

A few points of clarification to add to my lecture, as there were questions afterwards, and I wasn't sufficiently clear on a few points.

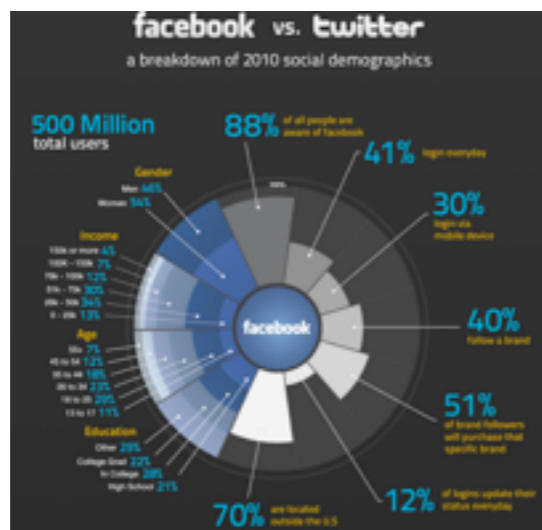
We know from Cleveland and McGill (<https://secure.cs.uvic.ca/twiki/pub/Research/Chisel/ComputationalAestheticsProject/cleveland.pdf> p536, among others) that we're better at comparing length (with a common or unshared baseline) than any other visual quantity (area, angle, etc.).

They state their premise very well:

*A graphical form that involves elementary perceptual tasks that lead to more accurate judgements than another graphical form (with the same information) will result in better organization and increase the chances of a correct perception of patterns and behavior.*

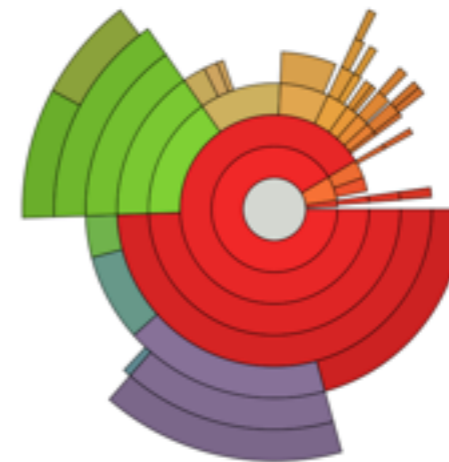
The practical result is that rectangular bars and stacked bars are easier to accurately compare (because they're a linear comparison) than graph types that involve areas of varying widths (rectangles with similar widths can be compared linearly), and therefore should be the preferred format when accurate interpretation of the data matters.

Now, the Nightingale roses, and any similar radius-based stacked bar graphs, are ostensibly fine, because the proposition is that the radial distance matters, not area. This format includes the Facebook vs Twitter graph I discussed.



However, we perceive the area, not just height, and give disproportionate weight to the outer portions of the slice. (Examples of the original roses and less distorted variations are here: <http://mbostock.github.com/protovis/ex/crimea-rose.html>)

Similarly, the hierarchical example shown later attempts to use angular fractions of the whole to show relative volume, but we end up seeing children and grandchildren with larger areas than the parent, because the outer rings comprise so much more area than the inner rings. This too is a huge distortion of the data.



All that said, circular layouts of data are totally valid in situations where there is no requirement to compare relative area at different distances from the center. Examples include formats such as: <http://mbostock.github.com/d3/ex/tree.html> and <http://circos.ca/>, both commonly used in the life sciences, as well as representations of cyclical patterns.

I hope that helps to clarify the ambiguity around the circular formats I claimed were inappropriate.

Thanks for the invitation to speak, I had an excellent time.

-Noah

# Effective Data Visualizations

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Noah Iliinsky • [@noahi](#)

*UW Genome Sciences Combi • December 7, 2011*

# Why Visualization?

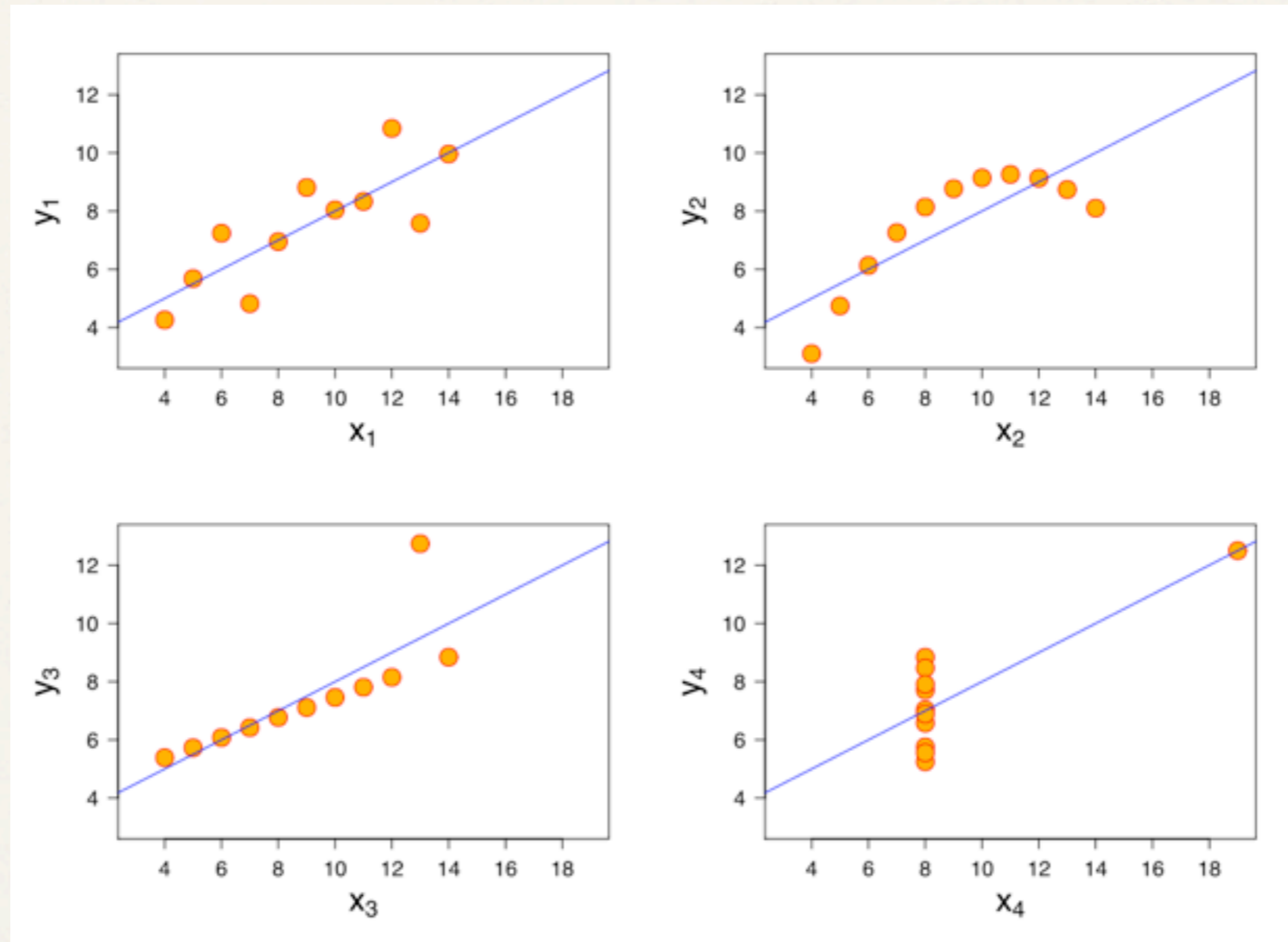
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# Why visualization?

