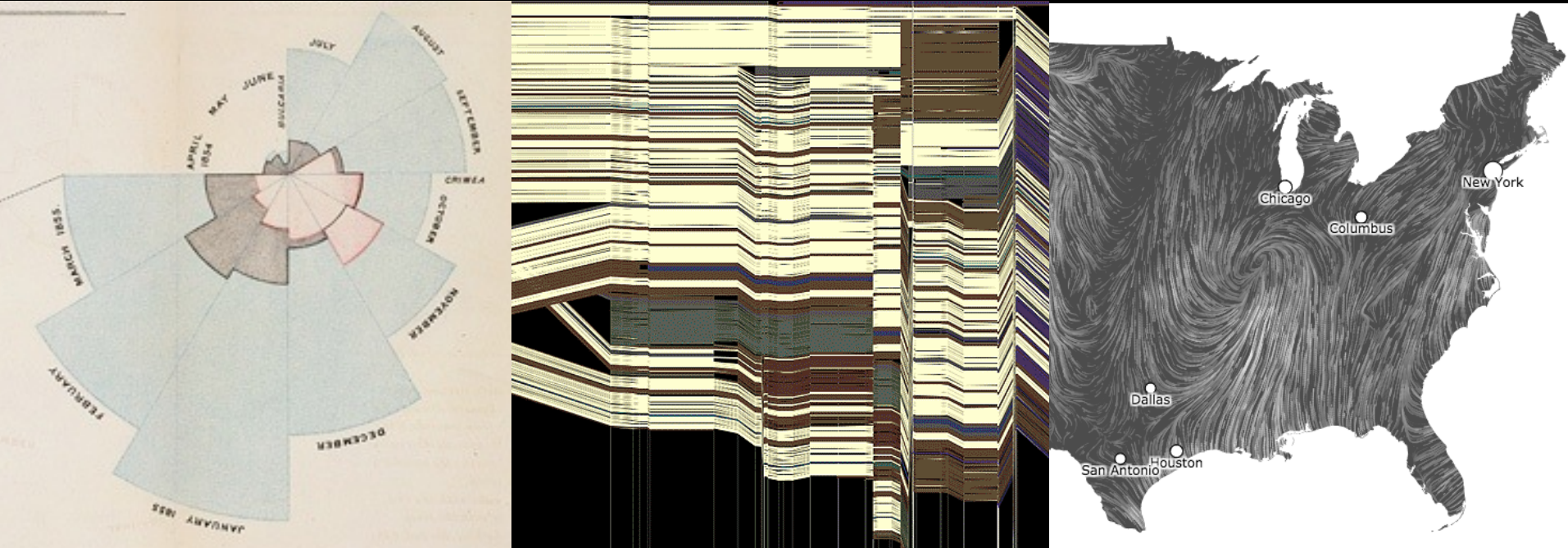


# CSE 412 - Intro to Data Visualization

# Animation



Jane Hoffswell University of Washington

# Guest Lecture: Ethical & Deceptive

Friday Jan. 29 - Guest: Michael Correll (Tableau)

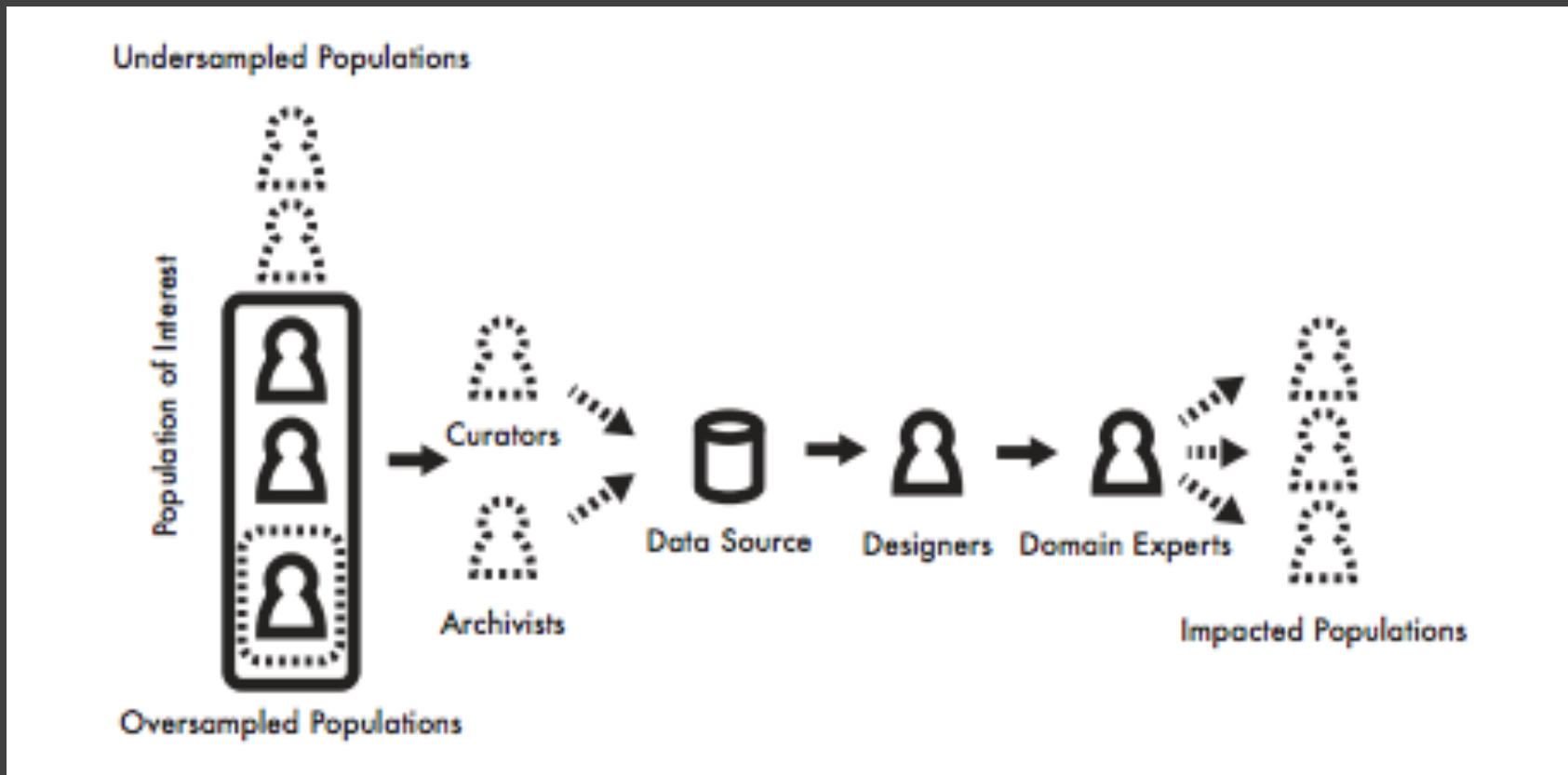


Image: "Ethical Dimensions of Visualization Research." Michael Correll. CHI 2019

# Why Use Motion?

Visual variable to encode data

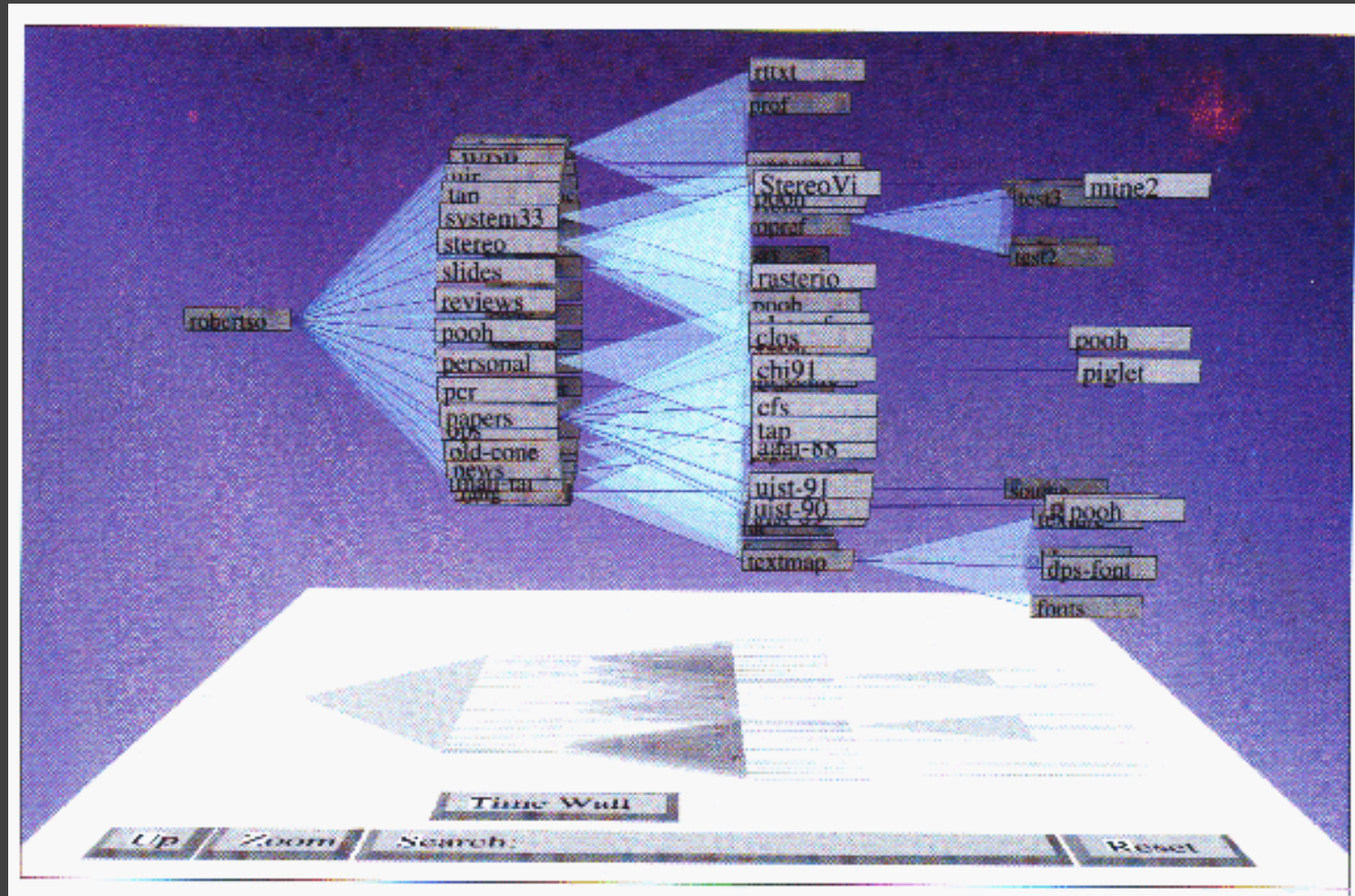
Direct attention

Understand system dynamics

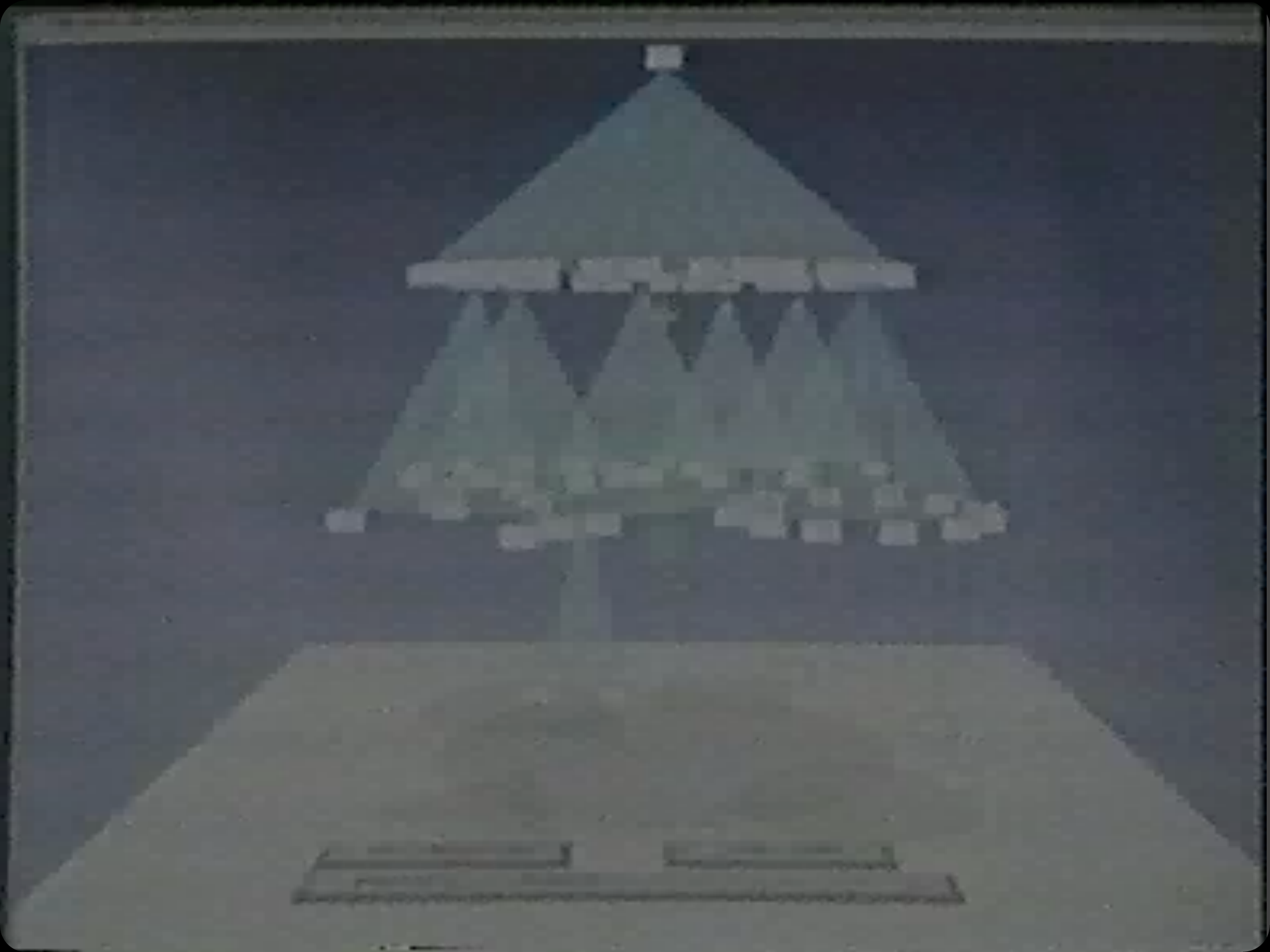
Understand state transition

Increase engagement

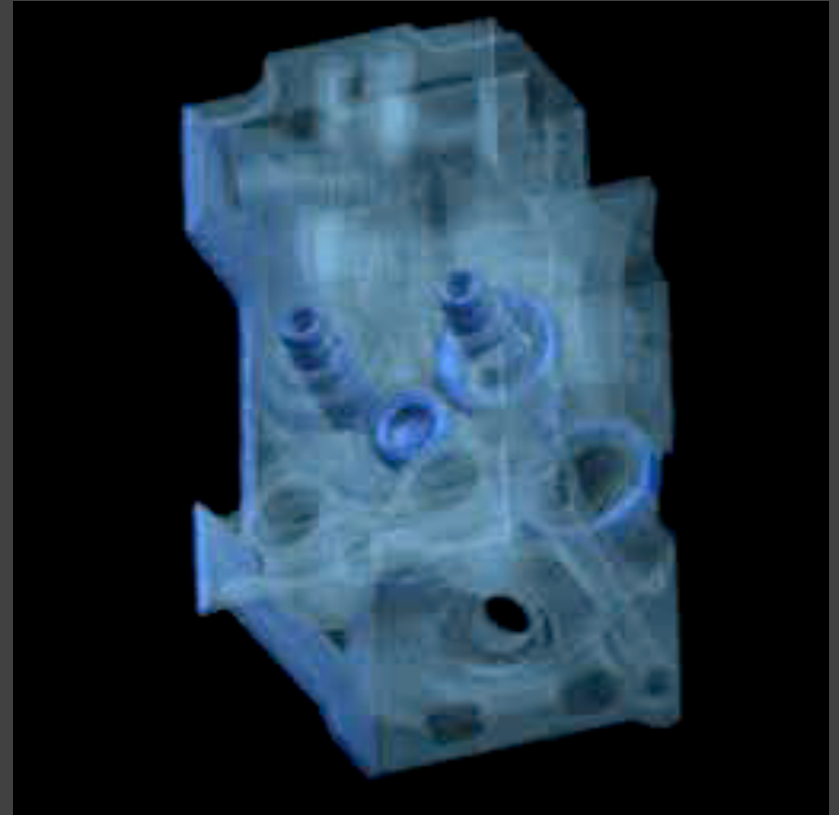
# Cone Trees [Robertson 91]



[Video](#)

