

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:

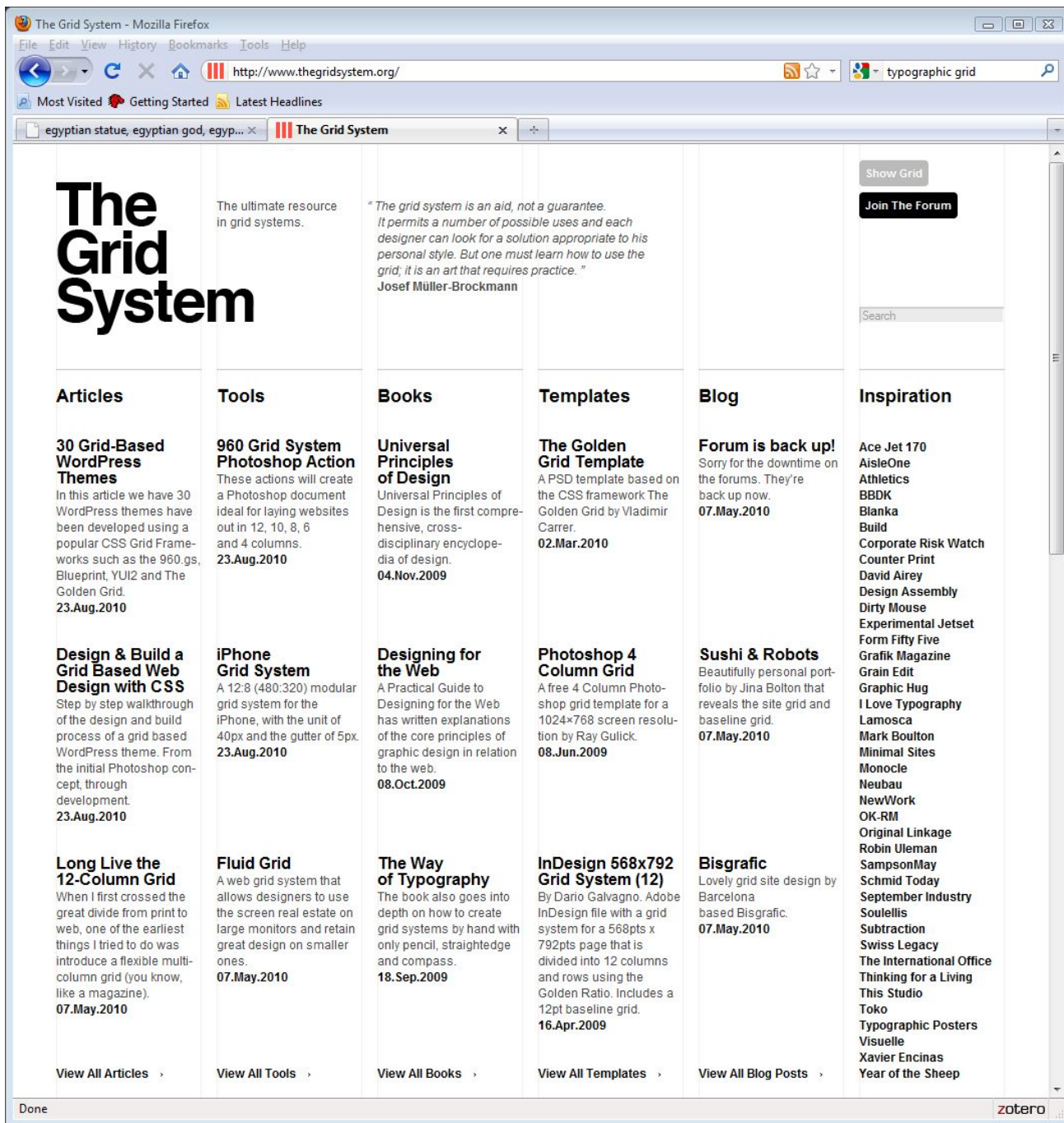
asking new questions about the 'obvious' or familiar

(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.



Incipit epistola sancti ieronimi ad
paulinum presbiterum de omnibus
huius historie libris capituli primi.

Ecce ambrosius
tua michi munus-
cula pfecto-deridit
sit et suauissimas
lras- q̄ a principio
amici- dat- hic pbe-

re iam hda et utris amicis noua:
pfectant. Et tu illa necessitudo e-
et xpi glorio copulata- qm non vali-
tas et familiaris- no pda tantum
corpor- no libola et palpas adulato-
sed dei amor- et diuina- scripturarū
studia conciliant. legim⁹ in utrobz
historijs- quosdā lustrasse puriorē
nouos adisse plos- maria trāisse-
ut eos quos et libris nouerant- corā
q̄ videret. Sicur piragoras manphi-
nicos viros- sic plato egipci- et archimē-
tarentinū- tantūq; oram ralis- que
quondā magna grecia dicebat- labo-
riossime peraguit- et ut qui athenis
npr erat- et potius- nullq; doctrinas
achadum gignasū psonabāt- hec
pignus atq; discipulus- multis aliena
utroq; discere- qm sua spūm ingat.
Deniq; cū lras quasi toto ore fugien-
tes psequit- capr⁹ a picatis et umida-
tus- orāno crudellimo paruit- dud⁹
capimus vinct⁹ et ferus. Tamen quia
plius maior euenit se hūe- ad orum
linū- ladeo eloquēcie fonte manantē-
et vltimis hispanie galliarūq; finibz-
quosdā vniūse nobiles legimus- et
quos ad complacitū sui roma nō
revertat- vni⁹ hōis fama pduit. Ma-
buit illa etas inauditi omibz seculis-
celebrandūq; miraculū- ut urbē tanta

ingress- aliud terra urbem querebat.
Appolloni⁹ fuit ille mag⁹ ut vulgus
loquitur- fuit pphus- ut piragora tra-
dunt- intrauit plas- pssunt caucasi-
albanos- sithas- mallagras- opulē-
tissima indie regna puerat- et ad
getonū lanissimo phryon ampie
nūmillo puenit ad braguanas- ut
braccam in throno sedet- autē et de
naturalis fonte potant- inter paucos
discipulos- de natura- et moribz- ac de
cūsu diei et fidei- audire docent.
Iude p damias- babilonios- chalde-
os- medos- althios- parthos- hicos-
pharicos- arabes- palestinos- rasis
ad alexandriā- pergit ad ethiopiā-
ut gignosophistas et famosissimam
solis mensam videret in sabulo. Iu-
uenit ille vir ubiq; q̄ discere- et semp
proficiens- semp se melior fieret. Scrip-
sit super hoc planissime octo volumi-
nibus- phryosteanis.

Quid loquar de seculi hominibz-
cū aplos paulus- vas decōm-
et magister gentiū- qui de consensu
mā i se hospitis loquebat- diceo. An
examinari queas eius qui in me
loquit xpc. Post damascū arabisq;
lustrat- ascendit iherosolimā ut videret
petrū et māstr apud cū diebz quindē.
Hic cū nūctio sabbatis et ogdo-
abis- hinc⁹ gentiū p̄dicator instrumē-
tus erat. Rursūq; post ānos quorū-
decim assumpto barnaba et tro-
pico- cū aplis cōāgētiū- ut fore in va-
cūm curaret aut curatūset. Habet
nūctio qd latius mergit- vixit vobis
adus- et in aures discipuli de auctoris
ore manifestula forius sonat. Unde et
ethiopus cū rodi regulam- et legatur

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

IEEE Software: Behavioural Scier

nook-experimental - Database

console.firebase.google.com/u/1/project/nook-experimental/dat...