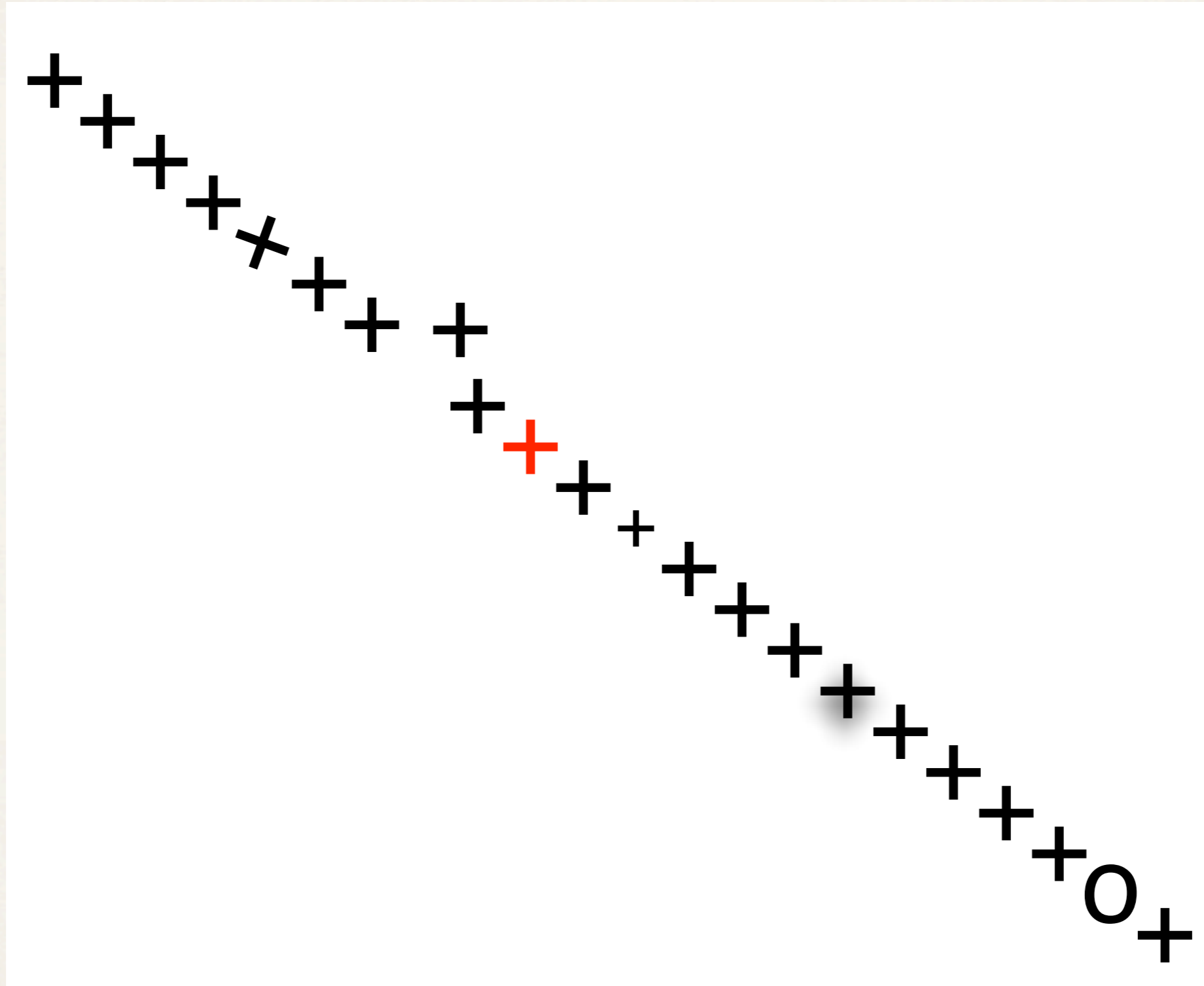
**Anscombe's Quartet**

I		II		III		IV	
x	y	x	y	x	y	x	y
10.0	8.04	10.0	9.14	10.0	7.46	8.0	6.58
8.0	6.95	8.0	8.14	8.0	6.77	8.0	5.76
13.0	7.58	13.0	8.74	13.0	12.74	8.0	7.71
9.0	8.81	9.0	8.77	9.0	7.11	8.0	8.84
11.0	8.33	11.0	9.26	11.0	7.81	8.0	8.47
14.0	9.96	14.0	8.10	14.0	8.84	8.0	7.04
6.0	7.24	6.0	6.13	6.0	6.08	8.0	5.25
4.0	4.26	4.0	3.10	4.0	5.39	19.0	12.50
12.0	10.84	12.0	9.13	12.0	8.15	8.0	5.56
7.0	4.82	7.0	7.26	7.0	6.42	8.0	7.91
5.0	5.68	5.0	4.74	5.0	5.73	8.0	6.89

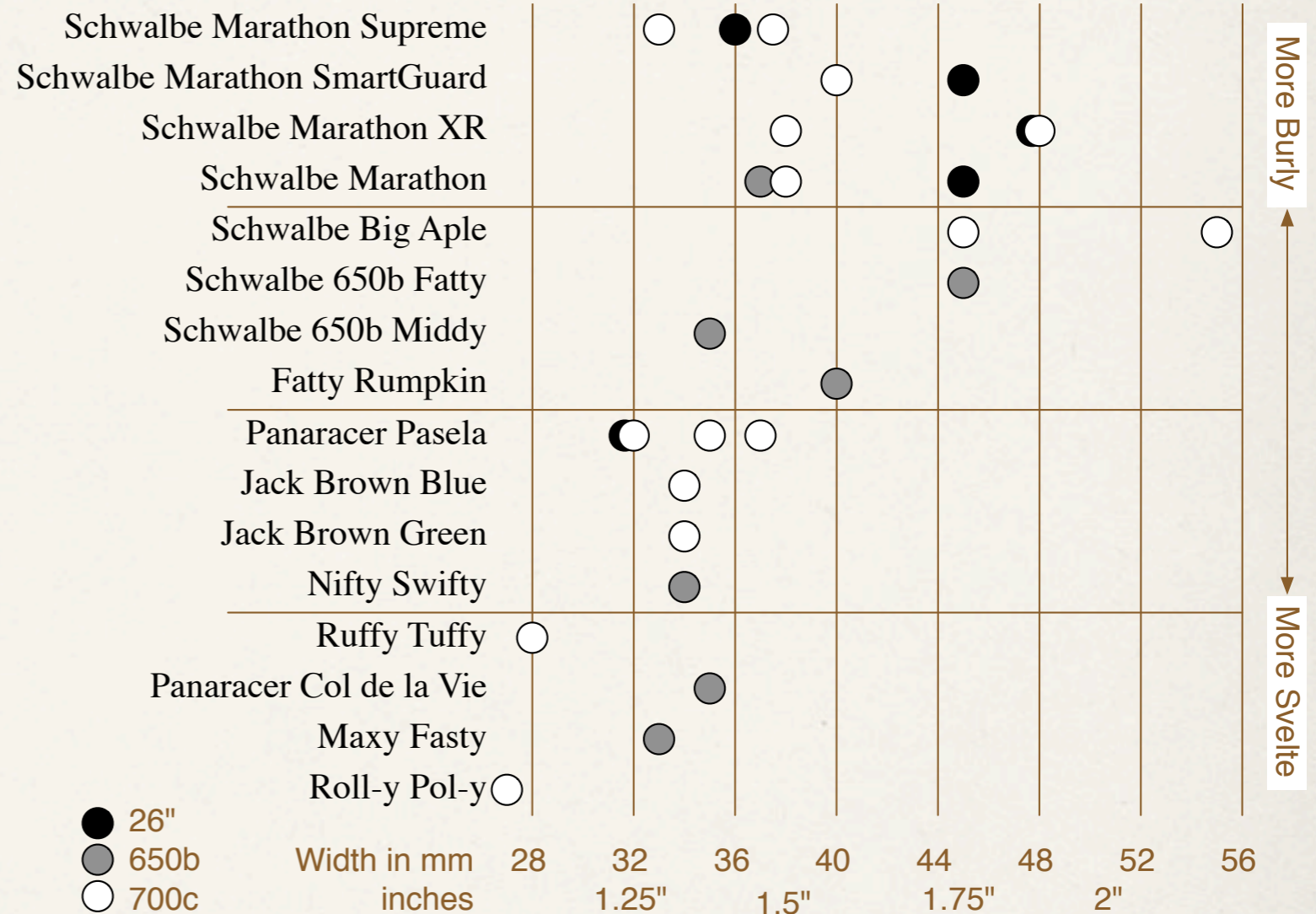
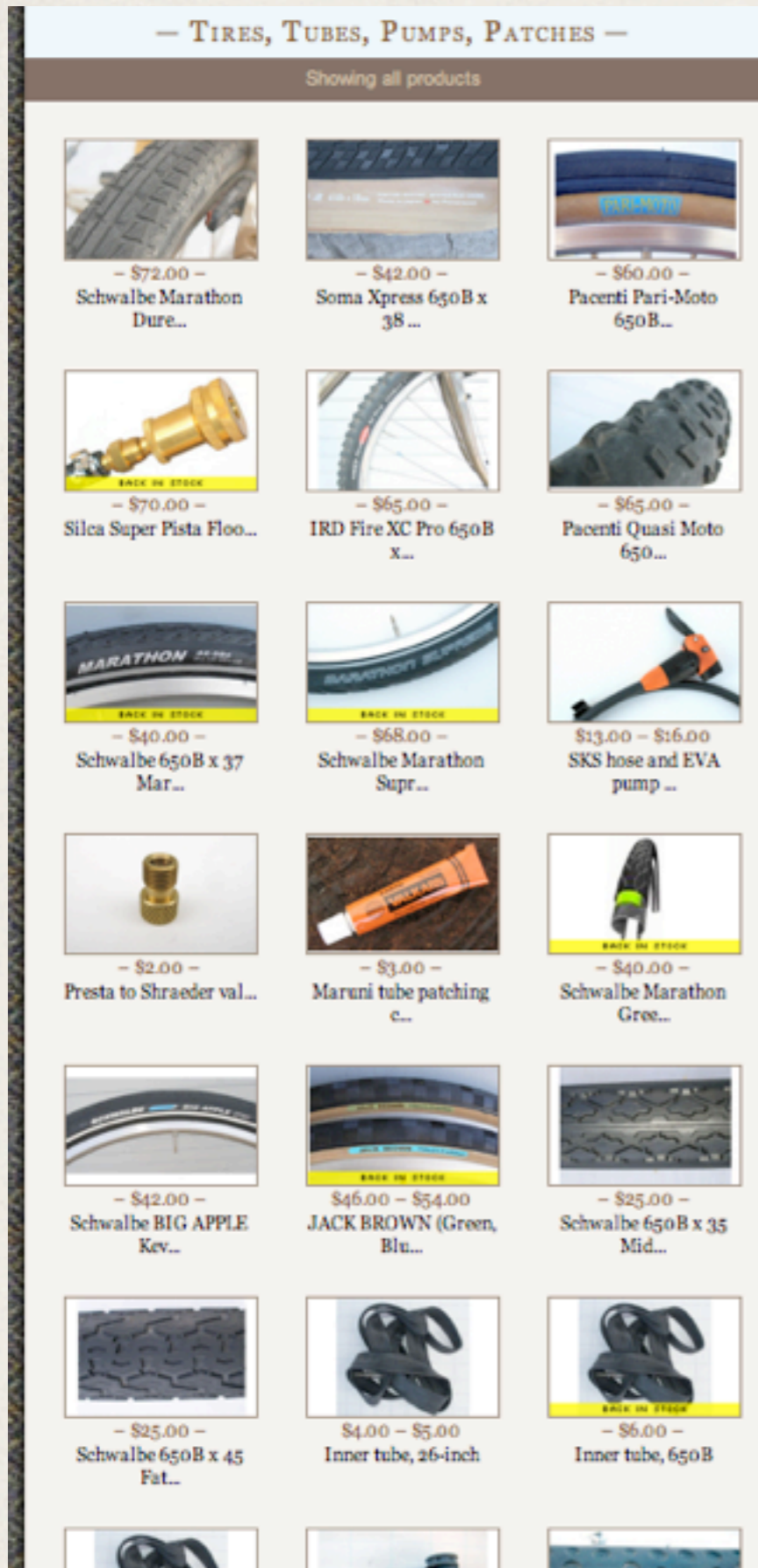
# Visualization makes data *accessible*.