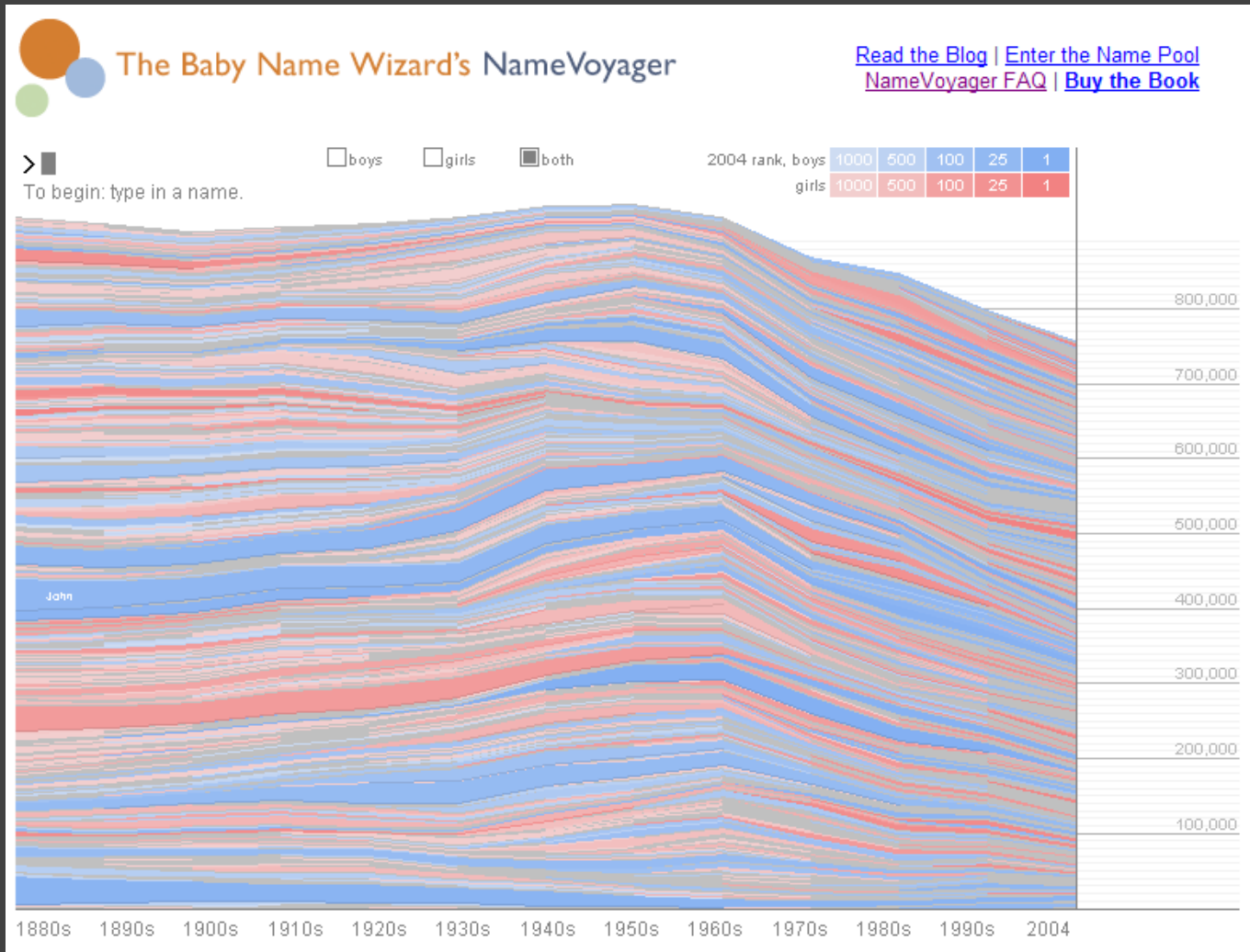


# Volume Rendering [Lacroute 95]



Video

# NameVoyager [Wattenberg 04]



<http://www.babynamewizard.com/namevoyager/Inv0105.html>

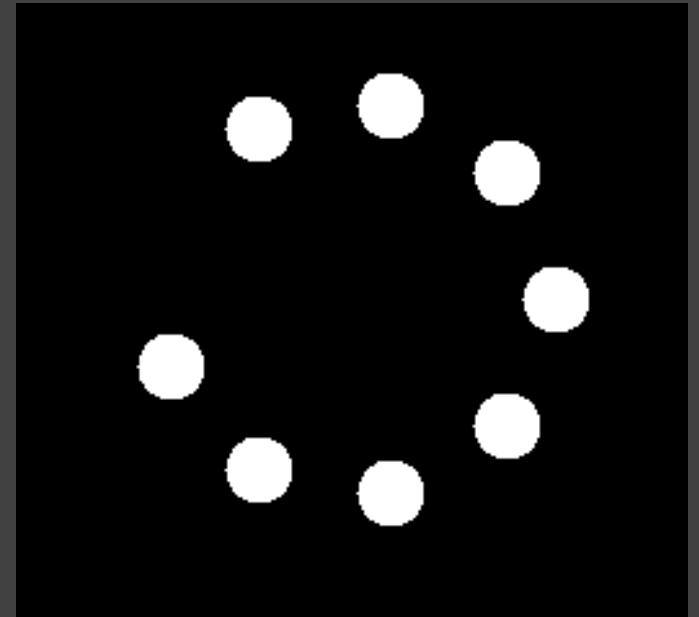
# Motion Perception



# Perceiving Animation

Under what conditions does a sequence of static images give rise to motion perception?

Motion is perceived at about  
~10 frames/sec (100 ms).



# Motion as Visual Cue

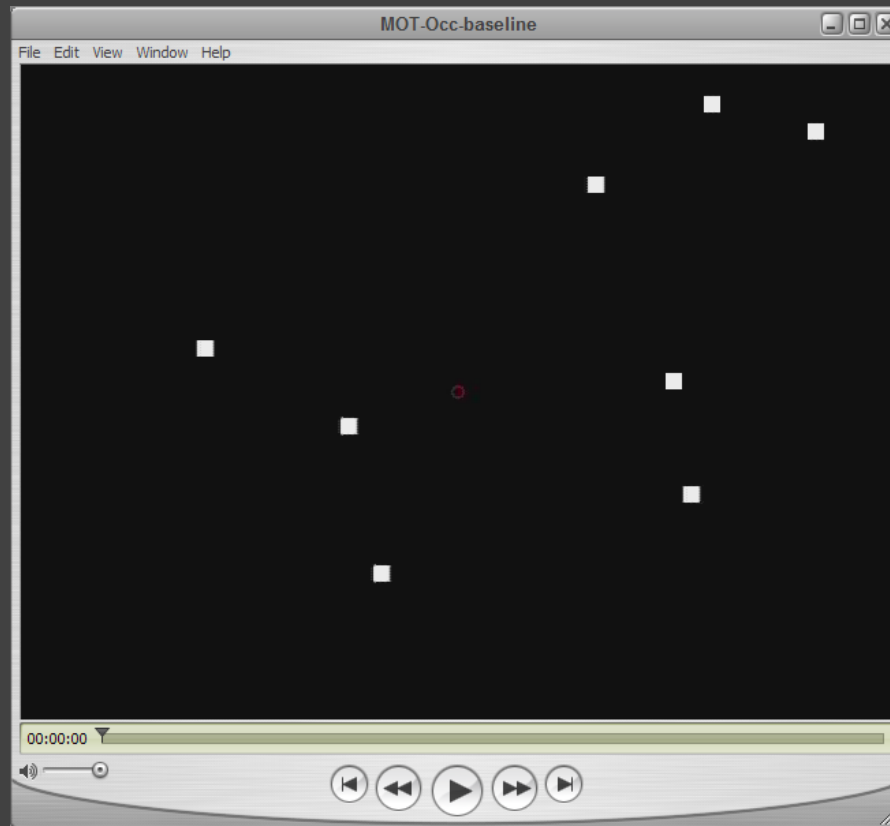
Pre-attentive, stronger than color, shape, ...

More sensitive to motion at periphery

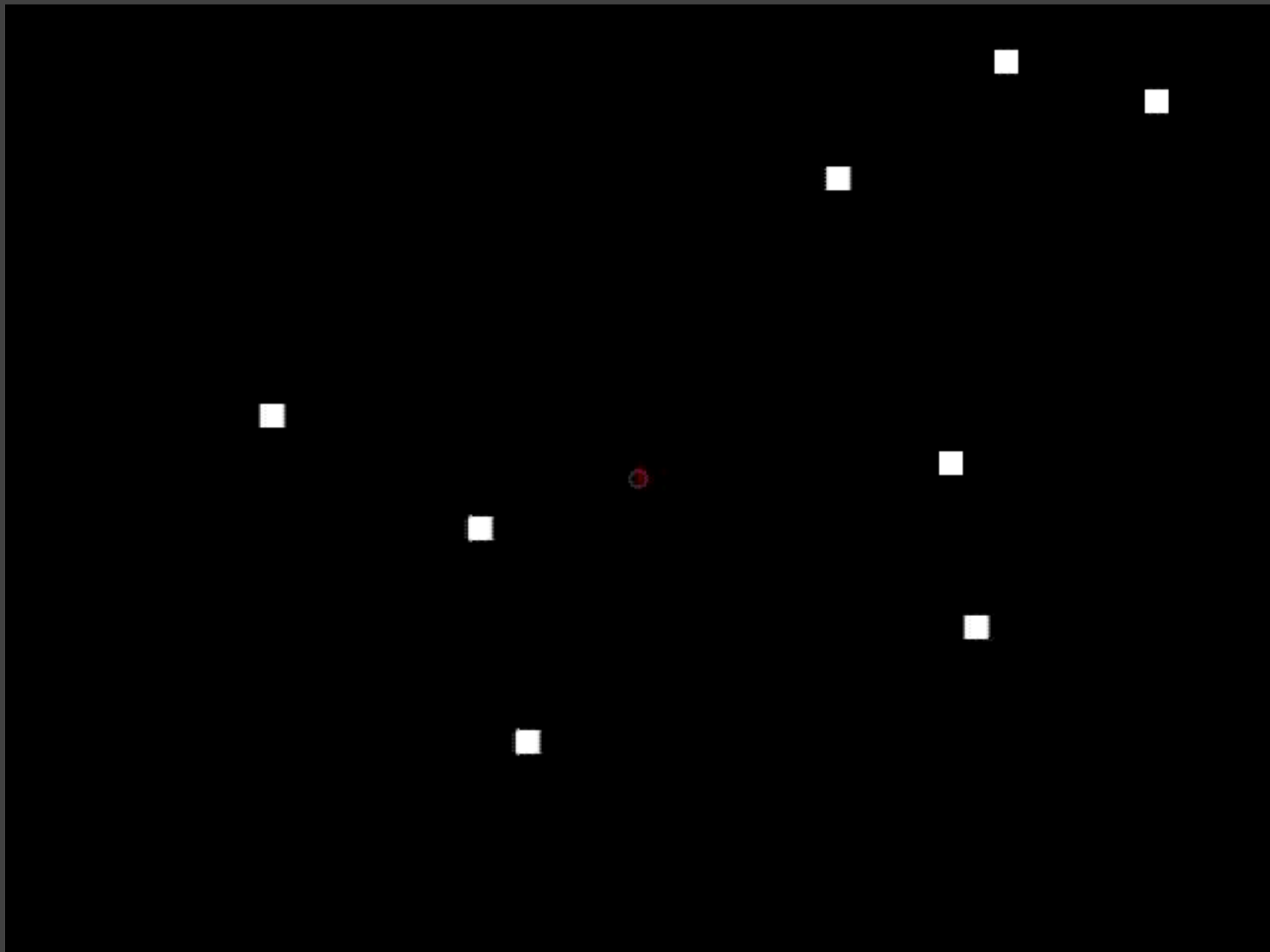
Similar motions perceived as a group

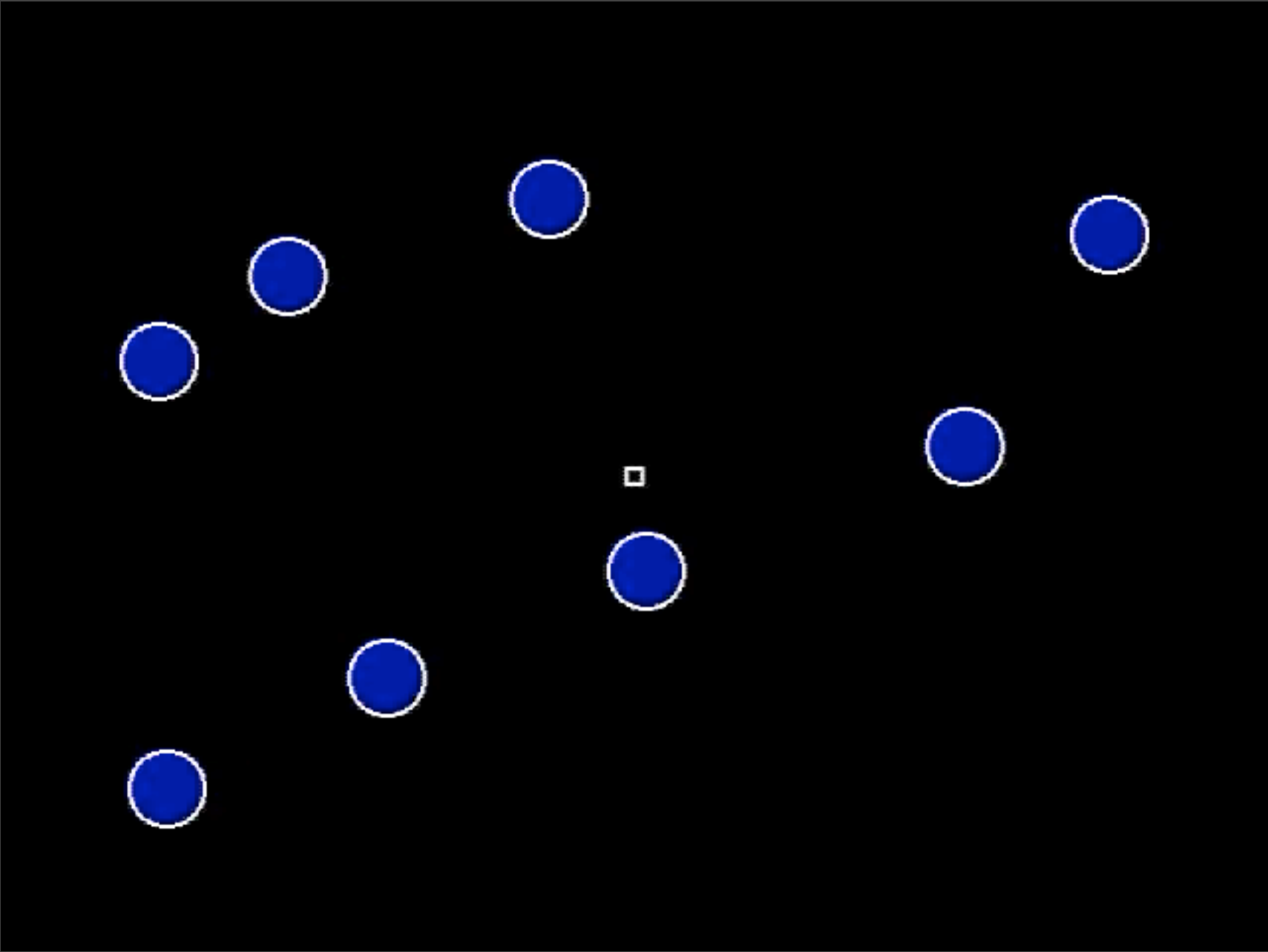
Motion parallax provide 3D cue (like stereopsis)