AppsOffline GmailAVF sustainabilityPRsLuke LarkOther Bookmarks

Firestore

Project Overview

Develop

Quality

Analytics

Blaze

Authentication

Database

Storage

Hosting

Functions

ML Kit

Crashlytics

Performance

Test Lab

App Distribution

Dashboard

Events

Conversions

Audiences

Funnels

User Properties

Extensions

Pay as you go

Modify

nook-experimental

Go to docs

L

Database

Cloud Firestore

Data

Rules

Indexes

Usage

conversationTa... > tag-0aa8b45a

nook-experimental	conversationTags	tag-0aa8b45a
+ Start collection	+ Add document	+ Start collection
conversationTags >	tag-0aa8b45a >	+ Add field
messageTags	tag-12be10d3	shortcut: "a"
nook_conversati...	tag-14ea0e13	text: "active case"
sms_raw_msgmap	tag-acc357d0	type: "TagType.normal"
suggestedReplies		
systemMessages		
tables		
translation_cac...		

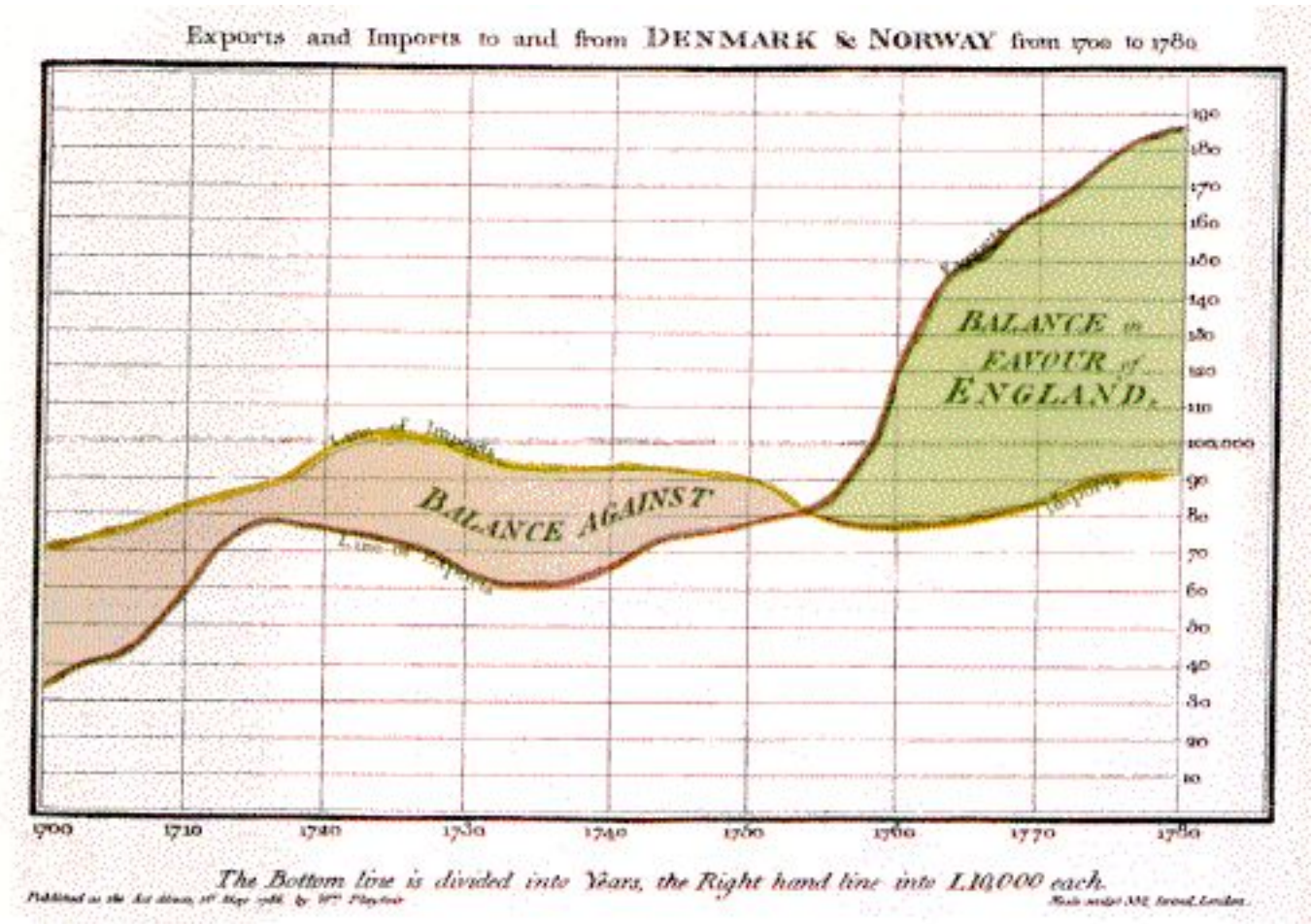
Cloud Firestore location: eur3 (europe-west)

2. MAPS AND GRAPHS

The EDSAC UI (1950s)



William Playfair (1795)



SAGE air defense (1960s)



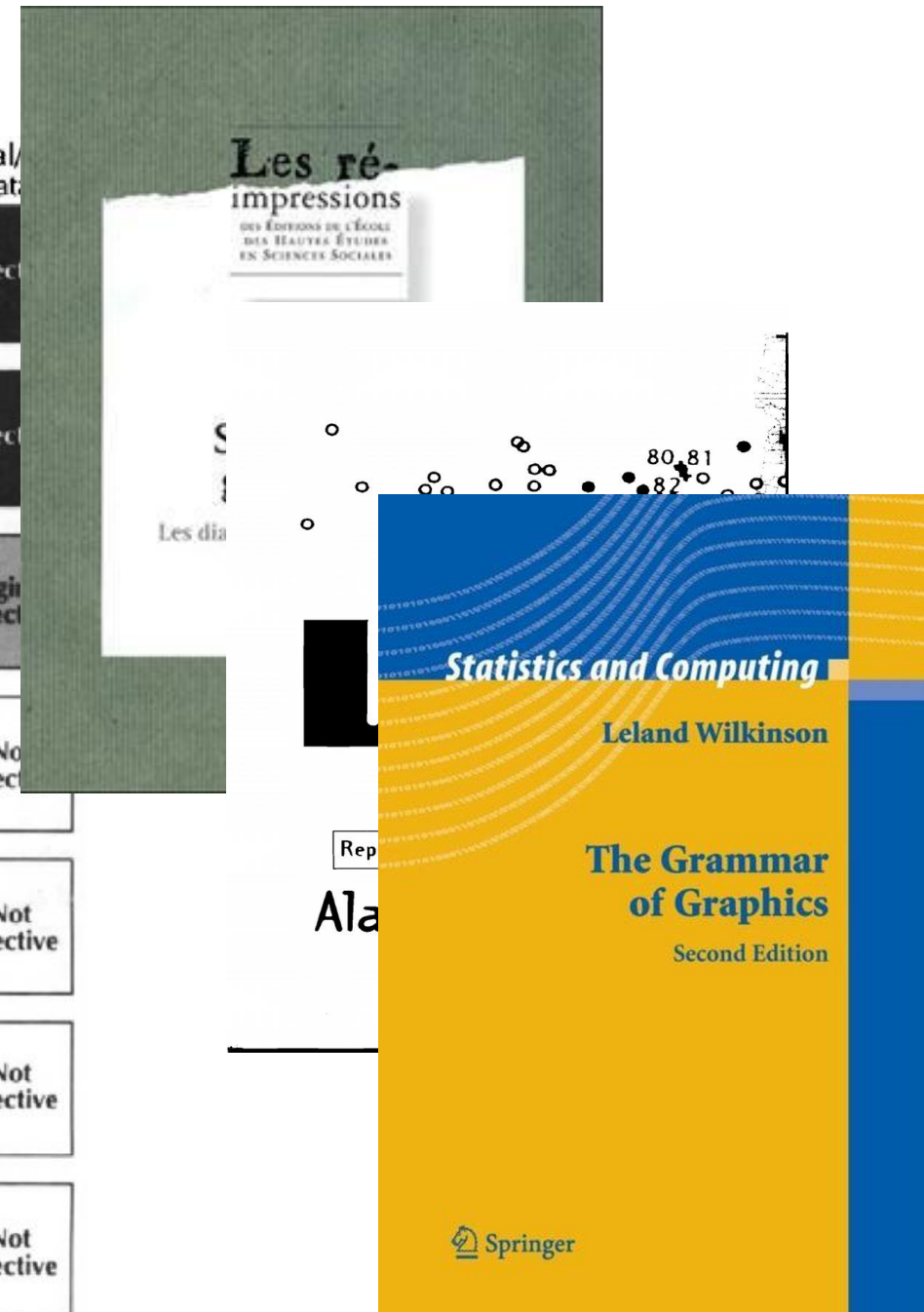
Mappa Mundi (1300s)