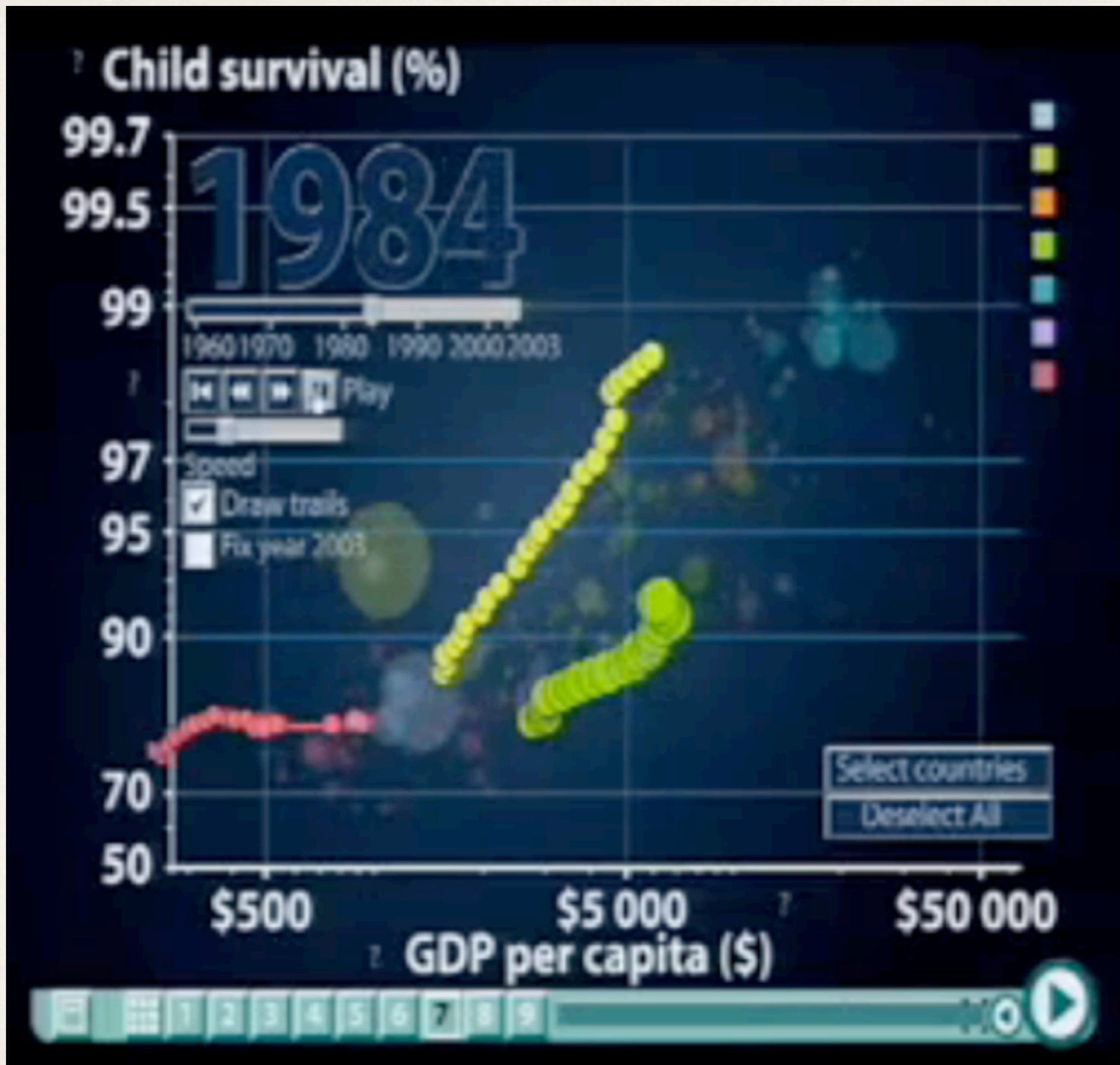
Visualization leverages the amazing abilities of  
our eyes and brains



