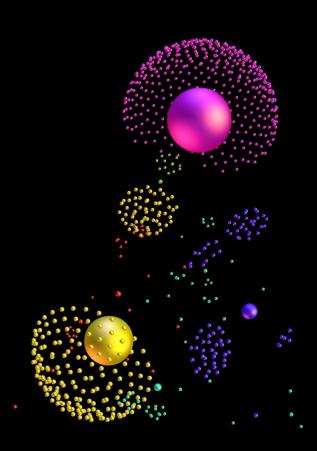
METAPHORS IN INTERACTIVE VISUAL ANALYTICS



Jacob L. Cybulski Susan Keller Dilal Saundage

and SAS Visual Analytics Collaboratory

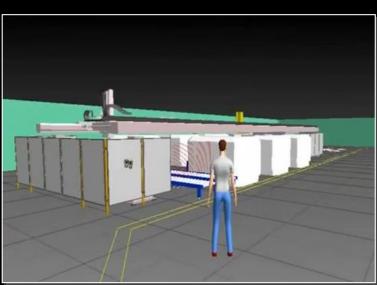
INTERACTIVE VISUAL ANALYTICS

Interactive visual analytics (IVA) is an approach to data analysis by means of visual manipulation of data representation, which relies on human innate abilities of perception and cognition to interact with the environment.

Information visualization allows analysts to engage instinctively with complex data to discover patterns, clusters and gaps in data, as well as, derive and communicate insights about business and social phenomena, and eventually translate these insights into effective decisions and actions.

SCIENTIFIC IVA: REALITY HELPS

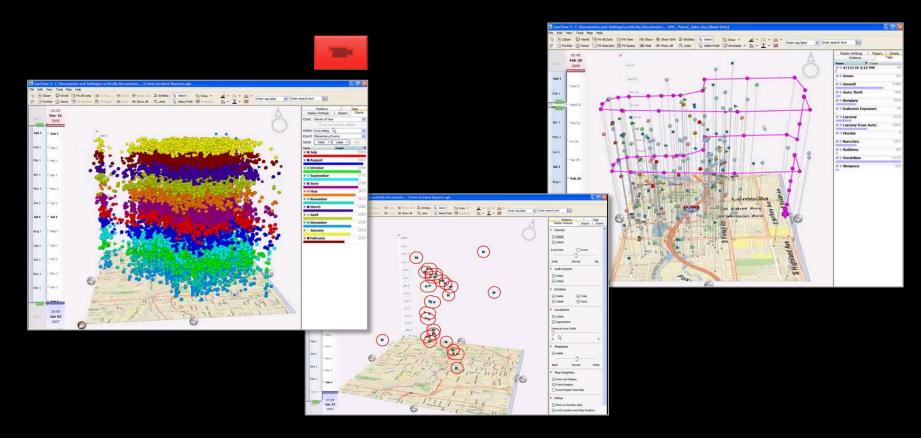








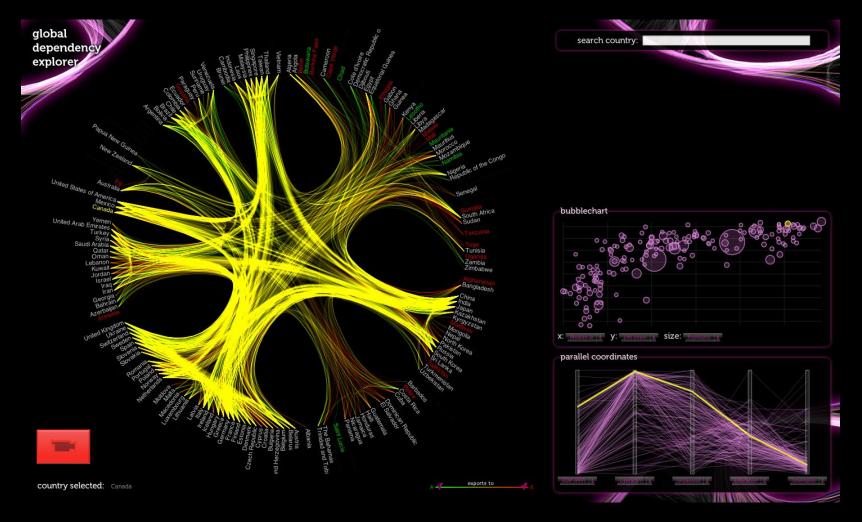
BUSINESS / SOCIAL IVA: 'REALITY' NEEDS TO BE FOUND



