

Participant 09

1. How are the concepts for creating animations that we talked about today similar to tools that you design with? *Time in: 00:16*

I guess like I could see like I think more it was easier for me to conceptualize this with like iMovie instead of things like Keynote and PowerPoint, I guess, because I just don't put a lot of emphasis on like slide transitions and things there. So for me it was just easier to think of like, yeah, like maybe like drag and drop features or like adjusting that time.

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

Well you can't really like you just have the one data set and you're just kind of dropping it and like you can change the length or like, I guess the duration of it. And that's pretty much... Well, you can change like a lot of stuff actually I guess. But I guess that seems like this would have more flexibility of like there's an initial state and like a second state and you're kind of like mixing and matching like how the interplay between those two is happening or I feel like I guess what iMovie and something like that is like you're just changing the one data piece of like this one movie. But I guess like if you're, if the whole point of this is like you don't want it, like it's for people who don't want to code and do things like that, I guess in certain ways like it is better to also have it streamlined. So like you're not having to do too much with your data.

3. What information about the underlying data do you think should be exposed? *Time in: 02:52*

I think what comes to mind is like with Tableau, how you have like the one page where you can see all the data and kind of like clean it up and stuff like that. But then in the actual sheets, you just have those little... I guess like the names. The labels that you can drag and drop and then if you want to see more information you can click on it. And I think that's kind of also something that I was like visually in my head like thinking with a lot of these things of like, oh, I would just click the label for like that and then you can kind of move it around.

4. Were there any concepts that you felt were too difficult to understand? *Time in: 03:42*

Um, I feel like everything was explained pretty well. And like just kind of like the questions you asked really helped me, I guess, like, break everything down to its parts. Because I think I personally struggle with that to see things kind of just like. Yeah. Because at first it seemed kind of overwhelming, like, oh, my gosh, there's so much happening in this visualization. But I felt like your questions kind of like helped me get around that and say like, oh, it's actually just like this one thing. So I thought that was helpful.

5. What's hard about creating animations? *Time in: 04:28*

I guess like for me, like I've shied away like a lot from animation because I'm like, oh, that seems really complicated. And even like in our information visualization class, like using D3 and stuff how like there really is just kind of one function that takes care of it for you. Even that I was like oh no

that's going to be just really complicated. And so I guess just like lack of information and kind of just...Yeah, like I was just unaware that it's not that complicated.

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

I think with stuff like this, it seemed like it was used a lot more for emphasis and kind of just to guide the eye to notice changes. So like with the basketball one that was like. timed based off of like if they had a bigger change so you could see that. And so I guess going forward, I'd probably like if there's something I'm trying to really emphasize using animation for that. Obviously, it also looks cleaner and nicer, usually just in general to have transitions. But I think it can also be really powerful if you want to show some sort of message or something.

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

Yeah, I think the timing of it, of just making sure it looks smooth is helpful. And I feel like scrolling visualizations like the baby one those are usually pretty good at that. Of just like, if you scroll up and down like it still looks the same. I don't know how those delays are worked out but I think those generally look pretty smooth and are appealing and kind of facilitate understanding.