

# Lecture 2: Visual representation

# Overview of the course

- Theory driven approaches to HCI
- **Design of visual displays**
- Goal-oriented interaction
- Designing smart systems
- Designing efficient systems
- Designing meaningful systems (guest lecturer)
- Evaluating interactive system designs
- Designing complex systems

# Why talk about visual design?

Visual design questions are often where discussions about HCI start

“What colour should this be?”

“Should it be 5 pixels or 7?”

“Will this work for colour blind people?”

These conversations are a lot more complicated than they seem...

# Theory of visual representation: asking new questions about the ‘obvious’ or familiar

(See: “Visual representation” in “The Encyclopedia of Human Computer Interaction, 2nd Ed for a detailed narrative)

Stream of characters:  
teletype, .txt file, Turing  
machine, chat, speech?

# 1. TYPOGRAPHY AND TEXT

Diagrammatic structure:  
ways of arranging marks  
on a 2D plane.

The Grid System - Mozilla Firefox

File Edit View History Bookmarks Tools Help

http://www.thegridsystem.org/ typographic grid

Most Visited Getting Started Latest Headlines

egyptian statue, egyptian god, egypt... The Grid System

# The Grid System

The ultimate resource in grid systems.

*"The grid system is an aid, not a guarantee. It permits a number of possible uses and each designer can look for a solution appropriate to his personal style. But one must learn how to use the grid; it is an art that requires practice."*  
Josef Müller-Brockmann

Show Grid

Join The Forum

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Articles	Tools	Books	Templates	Blog	Inspiration
<b>30 Grid-Based WordPress Themes</b> In this article we have 30 WordPress themes have been developed using a popular CSS Grid Frameworks such as the 960.gs, Blueprint, YUI2 and The Golden Grid. 23.Aug.2010	<b>960 Grid System Photoshop Action</b> These actions will create a Photoshop document ideal for laying websites out in 12, 10, 8, 6 and 4 columns. 23.Aug.2010	<b>Universal Principles of Design</b> Universal Principles of Design is the first comprehensive, cross-disciplinary encyclopedia of design. 04.Nov.2009	<b>The Golden Grid Template</b> A PSD template based on the CSS framework The Golden Grid by Vladimir Carrer. 02.Mar.2010	<b>Forum is back up!</b> Sorry for the downtime on the forums. They're back up now. 07.May.2010	Ace Jet 170 AisleOne Athletics BBDK Blanka Build Corporate Risk Watch Counter Print David Airey Design Assembly Dirty Mouse Experimental Jetset Form Fifty Five Grafik Magazine Grain Edit Graphic Hug I Love Typography Lamosca Mark Boulton Minimal Sites Monocle Neubau NewWork OK-RM Original Linkage Robin Uleman SampsonMay Schmid Today September Industry Souellis Subtraction Swiss Legacy The International Office Thinking for a Living This Studio Toko Typographic Posters Visuelle Xavier Encinas Year of the Sheep
<b>Design &amp; Build a Grid Based Web Design with CSS</b> Step by step walkthrough of the design and build process of a grid based WordPress theme. From the initial Photoshop concept, through development. 23.Aug.2010	<b>iPhone Grid System</b> A 12:8 (480:320) modular grid system for the iPhone, with the unit of 40px and the gutter of 5px. 23.Aug.2010	<b>Designing for the Web</b> A Practical Guide to Designing for the Web has written explanations of the core principles of graphic design in relation to the web. 08.Oct.2009	<b>Photoshop 4 Column Grid</b> A free 4 Column Photoshop grid template for a 1024x768 screen resolution by Ray Gulick. 08.Jun.2009	<b>Sushi &amp; Robots</b> Beautifully personal portfolio by Jina Bolton that reveals the site grid and baseline grid. 07.May.2010	
<b>Long Live the 12-Column Grid</b> When I first crossed the great divide from print to web, one of the earliest things I tried to do was introduce a flexible multi-column grid (you know, like a magazine). 07.May.2010	<b>Fluid Grid</b> A web grid system that allows designers to use the screen real estate on large monitors and retain great design on smaller ones. 07.May.2010	<b>The Way of Typography</b> The book also goes into depth on how to create grid systems by hand with only pencil, straightedge and compass. 18.Sep.2009	<b>InDesign 568x792 Grid System (12)</b> By Dario Galvagno. Adobe InDesign file with a grid system for a 568pts x 792pts page that is divided into 12 columns and rows using the Golden Ratio. Includes a 12pt baseline grid. 16.Apr.2009	<b>Bisgrafic</b> Lovely grid site design by Barcelona based Bisgrafic. 07.May.2010	

[View All Articles](#) > [View All Tools](#) > [View All Books](#) > [View All Templates](#) > [View All Blog Posts](#) >

Done zotero

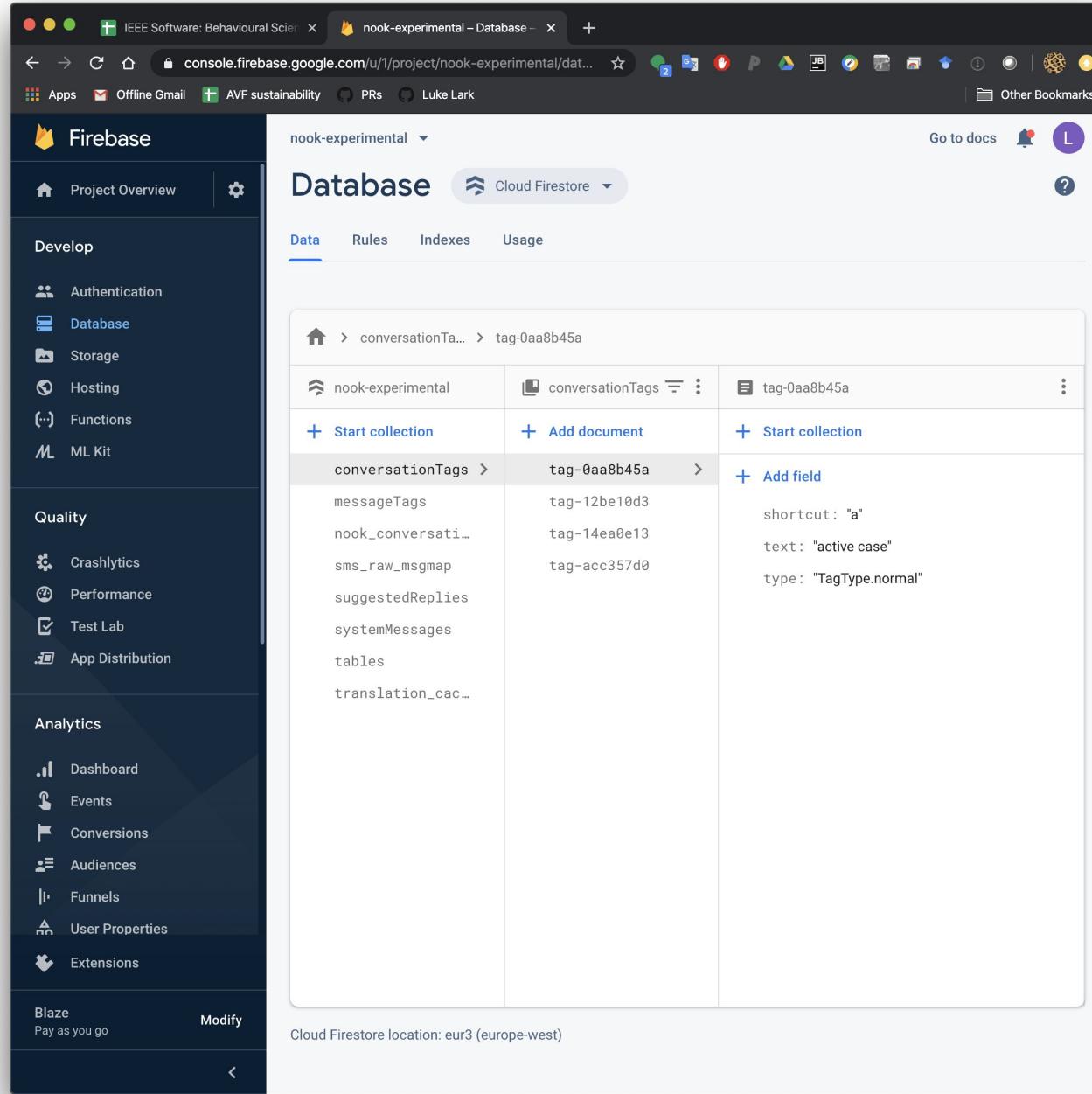
**H**incipit epistola sancti ieronimi ad paulum presbiterum de omnibus divinis libris capitulo omni.