Bertin's *Semiologie Graphique* (1969)

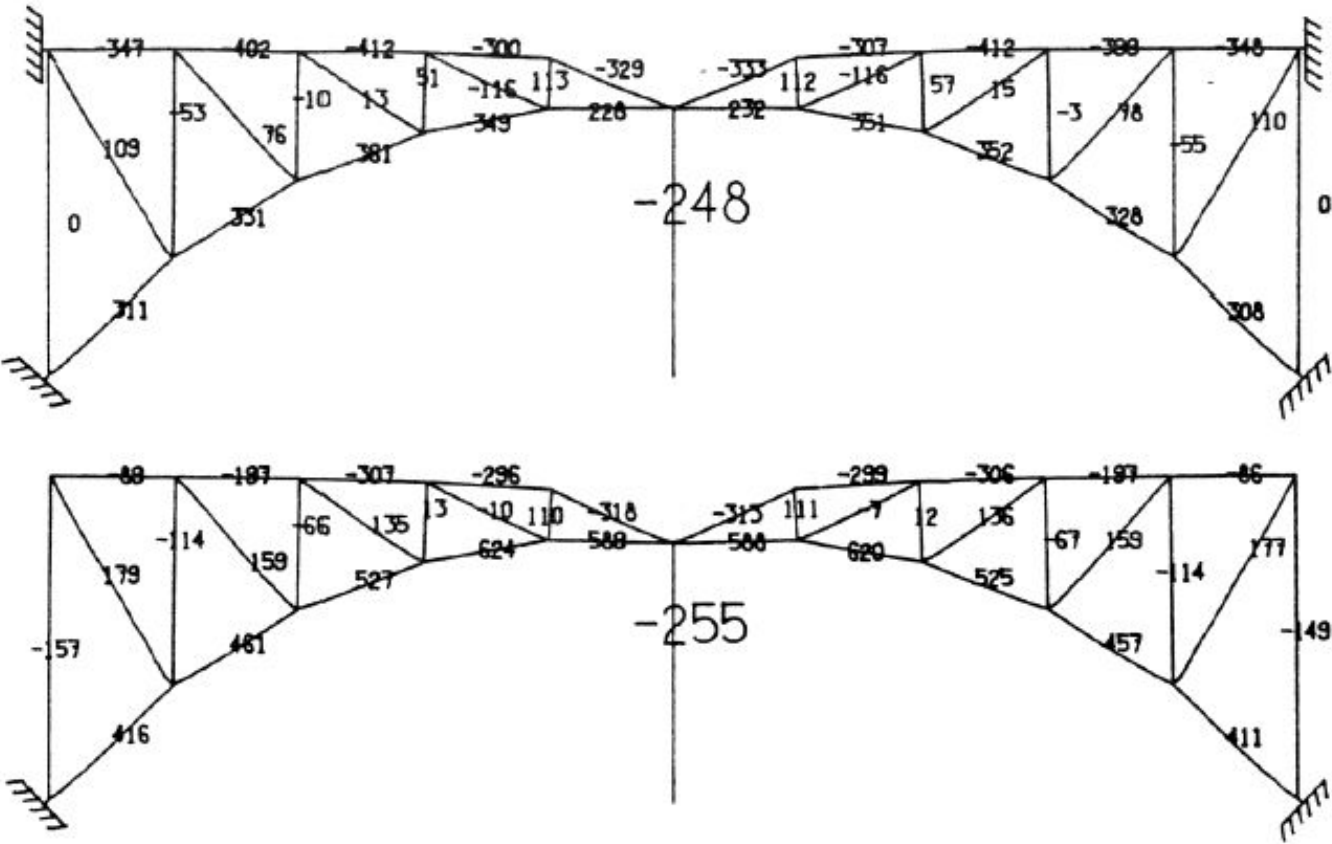
	Point features	Line features	Area features	Nominal data	Ordinal data	Interval data
POSITION				Effective	Effective	Effective
SIZE				Not Effective	Effective	Effective
VALUE				Not Effective	Effective	Marginally Effective
TEXTURE				Effective	Marginally Effective	Not Effective
HUE				Effective	Marginally 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]).

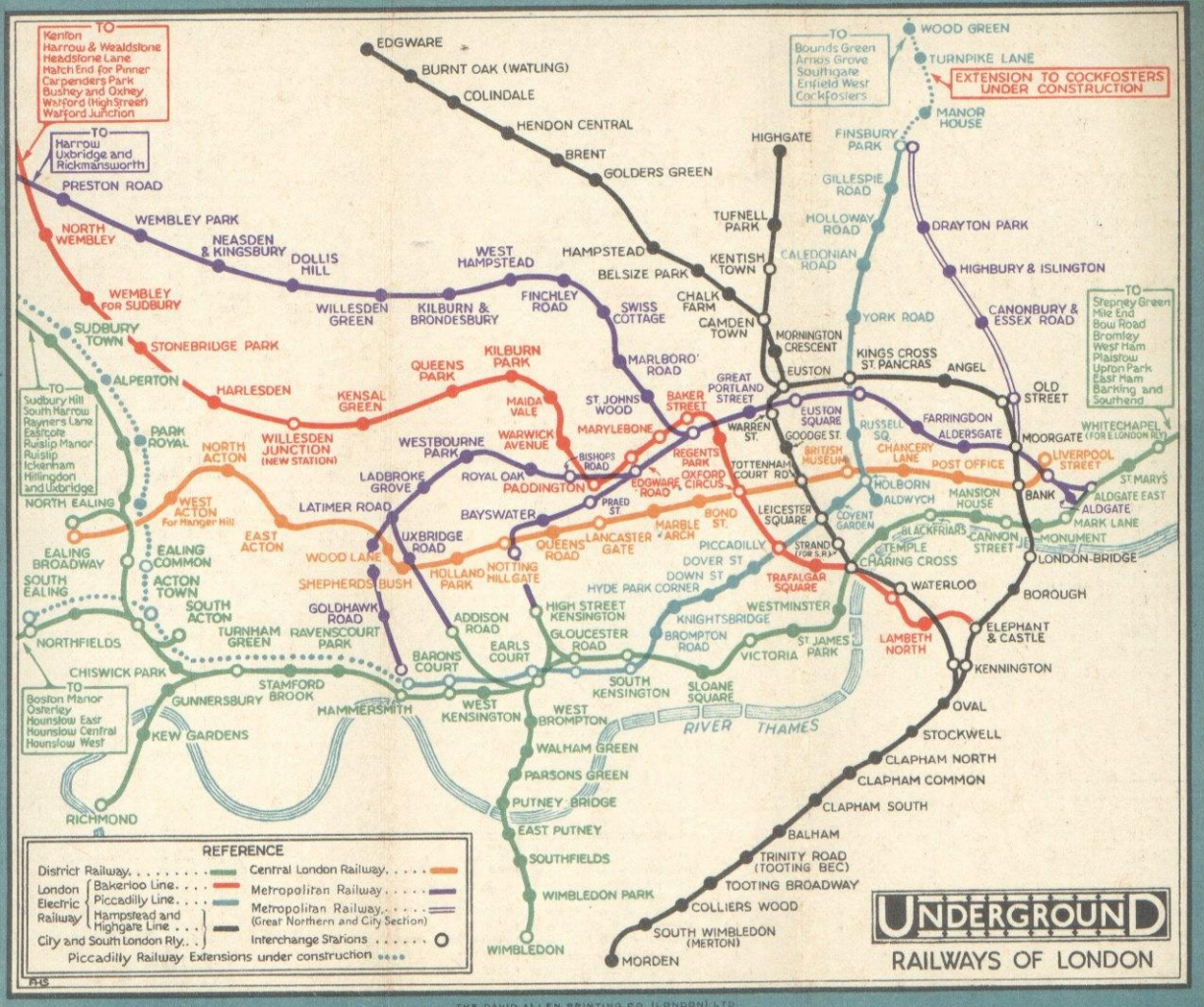


3. SCHEMATIC DRAWINGS

Sutherland's Sketchpad (1963)

