

Participant 01

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

So at least with like the interpolated kind of thing that's InVision Studio has started to use that. So that was like the only thing I could think of during then. But the key framing also slightly Invision but also for like PowerPoint and slides in general. I've definitely tried to create like fancy animations by just having the key frames different and controlling the next one and then the procedural one is definitely Google slides and just controlling it and I guess - way back a couple of years ago - Axure. Also I could set my time differences and delays too. But that's been a long time, I wouldn't be able to do it now. It's been that long.

2. What is missing in those tools for creating animated data visualizations? *Time in: 1:12*

I know that as much as I like InVision studio it can't handle a lot of movement and by a lot of movement I mean more than like three things at a time. Yeah. At least on my computer and I don't know if it's my computer or it's still kind of in beta. So it has bugs. So I'm going to blame it on that. It makes me kind of sad because you can do all these cool things and but you're not quite working. Or you're very jagged in movement. And I know that like I can't control the time line all that much. And I like the motion at least it automatically interpolating for me, but I've noticed that say you're moving from point A to Point B. It'll go slow and then fast and slow. I can't change that. Because sometimes I just literally want it constant like yes go same speed but it's like "No we just decided for you." It's one of those things where it's not what I wanted! I need more control. And then I guess for Google slides I think you can't really do size changes. I guess that would be nice. I can move things in easy enough. And I remember I used to be able in PowerPoint to actually drag paths. So it's not just boring moving straight from a to b but I could actually do loops. I don't know how to do it anymore, I haven't needed to do it but I know like in elementary school, I think it's been a feature for a long time. I don't know if they got rid of it. You can't just draw the path - on tools where I'm trying to on purpose animate. So I wish I kind of like at least with some of the tools where I'm purposefully trying to animate especially with InVision. Where obviously I need like a clickable prototype. I want to be able to control even where it moves something and I can't. Opacity isn't very hard though. It's either built in really easily and slides because it's like disappear or appear. That's fine I don't need a control like the opacity rate change and same with like InVision. I don't need to have an easing function for opacity. Just go here opacity, that's fine.

3. What information about the underlying data do you think should be exposed? *Time in: 3:49*

I know I'd always want access to it just in case like for some reason maybe the data needs to be updated or like I put the wrong value in or like maybe I just want to experiment with something. So maybe like a back layer Excel to the front layer of the animation. I don't know how much I'd actually use it but I do know what you want the option.

4. Were there any concepts that you felt were too difficult to understand? *Time in: 4:18*

That one, I think it was task 4 or 5. I was like I don't know how to picture this (laughs). I know it could be there but I don't even remember which one it was. Six was easy enough. I really like that one. Well no. OK. So this one was easy. It's just like a basic timeline. But I think it was this one was like. Wait I have two different timelines all of a sudden yeah I like this. I can just set the after, prior or before the next, but then I also have this one where I actually am seeing a literal timeline of points, and I have multiple possible animations. It's almost the delay and then the procedural animation are competing. I can tell I would want both. I don't know how I would balance it though. I would want them both especially if [the animation's] more complicated. But yeah for simple ones it might be just easy enough to have the timeline or maybe like a beginner start with this and then it starts going and then more advanced, and then somehow this is the final form. I don't know how to operate the set everything before, so maybe you have a list for all the layers and you could just do that list based off the layers and so maybe that's how you work around it. So maybe and then it would show up on here. So I feel like this is the final form but this is like the beginner step to help introduce the concepts.

5. What's hard about creating animations? *Time in: 6:43*

I think it's like sometimes just literally conveying what you're trying to explain. So I know like I work in the digital humanities lab on campus in Skiles and our director constantly tries to shows us how to use Tableau and I'm always like I don't know what to put in these axes I don't know what to properly expand out but then if someone were to tell me "oh we want to show how people feel about these things". With no other technical things I've helped people form graphs. But as soon as you try to show me like Tableau and you drop and drag things. I'm like I don't know where to put this. I can draw it on paper but I can't do it digitally. I think that's my hardest problem is actually like I know how to use Excel and I can use basic like box charts and stuff like that and as soon as you tell me you do get more advanced. I just don't know how to do it digitally. So I could draw it out and it just automatically do that would be great.

6. When do you consider using animations in a project? *Time in: 10:18*

I think it's usually like timelines are the easiest but because I do journey maps and stuff like that. But I know like I've overdone it before too. Like I told someone on this journey that you could also show like emotions as it goes through. But it was too much because you're already showing where they are on a scale from negative positive, so why show that face too. My problem is over sharing sometimes. The hardest aspect is balancing it correctly. How much information you give to the viewer.

It really depends on the role I'm playing as well. The last couple semesters I haven't really needed to use animations, until I'm explaining some research points. But even then I've managed not to have to need animation because I don't I'm not strong in it. I know I could convey something stronger with animation. I usually hand it off to someone else. So it's more like, "I have this idea, can you do it?" It's like a live interaction kind of like the actual Web site and being able to explore it. I know that would convey my message more. But I tend to avoid it because I can't do it myself. So I stick with static things. Otherwise other animations are just making clickable prototypes. So its not necessarily data driven. I need point A to Point B and I need to convey something is happening. So that's more

commonly how I use animation, to show the user that you did make an effect on whatever you just clicked. And it's still the same game, how much do you show?

7. From your experience, what makes a good animation? *Time in: 7:50*

People automatically understand what it is. Or if you took out all the words, you should be able to understand it why it moved the way it did. I guess also how much time they're willing to put into it. The one that you showed of how much they change from their draft to their redraft version, I had to look at it several times over before I understood that the size was changing and the size and position meant the same thing. So it's like how much do you actually need to convey the message. So yeah it's just balancing how much information actually give someone and not overloading them or under loading them. So finding that sweet spot.