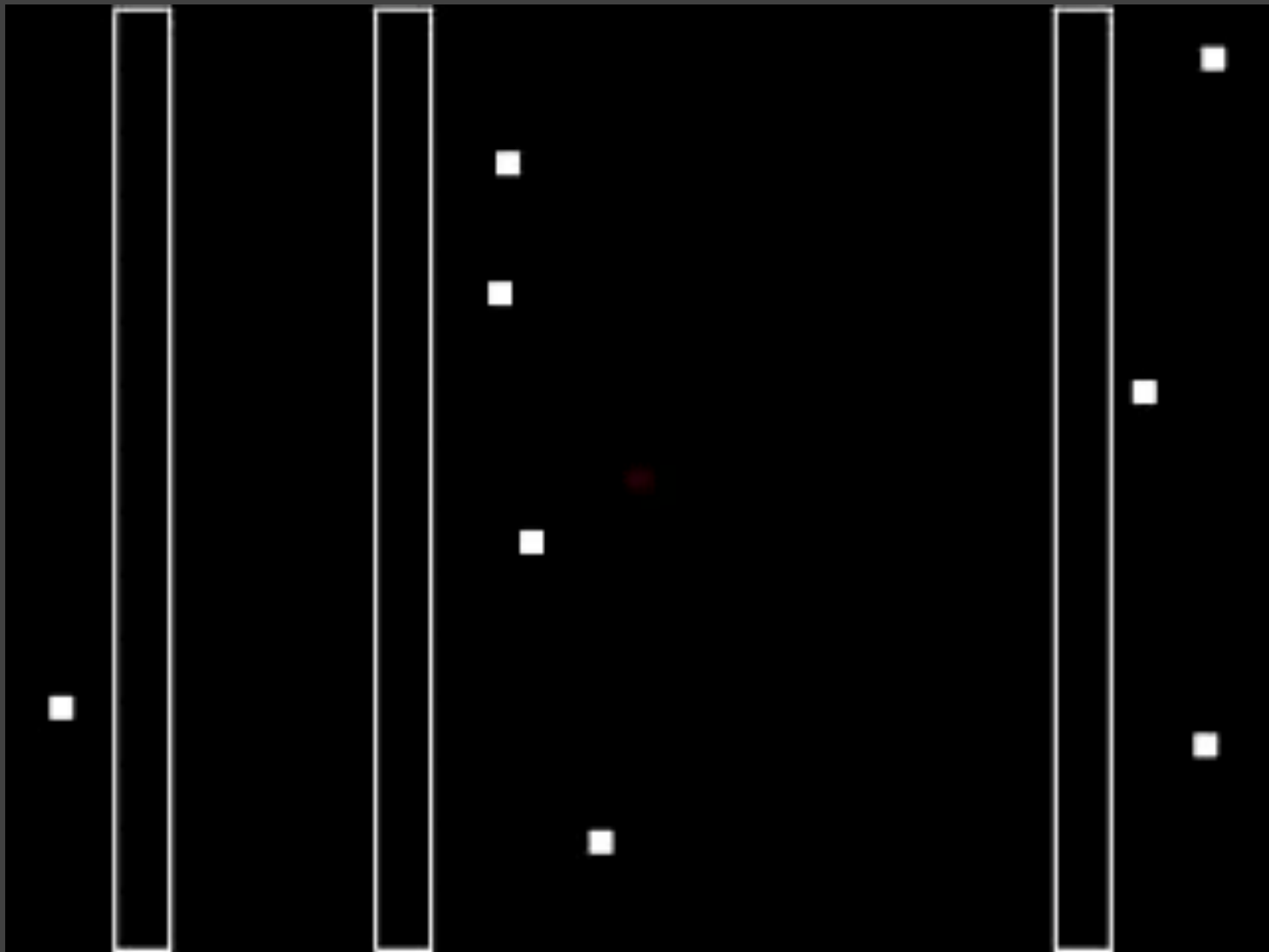
# Tracking Multiple Targets

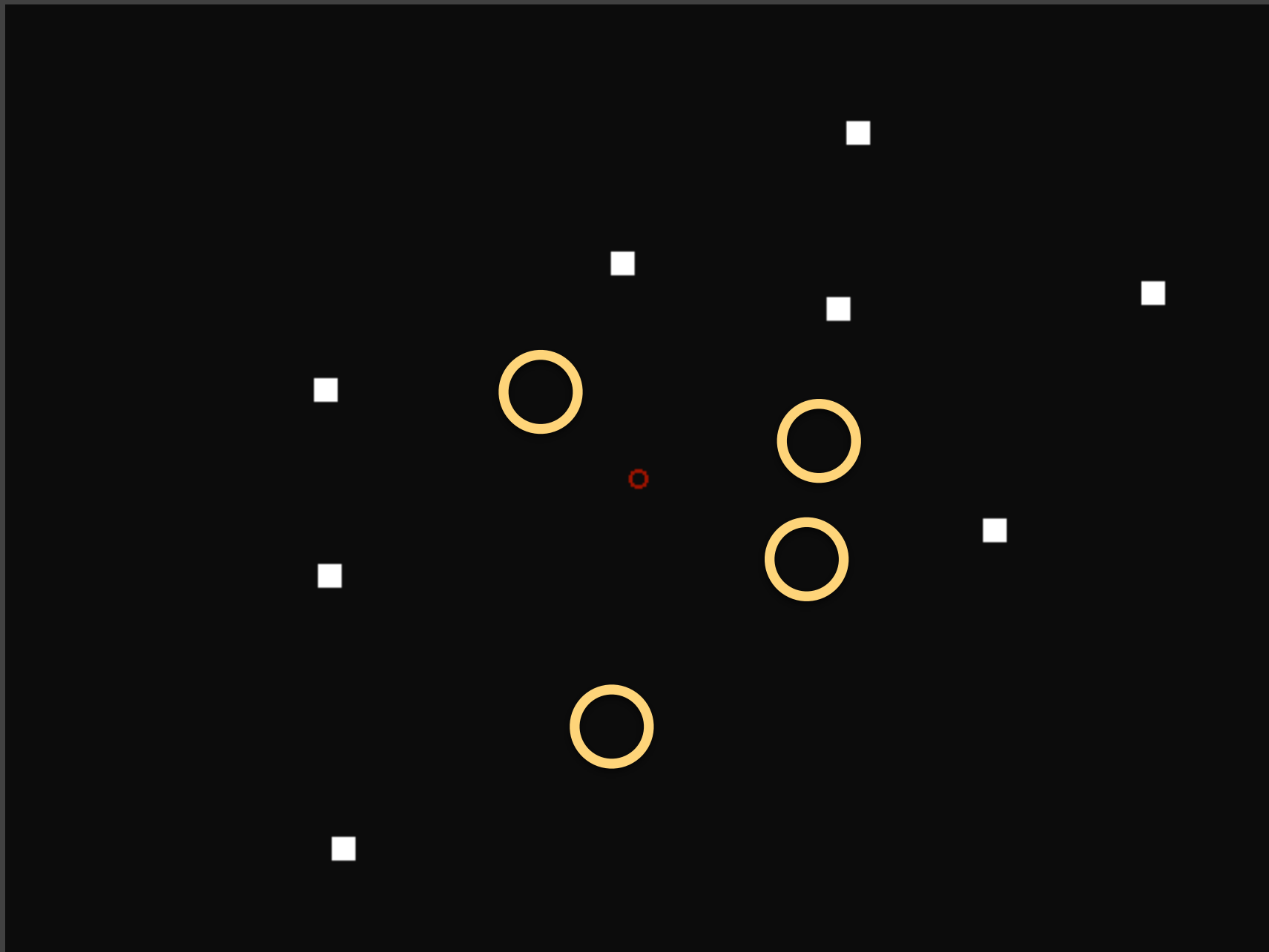


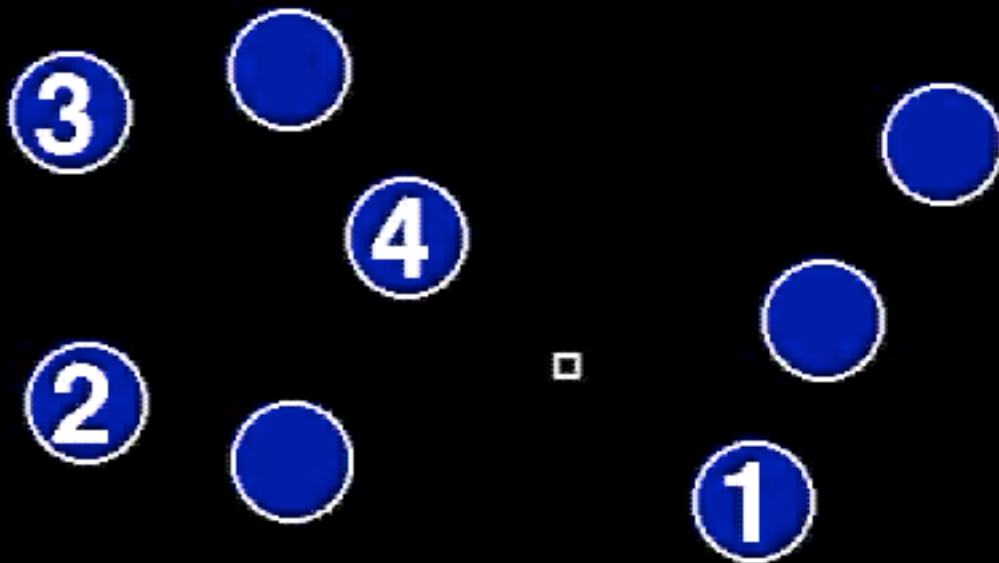
How many dots can we simultaneously track?





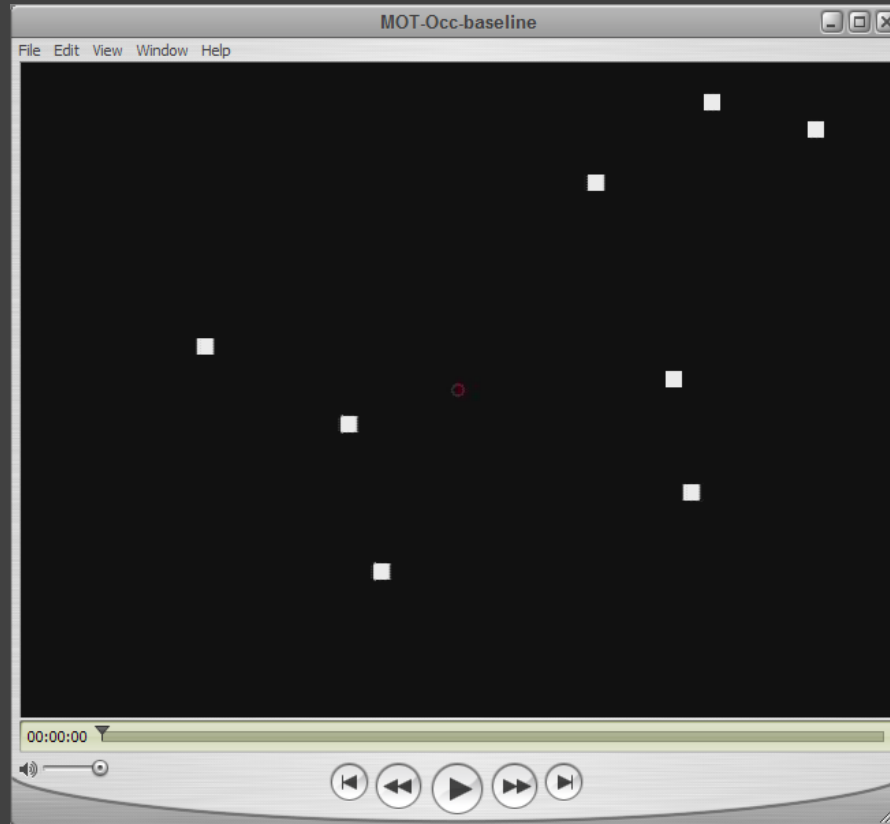








# Tracking Multiple Targets



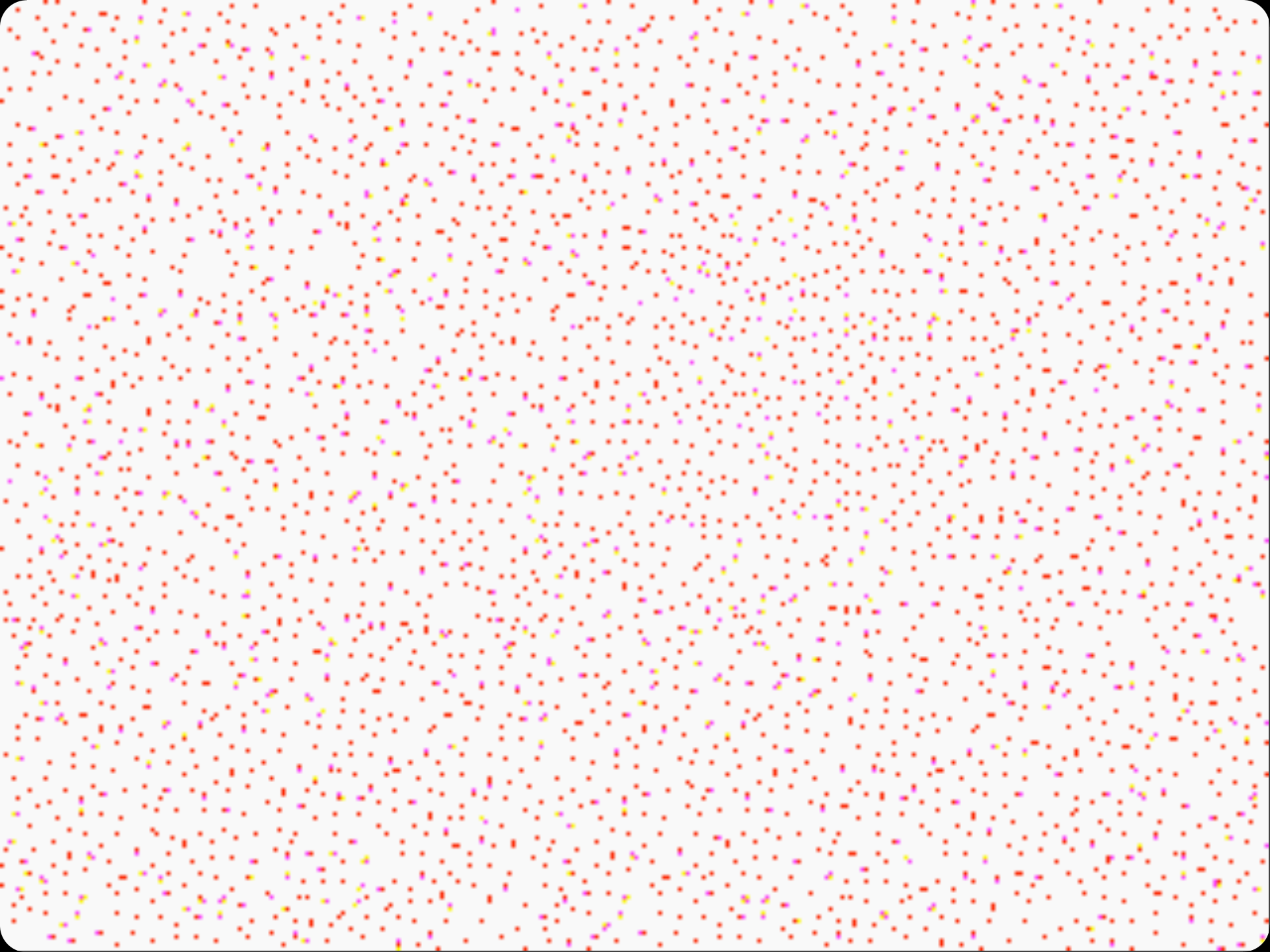
How many dots can we simultaneously track?

~4-6. Difficulty increases sig. at 6. [Yantis 92, Pylyshn 88, Cavanagh 05]

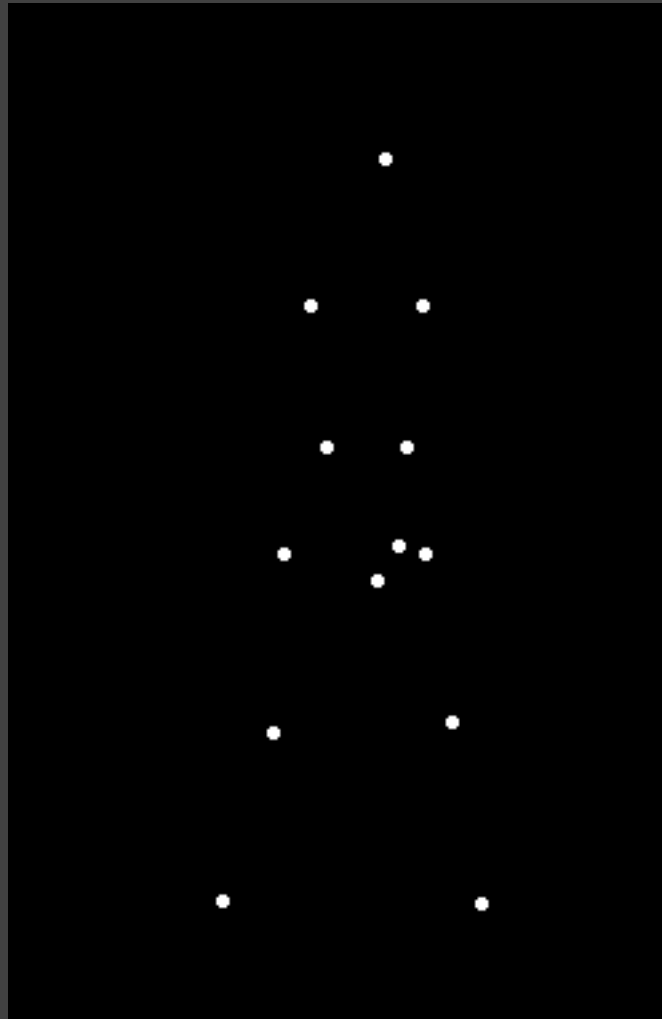
# Grouped Dots Count as 1 Object



Dots moving together are grouped



# Grouping of Biological Motion



[Johansson 73]

[http://www.lifesci.sussex.ac.uk/home/George\\_Mather/Motion/WALK.MOV](http://www.lifesci.sussex.ac.uk/home/George_Mather/Motion/WALK.MOV)