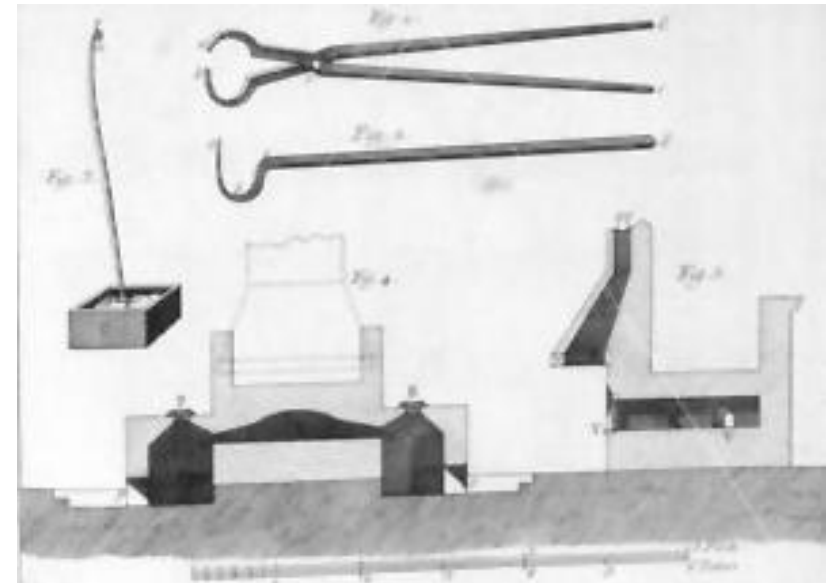
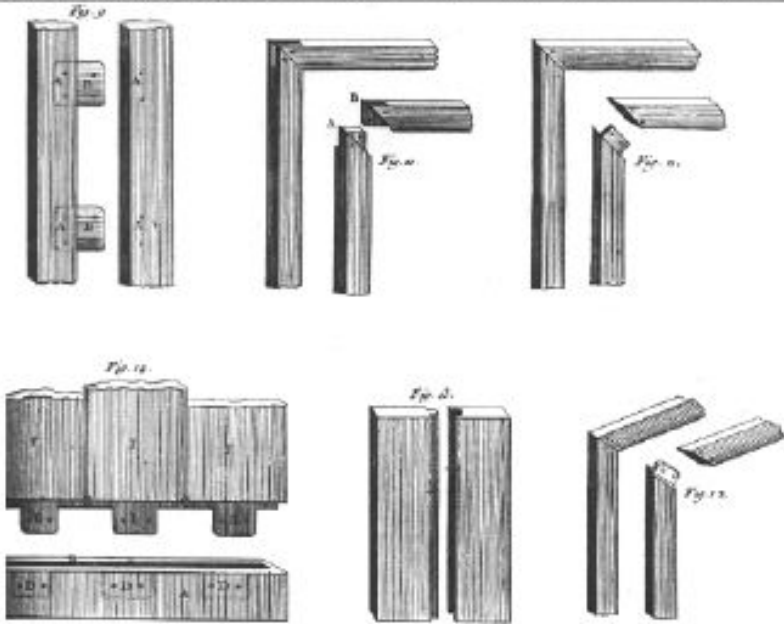
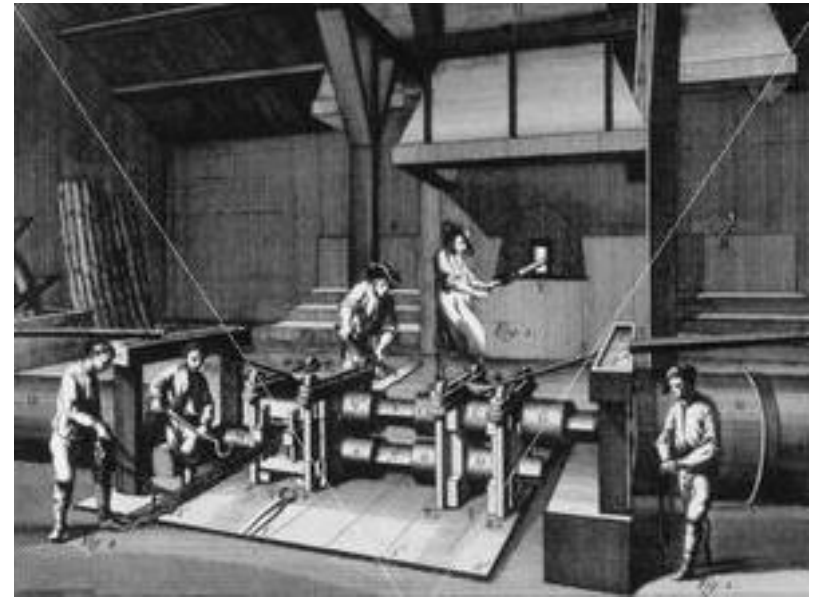
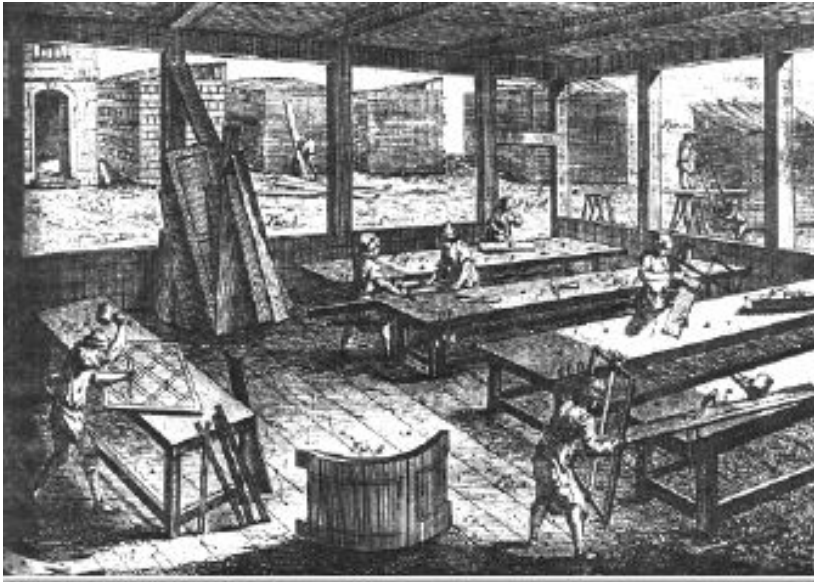


The London Underground Map (1920)