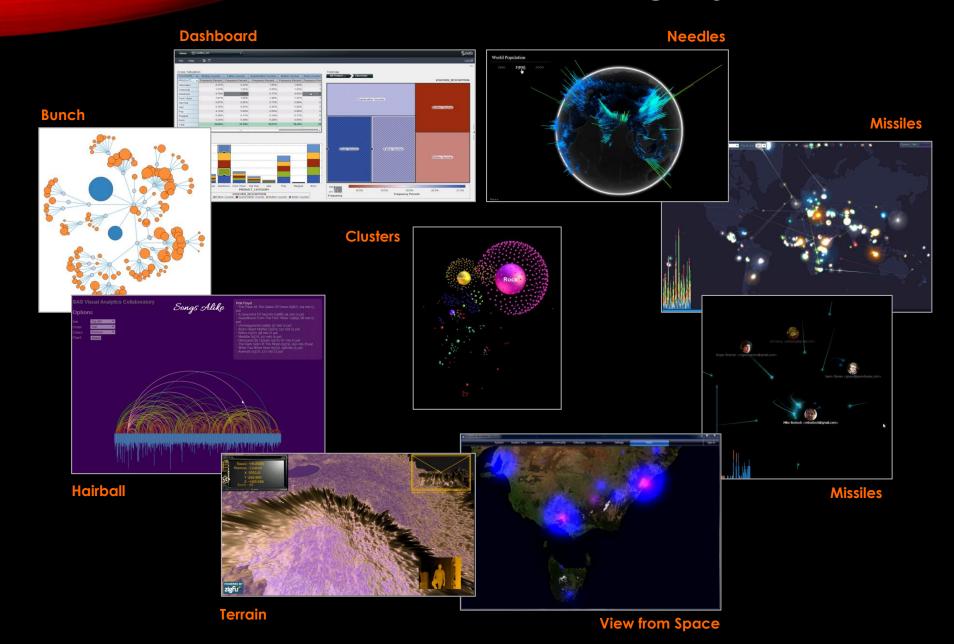
Visualization of scientific and engineering data (e.g. astronomical, geographical, medical or architectural), obtained from sensors, simulations and laboratory tests, is often focused on communicating meaning representing natural structures and phenomena, which are familiar to experts in the field.

METAPHORS FOR BUSINESS IVA

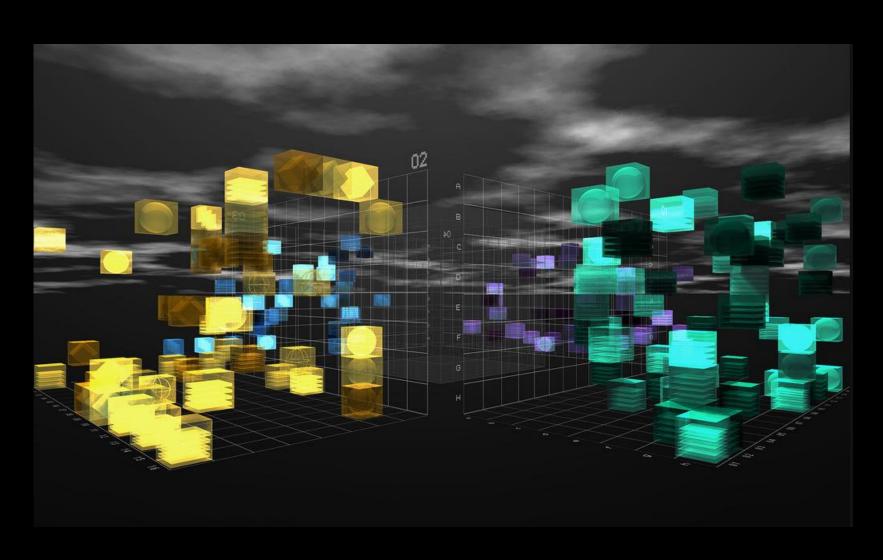
The key to effective visual metaphors is in their ability to stimulate the formation of mental images of data by reference to previous experience and the familiarity of the adopted visual form.



METAPHORS IN IVA



VISUALISATION OF ABSTRACT DATA



VISUALISATION AS 3D TERRAIN

Why 3D?
Why terrain?

Geo-located data?

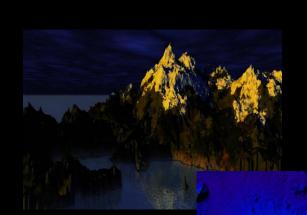
Abstract data?