**A**uctor ambrus tua nudu munuscula pectus-derulit  
is et suauissimas  
trax-que a principio  
amicias-his pba-  
re iam fidem et virtus amicis uona-  
picebant. **E**tca mi illa necessitudo est  
et ipi ghuano copulara-qui non veli-  
tus et familiaris-nobis pecta caucum  
corpos-nobis libdola et palpao adulacio-  
sed da amor et diuinas scripturnarum  
studia conculant. **I**equum in ueribus  
histoias-quodloq; lustrasse puncas  
uonos adiisse plos-maria trahisse  
ut eos quos te libris nouantur: etiam  
et videtur. **H**incipit pythagoras memphi-  
ticos in rebus plato egypti et archim-  
eae et ceterum-rantibus etiam realis-que  
quondam magna grecia dicta et lati-  
tissime pythagori-erit ut qui archim-  
eas nigras et potius annis dicitur  
achadens gignasius psonabat-hoc  
peccatum aet disceplis malo anima  
metende dilecte: qui sua ipsaen inquit.  
**D**umque tu trax quasi tota ole fugient  
te psequebitur caput et pectora et omnia  
tua et tunc crudelissimo panur-dicunt  
capnus uind et fetus. **T**amque quia  
plus maior erutur se habet ad etiam  
liuini-ladro eloquie sonit manante  
de uenitius hispanie galliarum fructus  
quod am uenisse uobiles legimus-  
et quos ad emplacatione sui roma no-  
taerat: uir bose fama perdurit. **H**abuit  
illa etas inaudita omib; seculis  
celebundus miraculum: ut uerbe tamna

ingressis aliud terra urbani quicunque.  
**P**ipolloni⁹ sive ille mag⁹ ut vulgo  
loquitur sive phis ut pitagorici tra-  
duntur in tantum plas. præstans caucalū.  
albanoſ ſinches. mæſtagetas. opulē-  
tissima in die regna pene traxit. et ad  
terram latissimum pñrson amplexu  
et fullo pugnit ad braciam. ut  
braciam in dñcto ſedēt aucto et de  
tumuli ſonte potauit. in eis pñctos  
disparios. de natura. de mortib⁹. ac de  
caſu diei et ſidei audire docuit.  
**I**nde p. clamitas. babylonios. thalde-  
os. muidos. alſitios. parthos. syros.  
phœnicioſ. arabos. paleſtinoſ. muis  
ad alleqandriā. peregit ad ethiopiam.  
ut gignosophilas. et famosissimam  
ſolis mitulam vident in ſabulo. Qua-  
natur ille vir ubiq⁹ qđ diſtinet. et ſeip-  
ſuſ profaciēſ. ſemp ſe mifioſ ligat. **H**ic  
ſit ſupr̄ hoc plauſilime odo volu-  
nibus. phylloſtarus.

**P**uid loquar de ſeſi hominibus.  
nū ap̄is paulus. mas dicitur.  
et magister genit⁹. qui de conſentia  
mā iſe hospitio loquens dicit. An  
teptimini quibus tuis qui in me  
loquunt̄ ſp̄. Post damasici arabianos.  
lufitranos. aſcidi iherosolimā ut videt  
petruſ et māſtis apud iū dīctis quindecī.  
Hoc cui mifio ſabdomadis et ogo-  
adieſ. ſunt⁹ genit⁹ p̄dicatori inſtrumen-  
tis erat. **K**utius post annos quin-  
decim alſumpro bamaba et oto. impo-  
ſuit iū ap̄is awāgdn̄. ut fore in va-  
cuum curat aur curatulat. Habit  
uſeo qđ latrato mitigat. uniuſ voſ  
aduſ. et in artis diſpariſ de audioris  
orū manuſula ſorius ſouat. **V**nde et  
ſchmeis iū rōdi ſeulart. et legatur

$$i\hbar \frac{\partial}{\partial t} \Psi = -\frac{\hbar^2}{2m} \nabla^2 \Psi + V \Psi$$



```
>Last login: Sat Jan 18 22:38:30 on ttys005

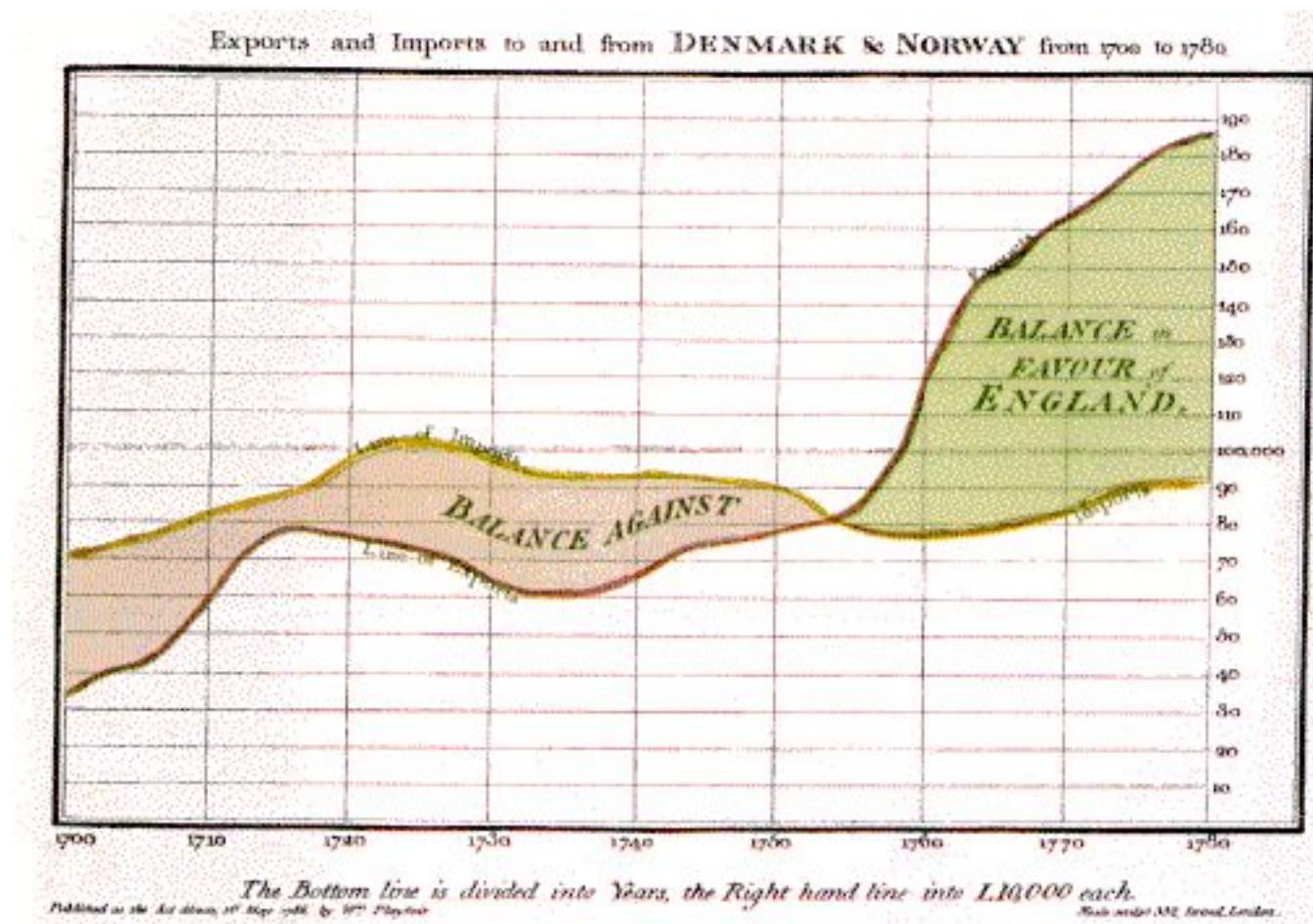
The default interactive shell is now zsh.
To update your account to use zsh, please run `chsh -s /bin/zsh`.
For more details, please visit https://support.apple.com/kb/HT208050.
[lukes-mbp:~ lukechurch$ cd ~/GitRepos/Lark/KK-Project-2020-IOM/nook_sms_channel/
[lukes-mbp:nook_sms_channel lukechurch$ ls
Pipfile                                pubsub_cli.py
Pipfile.lock                            pubsub_cli_mock.py
firebase_sync_cli.py                   rapidpro_sms.py
firebase_uuid_table.py                rapidpro_to_firebase_msg_map.py
pagerduty_trigger.py                  rapidpro_to_firebase_msg_subcol.py
[lukes-mbp:nook_sms_channel lukechurch$ pipenv sync
Installing dependencies from Pipfile.lock (b5d415)...
An error occurred while installing -e git+https://www.github.com/AfricasVoices/RapidProTools@9a6560880c4e08df5f32cc6a2e8f1b39a8104aa0#egg=rapidproto! Will try again.
  ↳  36/36 - 00:00:16
Installing initially failed dependencies...
  ↳  1/1 - 00:00:01
To activate this project's virtualenv, run pipenv shell.
Alternatively, run a command inside the virtualenv with pipenv run.
All dependencies are now up-to-date!
lukes-mbp:nook_sms_channel lukechurch$
```

## **2. MAPS AND GRAPHS**

# The EDSAC UI (1950s)



# William Playfair (1795)



# SAGE air defense (1960s)



Mappa Mundi (1300s)



# Bertin's *Semiologie Graphique* (1969)

	Point features	Line features	Area features	Nominal data	Ordinal data	Interval/ data
POSITION				Effective	Effective	Effective
SIZE				Not Effective	Effective	Effective
VALUE				Not Effective	Effective	Marginally Effective
TEXTURE				Effective	Marginally Effective	Not Effective
HUE				Effective	Marginally Effective	Not Effective
ORIENTATION				Effective	Not Effective	Not Effective
SHAPE				Marginally Effective	Not Effective	Not Effective

