

## Participant 13

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

I think the reason behind... the main purpose behind the tools I know and how these we've talked about is the same. It's all about time and it's all about the frames - like the position of each other activity. So a bit same but not like completely same I would say. But the end result for both what I use and what these people are using is the same thing.

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

So I think there's a lot of things that they lack basically because like for data the number of value that is changing is a lot as compared to like the tools which I have been using. Because if the variables are 5 variables that are changing it's easy for me to just use my tool I'm working with but for like a data visualization where there are a lot of values changing there are a lot of variables involved. So basically for that [scenario] that tool I'm using will not be useful because how to put all those variables into that framework. So they lack that thing a lot.

3. What information about the underlying data do you think should be exposed? *Time in: 02:12*

I think if I have access to the data that will be good for me to actually understand like to relate back to what I'm designing for or what I'm animating for. So I don't need everything but at least I need like what are the values in there. So maybe providing some of the values will help me actually relate to that. So that it gives me feedback that what I'm doing is correct in the sense of what I'm designing for.

4. Were there any concepts that you felt were too difficult to understand? *Time in: 02:55*

Well I think there's the first experience with data animation. I think with how the transition is happening between these... So it is it is but it's not easy to discern in a sense when coming from a design background. How do you think about animation and how you think in data visualization about like visualization. So it's different in both the field yeah but yeah initially because of the background I have. So I tried to analyze in that sense and from that perspective but it was not that difficult that I couldn't understand what's happening behind... So I was using all the all the knowledge I had of my previous tools to actually understand them. It's not that difficult, but yea - initially starting with task 1,2,3 was a bit difficult to get through. But when I finished the last 3 I was quite comfortable with and understanding how things are transitioning.

5. What's hard about creating animations? *Time in: 04:11*

I think having different frames - as the number of frames increases - so that creates a lot of pain. To actually work with, because you have to translate between each of them and if one of them is not working fine. So your whole intuition is a bit creepy and you have to like tweak every time. So that's the main problem I always face is to many keyframes in that time duration and have to work around with that.

6. When do you consider using animations in a project? *Time in: 04:45*

I'm a big fan of animation so whenever I... I try to involve animation in whatever I feel I can because that's the simplest way to actually make someone understand. So even if I'm making a final product I will always go, spend some time to make animation so that people can understand. Right now I'm just like trying to get into motion graphics and I'm trying to understand how that can really help. So yeah I want to do more in animation, because...And going forward, how things will work. Animation helps a lot with people understanding a really good time as compared to getting their head into things.

7. From your experience, what makes a good animation? *Time in: 05:33*

I think if you can see the visual change between the two stages like what changes happening. And if your final stage is something that is different from the first. And that transits in a smooth way from the initial to final stage. So I think that's a better animation if you can show that change. And it shows actually it ...relates to what value you are actually trying to show to someone. If you're trying to show some... my value changes from 1 to 100. So if you can show that through the animation then your work is done. I think your animation should tell the whole story of what's going behind anything you're trying to show through animation.