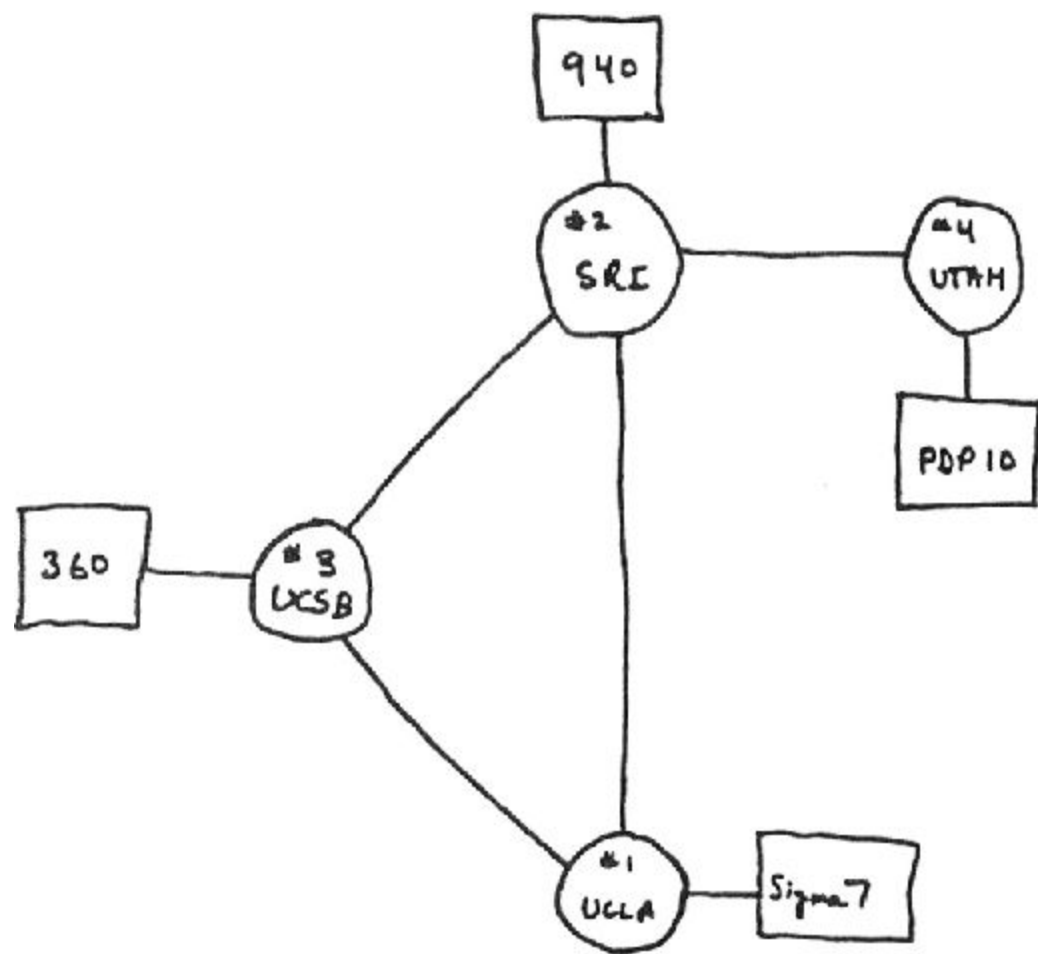


Henry Beck's London Underground Diagram (1931)