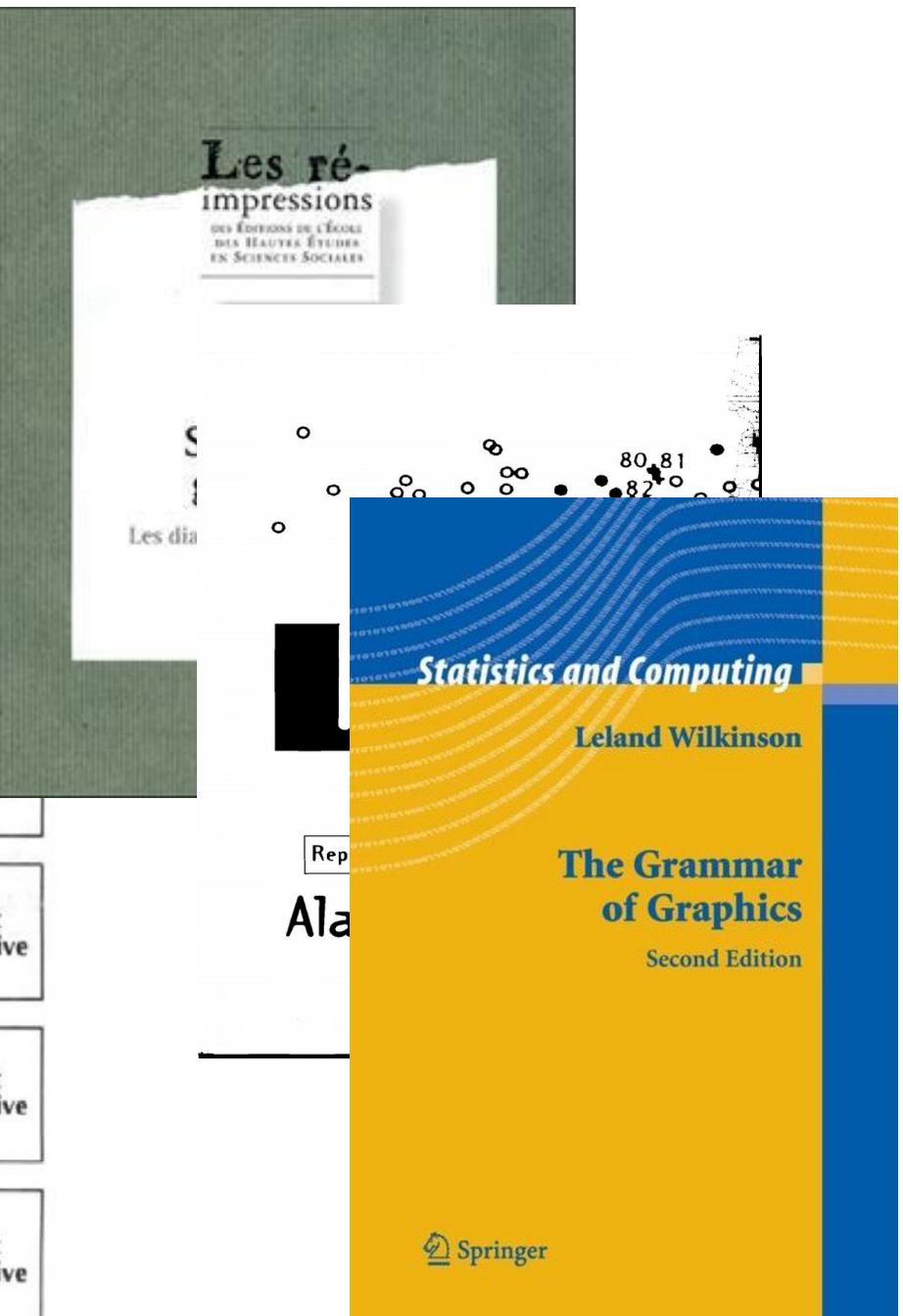
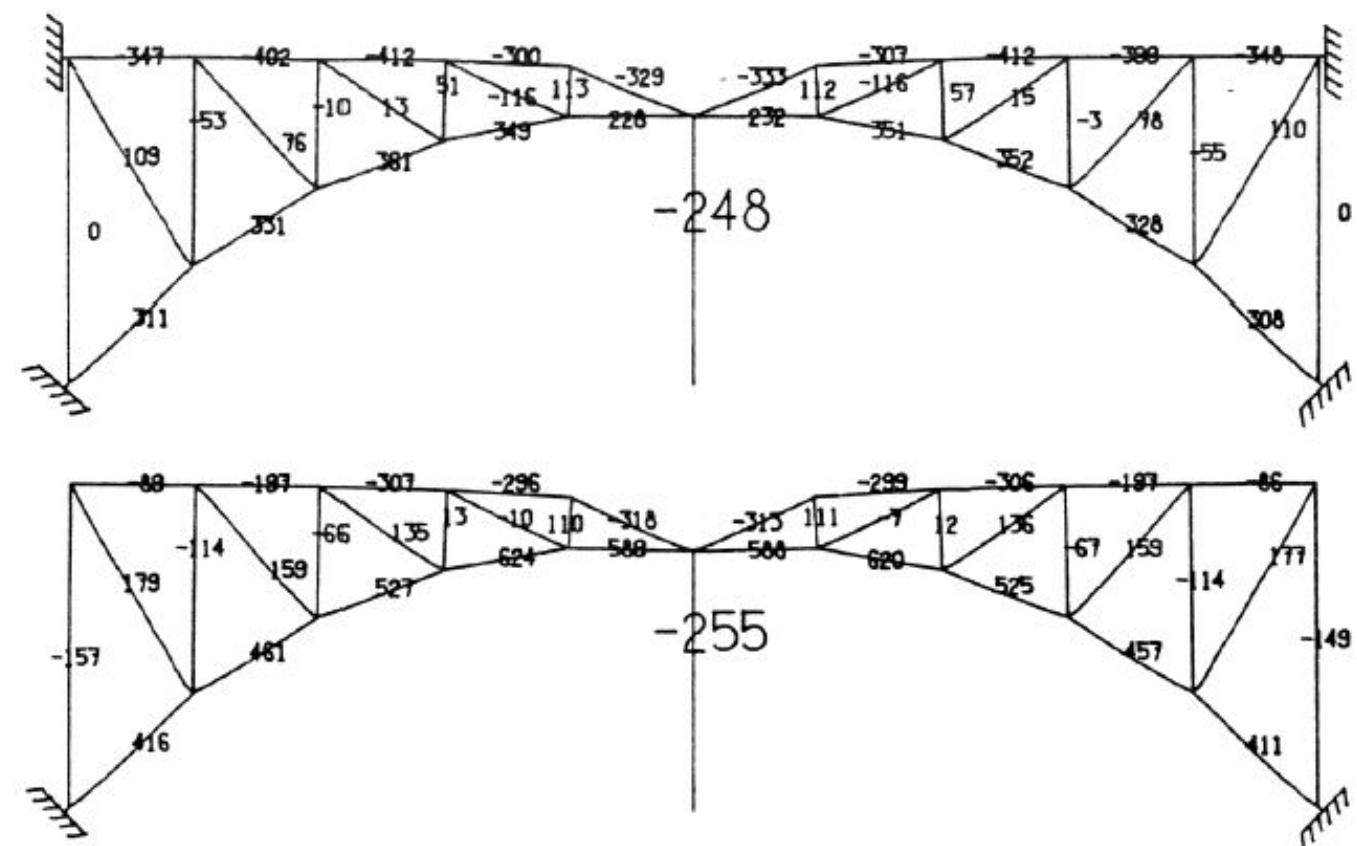


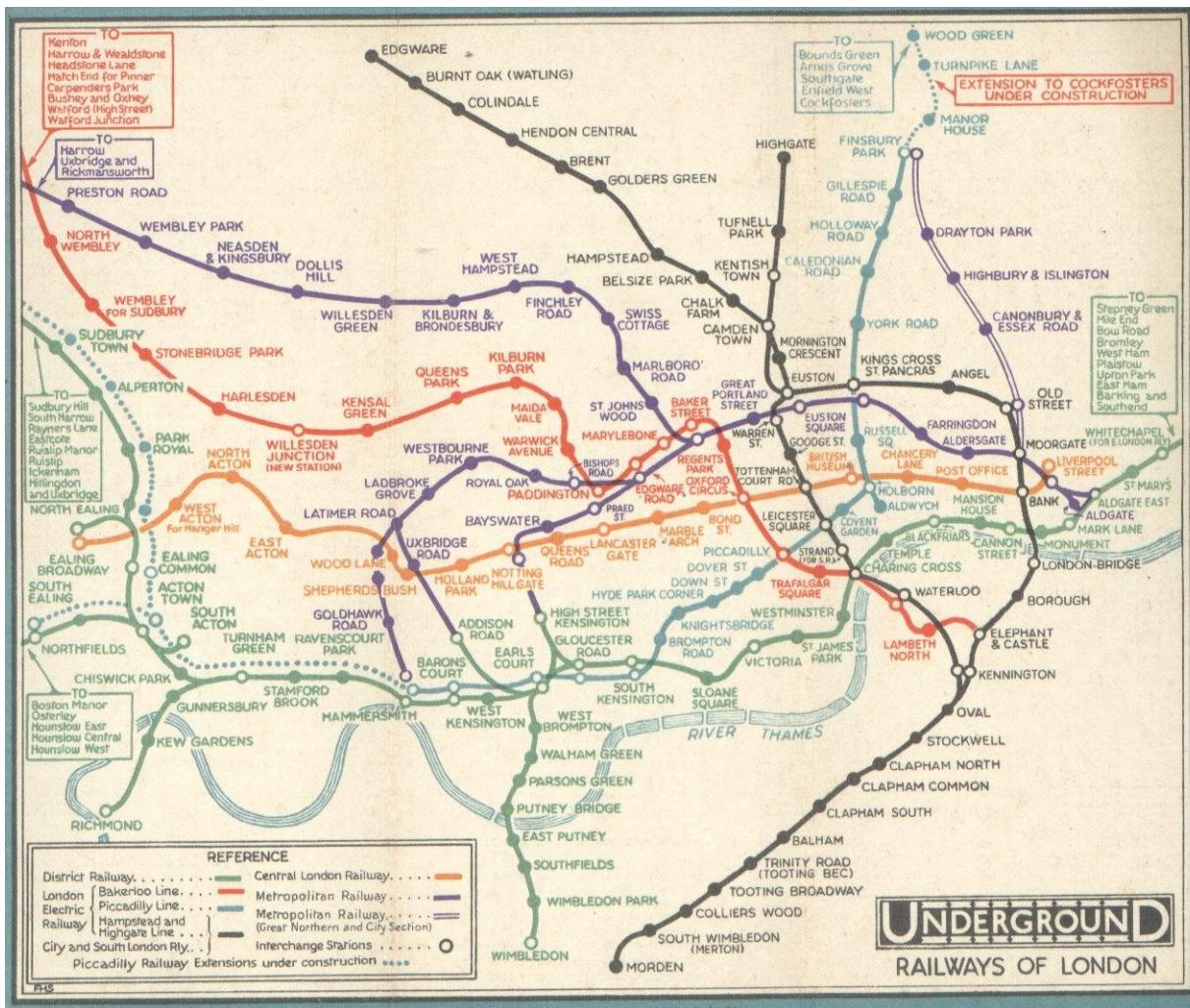
Figure 1. The visual variables and their effectiveness in signifying the three levels of measurement of data (after Bertin [1983]).

