

## Participant 14

1. How are the concepts for creating animations that we talked about today similar to tools that you design with? *Time in: 00:22*

Not very similar because I've only ever designed from a coding perspective for animation I guess like the Keynote thing was most similar to storyboarding so that one made sense. The procedural just made me think slightly of PowerPoint because like their animation chaining that they let you do. But like the actual slide transitions for PowerPoint I've never messed with them because there was too much work.

2. What is missing in those tools for creating animated data visualizations? *Time in: 01:14*

Previews. Most things don't let you preview. And then I guess since I'm always used to coding it I like the control that you have and I feel like things like PowerPoint and these tools are kind of opaque and they don't let you go in and see specifically what you're changing or explicitly set rules. I guess expertise levels.

3. What information about the underlying data do you think should be exposed? *Time in: 02:10*

So like they say overview first details on demand. So I would prefer if you had some semblance of data source but it doesn't necessarily need to be the details of a data table. But if I wish to go see it then it would show me. So I guess the overview would be some kind of representation of what exactly in the data I'm currently using. If it's like a data table maybe it's like a highlighted value for like the column header. And then if I wanted to pull it up see the whole data table. But linking would be helpful. Like tableau lets you see your data source. So because you uploaded it obviously. So there's full clarity. But it's hard to see what values correspond with your visualization unless you add like a million tooltips. Because then you're just going back and forth like "how did it, why did it make that?" So linking is important.

4. Were there any concepts that you felt were too difficult to understand? *Time in: 03:26*

No. I was just trying to draw the line between the different types of animation that they pointed out. But they all made sense.

5. What's hard about creating animations? *Time in: 03:42*

I guess deciding what would actually be significant is easy to say. Okay now I wanted to do this and then you make it happen with debugging and such but like was that a useful transition? Like in the one that had all the different stages it was complicated but it helped you track the information. So deciding what actually is a useful animation. What will educate your user and clarify things or what is just fluff. That's a hard decision.

6. When do you consider using animations in a project? *Time in: 04:43*

If I want people to draw their own conclusions about something, or if you're teaching them. If it's just an explanation... if it's just literally to put words into pictures then I don't think it's necessarily

important. But if you want people to discover things then I think animation is important because they can play within themselves even if it's like a very scripted story. Or if it's something that's new that you're teaching, animation always helps.

7. From your experience, what makes a good animation? *Time in: 05:30*

Not too fast. Not fluff. So don't change things that aren't significant. Typically keep your colors the same. Stuff like that. Not just because it's pretty but because it actually teaches you something. But also what they call a signature moment. So something that kind of makes people go "oohh" when they watch it. Like the last one - I liked it so much because the transitions were meaningful but they were also cool. So it wasn't just cool for no reason but it also wasn't boring. So like how it made the pyramid coming out, how it rotated it all of it was cool. So I think that when you make something that impresses and is memorable but also is there for a reason.