# Visualization gives faster access to actionable insights



Visualization allows access to huge amounts of data

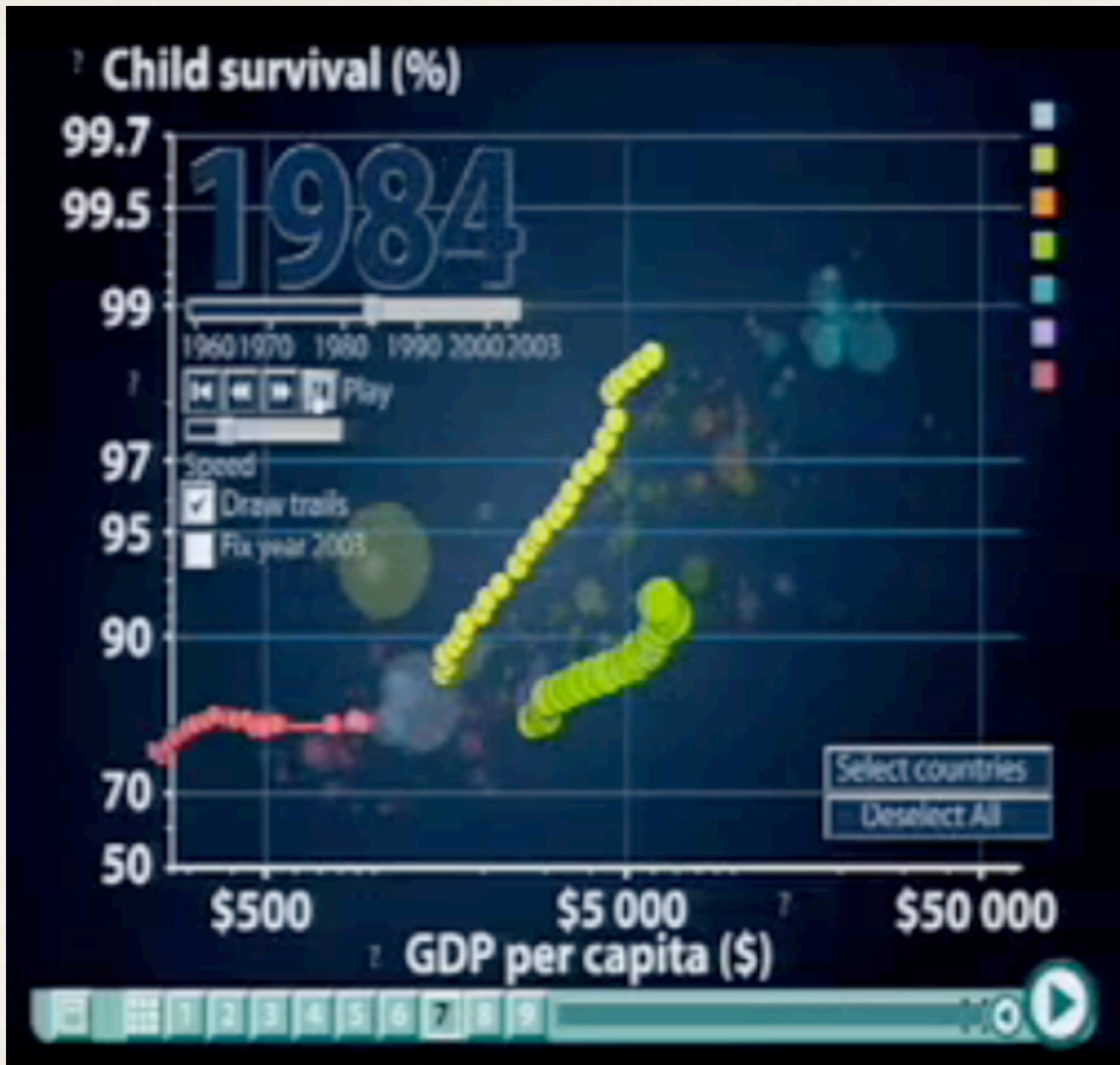




# Why Stories?

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Stories make data *relevant*.



# Part One: Concepts & Definitions

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# Data Visualization vs Infographics

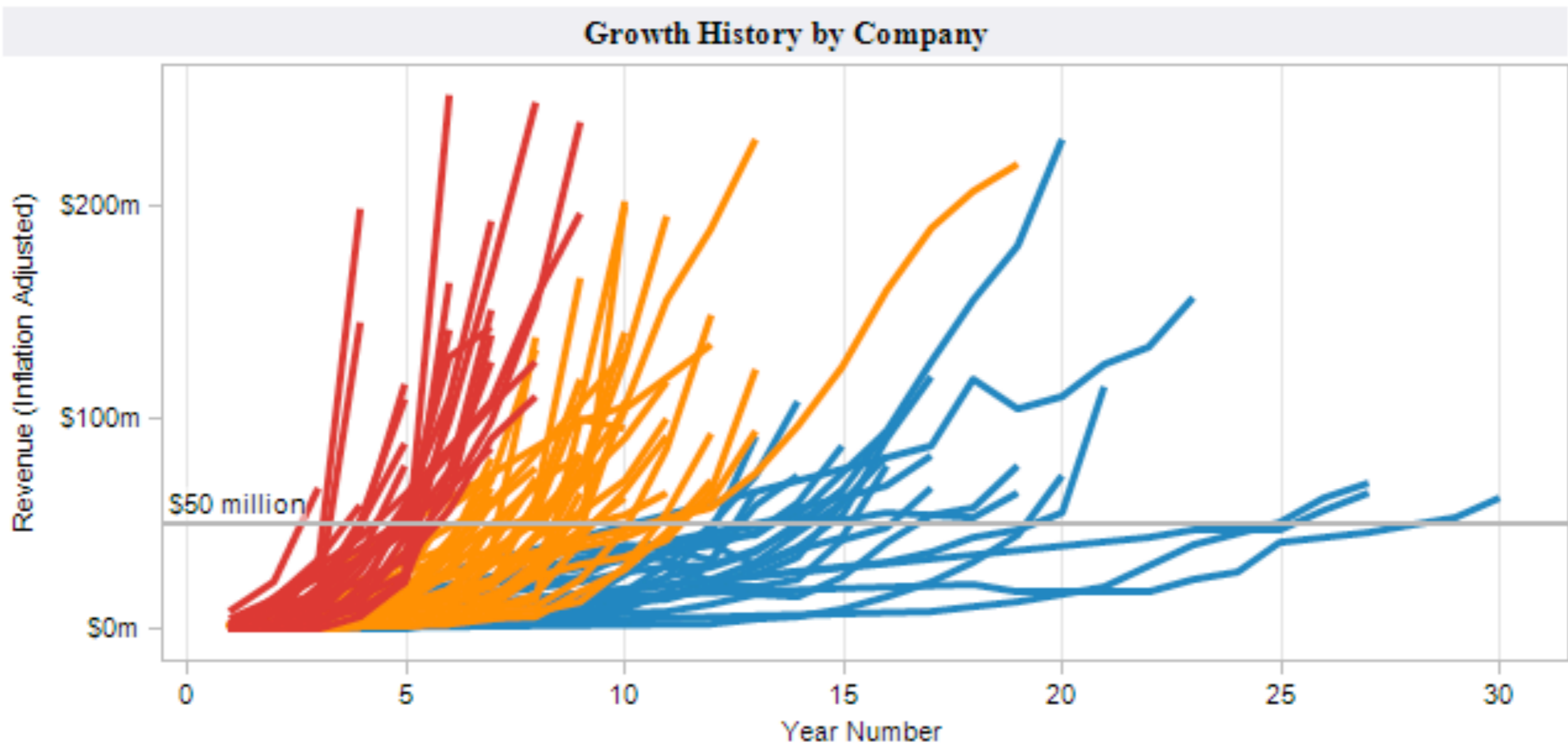
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*Data Visualizations* are generated by software.