### **3. SCHEMATIC DRAWINGS**

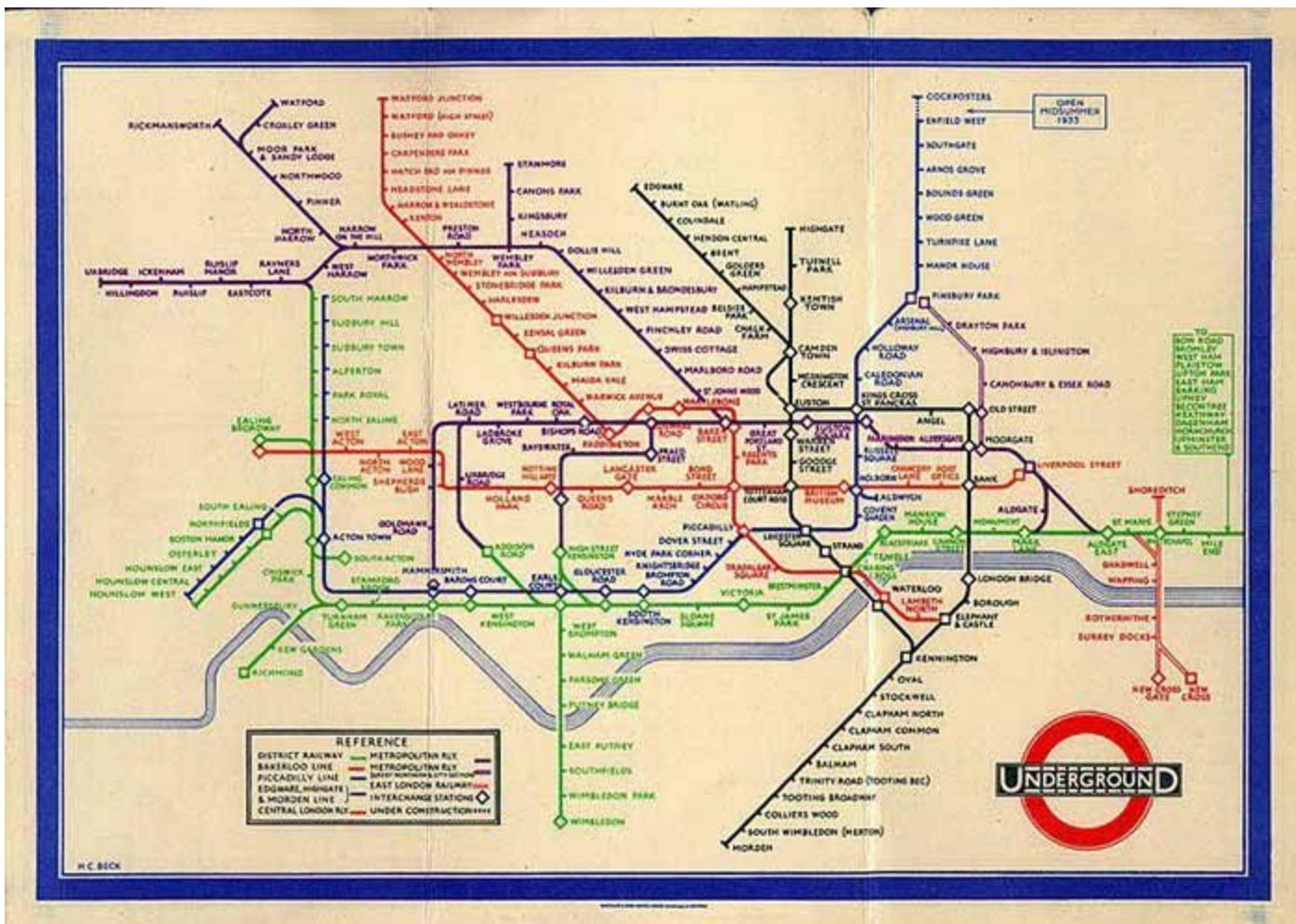
# Sutherland's Sketchpad (1963)

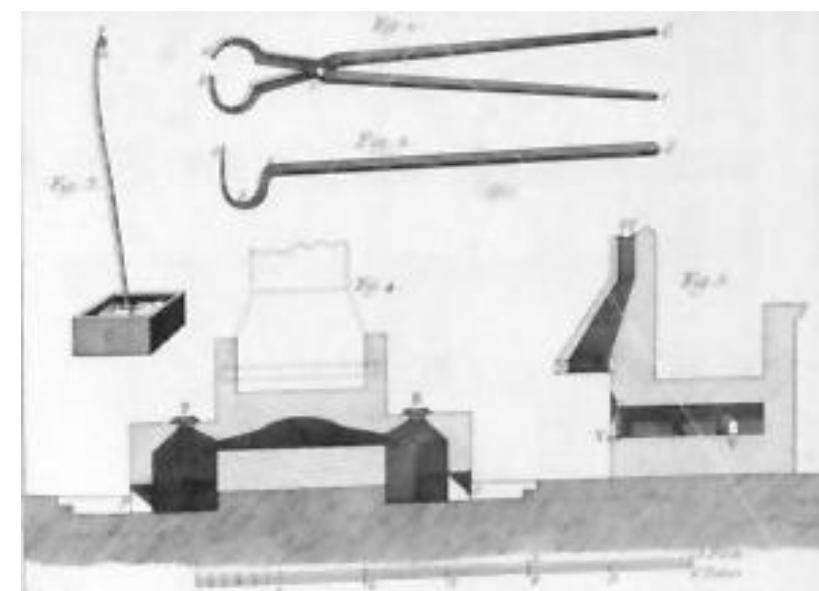
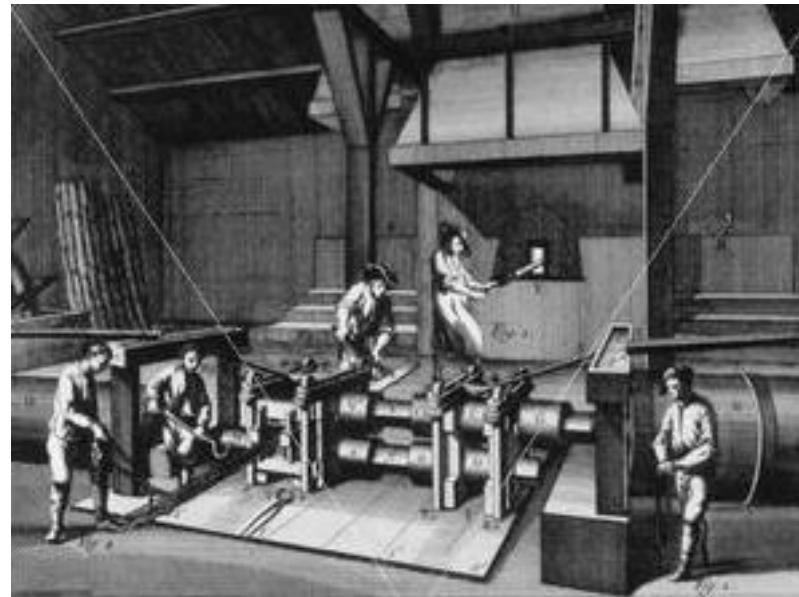
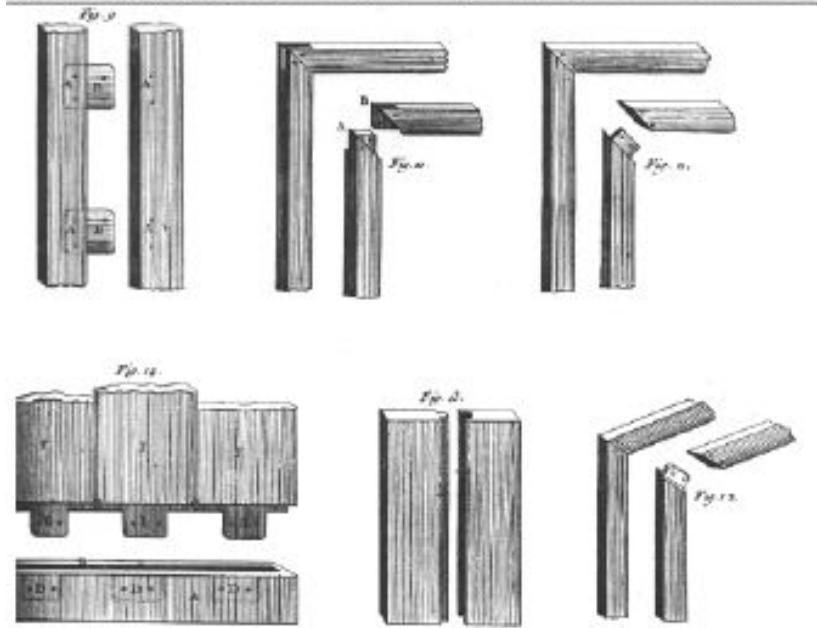
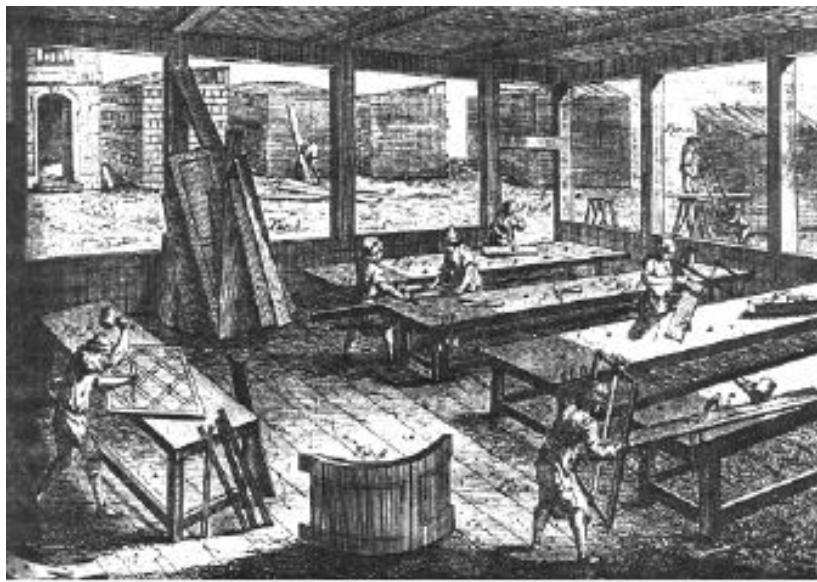