# Motions Show Transitions

See change from one state to next



start

# Motions Show Transitions

See change from one state to next



end

# Motions Show Transitions

See change from one state to next



start

end

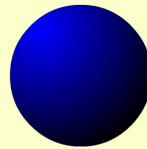
**Shows transition better, but**

Still may be too fast, or too slow

Too many objects may move at once

# Attribution of Causality [Michotte 46]

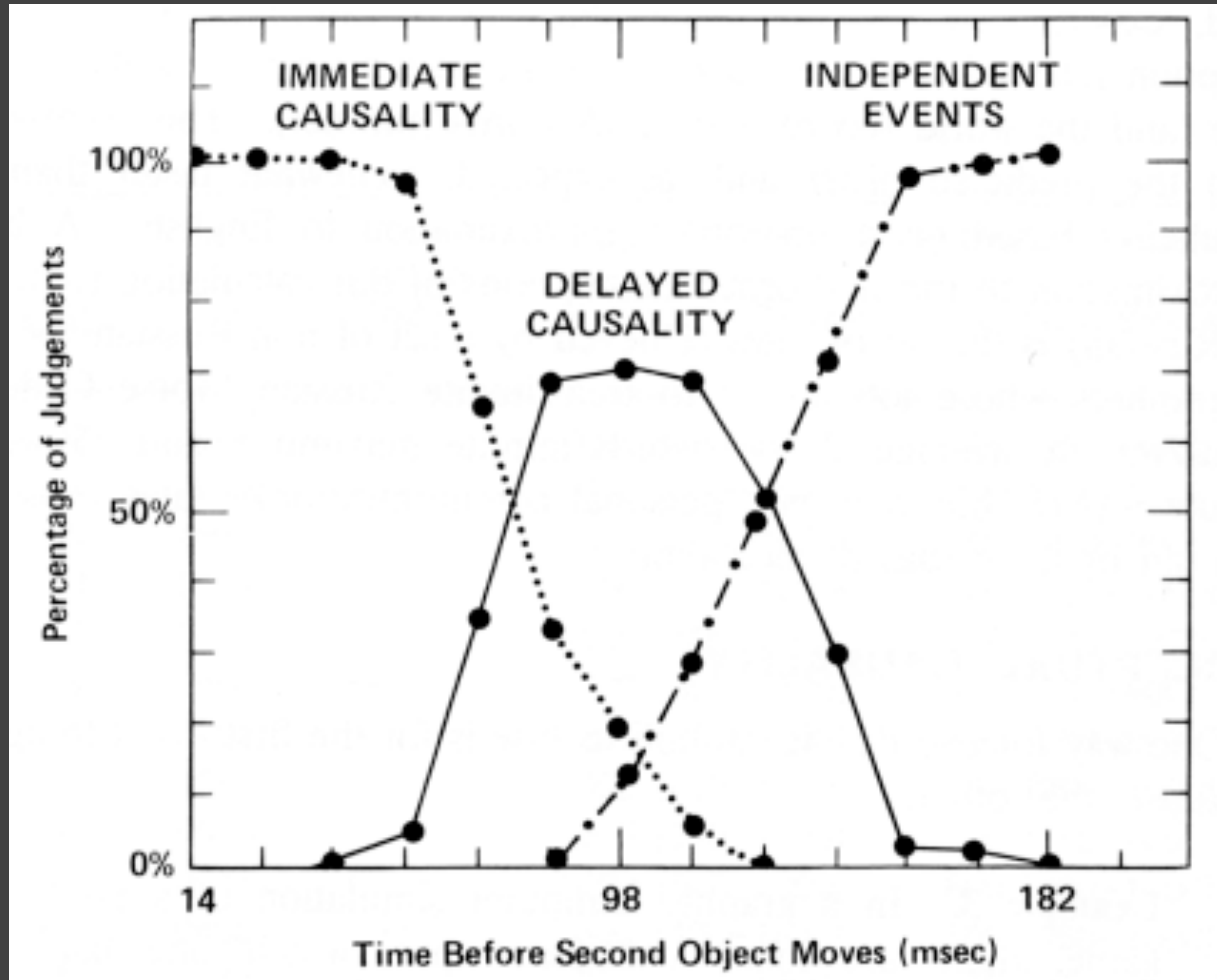
**Michotte demonstration 1.** What do you see? Most observers report that "the **red ball hit** the **blue ball**." The **blue ball** moved "**because** the **red ball** hit it." Thus, the **red ball** is perceived to "**cause**" the **blue ball** to move, even though the balls are nothing more than color disks on your screen that move according to a programme.



<http://cogweb.ucla.edu/Discourse/Narrative/michotte-demo.swf>



# Attribution of Causality [Michotte 46]



[Reprint from Ware 04]

# Animation

## Helps?

## Hurts?

*Attention*

direct attention

distraction

*Constancy*

change tracking

false relations

*Causality*

cause and effect

false agency

*Engagement*

increase interest

"chart junk"

*Calibration*

too slow: boring

too fast: errors



# Problems with Animation [Tversky]

Difficult to estimate paths and trajectories

Motion is fleeting and transient

Cannot simultaneously attend to multiple motions

Parse motion into events, actions and behaviors

Misunderstanding and wrongly inferring causality

Anthropomorphizing physical motion may cause confusion or lead to incorrect conclusions

# Administrivia

# A3: Ethical & Deceptive Visualization

Use visualizations to communicate and influence insights

Design both an ethical and deceptive visualization

**Ethical Visualization:** honestly and transparently communicate the data with an effective and expressive visualization design that is easy to interpret for viewers

**Deceptive Visualization:** intentionally influence viewer's perception to mislead their insights, without revealing it's role as the deceptive design

Due by **11:59 pm PST, Monday February 8**

# A3: Ethical & Deceptive Visualization

**Deliverables** (upload via Canvas; see A3 page)

Image of your visualization (PNG or JPG format)

Image file names **should not give away which design is which**

Write-up including a short description + design rationale

Due by **11:59 pm PST, Monday February 8th**

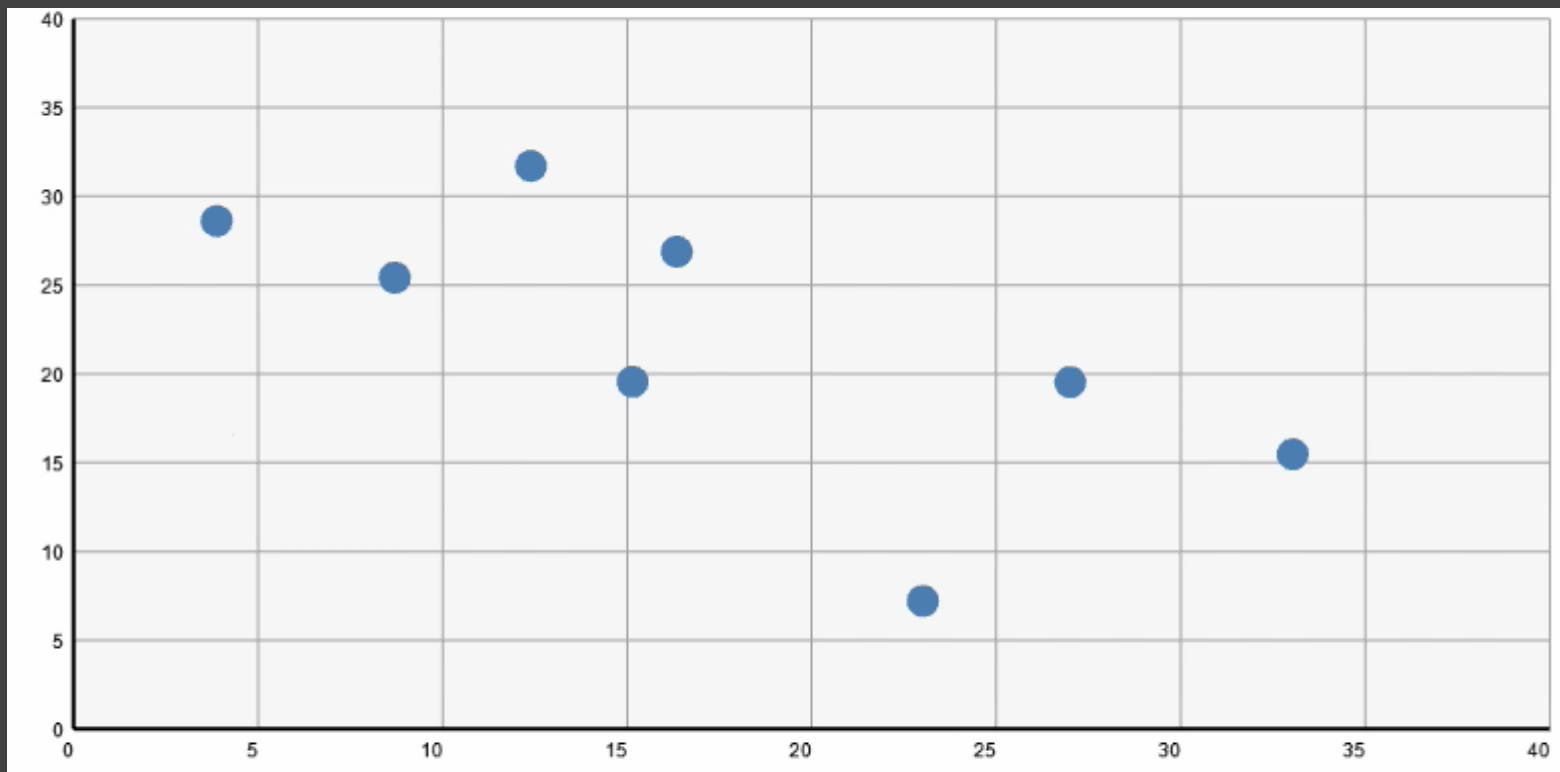
**Assignment A3b: Peer Evaluation** (see course website)

Provide constructive feedback on **four peer designs**

Guess which visualization designs are deceptive and ethical

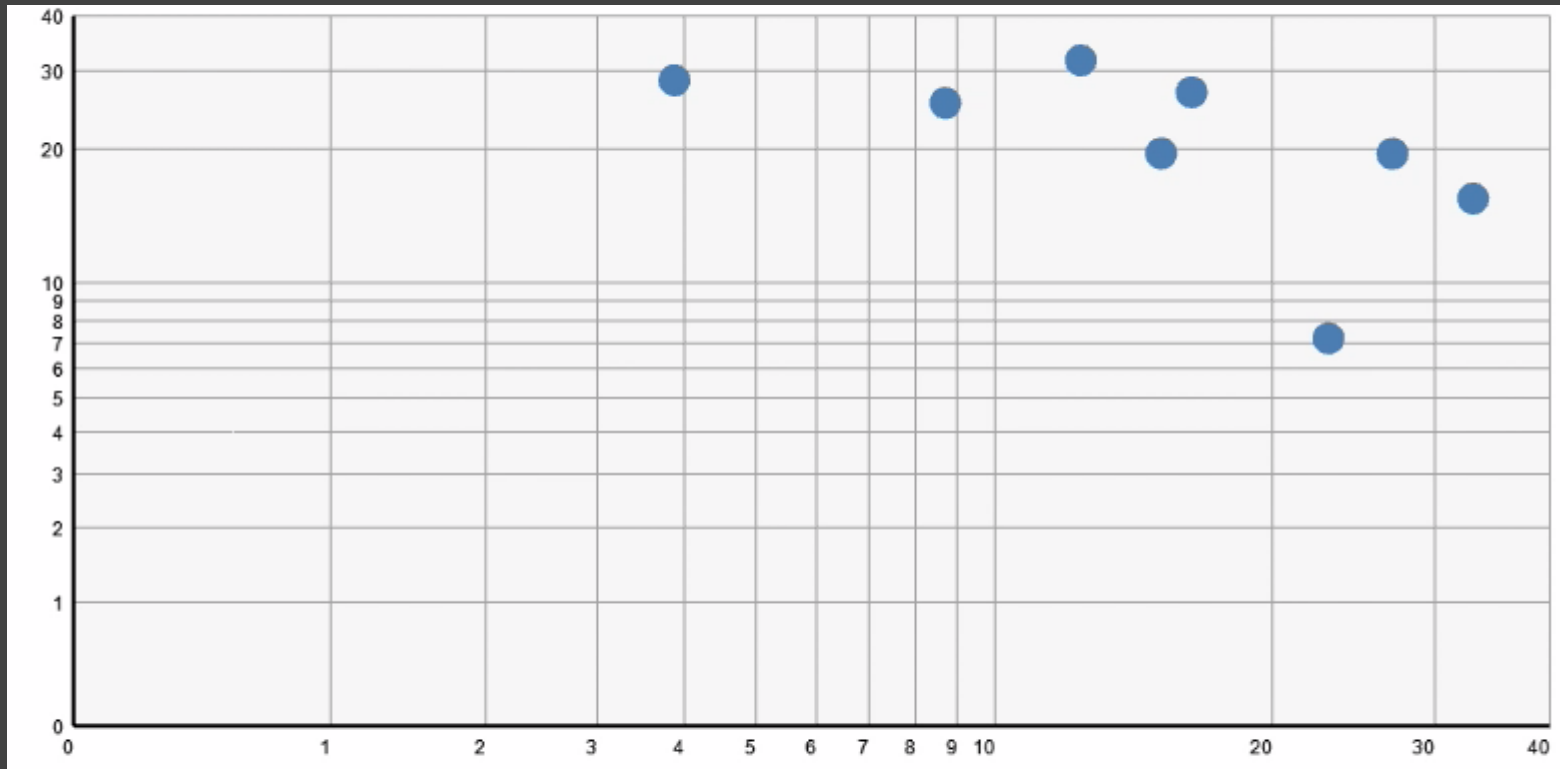
Due by 11:59pm PST, Monday February 15th

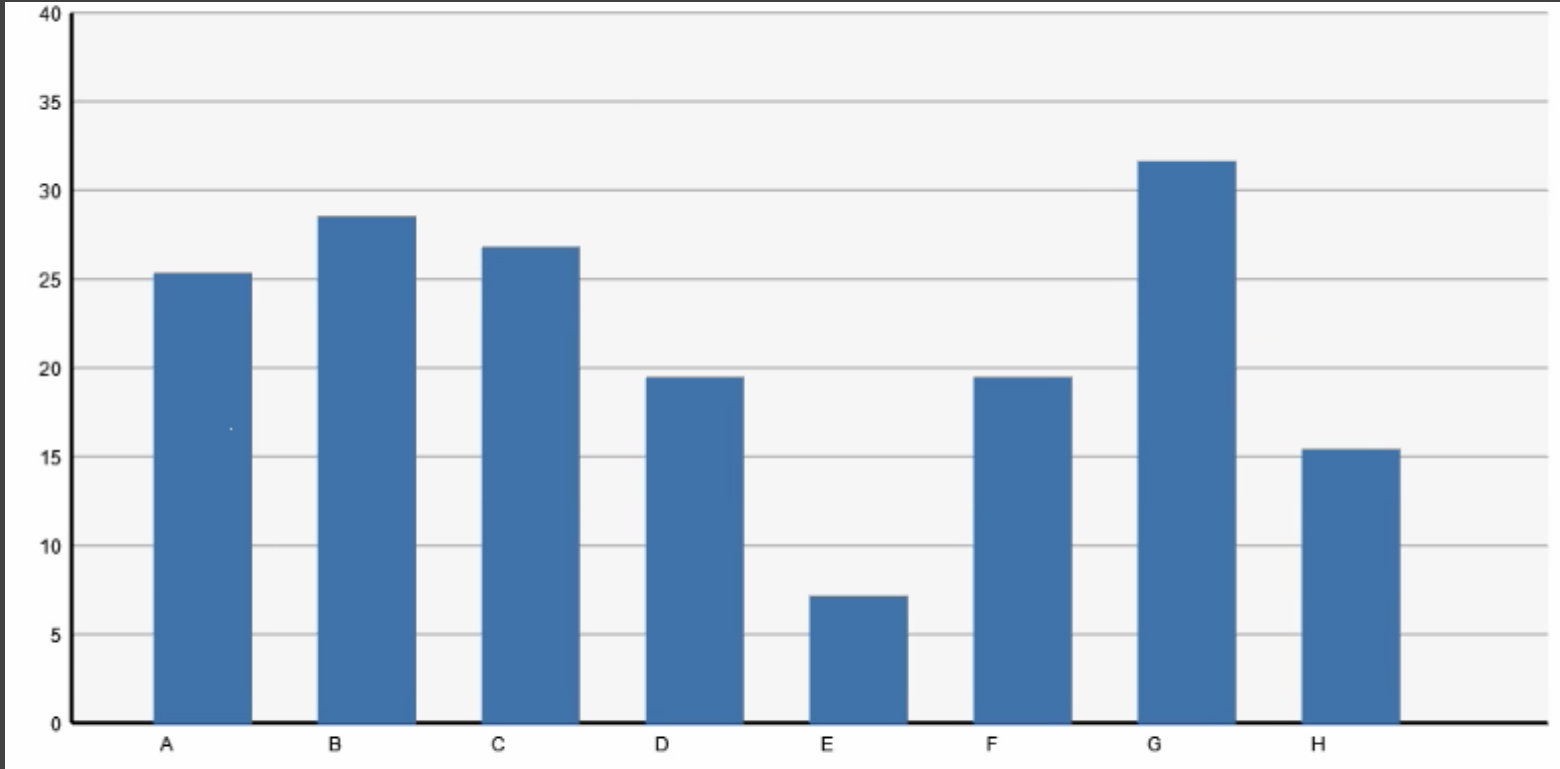
# Animated Transitions in Statistical Graphics



