# 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...

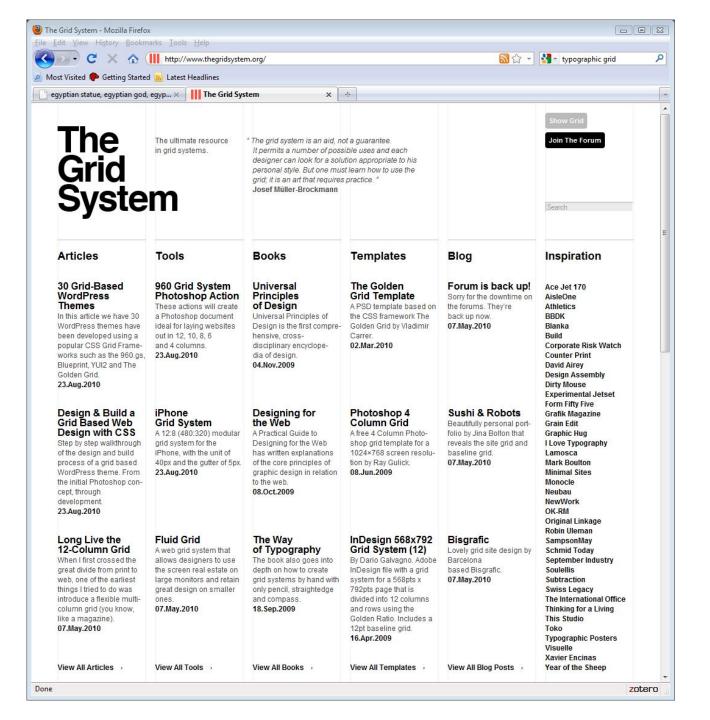
# Theory of visual representation: asking new questions about the 'obvious' or familiar

(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.





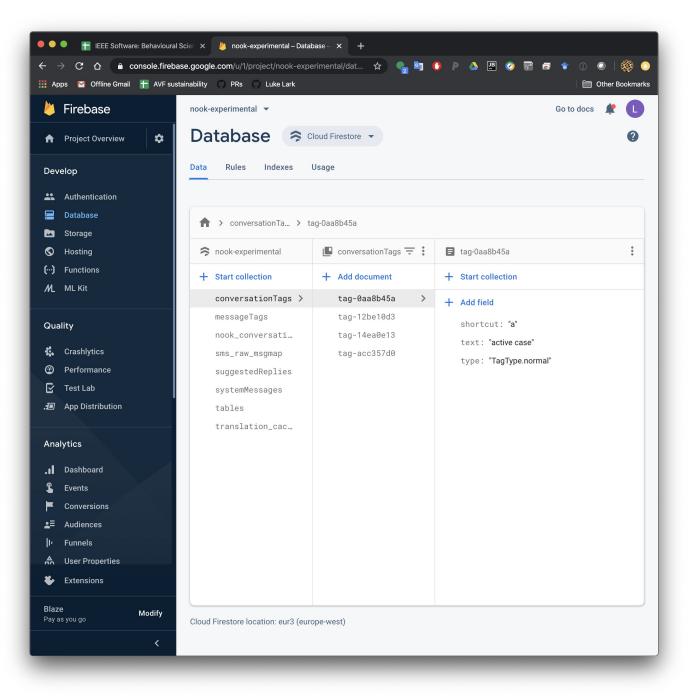
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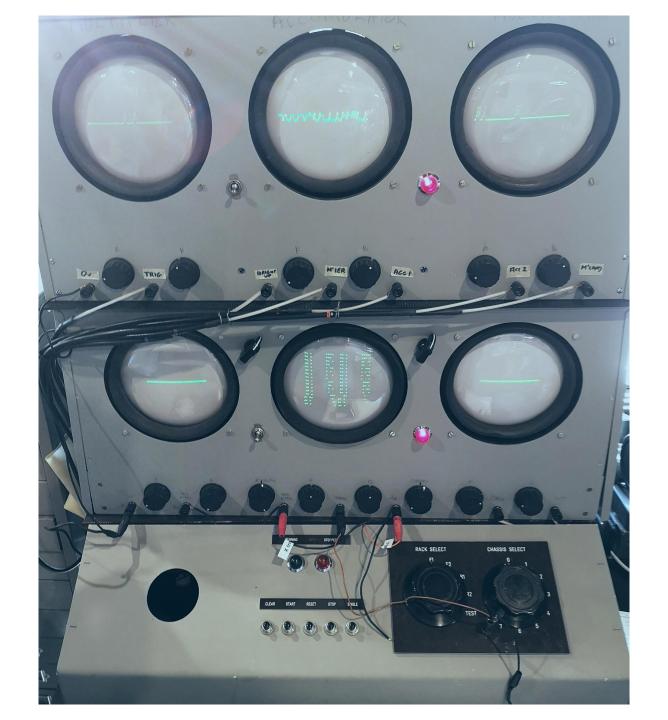
$$i\hbar \frac{\partial}{\partial t}\Psi = -\frac{\hbar^2}{2m}\nabla^2\Psi + V\Psi$$



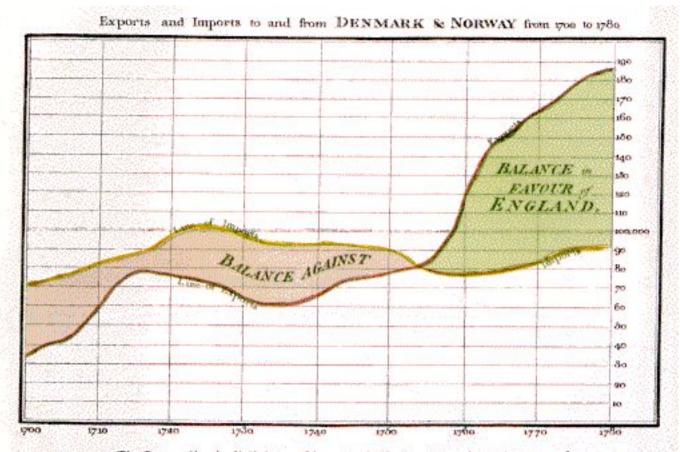
```
nook_sms_channel — -bash — 98×24