# The London Underground Map (1920)

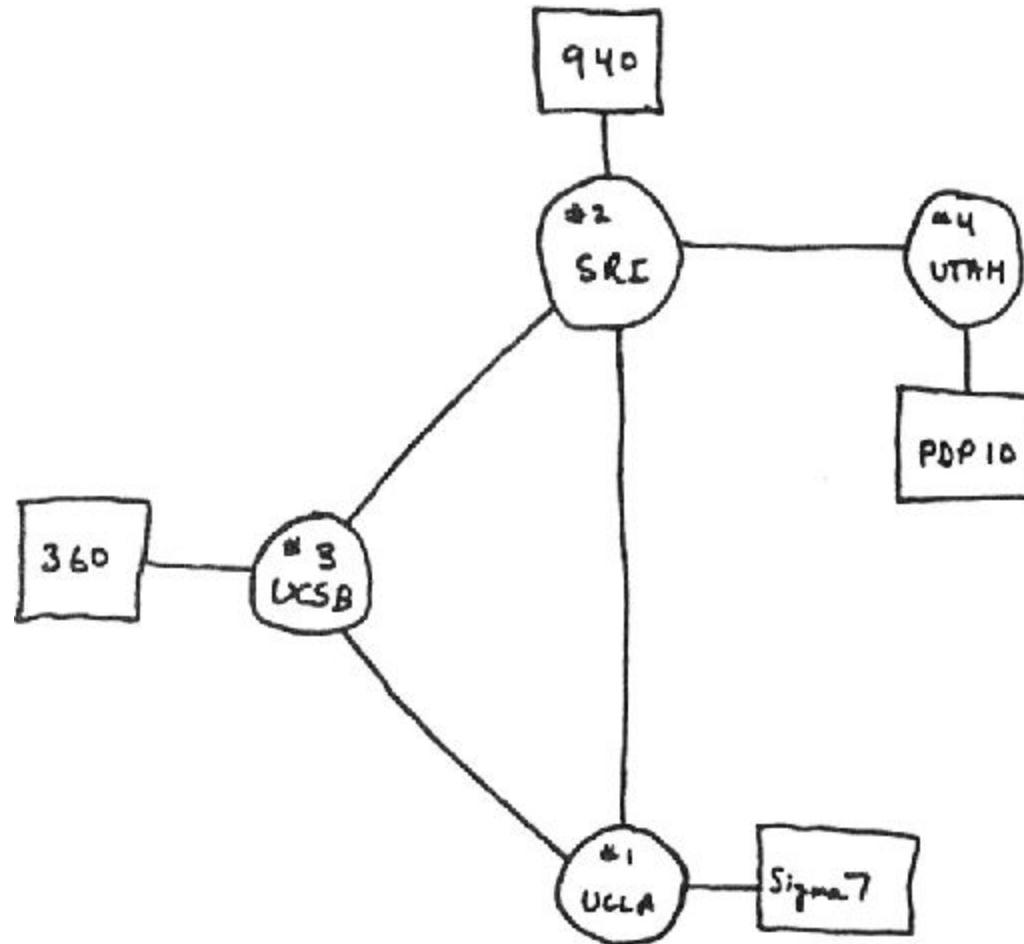


# Henry Beck's London Underground Diagram (1931)

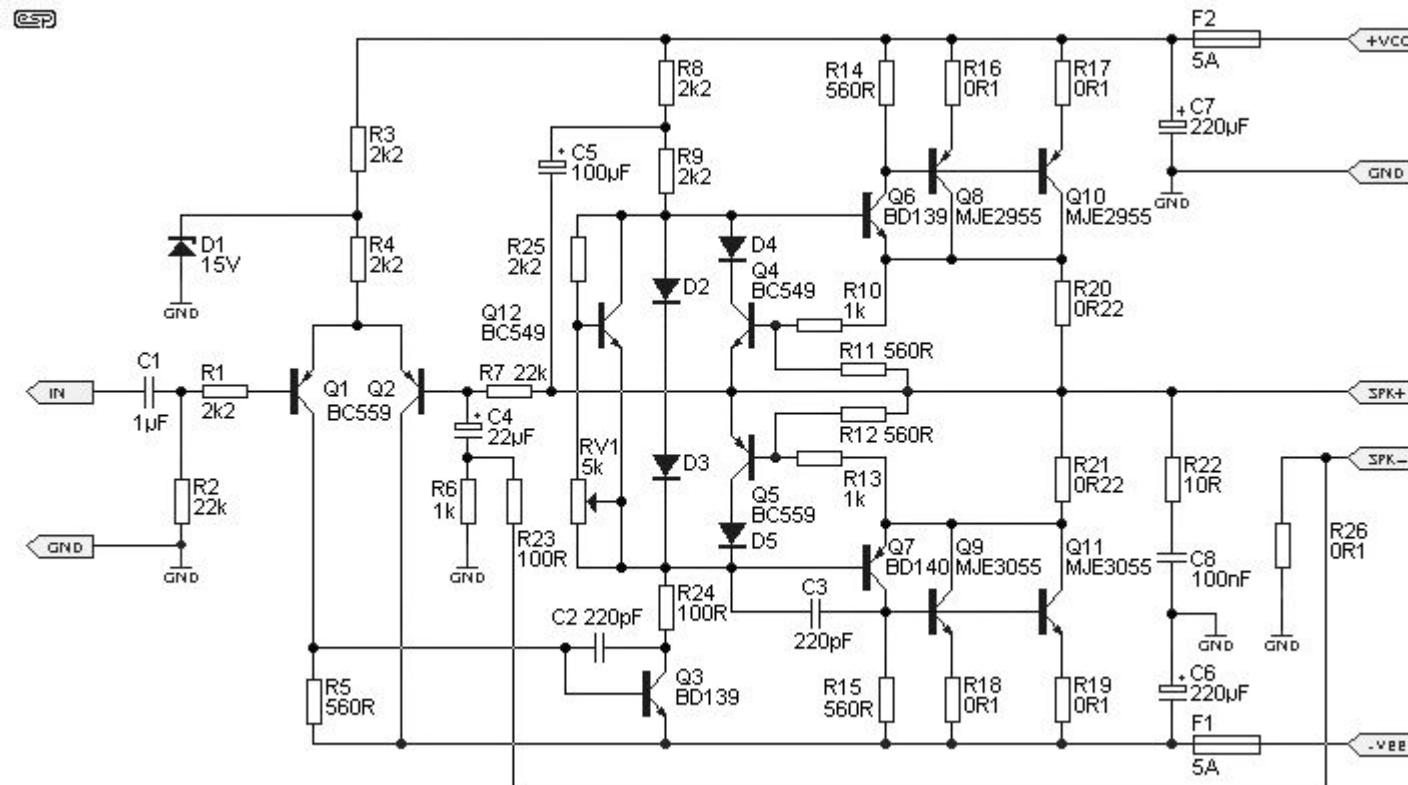




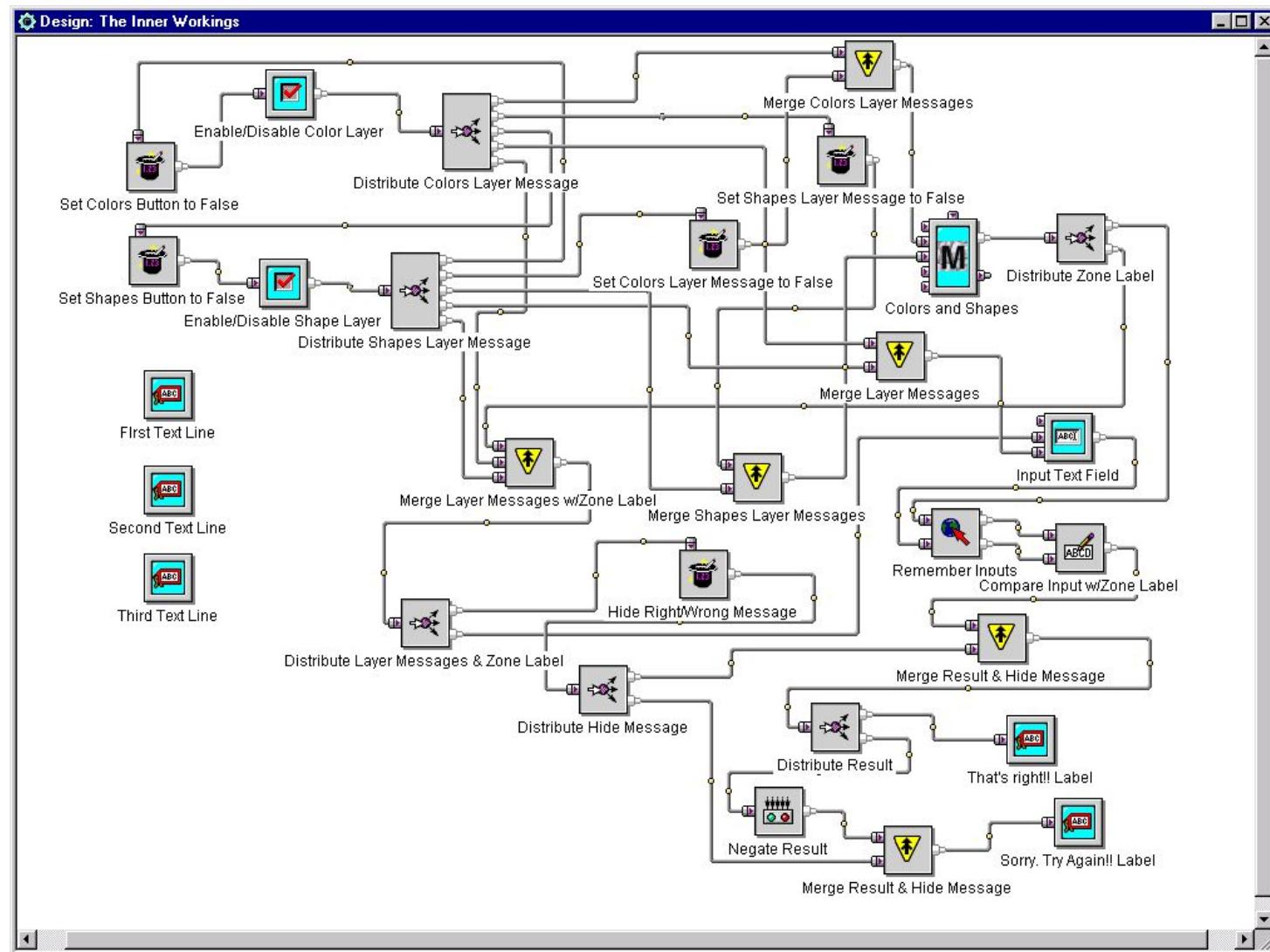
## **3a) NODE-AND-LINK DIAGRAMS**



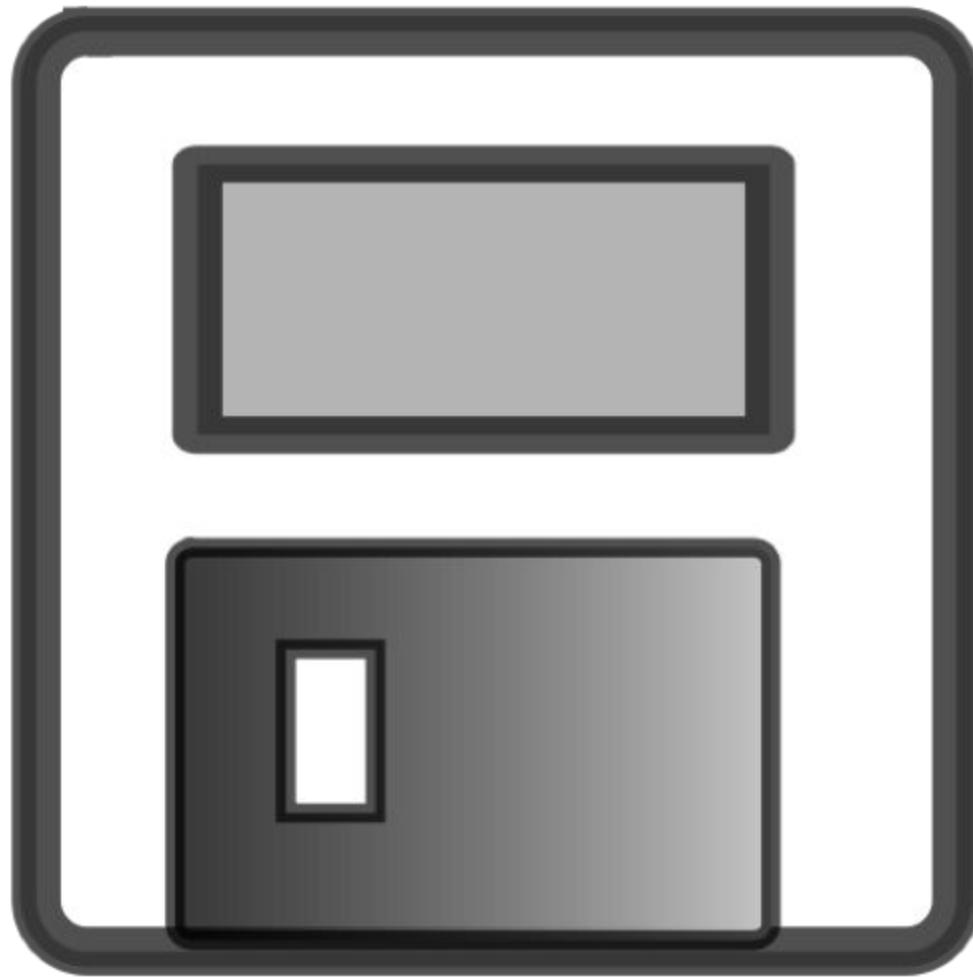
THE ARPANET

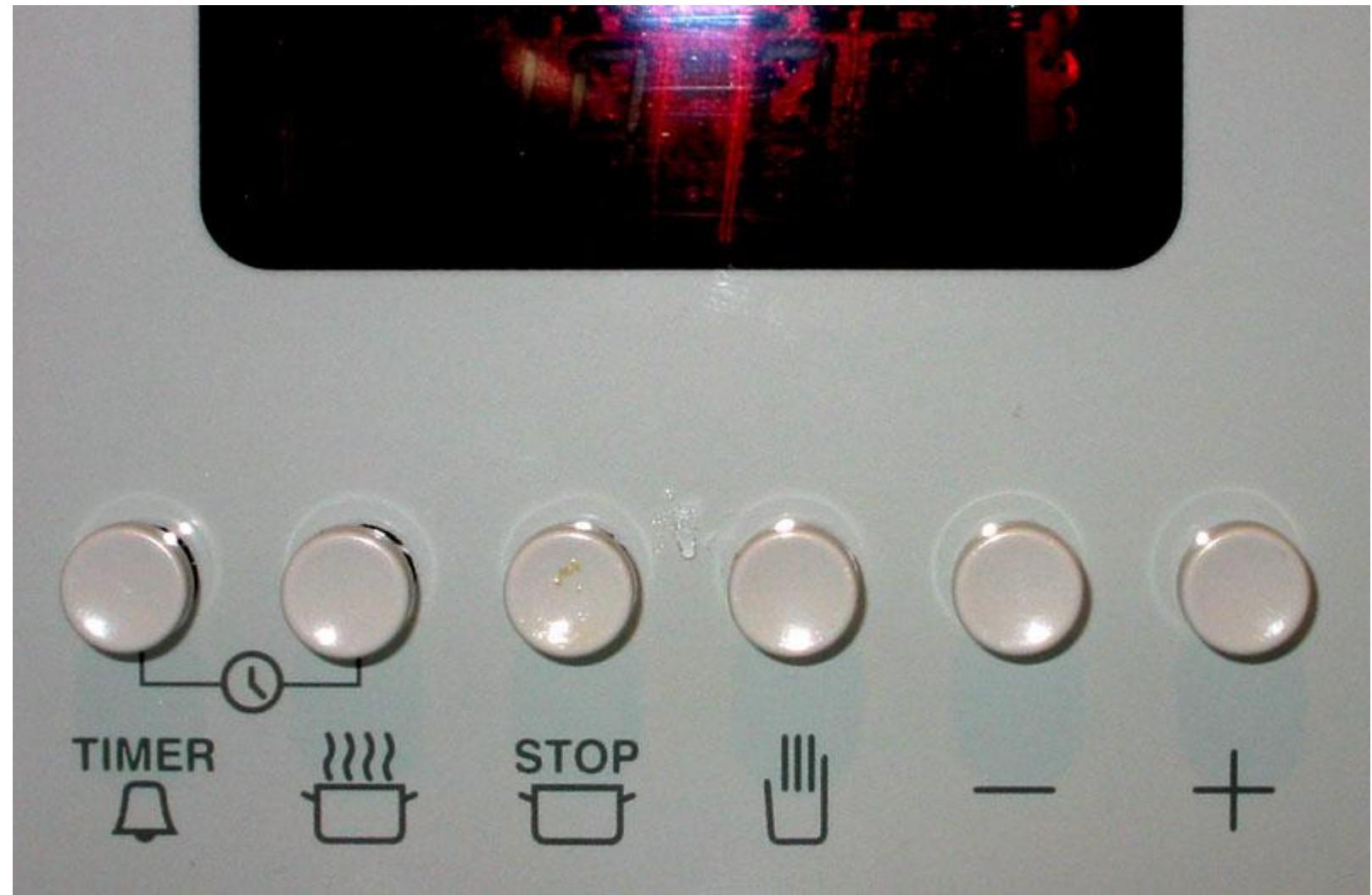


# The future of “no-code / low-code”? Java Studio (1995)

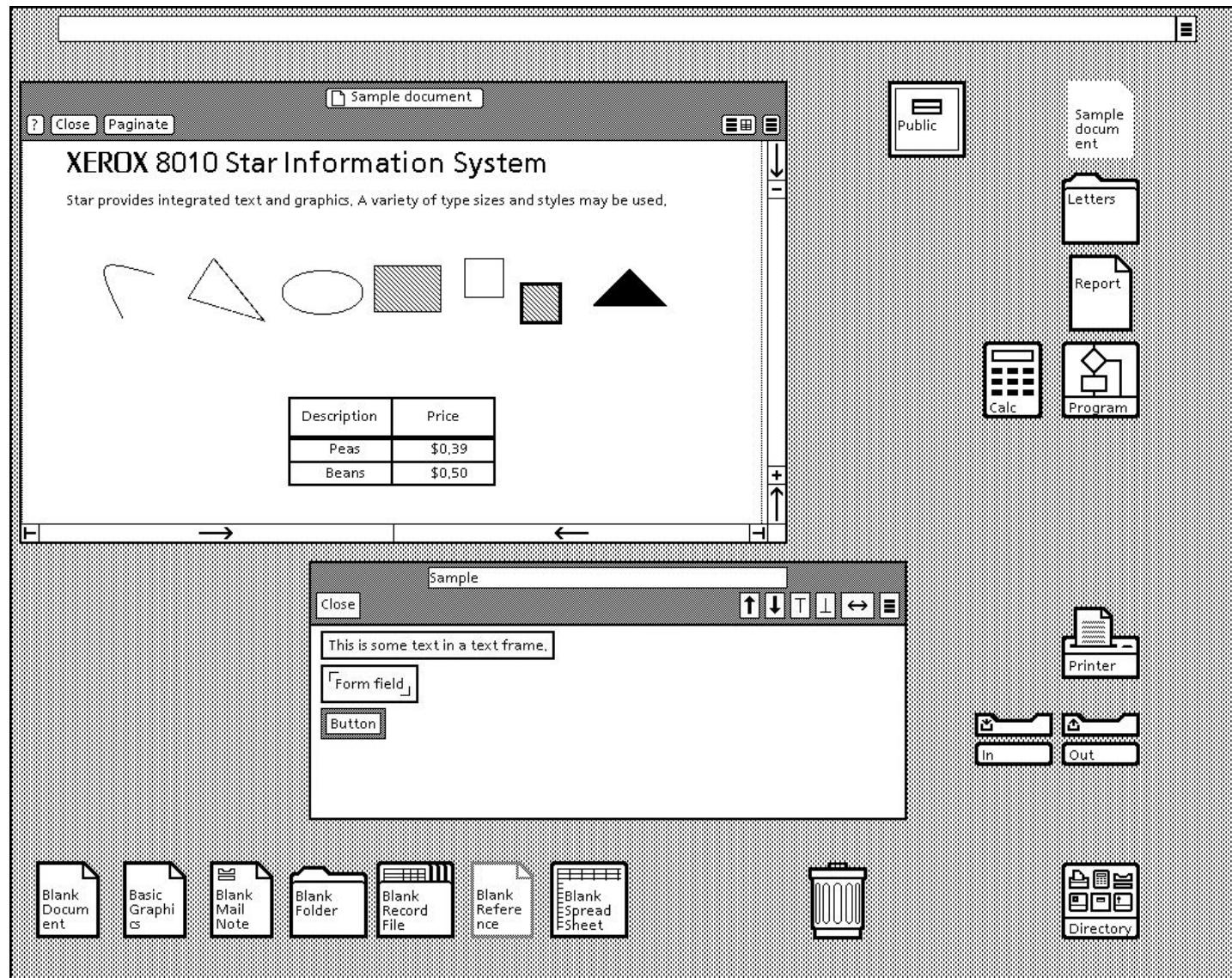


## **4. ICONS AND SYMBOLS**





## **5. VISUAL METAPHOR**



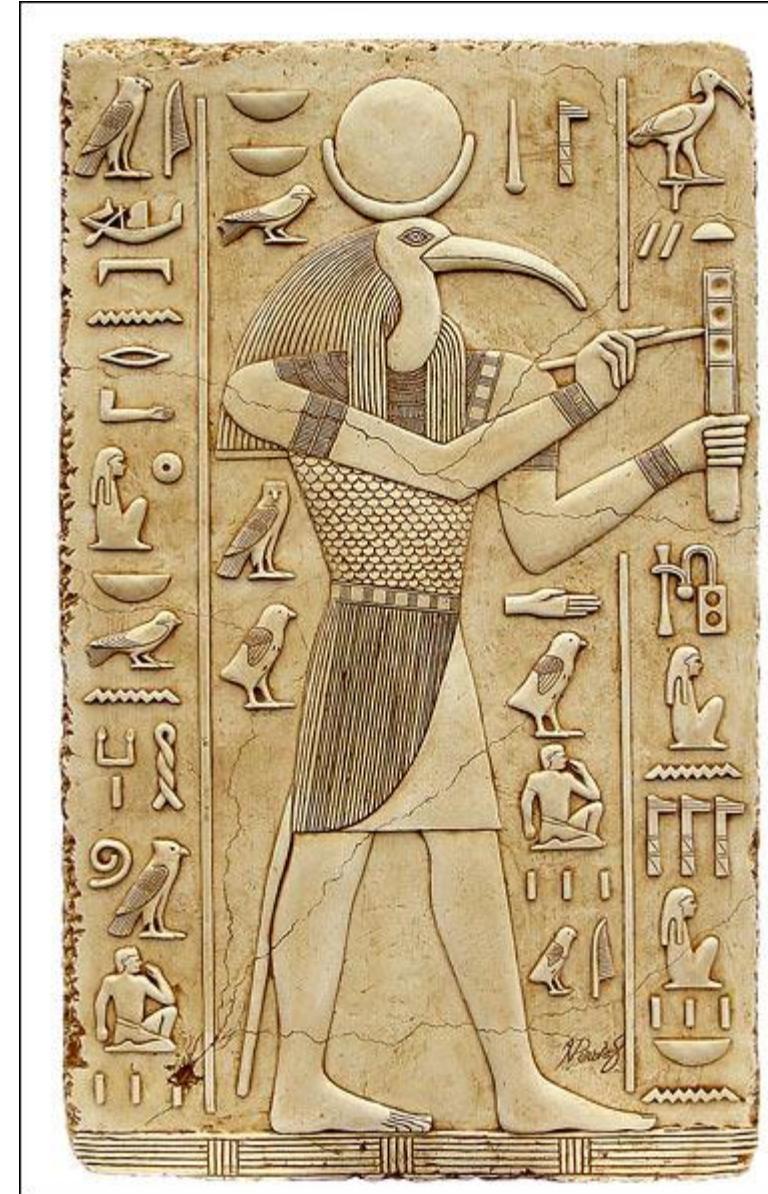






# 6. PICTURES







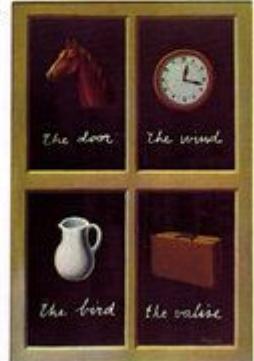


# WAYS OF SEEING

JOHN BERGER

Seeing comes before words. The child looks and recognizes before it can speak.

But there is also another sense in which seeing comes before words. It is seeing which establishes our place in the surrounding world; we explain that world with words, but words can never undo the fact that we are surrounded by it. The relation between what we see and what we know is never settled.