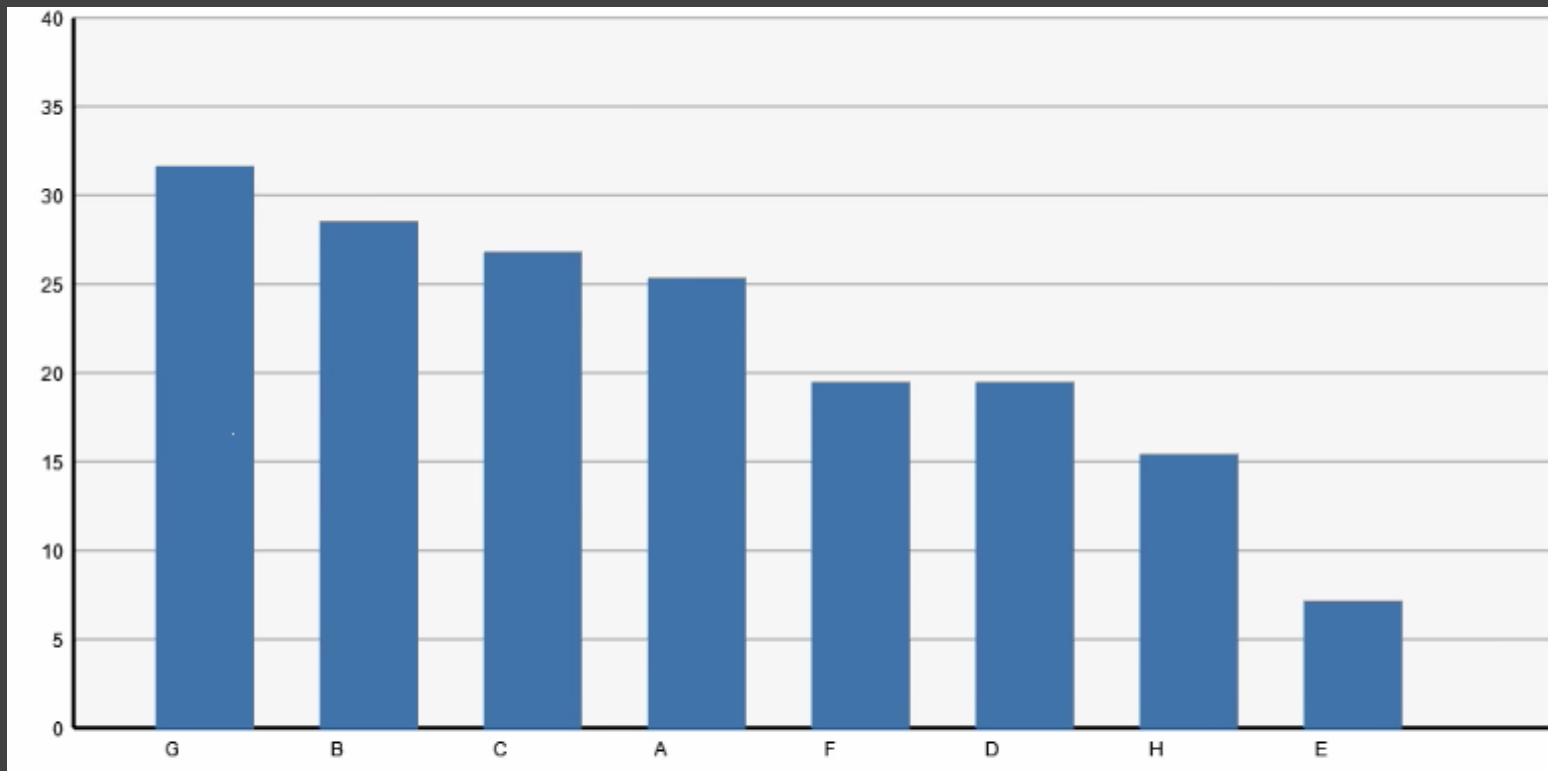


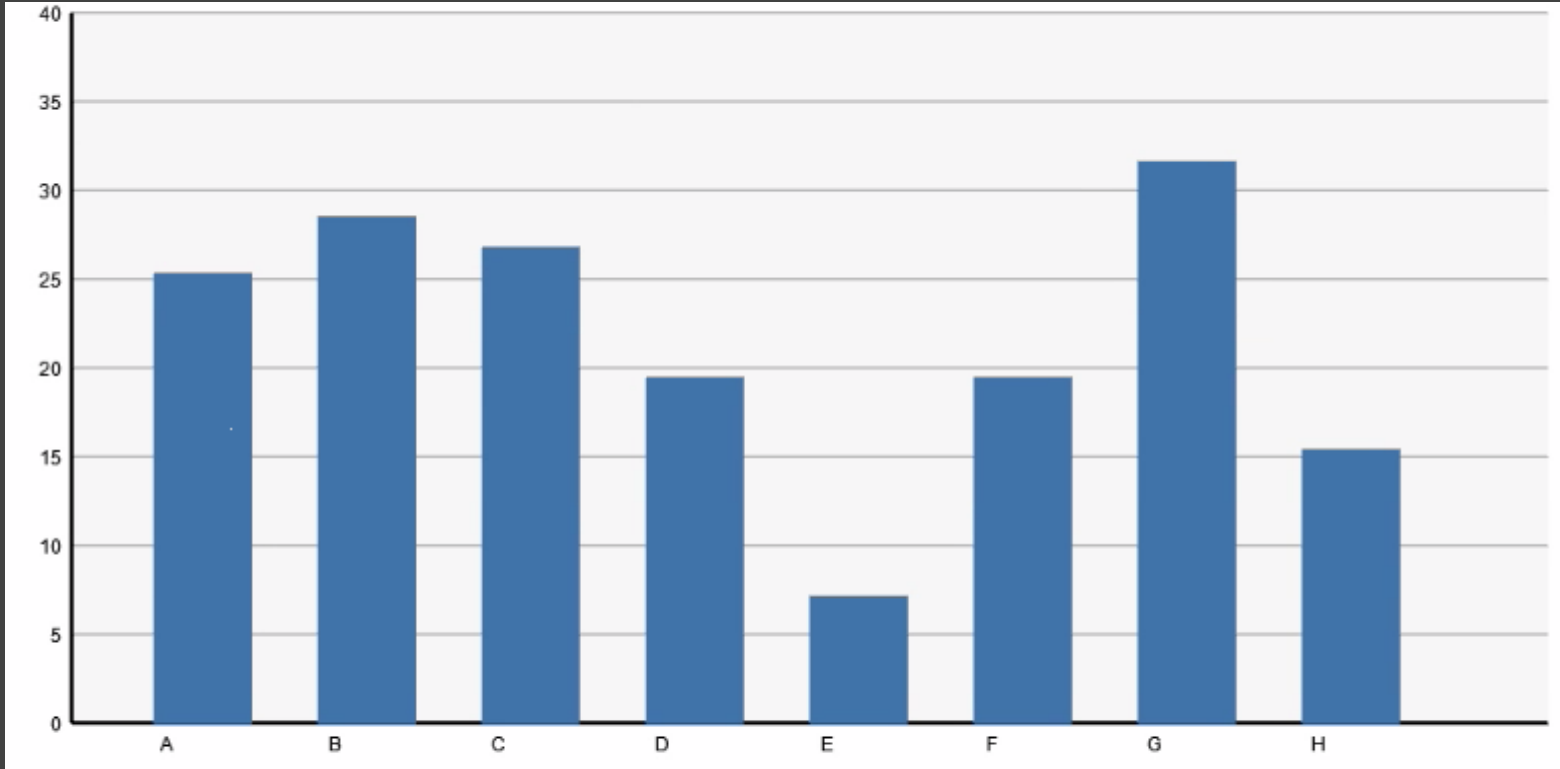
# Log Transform



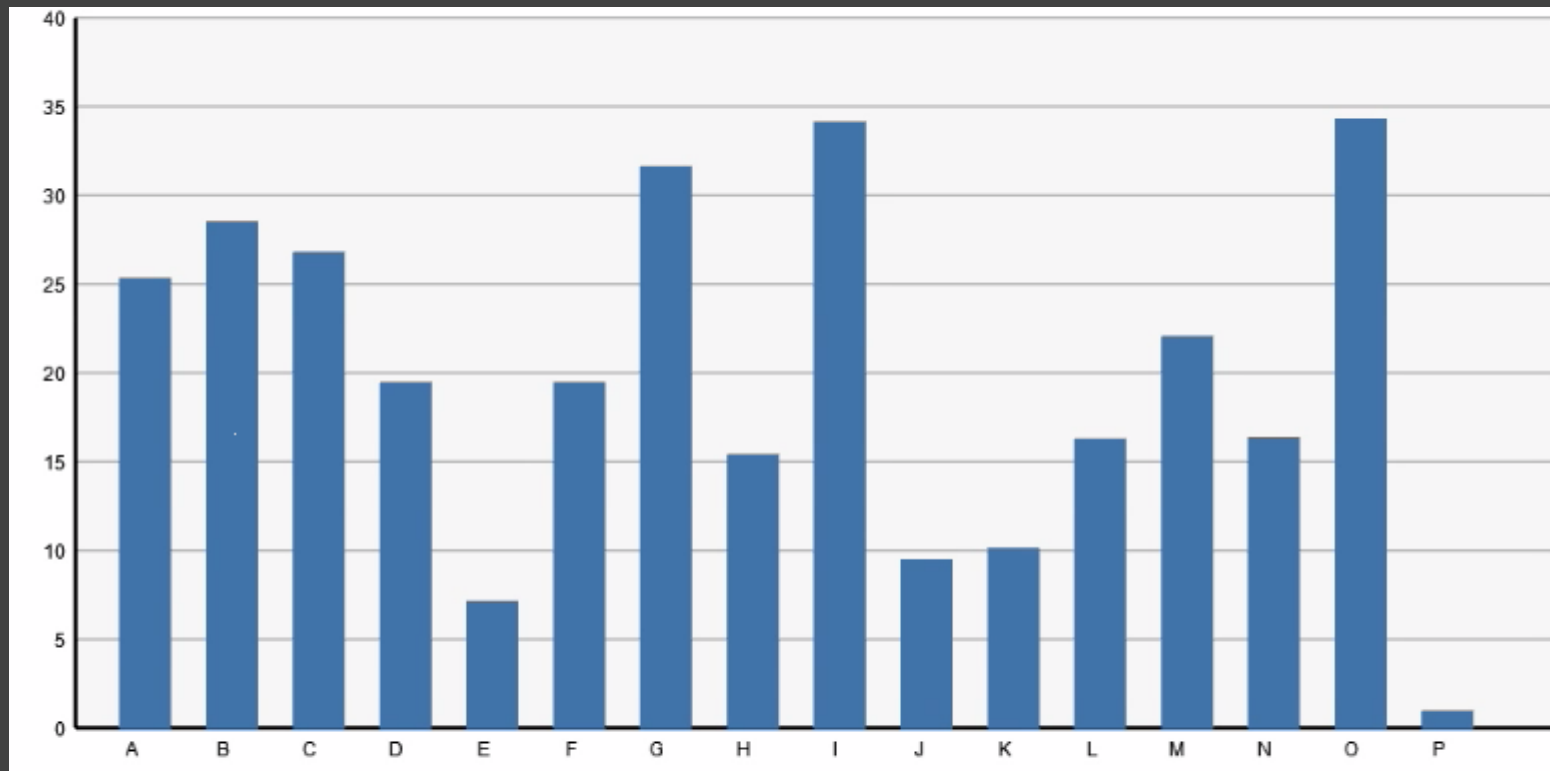


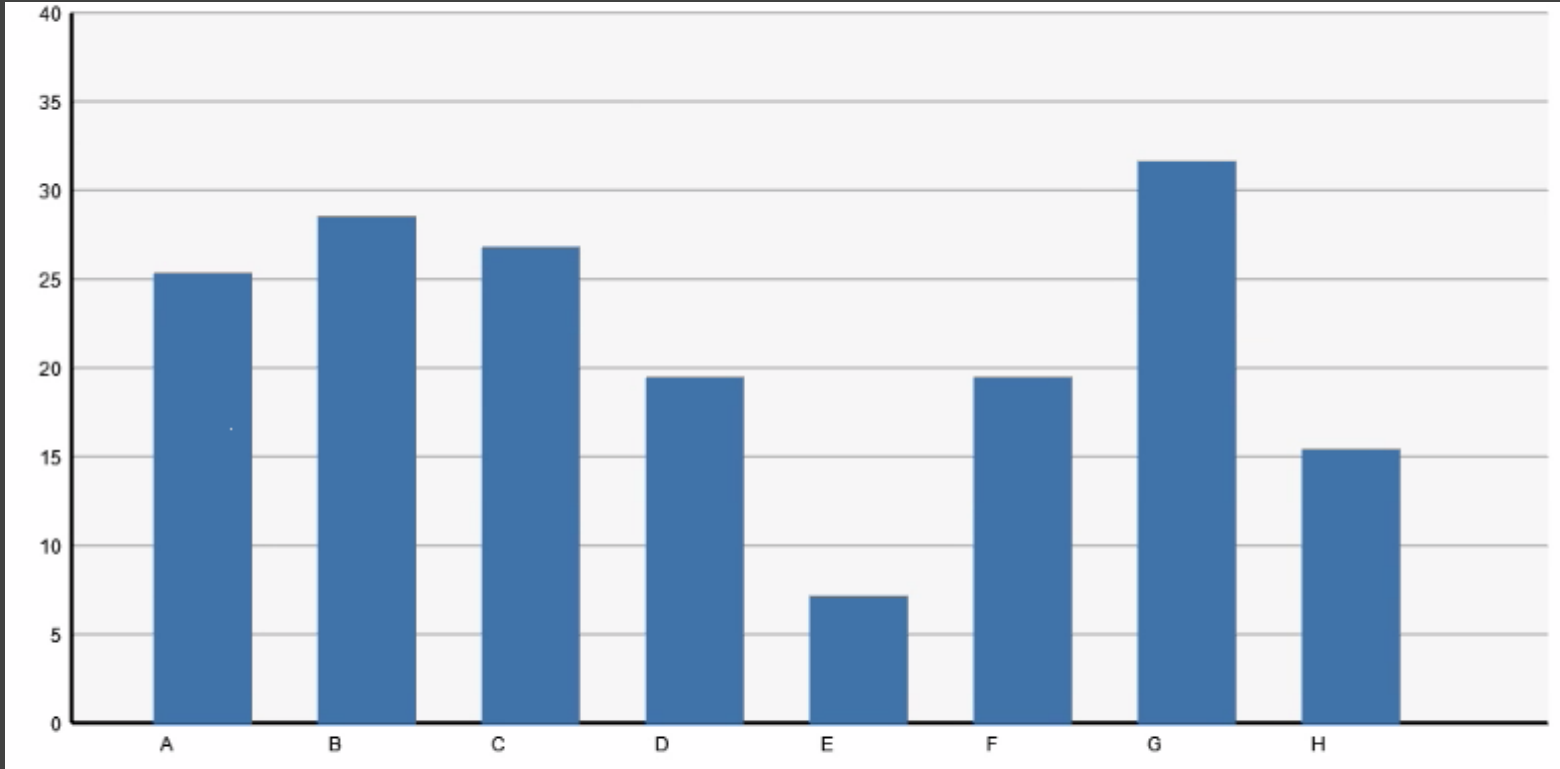
# Sorting

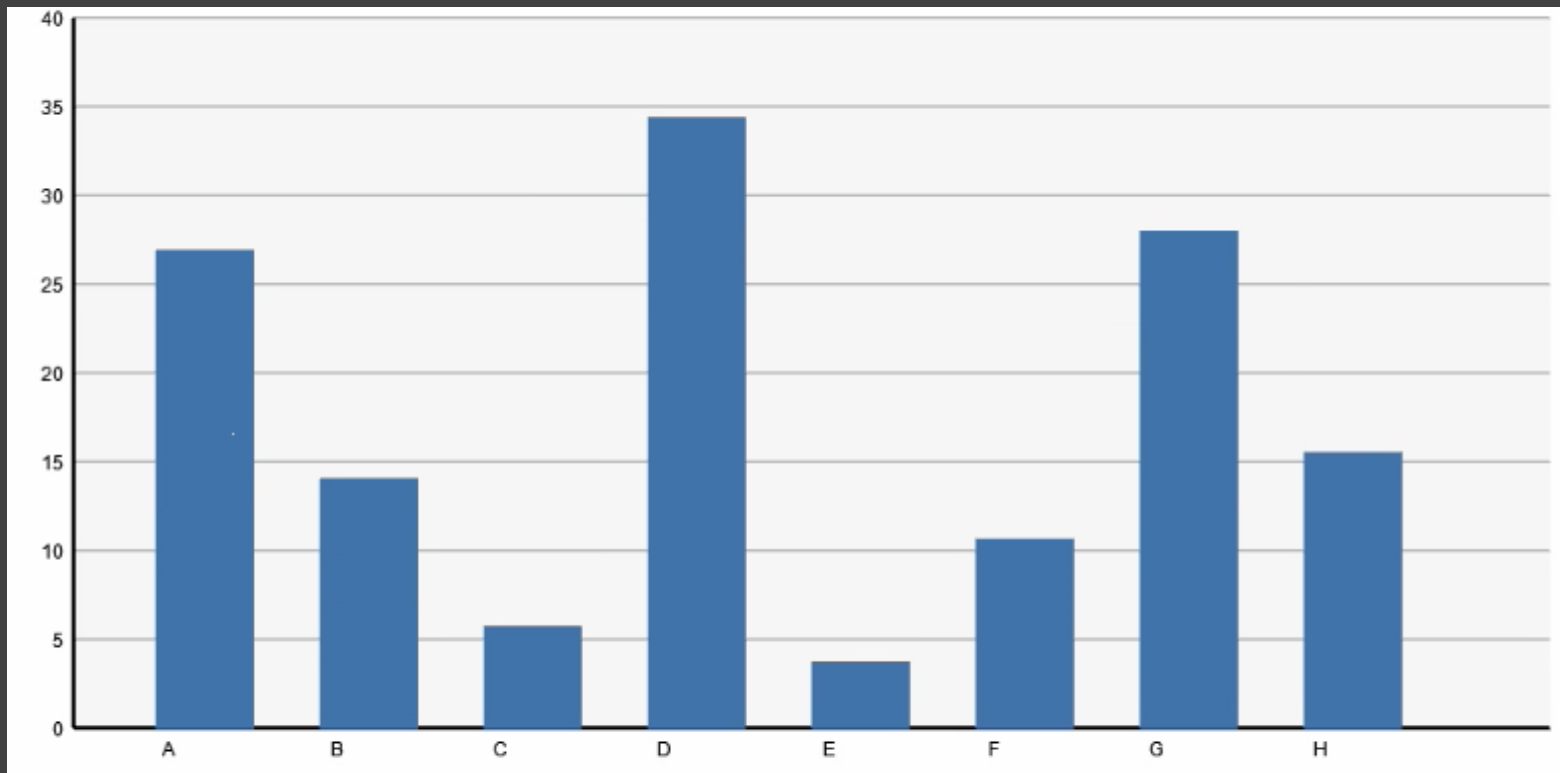


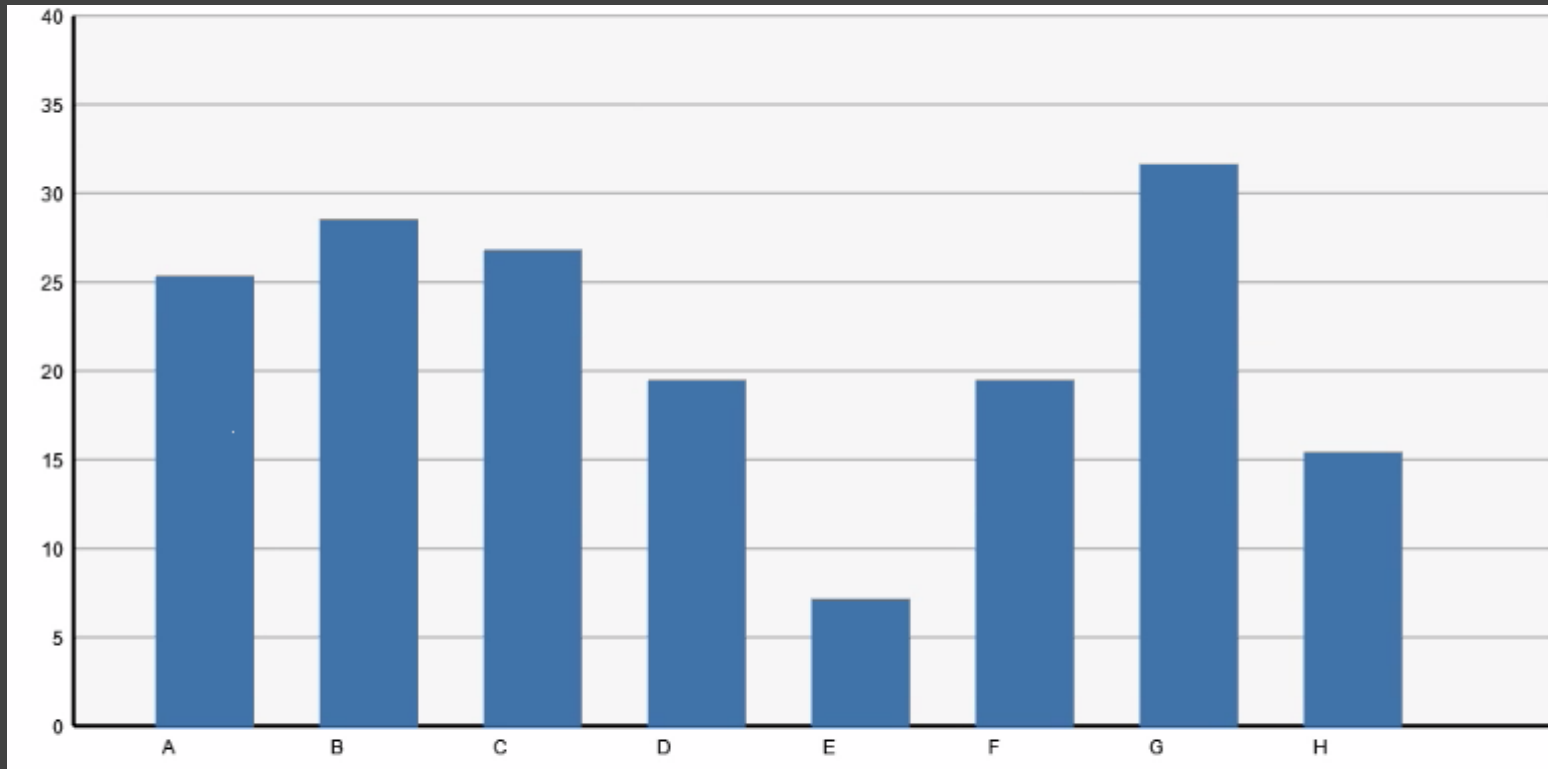


# Filtering





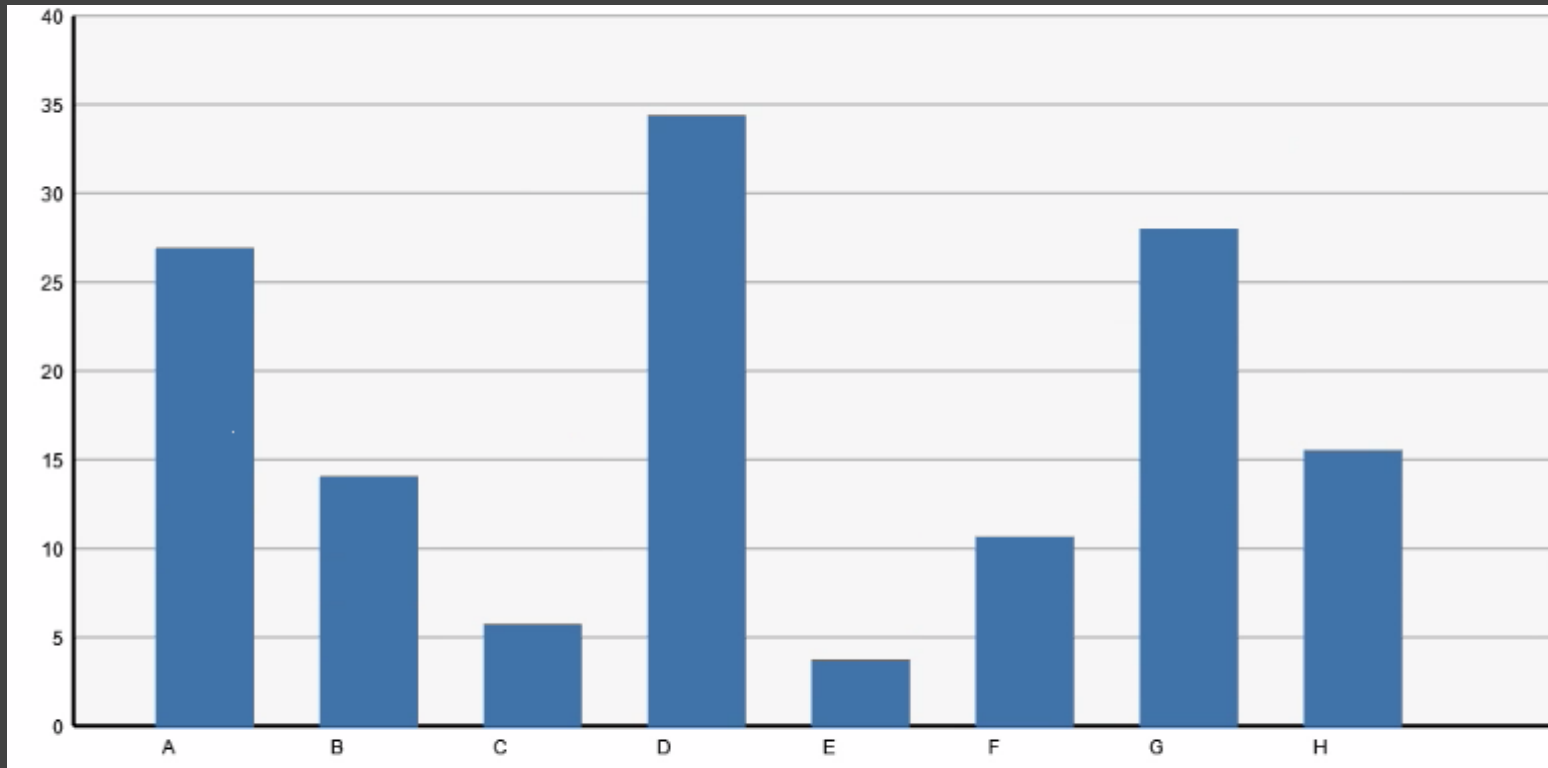




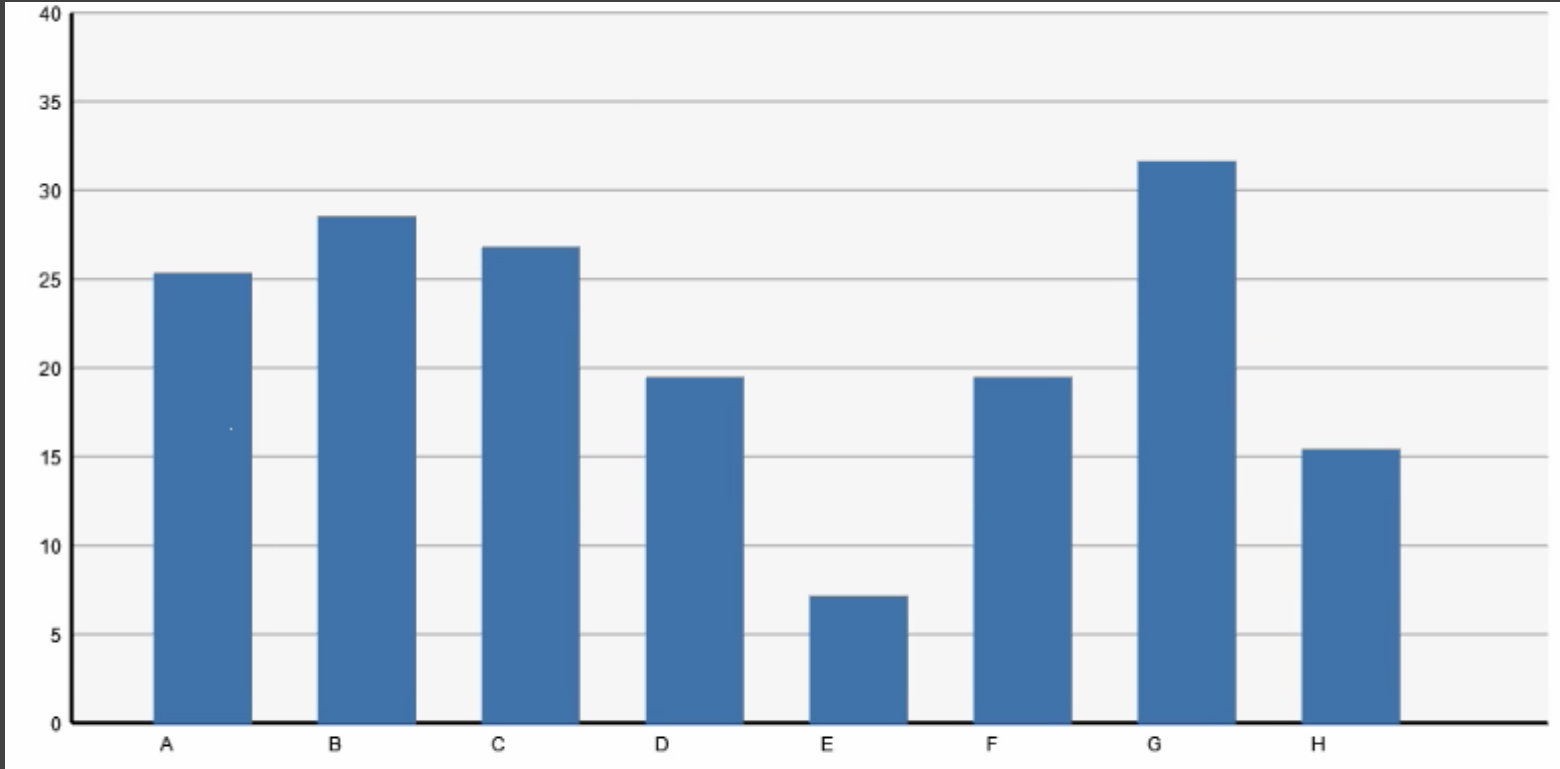
Month 1



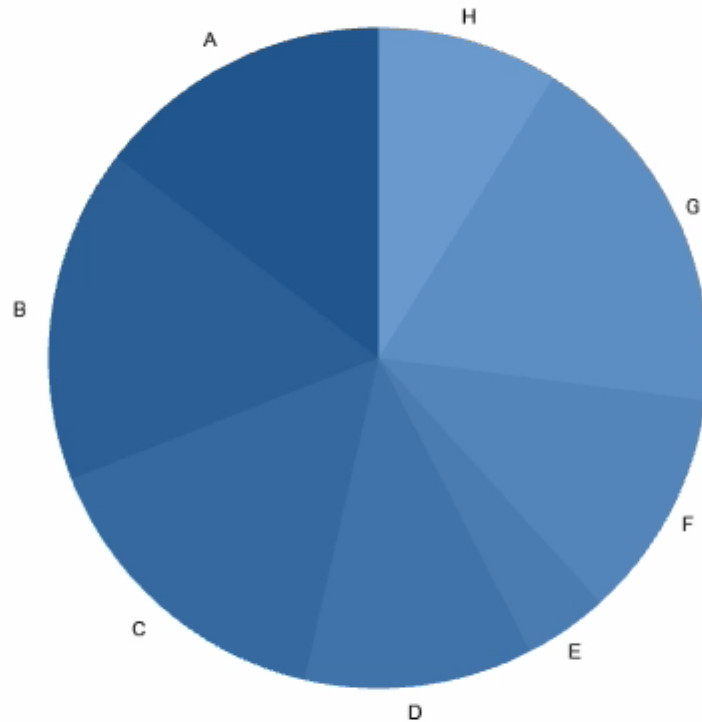
# Timestep

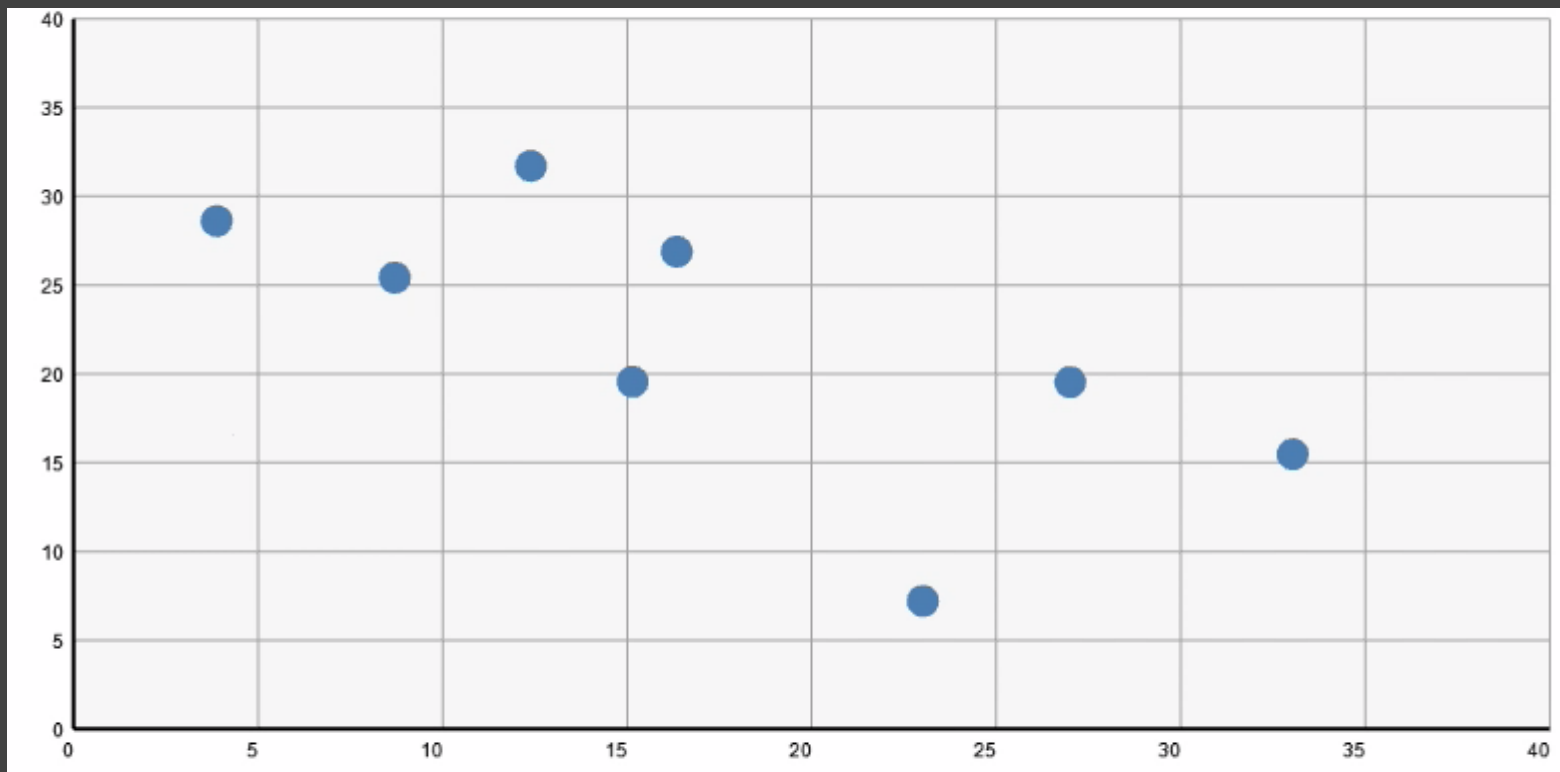


Month 2

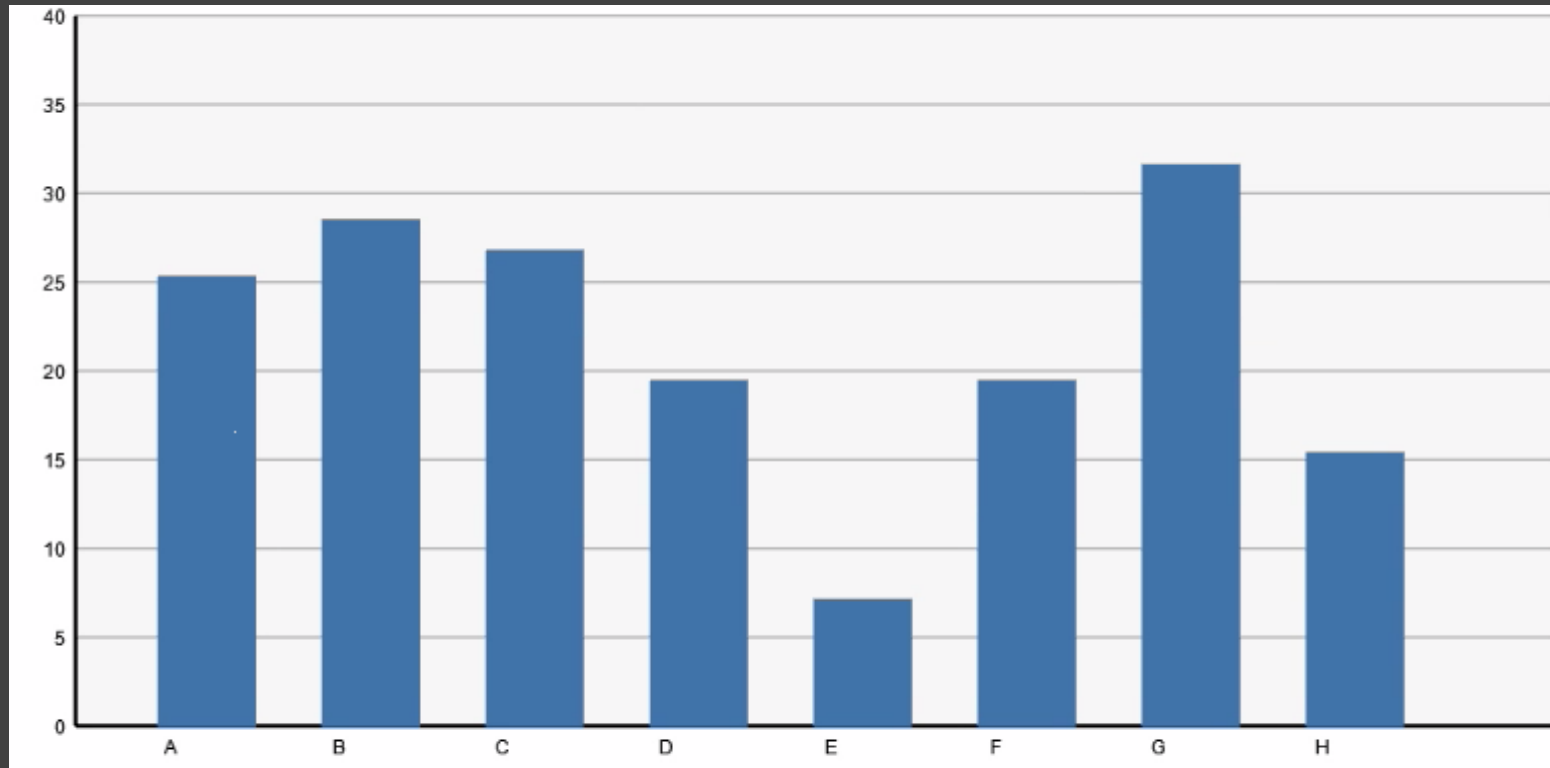


# Change Encodings

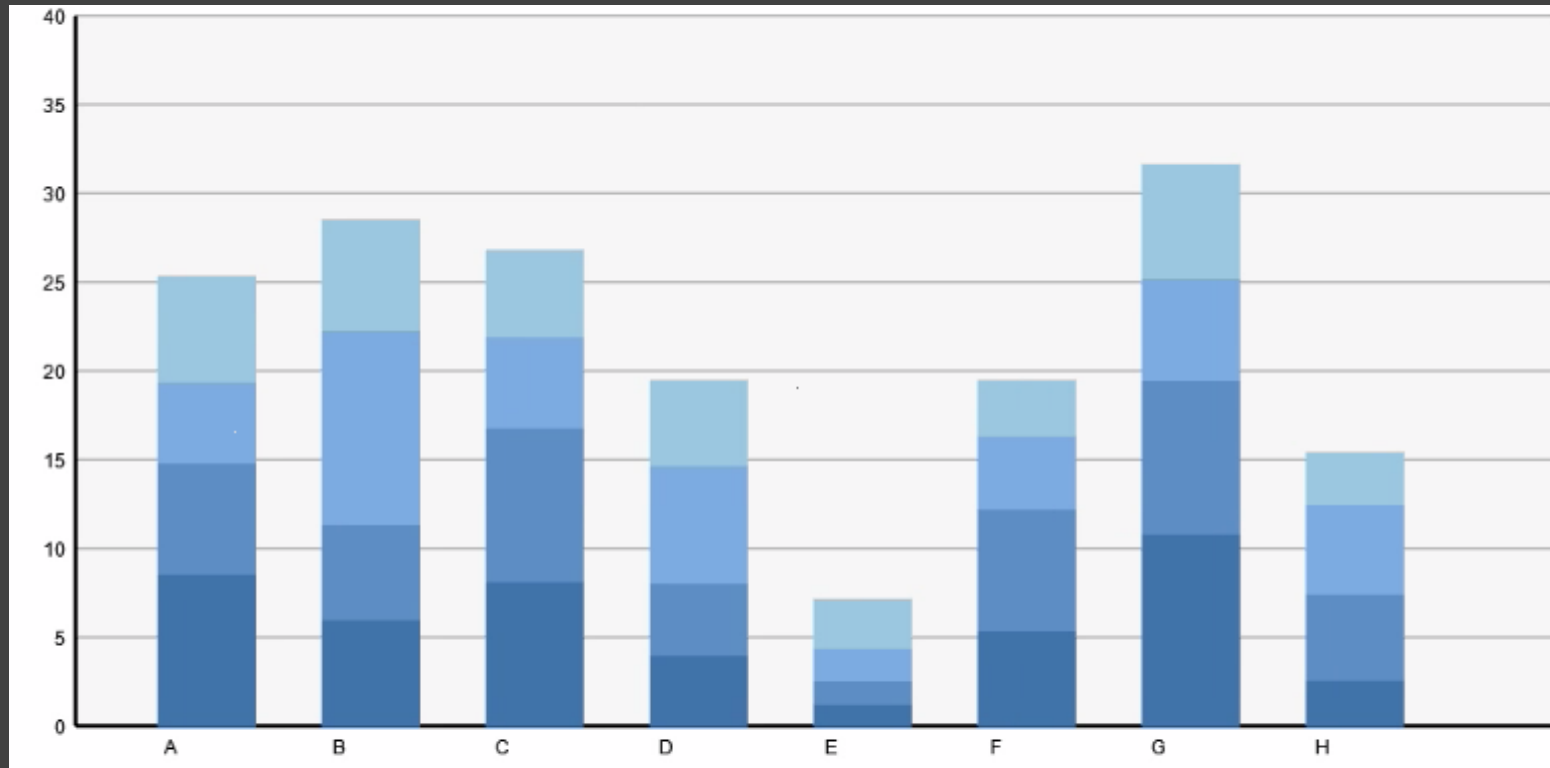




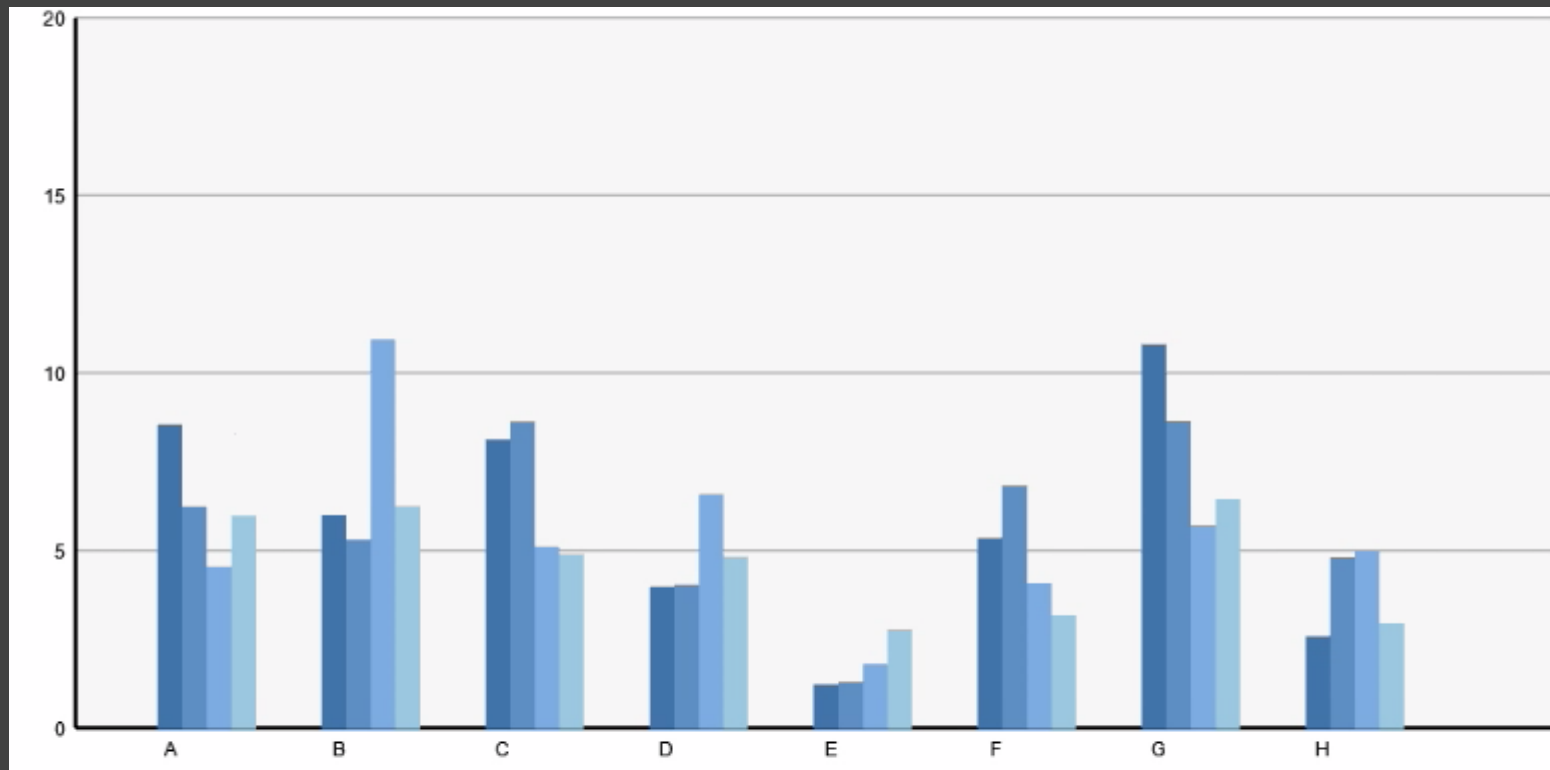
# Change Data Dimensions



# Change Data Dimensions



# Change Encodings + Axis Scales

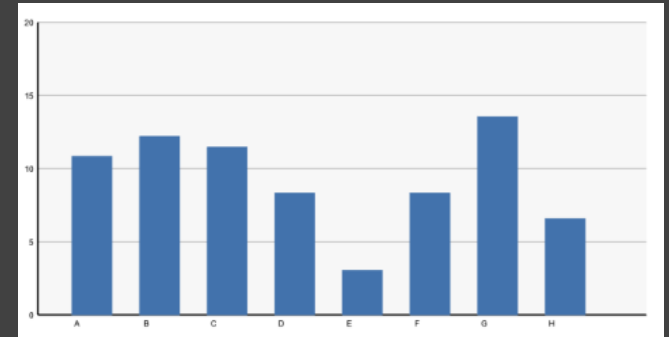


# Data Graphics & Transitions

Category	Sales	Profit
A	11	7
B	13	10
C	12	6
D	8	5
E	3	1



Visual Encoding



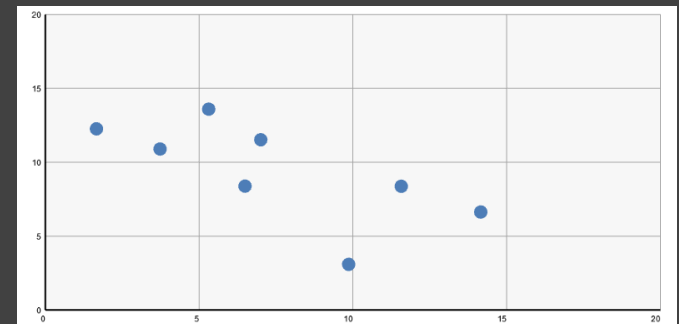
Change selected data dimensions or encodings