Last login: Sat Jan 18 22:38:30 on ttys005
The default interactive shell is now zsh.
To update your account to use zsh, please run `chsh -s /bin/zsh`.
For more details, please visit https://support.apple.com/kb/HT208050.
[lukes-mbp:~ lukechurch$ cd ~/GitRepos/Lark/KK-Project-2020-IOM/nook_sms_channel/
[lukes-mbp:nook_sms_channel lukechurch$ ls
Pipfile
                                        pubsub cli.pv
Pipfile.lock
                                       pubsub_cli_mock.py
firebase_sync_cli.py
                                       rapidpro_sms.py
firestore_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@9a656
0880c4e08df5f32cc6a2e8f1b39a8104aa0#egg=rapidprotools! 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)



The Bottom line is divided into Years, the Right hand line into L10,000 each.

SAGE air defense (1960s)





Mappa Mundi (1300s)



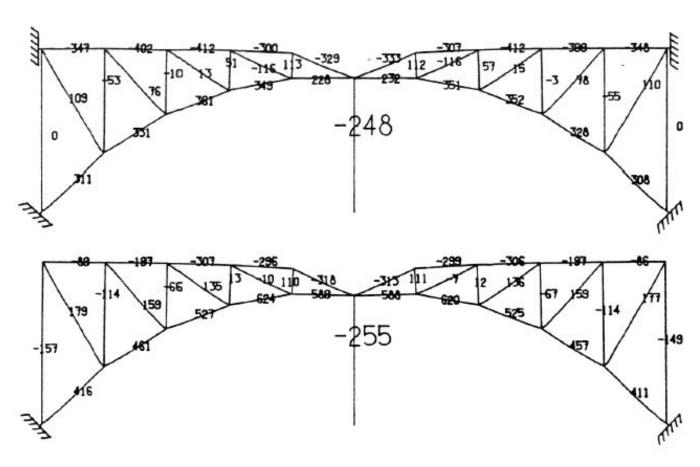
#### Bertin's Semiologie Graphique (1969) Nominal Ordinal Interval Les ré-Line features Point features Area features data data data impressions DES EDITIONS DE CÉCOLE DES HAUYES ÉYUDES EN SCHNETS SOCIALES Effective Effective Effec **POSITION** Not SIZE Effective Effec Effective Les dia Margii Effect Not Effective VALUE Effective Statistics and Computing **Leland Wilkinson** Marginally Effective No Effective **TEXTURE** Effect Rep The Grammar b yellow blue green y of Graphics Ala Marginally Effective Not HUE Effective g red Effective r b Second Edition У Not Not **ORIENTATION** Effective Effective Effective SHAPE Marginally Effective Not Not 2 Springer Effective Effective

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

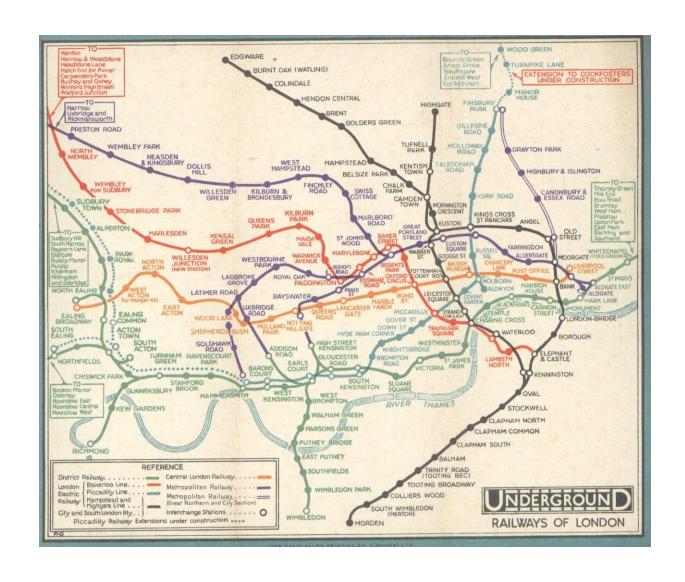