The Surrealist painter Magritte commented on this always-present gap between words and seeing in a painting called *The Key of Dreams*.

The way we see things is affected by what we

# Correspondence theory for graphic design

	Graphic Resources	Correspondence	Design Uses
Marks	Shape Orientation Size Texture Saturation Colour Line	Literal (visual imitation of physical features) Mapping (quantity, relative scale) Conventional (arbitrary)	Mark position, identify category (shape, texture colour) Indicate direction (orientation, line) Express magnitude (saturation, size, length) Simple symbols and colour codes
Symbols	Geometric elements Letter forms Logos and icons Picture elements Connective elements	Topological (linking) Depictive (pictorial conventions) Figurative (metonym, visual puns) Connotative (professional and cultural association) Acquired (specialist literacies)	Texts and symbolic calculi Diagram elements Branding Visual rhetoric Definition of regions
Regions	Alignment grids Borders and frames Area fills White space Gestalt integration	Containment Separation Framing (composition, photography) Layering	Identifying shared membership Segregating or nesting multiple surface conventions in panels Accommodating labels, captions or legends
Surfaces	The plane Material object on which the marks are imposed (paper, stone) Mounting, orientation and display context Display medium	Literal (map) Euclidean (scale and angle) Metrical (quantitative axes) Juxtaposed or ordered (regions, catalogues) Image-schematic Embodied/situated	Typographic layouts Graphs and charts Relational diagrams Visual interfaces Secondary notations Signs and displays

# Use 1: Usability analysis

- Analyse a design using this taxonomy  
(e.g. Uses connotative correspondence)
- Determine if the uses are appropriate  
(e.g. do people think that blue is 'off' or 'cold'?)