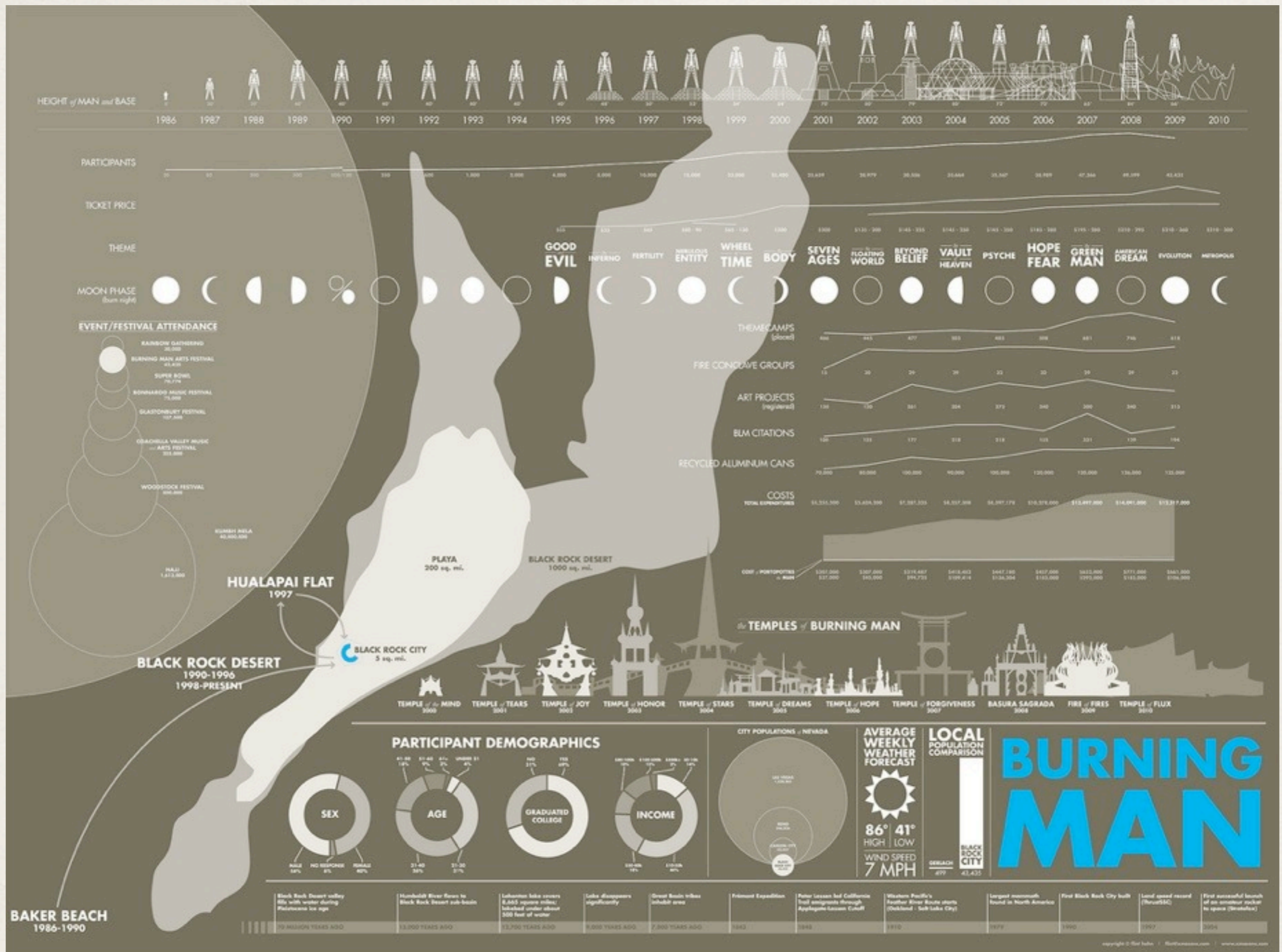
## Tale of 100 Entrepreneurs

Click to interact

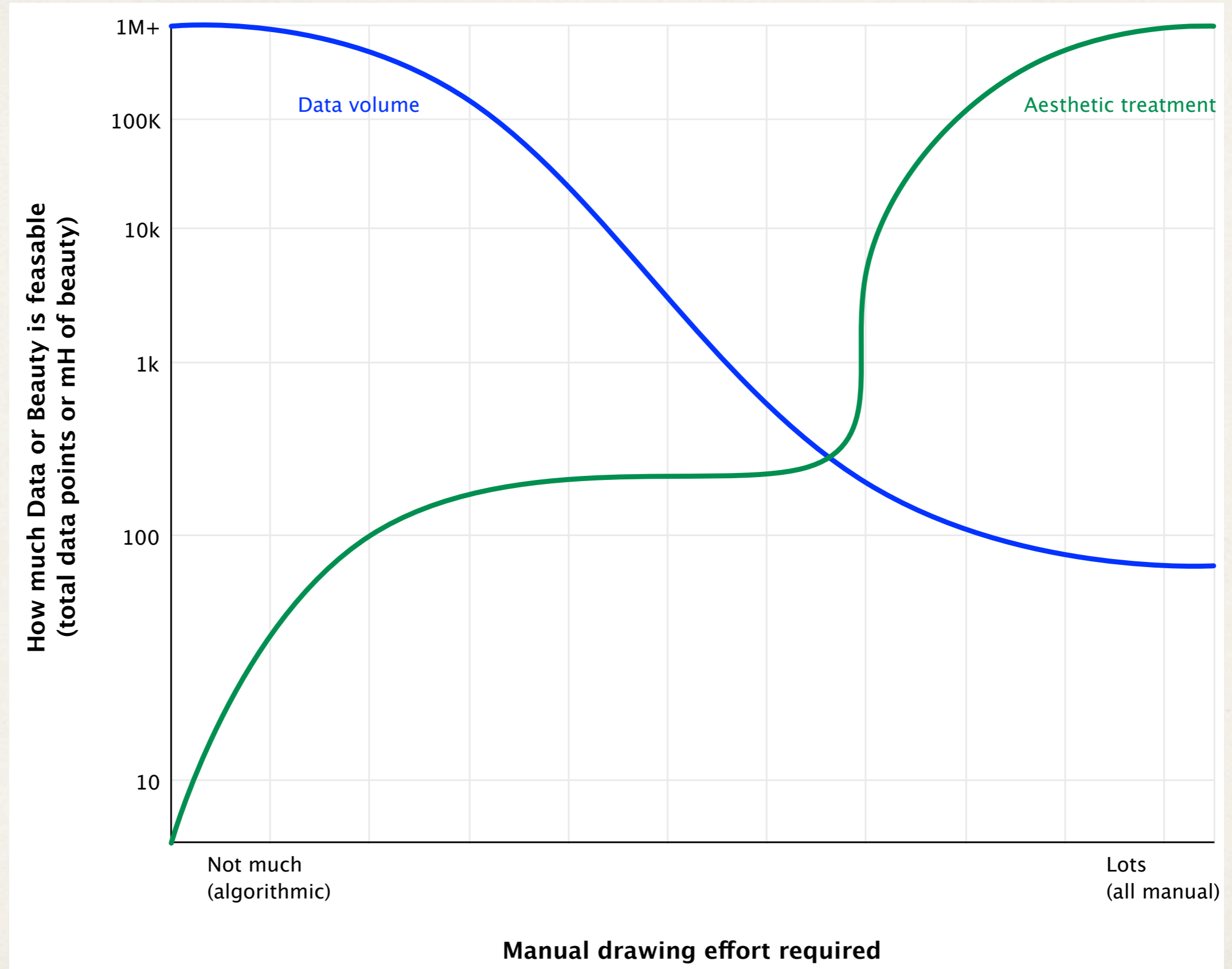
■ Rocket Ship    ■ Hot Company    ■ Slow Burner



