

## Participant 05

1. How are the concepts for creating animations that we talked about today similar to tools that you design with? *Time in: 00:17*

Um I mean it seems like most of them are sort of foundations for design tools so if we're talking about InVision is almost like a slideshow. In a way. Though I don't think they really have animations like that. It just seems like you fade in and out. One screen but also all of those properties like delay, transition, that sort of animate I've also seen those names used before in JavaScript and in things like that.

2. What is missing in those tools for creating animated data visualizations? *Time in: 01:03*

Yeah I guess. And in the prototyping tools I've used like InVision and I guess Xd. Some of the things that I've noticed are missing is - yeah you can't really do like [data] graphics. I don't really think they're meant for graphics. Maybe you could finesse it to make something but I don't think it would be really inconvenient if you chose to use that.

3. What information about the underlying data do you think should be exposed? *Time in: 01:55*

Um I think that without maybe there is like an option to go view it but just on a surface level. I think maybe the properties or the attributes of the data. So I guess in the case of the players in the previous one it would be their um. I guess actual ranking vs. the draft. Yeah. Because you would probably need to access those properties to determine changes in position and stuff. But you don't need to see the entire dataset.

4. Were there any concepts that you felt were too difficult to understand? *Time in: 02:43*

I don't know if like the concepts - that [part] wasn't hard. It was kind of difficult to try to apply them to some of the animations - like how would I don't know - how to get past the fact that like "Oh we're just gonna trust the computer." Um (laughs). Um I think the concepts themselves didn't seem that complicated.

5. What's hard about creating animations? *Time in: 03:29*

Most of the animations like this I've done are in d3. The actual problem with that is I guess even though I said I don't want to trust the computer to do it is actually like getting the computer to do it. So how are you going to access the data and change it just because there are some quirks that you kind of - if you're not as familiar with the language you have to like learn a little bit more. So I guess the actual the hard part isn't just animating because all that is is like transition and delay and you can sort of base that on some simple functions but sort of accessing all of the data and changing it and changing it properly and that type of thing and making sure your code doesn't break. That's like the most time consuming part of that process.

6. When do you consider using animations in a project? *Time in: 04:29*

I guess if I'm doing something in Unity we'll use animation for a scripted event. So it's basically you want to show the player something that doesn't necessarily require their direct interaction. It's like displaying a show to them. And that helps explain the story or explain the plot. Or like provide them a reward or something like that. So yeah it's like walking them through a story, kind of. When you use animation versus just allowing them do their own thing. It's like you're grabbing their attention and being like "Look" and you spell it out. Um yeah.

7. From your experience, what makes a good animation? *Time in: 05:19*

If it's smooth - I think as soon as it starts being broken up or you can tell that it's like an animation or you're really - the person starts thinking about it they're not paying attention to what you're showing them anymore. They, I guess they lose immersion in a way. Whether it's a visualization or a video game. If you notice that the animation is crappy and you're paying attention to that and they're laughing at it. And you're not really paying attention towards what you're trying to show you versus when it's really good like maybe this animation from this vis wasn't as good as the one from the basketball. So the basketball one was easier for me to pay attention to this on it's kind of like uhhhh. You sort of get out of paying attention to it as much.