# 3. SCHEMATIC DRAWINGS

#### Sutherland's Sketchpad (1963)

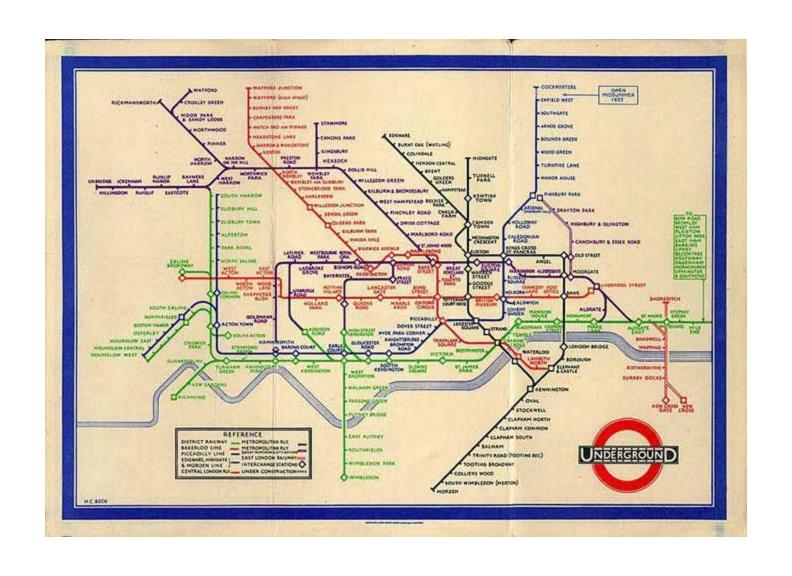


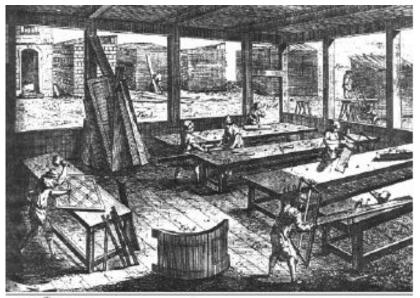


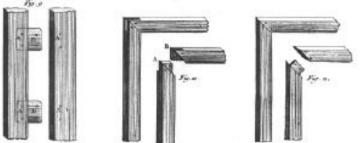
#### The London Underground Map (1920)

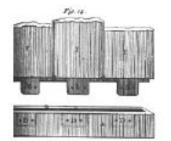


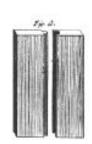
#### Henry Beck's London Underground Diagram (1931)

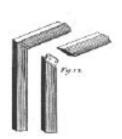


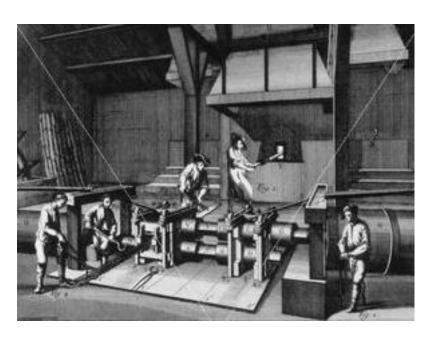


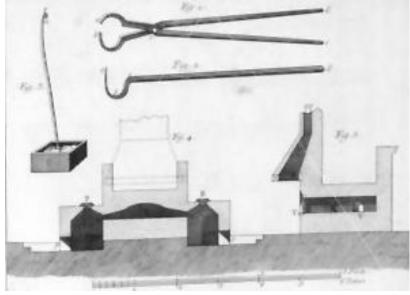




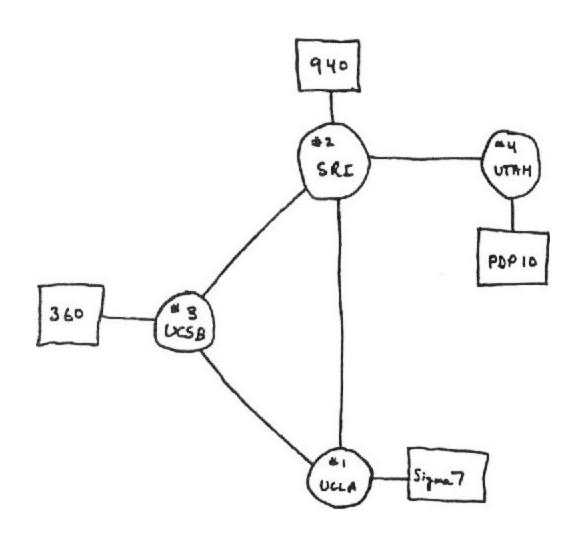




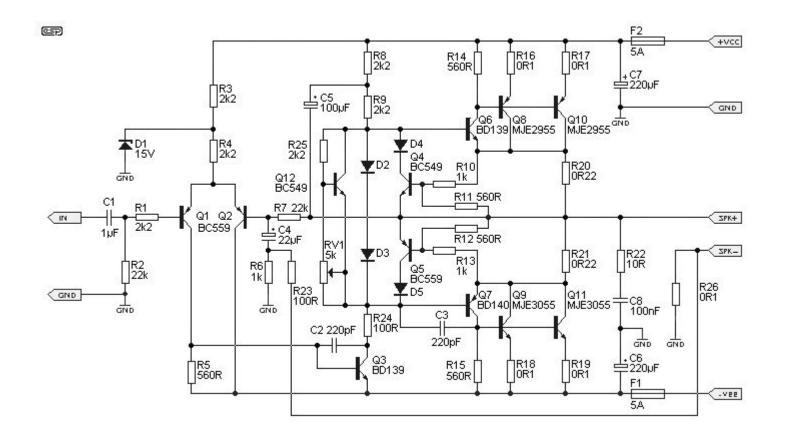