# Infographics are manually drawn.



# Data visualizations vs Infographics

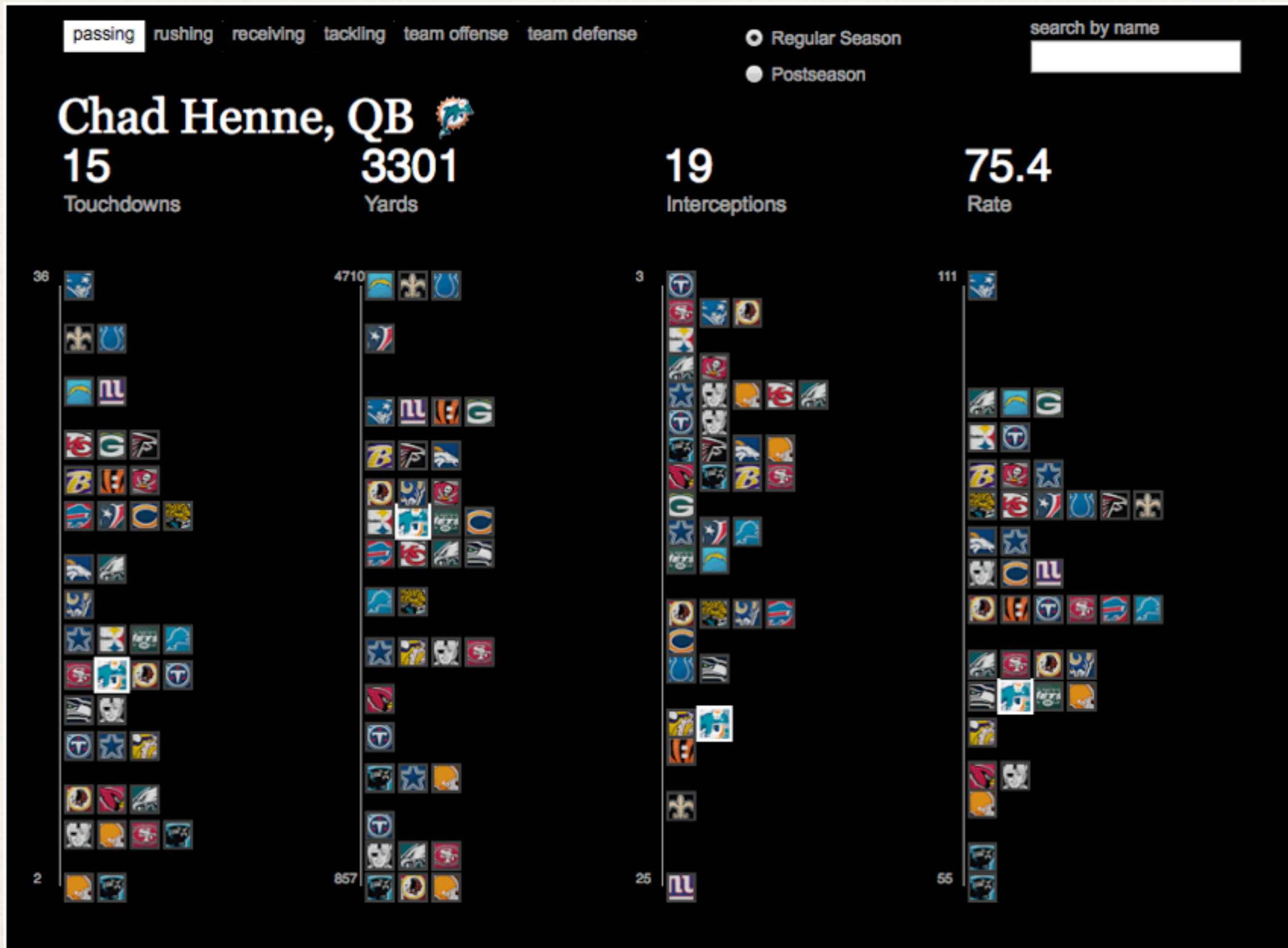


# Exploration vs Explanation

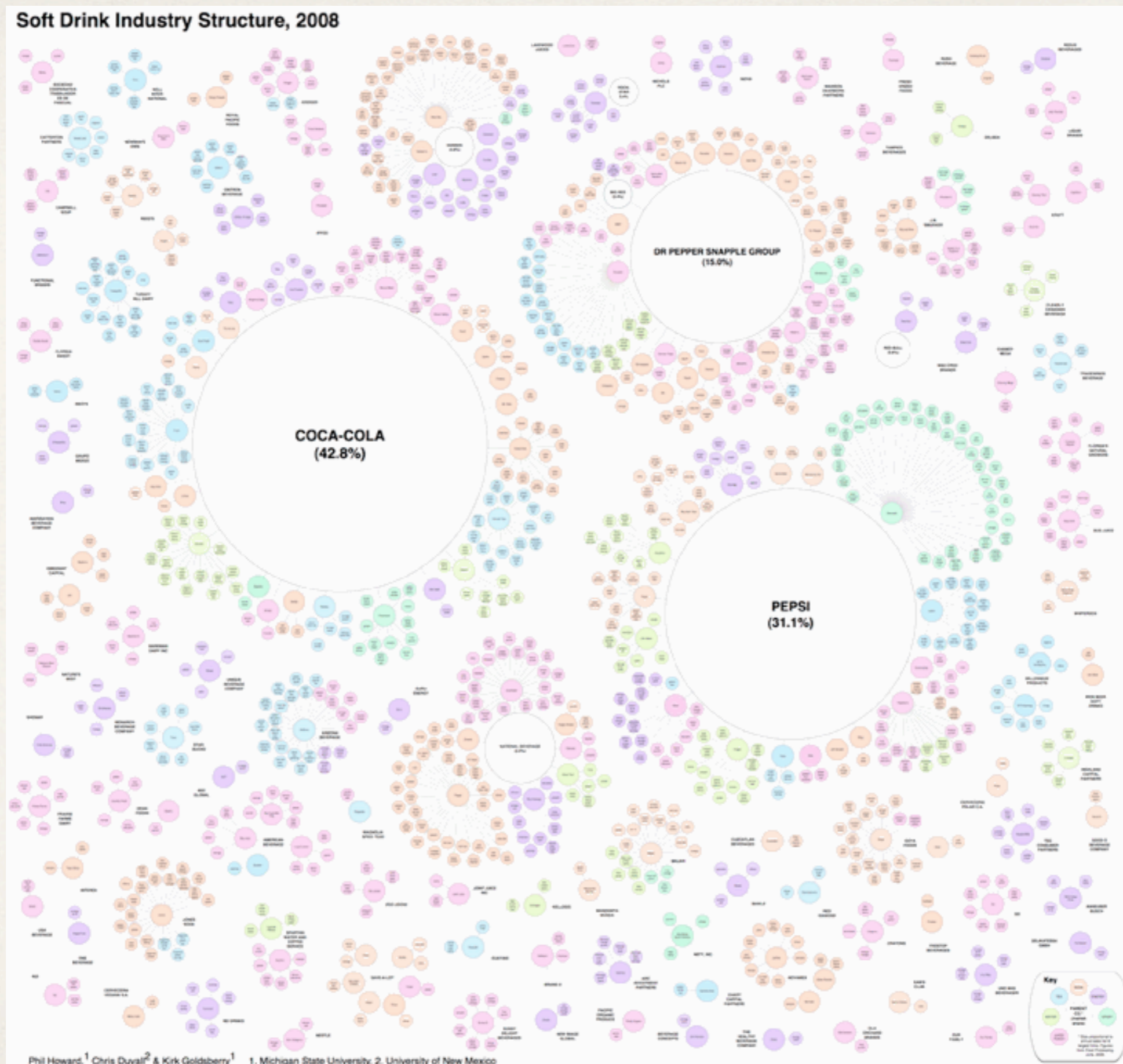
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# Visualization for *exploration*, when you don't (yet) have a story to tell.