Category	Sales	Profit
A	11	7
B	13	10
C	12	6
D	8	5
E	3	1

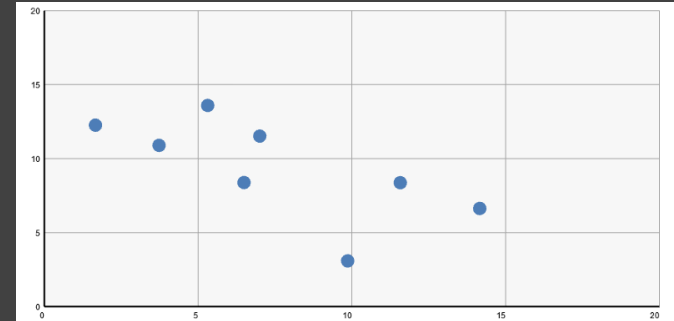
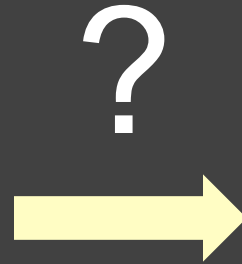
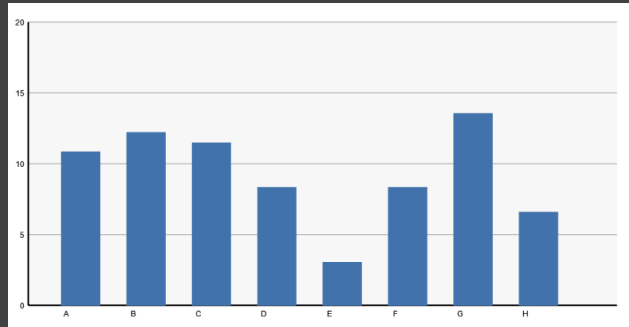


Animation to communicate changes?





# Transitions between Data Graphics



During analysis and presentation it is common to transition between *related* data graphics.

**Can animation help?**

**How does this impact perception?**

# Principles for Animation

## **Congruence**

*Expressiveness?*

The structure and content of the external representation should correspond to the desired structure and content of the internal representation.

## **Apprehension**

*Effectiveness?*

The structure and content of the external representation should be readily and accurately perceived and comprehended.

[from Tversky 02]

# Principles for Animation [Heer]

## Congruence

Maintain valid data graphics during transitions ←

Use consistent syntactic/semantic mappings

Respect semantic correspondence

Avoid ambiguity

## Apprehension

Group similar transitions

Minimize occlusion

Maximize predictability

Use simple transitions

Use staging for complex transitions

Make transitions as long as needed, but no longer

# Principles for Animation [Heer]

## Congruence

Maintain valid data graphics during transitions

Use consistent syntactic/semantic mappings

Respect semantic correspondence

Avoid ambiguity



## Apprehension

Group similar transitions

Minimize occlusion

Maximize predictability

Use simple transitions

Use staging for complex transitions

Make transitions as long as needed, but no longer

Visual marks should always represent the same data tuple.

# Principles for Animation [Heer]

## Congruence

Maintain valid data graphics during transitions

Use consistent syntactic/semantic mappings

Respect semantic correspondence

Avoid ambiguity



Different operators should have distinct animations.