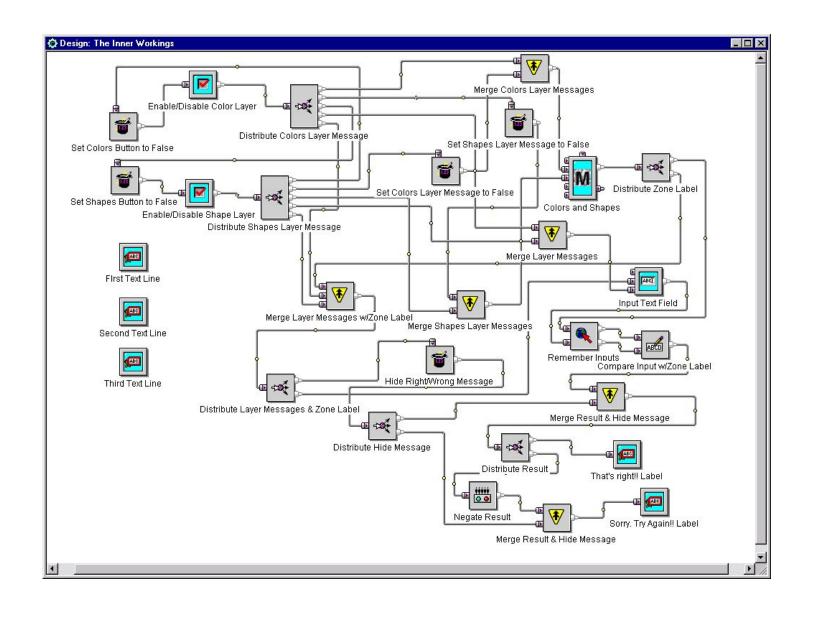
# 3a) NODE-AND-LINK DIAGRAMS



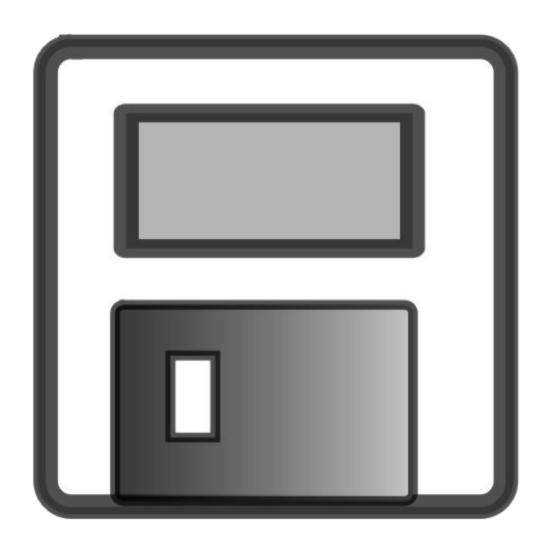
THE ARPA NETWORK



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



# 4. ICONS AND SYMBOLS

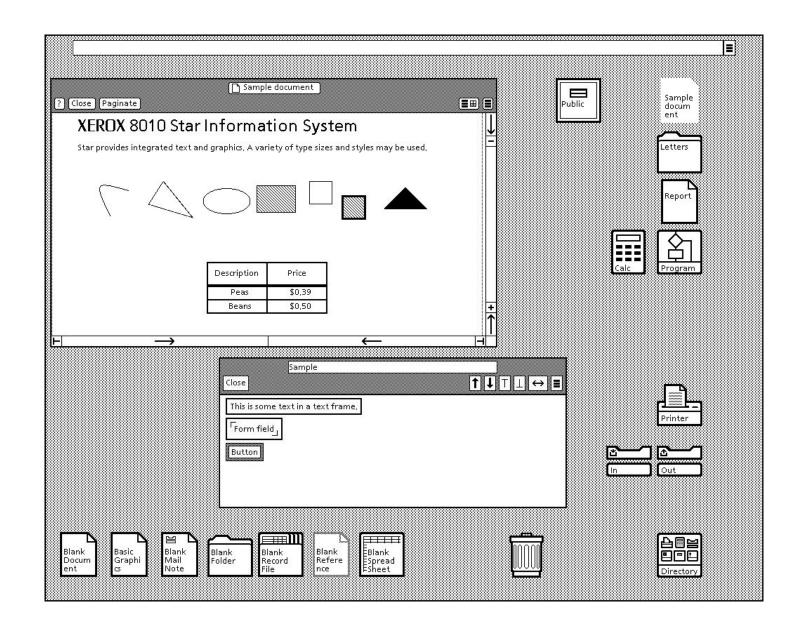








# 5. VISUAL METAPHOR



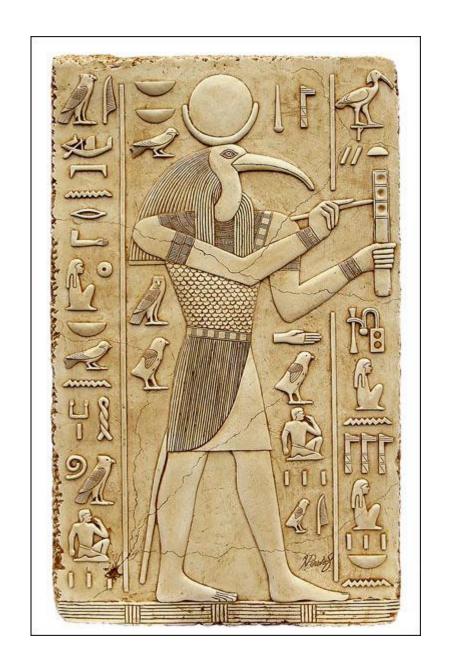




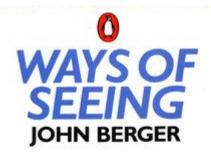


# 6. PICTURES









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

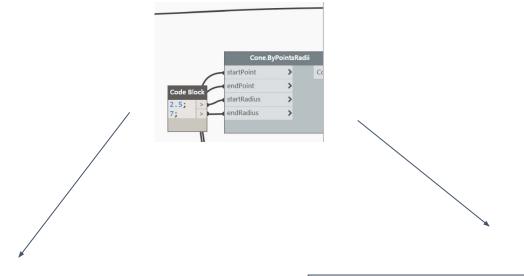
### Use 1: Usability analysis



Mapping, Categorical: Off, cold, warm, hot