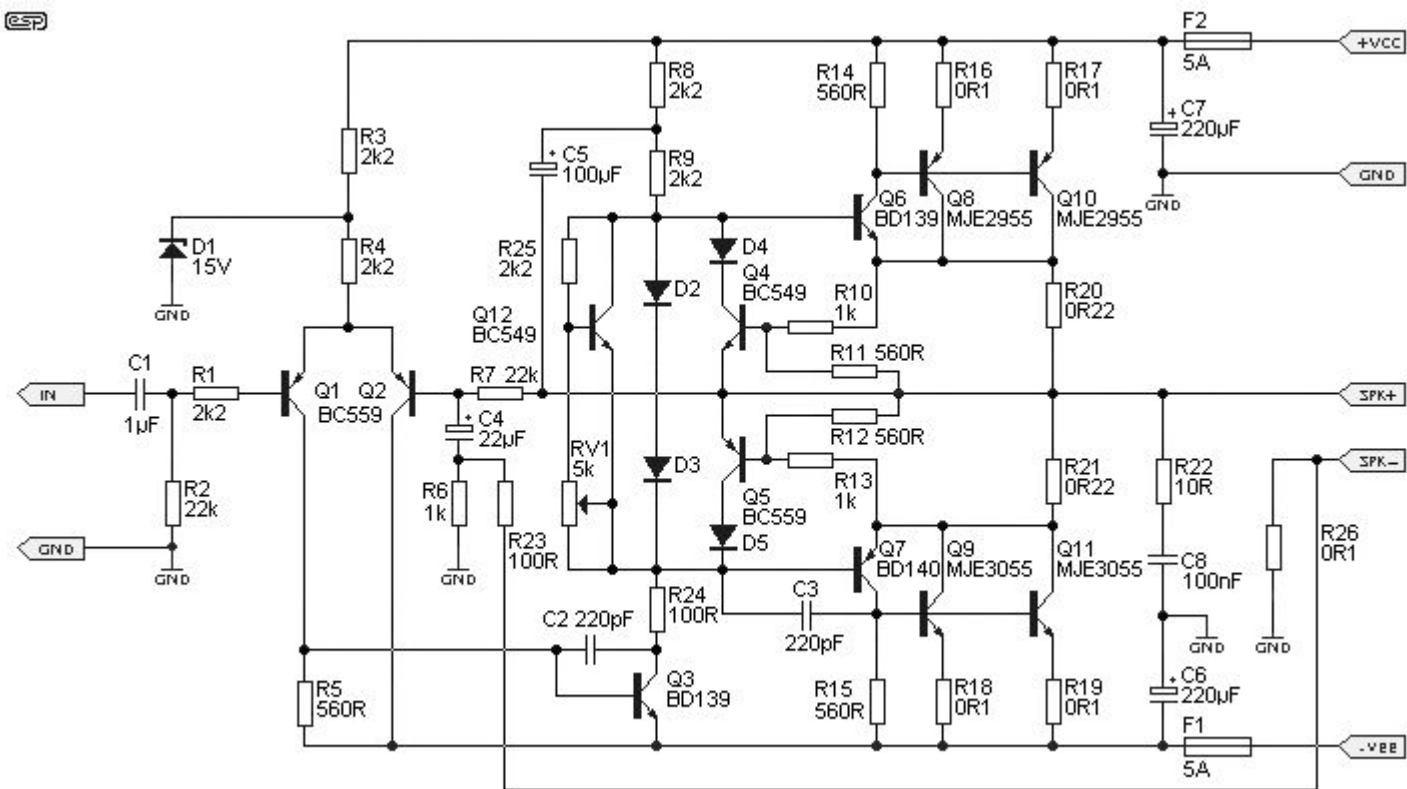




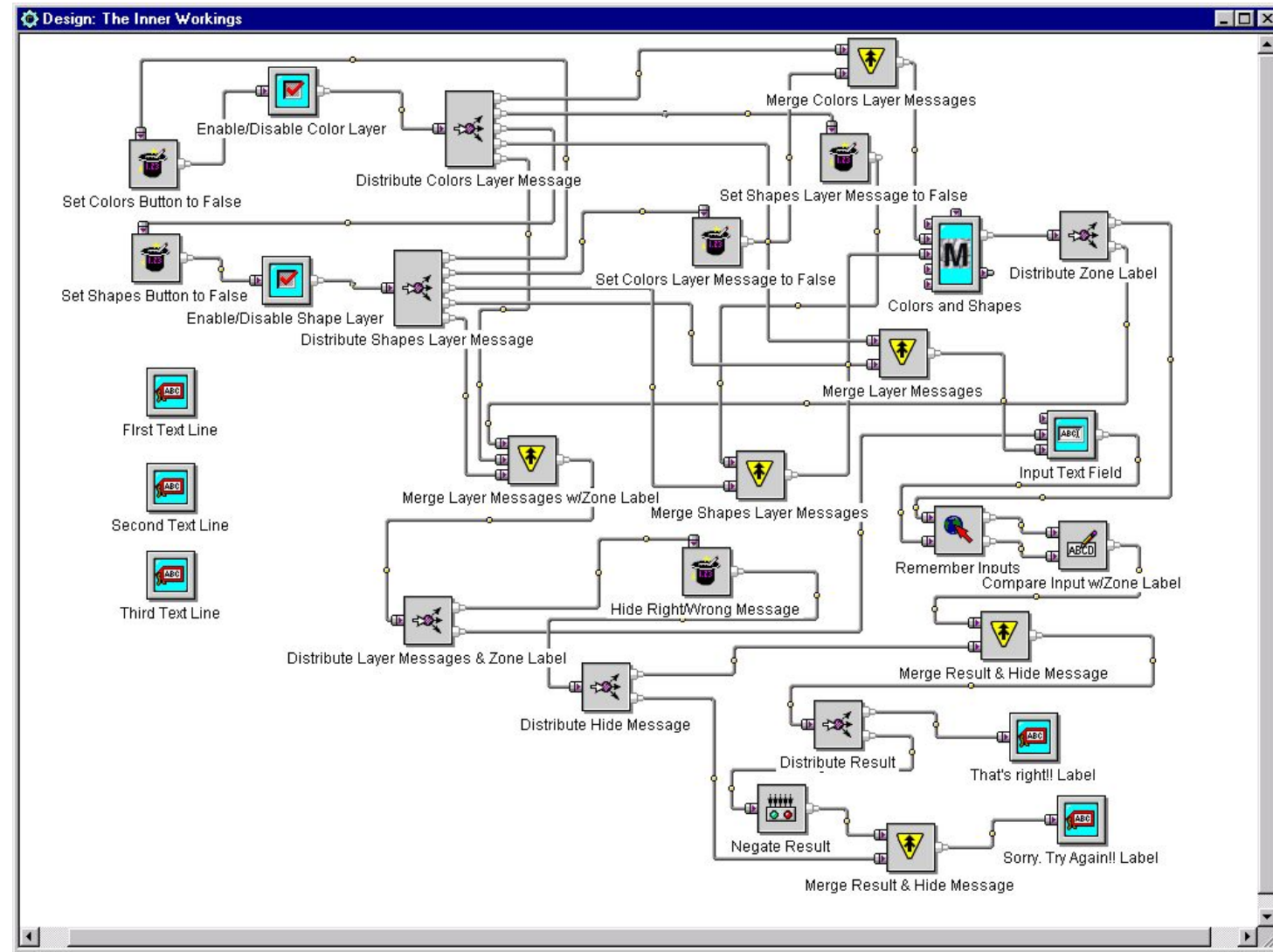
3a) NODE-AND-LINK DIAGRAMS



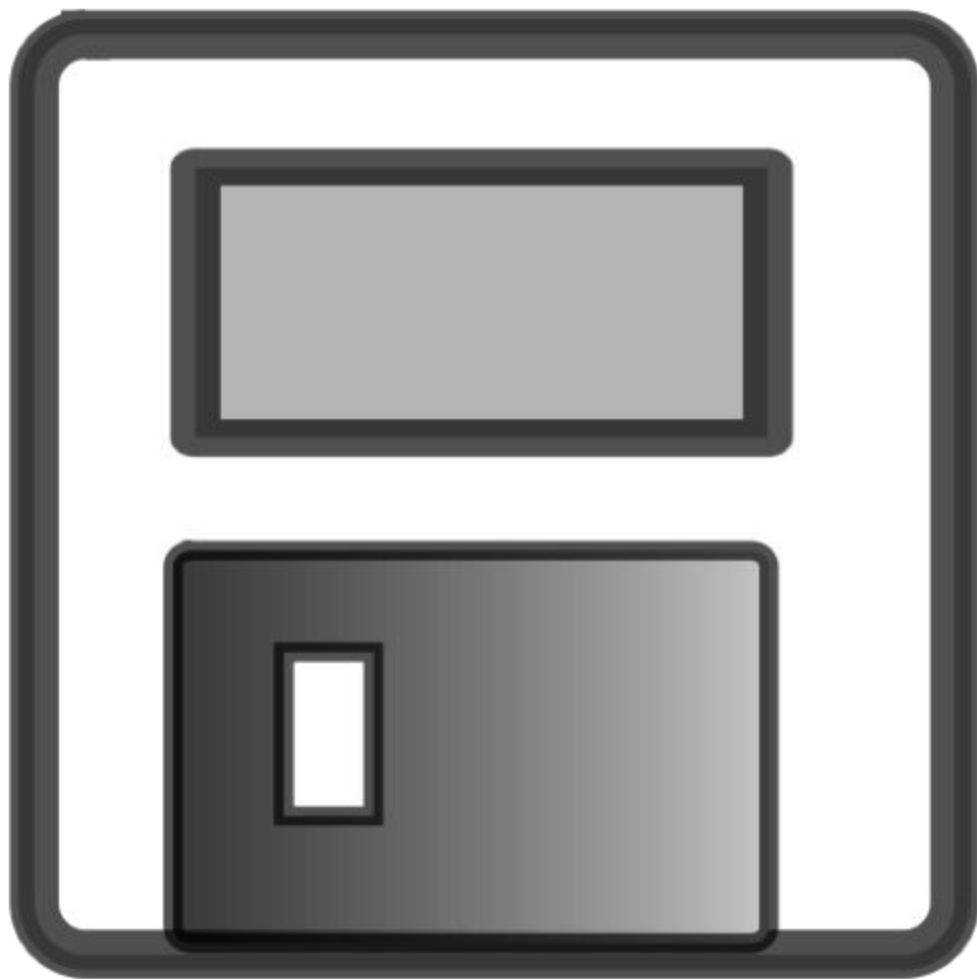