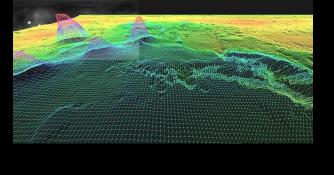
Exploring terrain

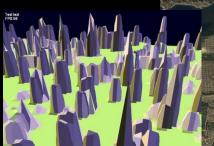


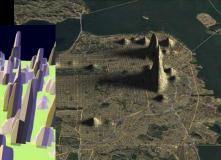


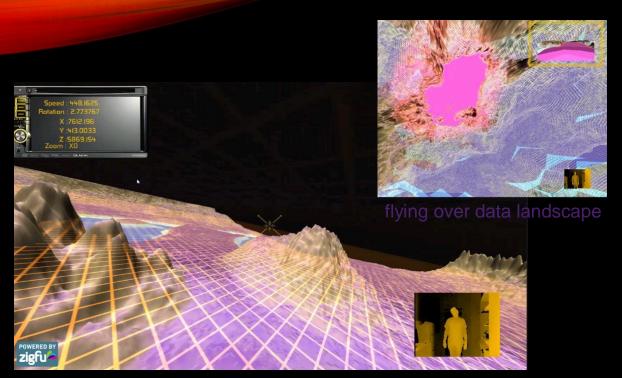




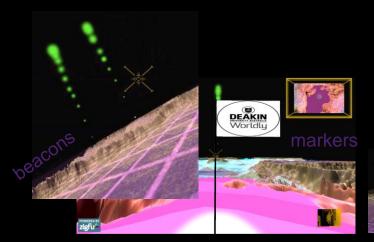


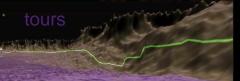






walking through a data terrain





Motor-Visual Metaphors

- Data terrain
- Peaks of risk
- Valleys of safety
- Layers and masks
- False colour coding
- Waves of data in time
- Exploration walks
- Walking on a glass ceiling
- Flying over data landscape
- Planting marker flags
- Seeking marker beacons
- Leaving exploration trace
- Retracing a tour of insights
- Multiple explorers
- Navigation gestures
- Touching data

3D TERRAIN FOR IVA

PRIMARY METAPHORS

Atemporal

Similarity is proximity

The tendency for similar objects to be clustered together (e.g. these chairs aren't quite the same but they're close).

Quantity & Degree

Quantity is size

Perception of correlation between volume and quantity

(e.g. huge amount of work).

Quantity is vertical elevation (more is up)

Correlation between quantity and level in piles, fluid in containers (e.g. crime is down).

Time, action, event

Experience of time is our own movement along a path

Moving to a new place being aware of new world-state (e.g. I am just coming out of a bumpy period).

Intensity of activity is heat

Activity leads to feeling warm (e.g. the trading has really heated up this week).

Means are a path

The correlation between goal-oriented decision making and confronting alternative paths (e.g. there are many paths to success).

Affect, evaluation & social structure

Importance is size/volume

Correlation between size of objects and value/threat etc. they represent as we interact with them (e.g. a huge test).

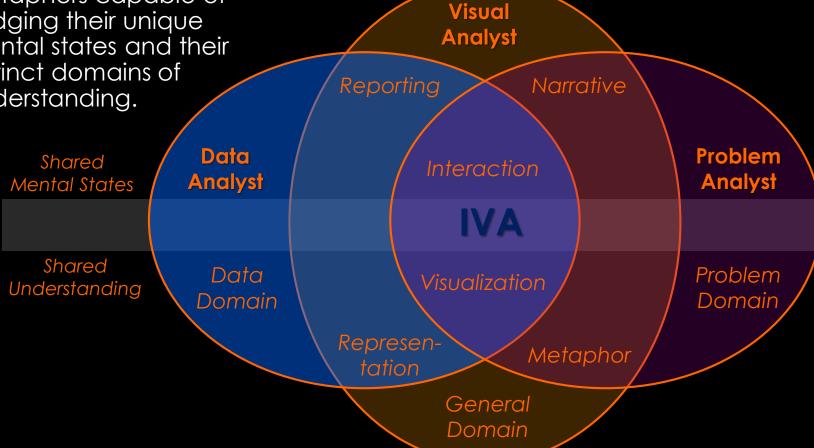
Thought & consciousness

Analysis is cutting

cutting into an object and gaining information about its internal structure (e.g. she quickly dissected the problem)

In visual interaction, participants need to establish the basis of shared communicative acts and meanings, and they need to agree on a set of common metaphors capable of bridging their unique mental states and their distinct domains of understanding.

SUMMARY: THE ROLE OF METAPHORS



QUESTIONS?