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

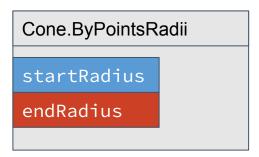
### Use 2: Generating divergent designs



- Topological linking

=>

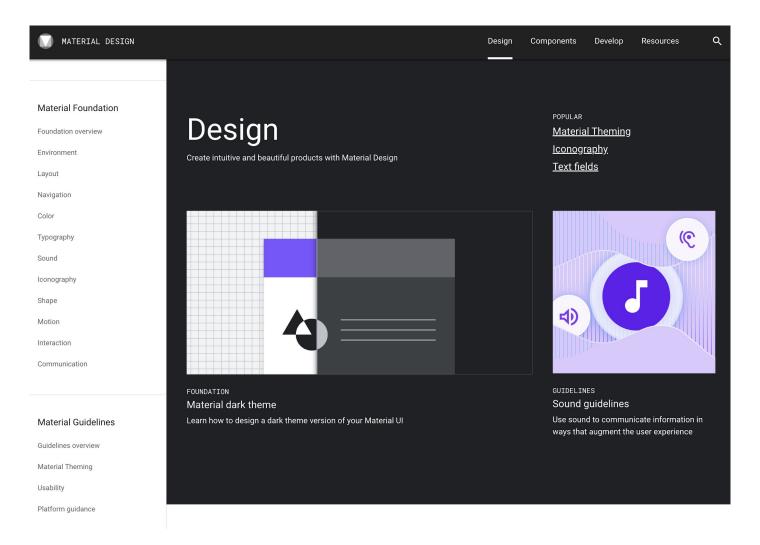
Arbitrary conventional







#### Use 3: Design systems



#### Color usage

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

CONTENTS

Hierarchy

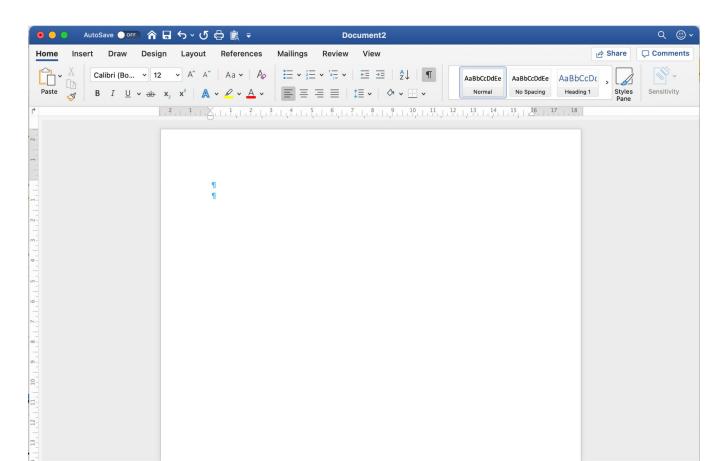
Brand

Meaning

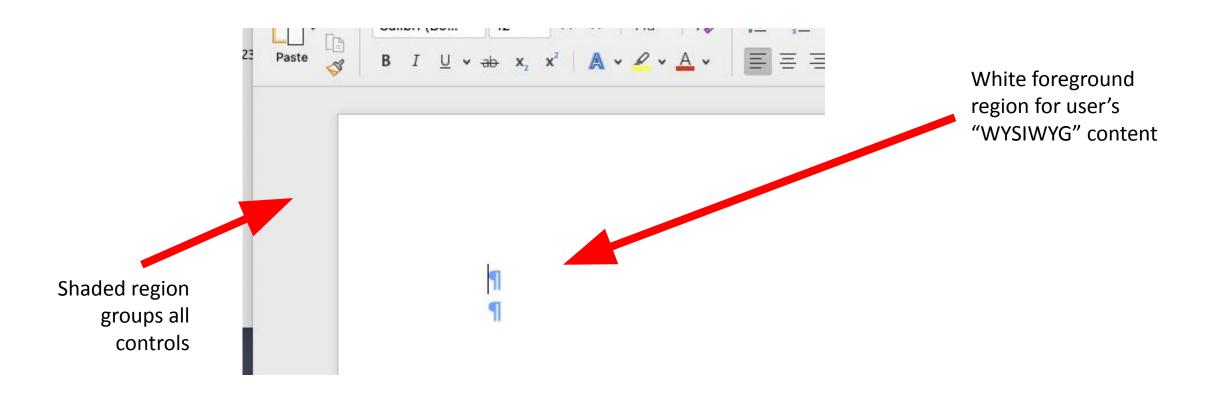
State

(https://material.io)

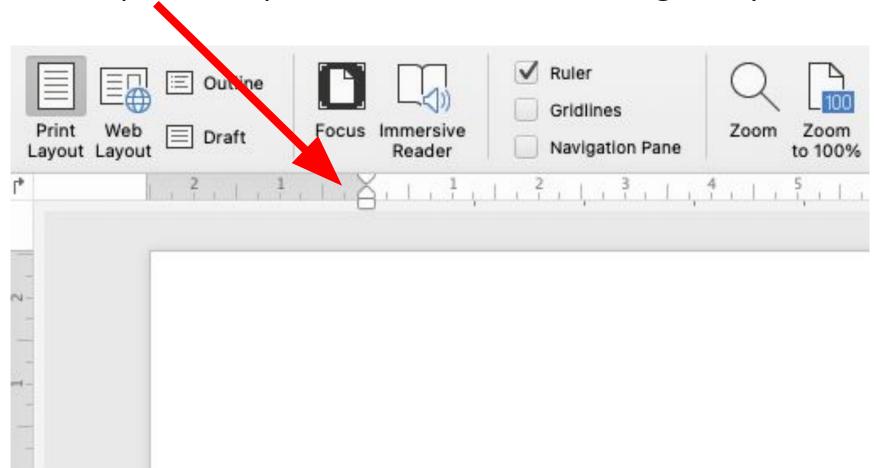
Look more carefully at familiar things ...