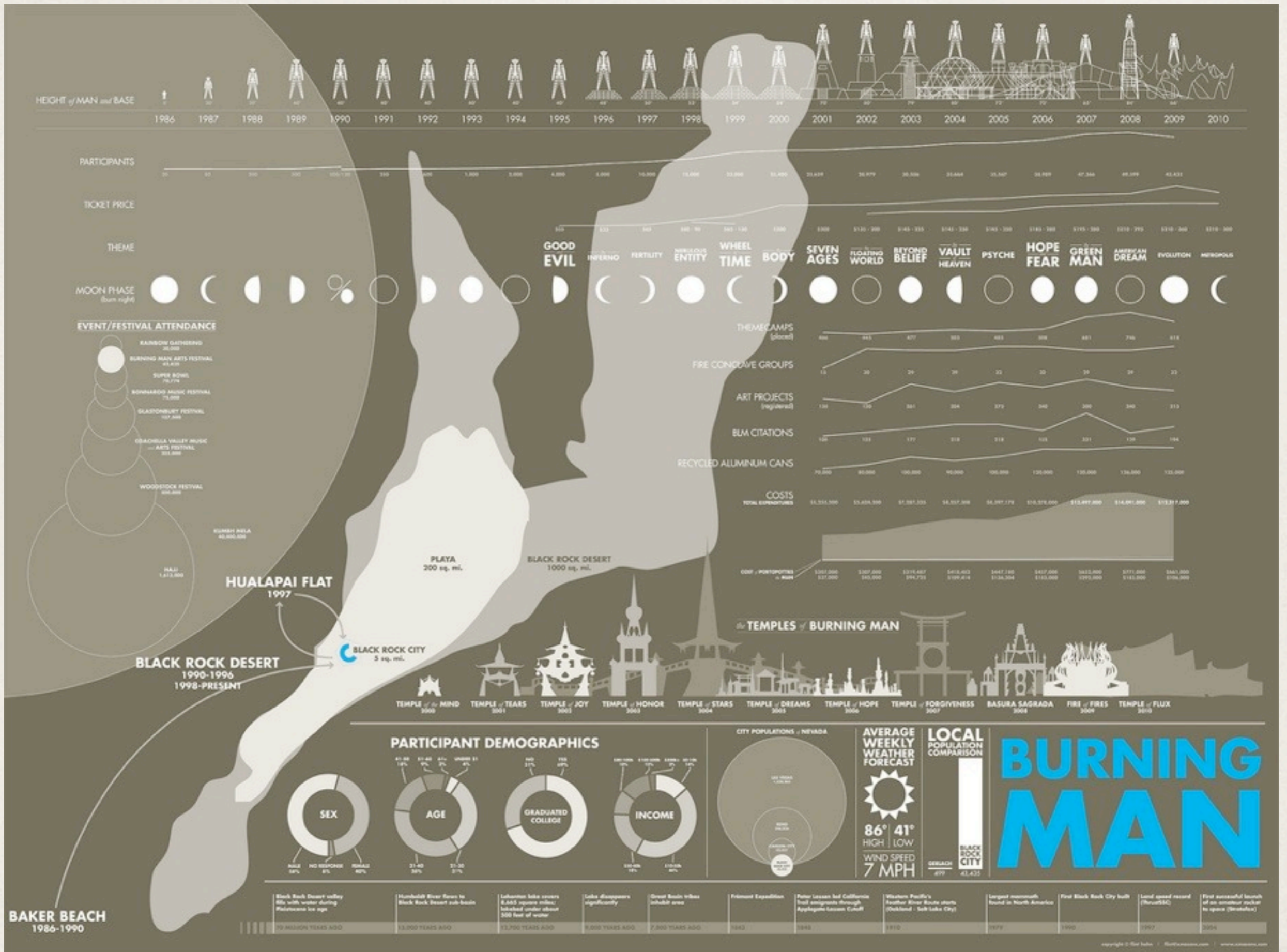
Visualization for *explanation*, when you do have a story to tell.



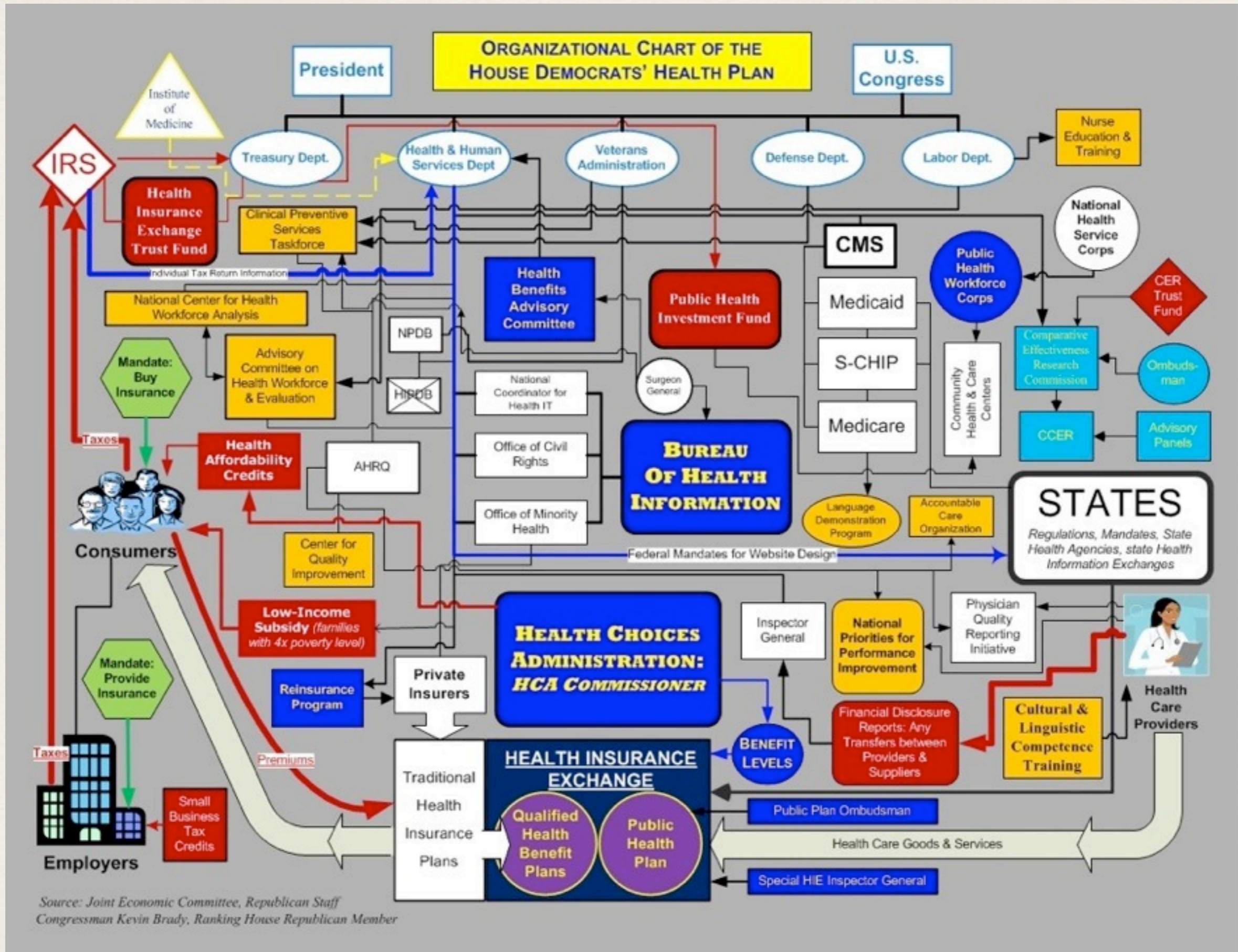
# Education vs Persuasion

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# Visualization for *education*