THE ARPA NETWORK

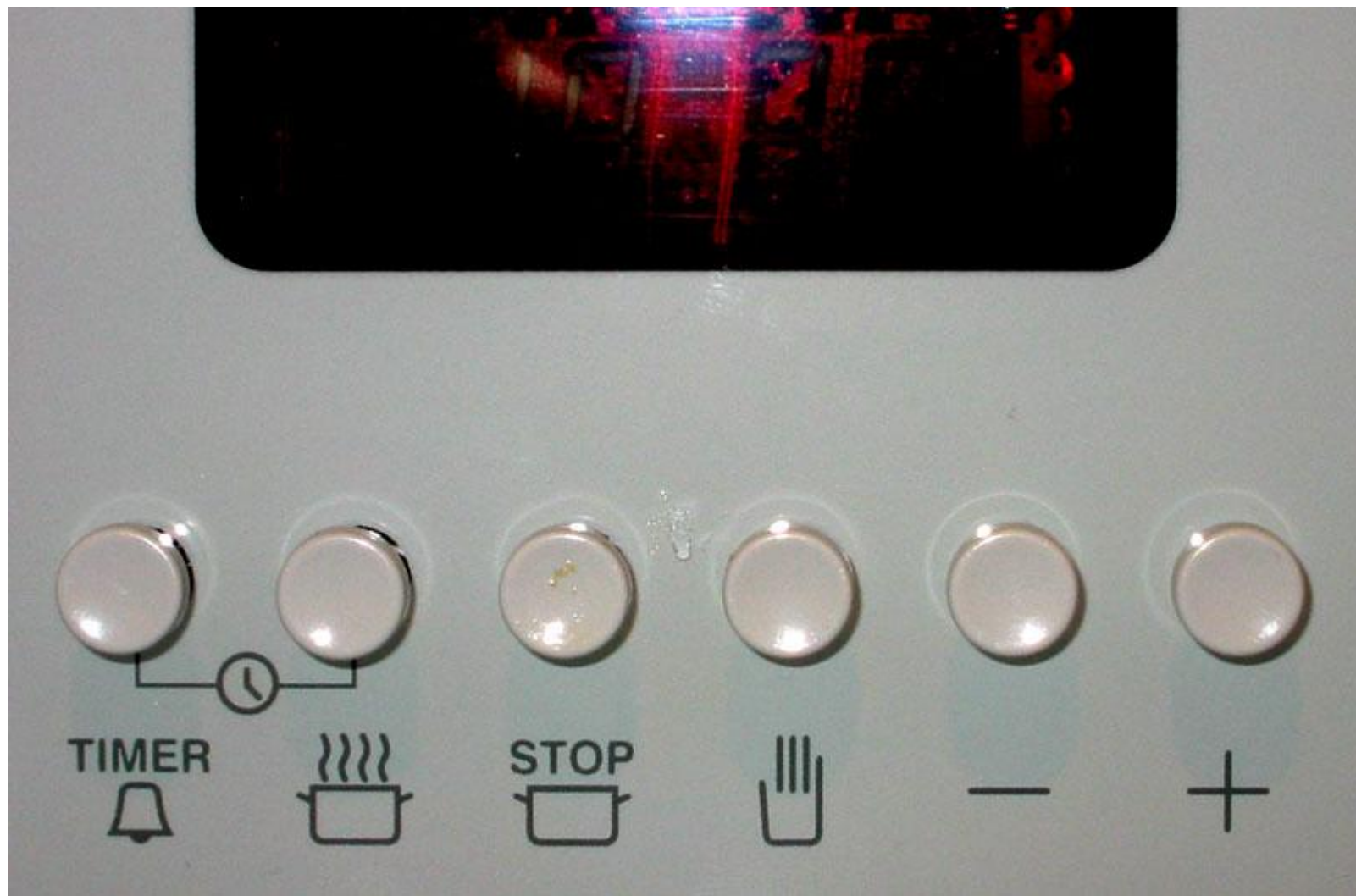


The future of “no-code / low-code”? Java Studio (1995)