## Apprehension

Group similar transitions

Minimize occlusion

Maximize predictability

Use simple transitions

Use staging for complex transitions

Make transitions as long as needed, but no longer

# Principles for Animation [Heer]

## Congruence

- Maintain valid data graphics during transitions
- Use consistent syntactic/semantic mappings
- Respect semantic correspondence
- Avoid ambiguity

## Apprehension

- Group similar transitions
- Minimize occlusion
- Maximize predictability
- Use simple transitions
- Use staging for complex transitions
- Make transitions as long as needed, but no longer

Objects are harder to track when occluded.

# Principles for Animation [Heer]

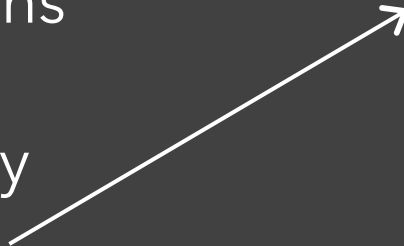
## Congruence

- Maintain valid data graphics during transitions
- Use consistent syntactic/semantic mappings
- Respect semantic correspondence
- Avoid ambiguity

## Apprehension

- Group similar transitions
- Minimize occlusion
- Maximize predictability
- Use simple transitions
- Use staging for complex transitions
- Make transitions as long as needed, but no longer

Keep animation as simple as possible. If complicated, break into simple stages.



# Animated Transitions in Statistical Data Graphics

Jeffrey Heer  
George G. Robertson

Microsoft  
**Research**



# Study Conclusions

**Appropriate animation improves graphical perception**

**Simple transitions beat *"do one thing at a time"***

**Simple staging was preferred and showed benefits**  
*but timing important and in need of study*

**Axis re-scaling hampers perception**

Avoid if possible (use common scale)

Maintain landmarks better (delay fade out of lines)

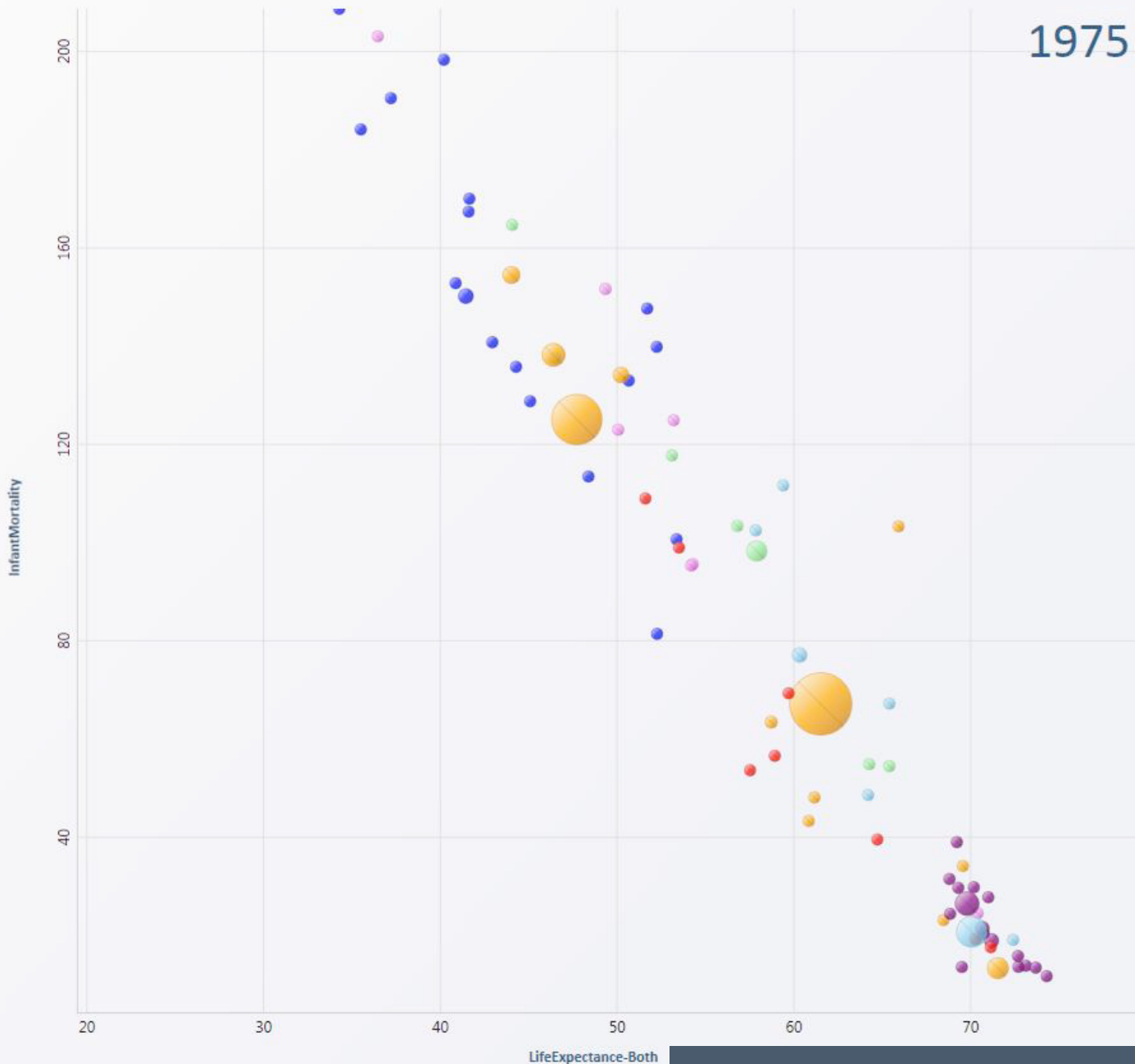
**Subjects preferred animated transitions**

# Animation in Trend Visualization

Heer & Robertson study found that animated transitions are better than static transitions for estimating changing values.

How does animation fare vs. static time-series depictions (as opposed to static transitions)?

Experiments by Robertson et al, InfoVis 2008  
*(10 Year Test-of-Time Award at InfoVis 2018!)*



Color Legend (continent)

- Africa
- Asia
- Europe
- Middle East
- North America
- Oceania
- South America

Task

Select two countries with decreasing InfantMortality, but little change in life expectancy.

Ctrl-Click on a country (in chart) to set an answer.

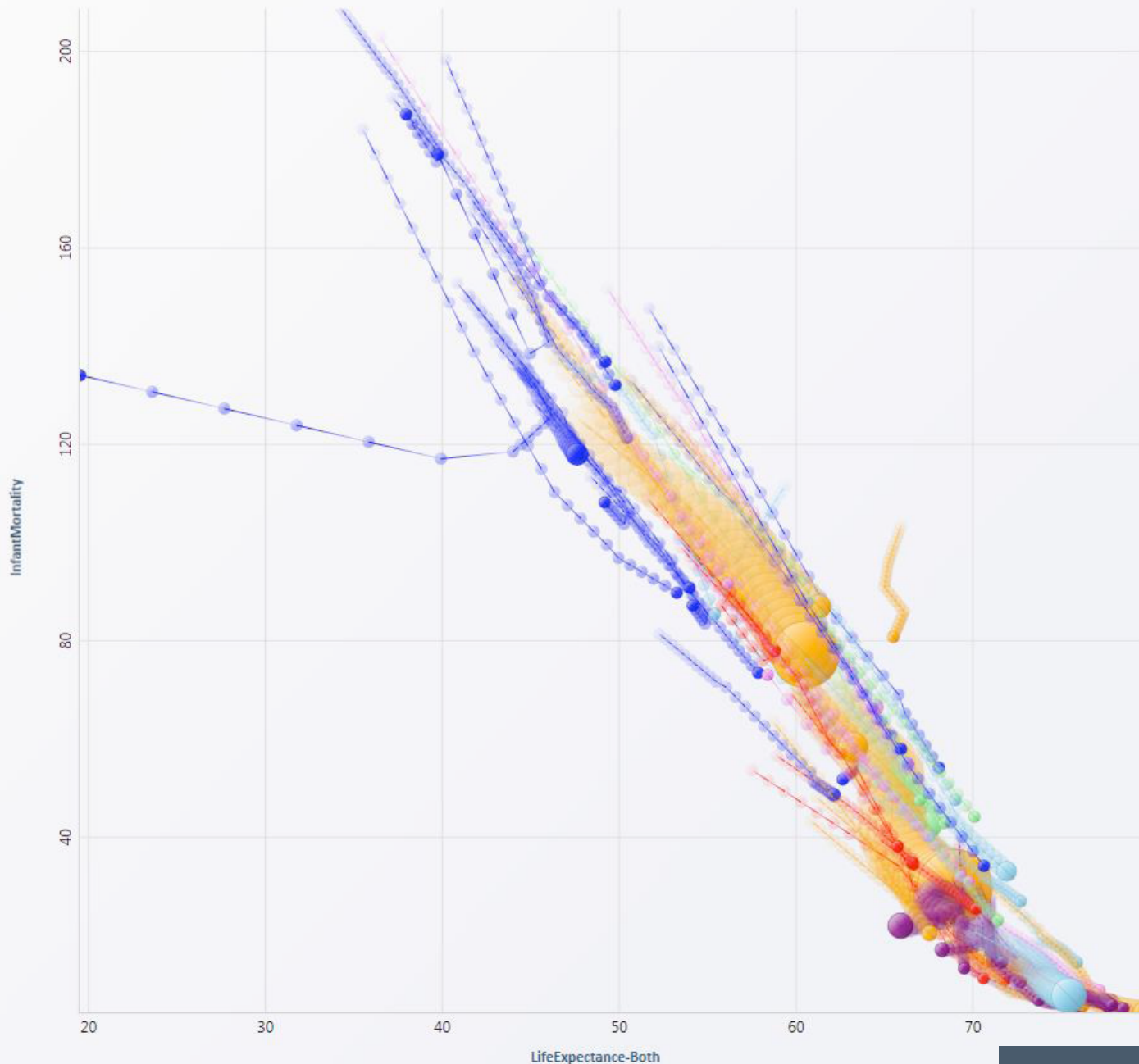
Answers set: 0/2

Next

Click on "Next" when finished (or "Give Up" if you cannot find all the answers)

Give Up

Next



**Color Legend (continent)**

- Africa
- Asia
- Europe
- Middle East
- North America
- Oceania
- South America

**Task**

Select two countries whose InfantMortality dropped first, then increased later.

Ctrl-Click on a country (in chart) to set an answer.

Answers set: 0/2

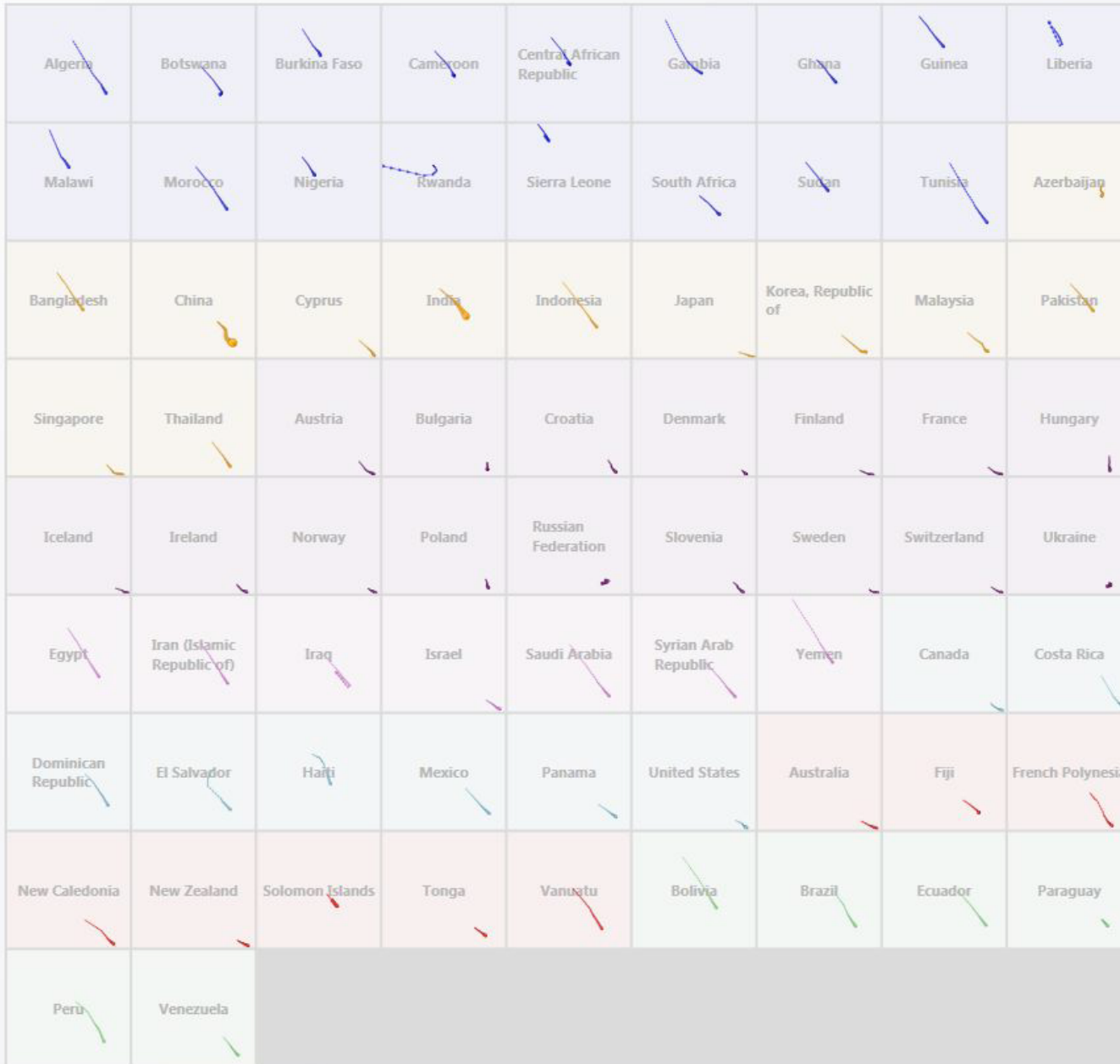
**Next**

Click on "Next" when finished (or "Give Up" if you cannot find all the answers)

Give Up

Next

InfantMortality



LifeExpectance-Both

Color Legend (continent)

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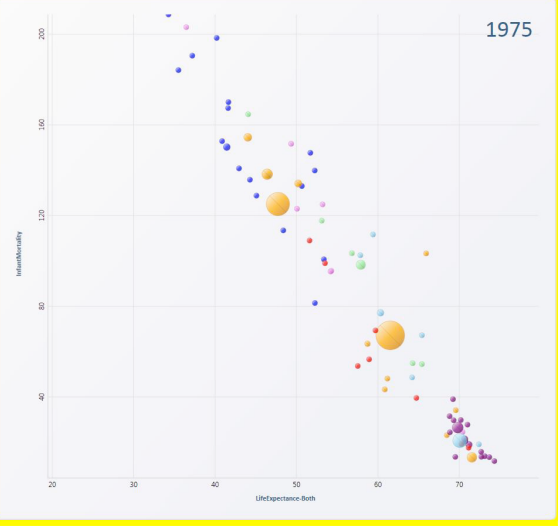
Answers set: 0/2

Next

Click on "Next" when finished (or "Give Up" if you cannot find all the answers)

Give Up

Next



1975

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- North America
- Oceania
- South America

**Task**

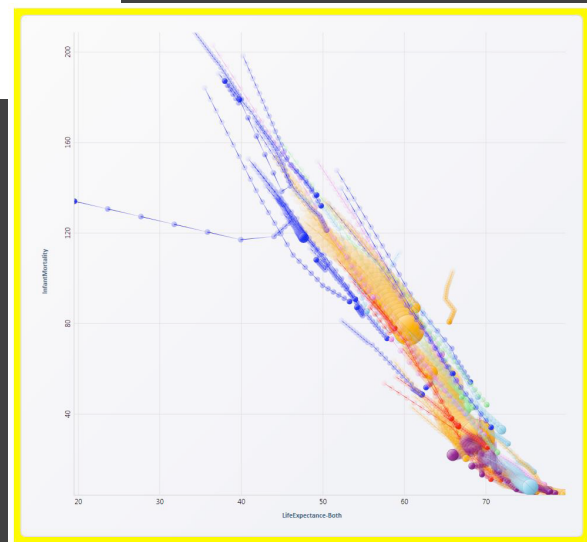
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Ctrl-Click on a country (in chart) to set an answer.

Answers set: 0/2

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Answers set: 0/2

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- South America

**Task**

Select two countries whose InfantMortality dropped first, then increased later.

Ctrl-Click on a country (in chart) to set an answer.

Answers set: 0/2

**Next**

Click on "Next" when finished (or "Give Up" if you cannot find all the answers)

Which to prefer for analysis?  
For presentation?

# Study: Analysis & Presentation

Subjects asked comprehension questions.  
Presentation condition included narration.

Multiples *10% more accurate* than animation

*Presentation: Anim. 60% faster* than multiples

*Analysis: Animation 82% slower* than multiples

User preferences favor animation (even though  
less accurate and slower for analysis!)

# Summary

**Animation is a salient visual phenomenon**

Attention, object constancy, causality, timing

Design with care: congruence & apprehension

For processes, **static images** may be preferable

For transitions, animation has demonstrated benefits, but **consider task and timing**