Cases where the visual analysis implies one connection but the operation implies another will create substantial usability problems

# Use 1: Usability analysis



# Use 1: Usability analysis



Mapping, Categorical: Off, cold, warm, hot

Mapping, Magnitude, Colder -> Warmer

# Use 1: Usability analysis

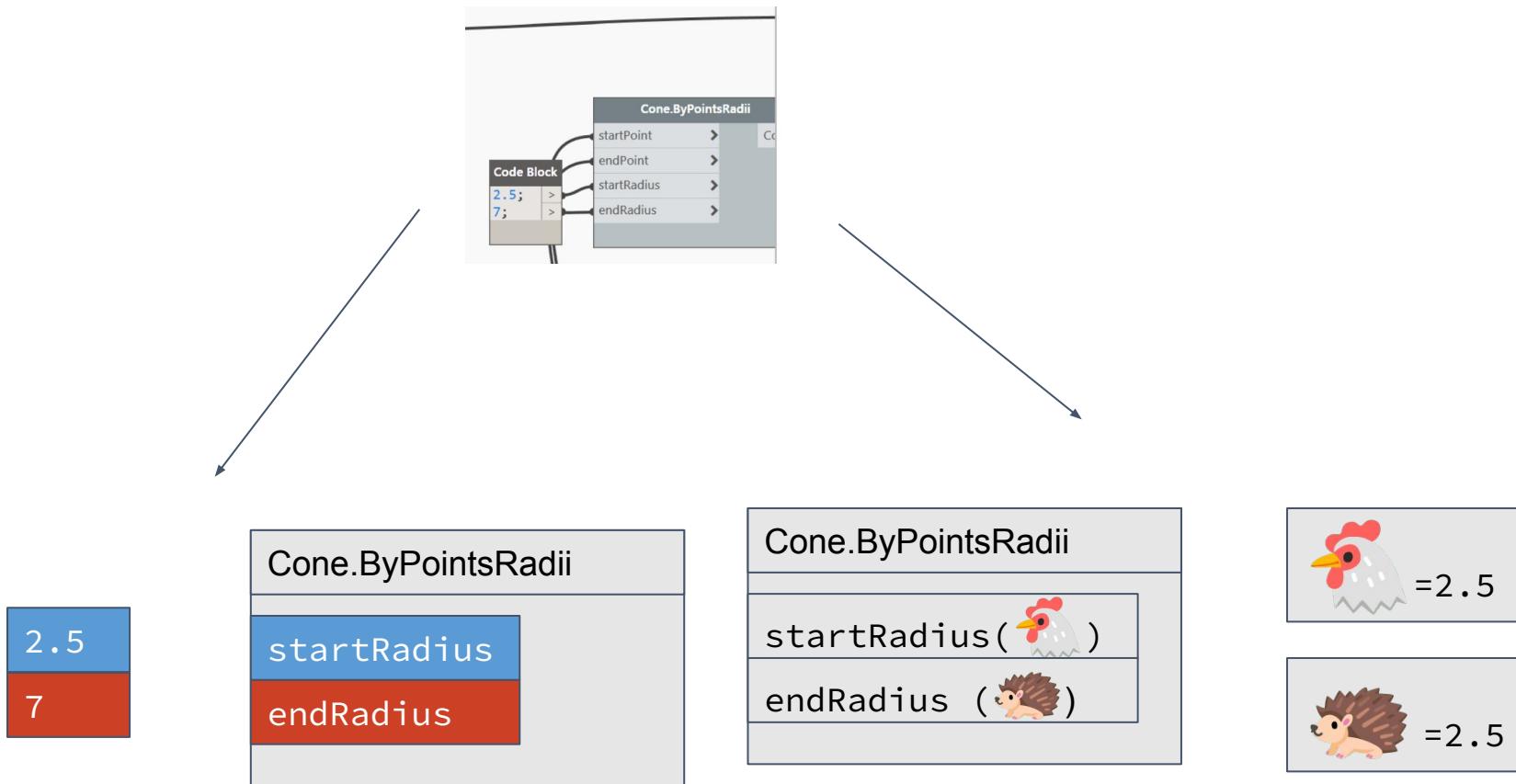


Mapping, Categorical: Off, cold, warm, hot

~~Mapping, Magnitude, Colder → Warmer~~

Mapping, Direction(!!!), Colder -> Warmer

# Use 2: Generating divergent designs

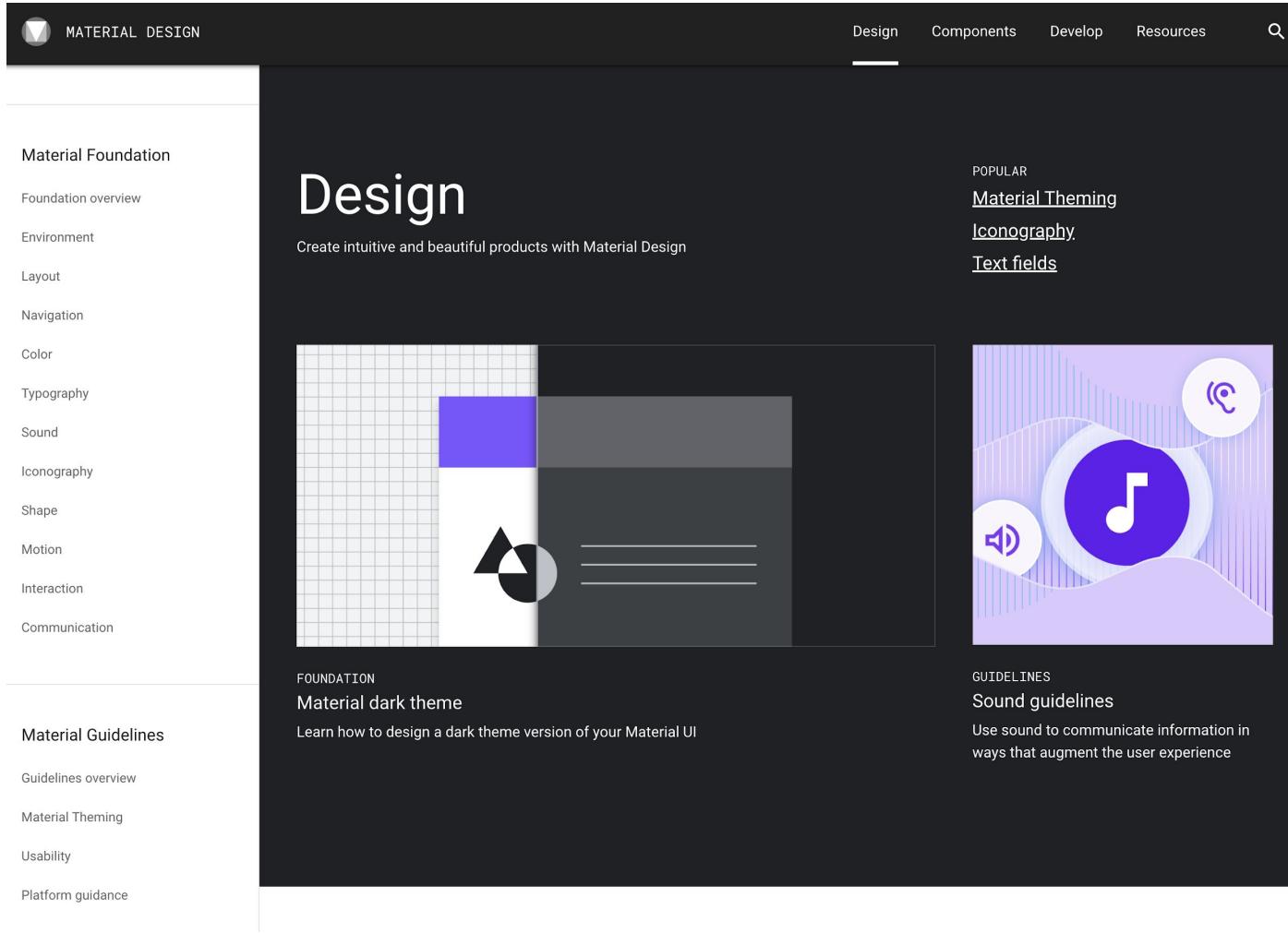


- Topological linking

=>

- Arbitrary  
conventional

# Use 3: Design systems



The screenshot shows the Material Design website's 'Design' section. The top navigation bar includes 'MATERIAL DESIGN' with a logo, 'Design', 'Components', 'Develop', 'Resources', and a search icon. The left sidebar lists 'Material Foundation' (Foundation overview, Environment, Layout, Navigation, Color, Typography, Sound, Iconography, Shape, Motion, Interaction, Communication) and 'Material Guidelines' (Guidelines overview, Material Theming, Usability, Platform guidance). The main content area features a large 'Design' heading and sub-headings 'Create intuitive and beautiful products with Material Design', 'FOUNDATION Material dark theme', and 'GUIDELINES Sound guidelines'. It also includes a 'POPULAR' section with links to 'Material Theming', 'Iconography', and 'Text fields'. A large image on the left shows a dark-themed UI design with geometric shapes and a grid, while a smaller image on the right shows a purple-themed sound interface with a music note icon.

## Color usage

Color helps express hierarchy, establish brand presence, give meaning, and indicate element states.

### CONTENTS

Hierarchy  
Brand  
Meaning  
State

(<https://material.io>)

# The programming analogy challenge 2026:

## Example #1: Moodle

- Who is the user: You or me?
  - This question of perspective applies to most UIs ... and PLs!
  - I've never seen student view of Moodle, but from my own perspective ...
- Inheritance in Moodle:
  - How is “Student” different from “Student observer”?
- Inheritance in Moodle:
  - Could there be a map operator for assignment feedback?