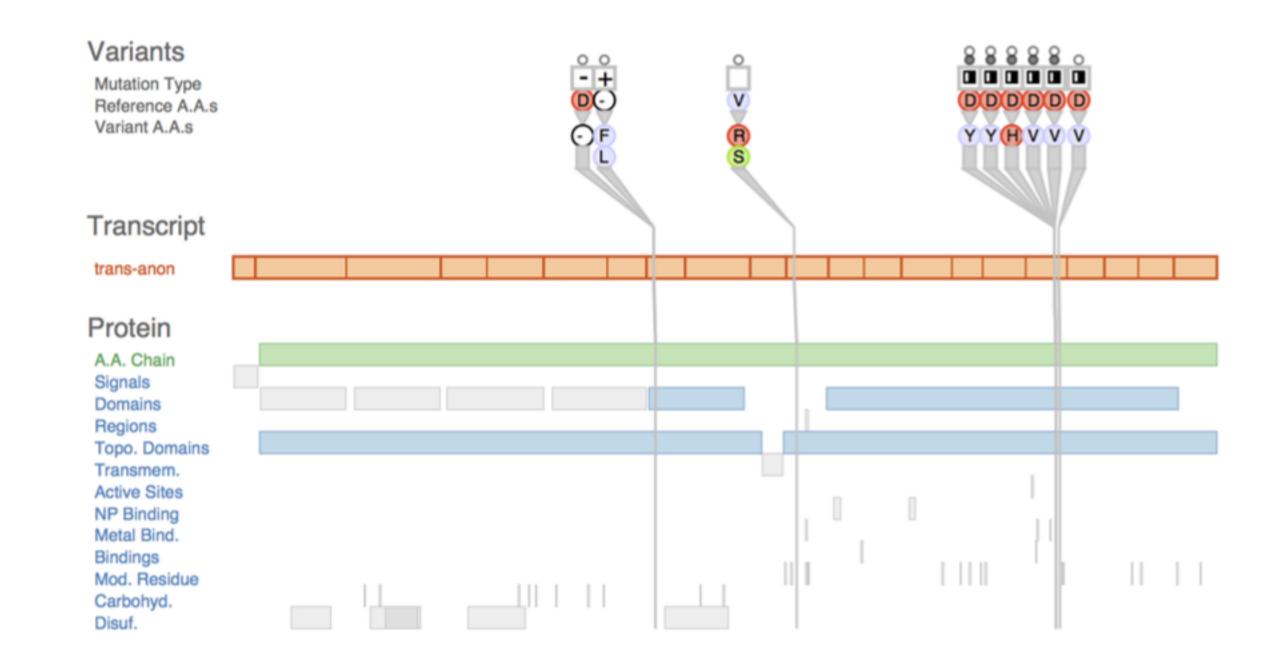
Measure system time/memory Analyze computational complexity

Analyze results qualitatively

Measure human time with lab experiment (user study)

Observe target users after deployment (field study)

Measure adoption



7. 222

7. Tell me what your goals are.

Course Structure

Lectures 1/wk



Prof. Liz Ryder

Lab 1/wk

4 (ish) Assignments

1-2 Chapters / wk

Grading

Undergrad: 60% assignments 40% aos

Grad:

45% assignments 25% abs 20% final project 10% paper presentation



Assignments

Language: Choose your own Adventure

A0: Getting Started

A1: The Game of Life - the effects of surroundings and contacts

A2: Tree of Life how are things related

A3: Experiments in Biology - how to analyze tables of numbers

A4: Structures in Biology - 1D sequences

A5:...

85/100 for minimum requirements

- writeup with every assignment:
- + 7.5 for Biological relevance
- + 7.5 for Technical achievement

A5: Revisions and Refinements

How to Read

Why read? (I'll know.)

a0: Getting Started