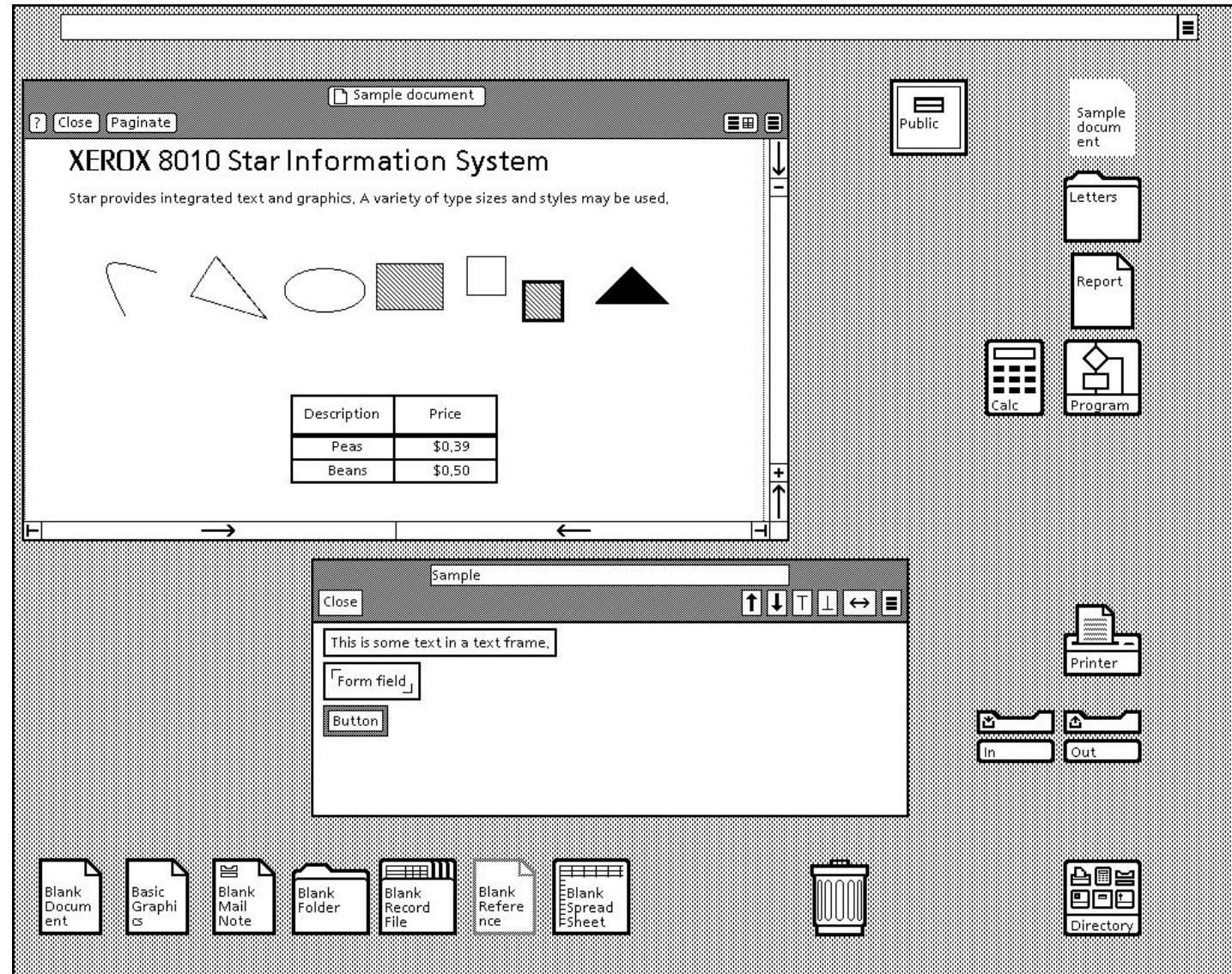


4. ICONS AND SYMBOLS





5. VISUAL METAPHOR





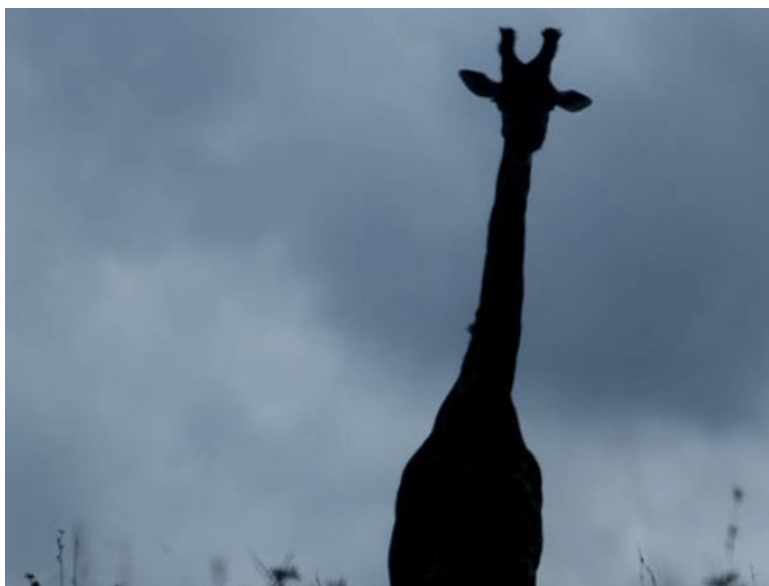




6. PICTURES







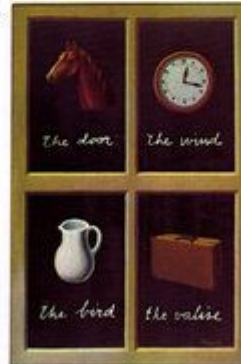


WAYS OF SEEING

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

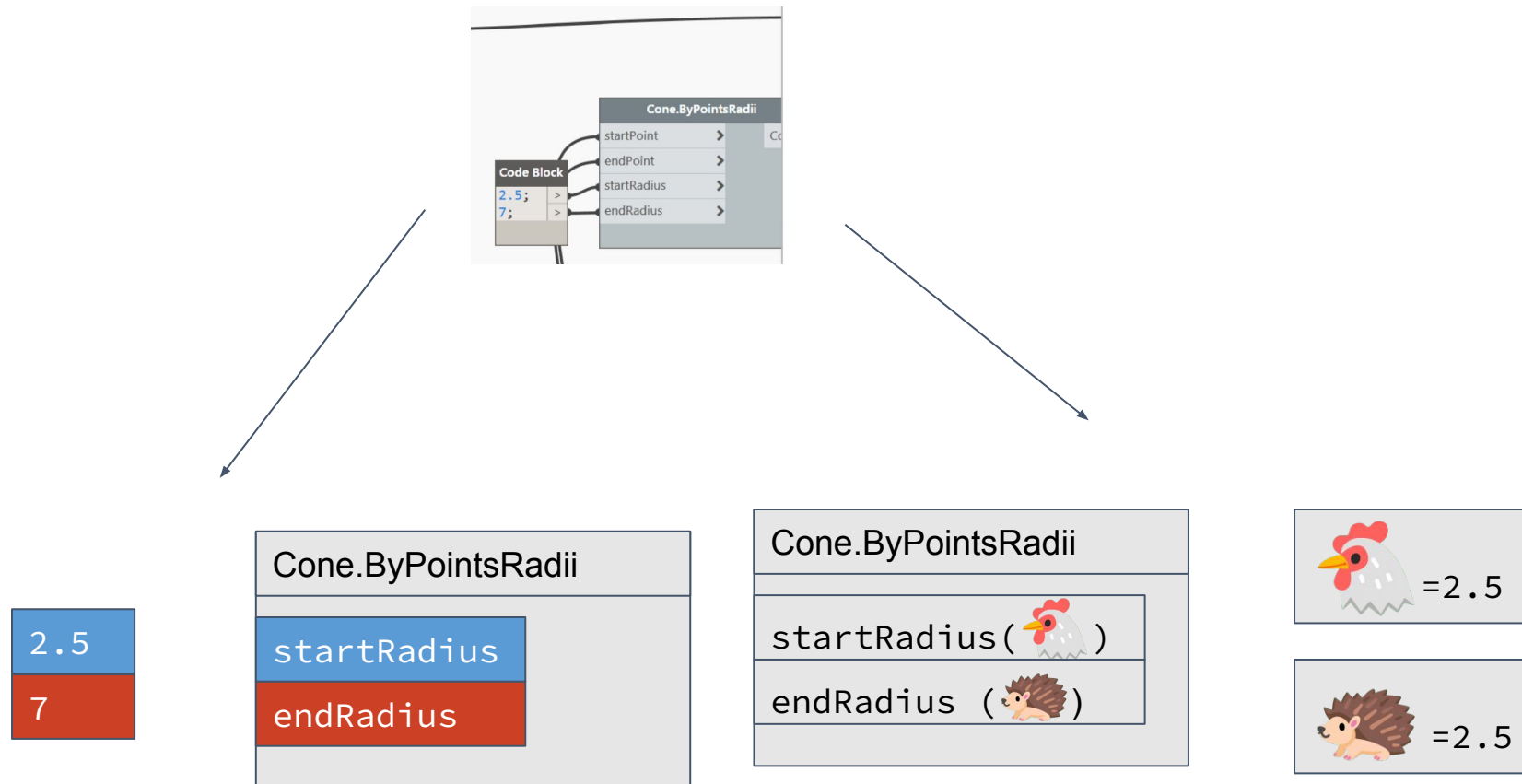


Mapping, Categorical: Off, cold, warm, hot

~~Mapping, Magnitude, Colder -> Warmer~~

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

Use 2: Generating divergent designs

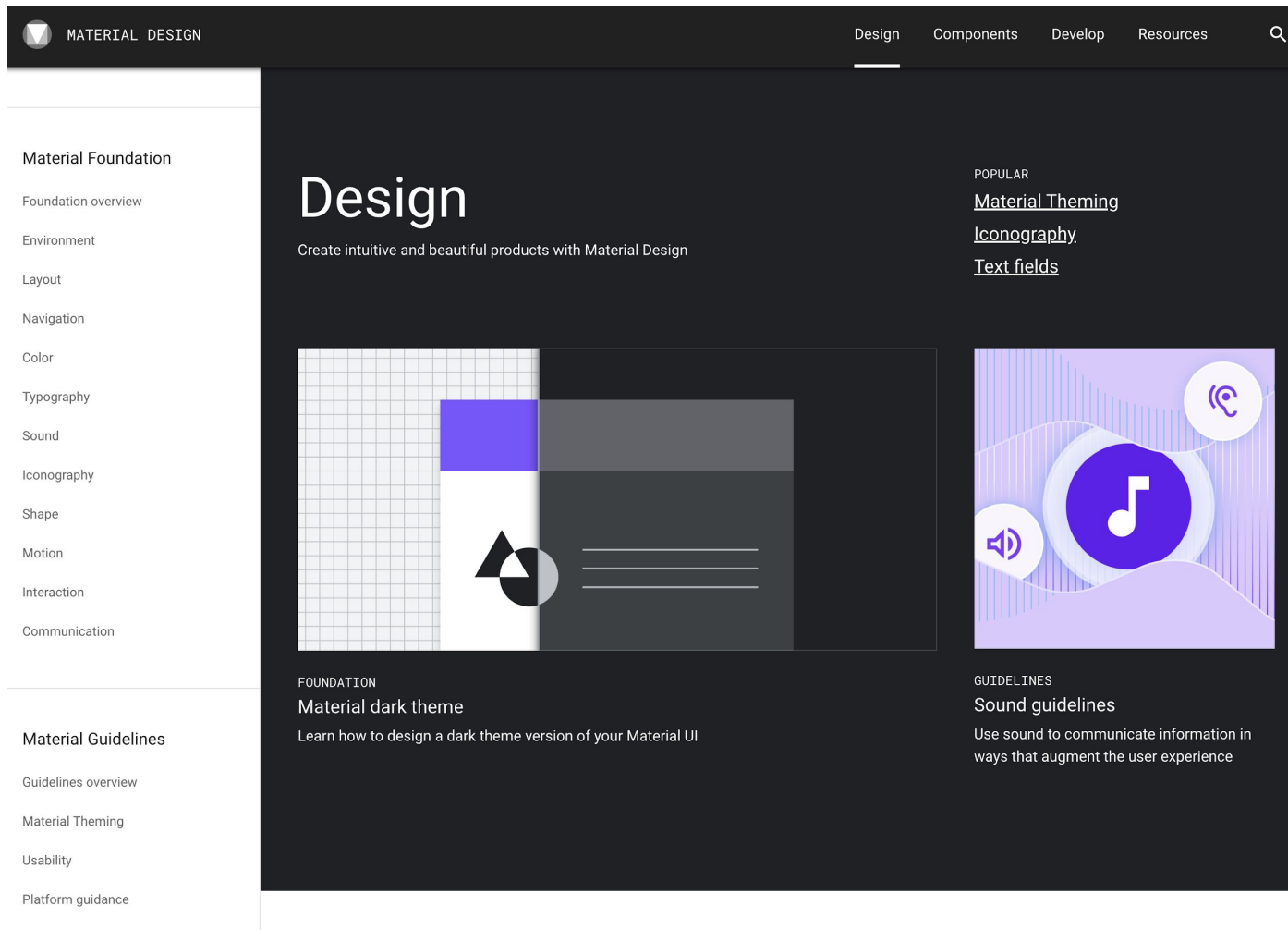


- Topological linking

=>

- Arbitrary conventional

Use 3: Design systems



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?