Shaded regions define separate functional contexts

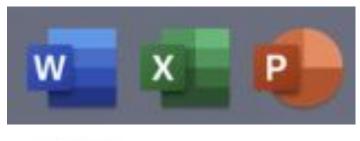


Coordinate space for quantitative calculation of grid layout

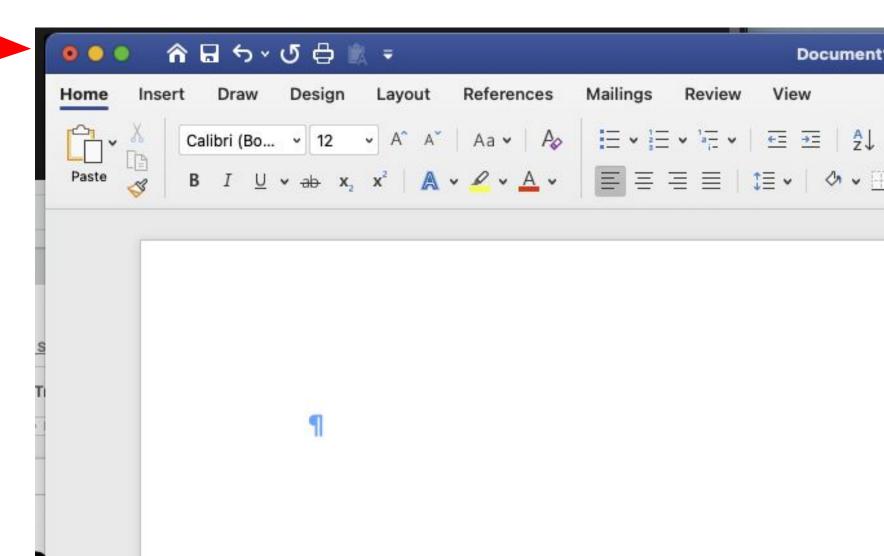


Blue coloured border:

- 1. Corporate identity (cf IBM)
- 2. Context within Office suite - Excel docs have green borders, PPT are orange.



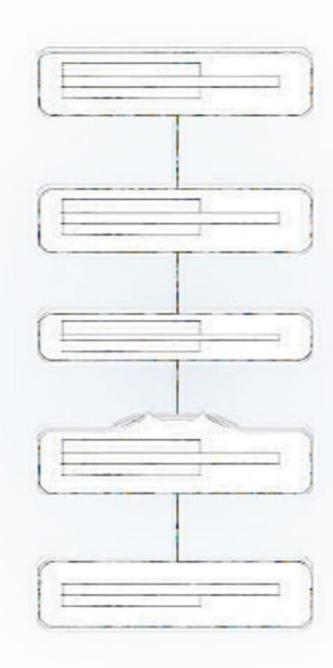




How do we read these?



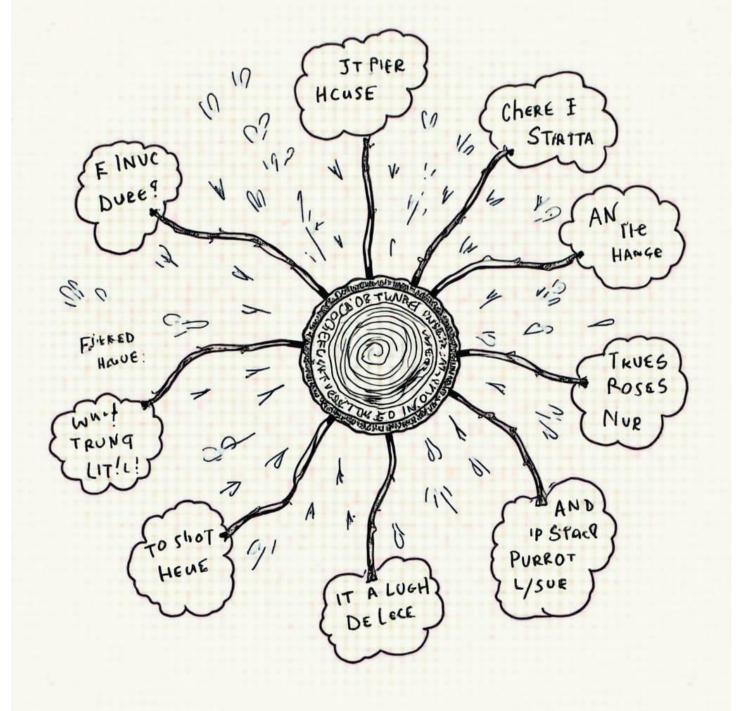
- Are they syntactically delimited? (e.g. bullets)
- Are they flat or hierarchical?
  - Nested or Tree?
    - How far should the tree go?
      - This far?
        - Is it a problem if you put the most important thing at the bottom level?
          - Or perhaps just nest them with the real content via this hyperlink
- Are there cross-references? Dependencies? Inclusions?



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