Goal: re-inforce 2 lessons (and a third to introduce)

1 - Visualization for a purpose
   - the more you know about the purpose, the better you can do
   - not knowing is a purpose
   Snow vs. Line Drive

   Purpose makes it safe to throw stuff away
   Less purpose, throw less away

2 - Mappings and encoding
   - math sense (and cartography sense)
   - many possibilities
   - explore!

+2 = - think differently! → Task Braycye
   obvious mappings/encodings aren't the only ones

   unusual rotations/projections
   distorting, non-linear, …
over-simplified model

Data $\rightarrow$ Variables $\rightarrow$ visualization/visual attributes

- projection
- mapping
- transform
- visual encoding
- design

Can shoehorn most stuff into this

John Snow's Map $\rightarrow$

Death (event), position, time $\rightarrow$ x, y mark

Choosing encodings

visual variables $\rightarrow$

position

color

shape

intensity

Quantitative vs. Ordered vs. Categorical $\rightarrow$ What data
Relative vs. Absolute $\rightarrow$ What do you do
Metric vs. Non-Metric $\rightarrow$ with it
Local Comparison vs. Non-Local $\rightarrow$
Position is the most prominent visual variable

tie it to something important

use it as a secondary thing

place things to achieve other ends

use it for something non-spatial (or completely computed)

⇒ no direct meaning, but puts points in relation

Distorting Maps ← Task Bravery

Cartography

Image Retargeting

Fisheye Views

Metric spaces

Mathematics of mappings

what is preserved

Is space special?

Non-linear / Discontinuous Maps

Thresholds
Administrivia

Commenting on papers / doing assignments
correlation between comments and participants
(if you aren’t participating, how do I know you’re reading/learning)

Getting Beyond Readings
- When will we get beyond Tufte?
- 1 more “big read” for Tuesday (3 perspectives)
- Critique challenge
- Design challenge
- Mini-project (3 weeks)
- Weeks before break / Viis deadline