# Visualization for persuasion (or propaganda)



# Part Two: How To Do It

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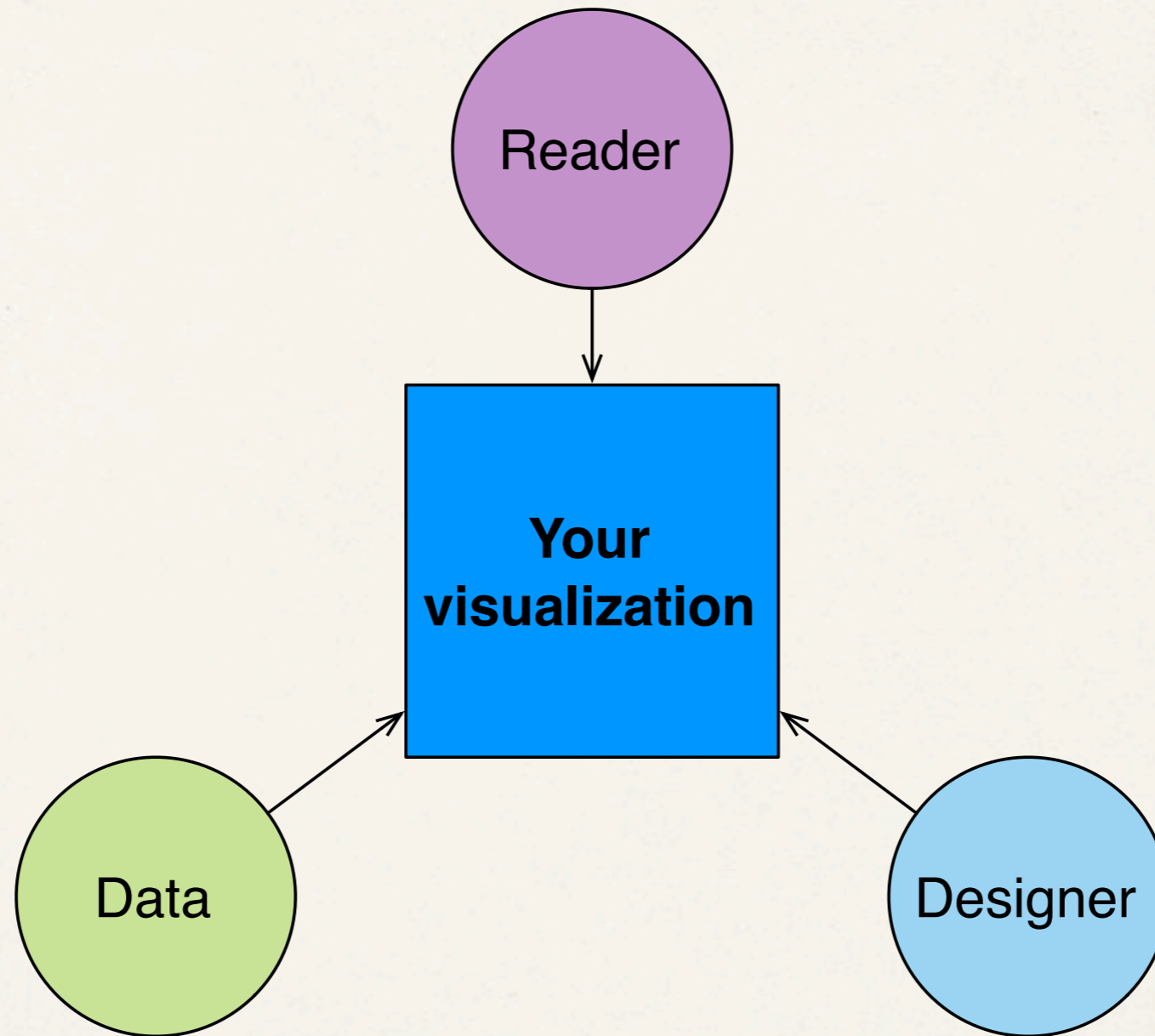
Make good choices.

# Good Choices are Guided by Three Inputs

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Three inputs.



You have goals.

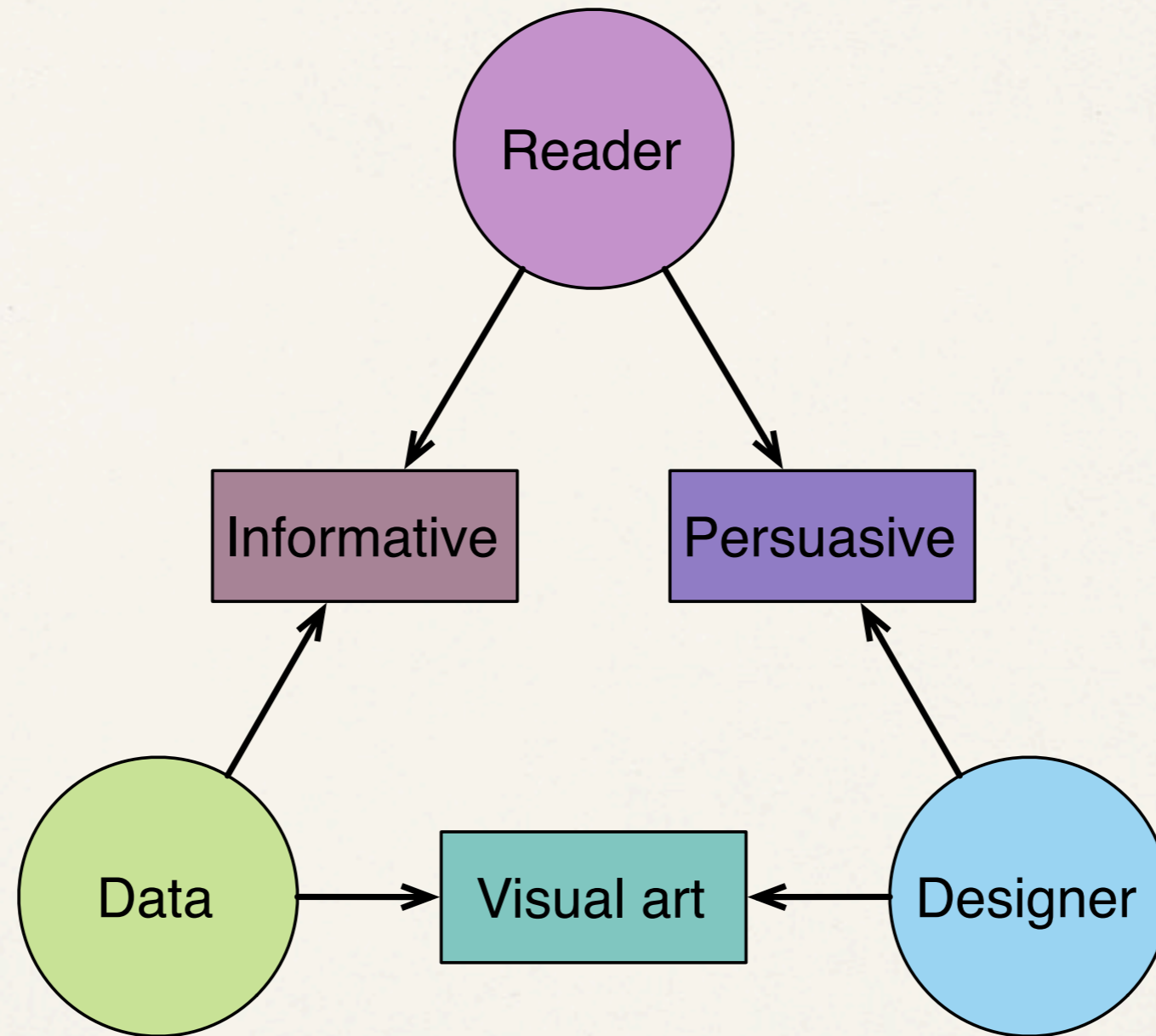
---

You have goals.

*Why are you here?*

*If you can't concisely  
articulate your goal,  
you're doing it  
wrong.*

# Three types of information products.



Your Reader has Needs.

---

Your reader has needs.

Your success is defined by  
your readers' success.

Your reader has needs.

Your success is defined by  
your customers' success.

If you can't satisfy **their** needs,  
**you** have failed.

Identify your audience!

Understand their  
hopes, dreams, and  
favorite flavors!

Understand their jargon,  
identity, and contexts of  
use!



Consider the contexts and needs of:

- ❖ a lab mate
- ❖ a geneticist
- ❖ a scientist
- ❖ a member of the general public

# Data has Properties

---

# Data has properties.



- \* Wheel size: numeric (actually categorical)
- \* Tire width: continuous
- \* Price: continuous
- \* Anti-puncture: binary
- \* Foldable: binary

*Now* we start designing.

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# Statement of Goals

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Statement of goals.

**WRONG**  
“Show the results.”

“Show the specific effects of three different drugs across the selected mutations and a control.”

# Define Desired Knowledge *Before* Structure

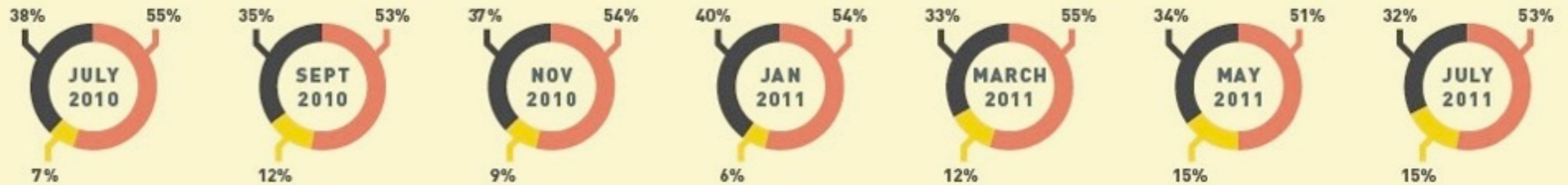
---

# Knowledge *before* structure.

## DESKTOP VS. WEBMAIL VS. MOBILE

● DESKTOP ● MOBILE ● WEBMAIL

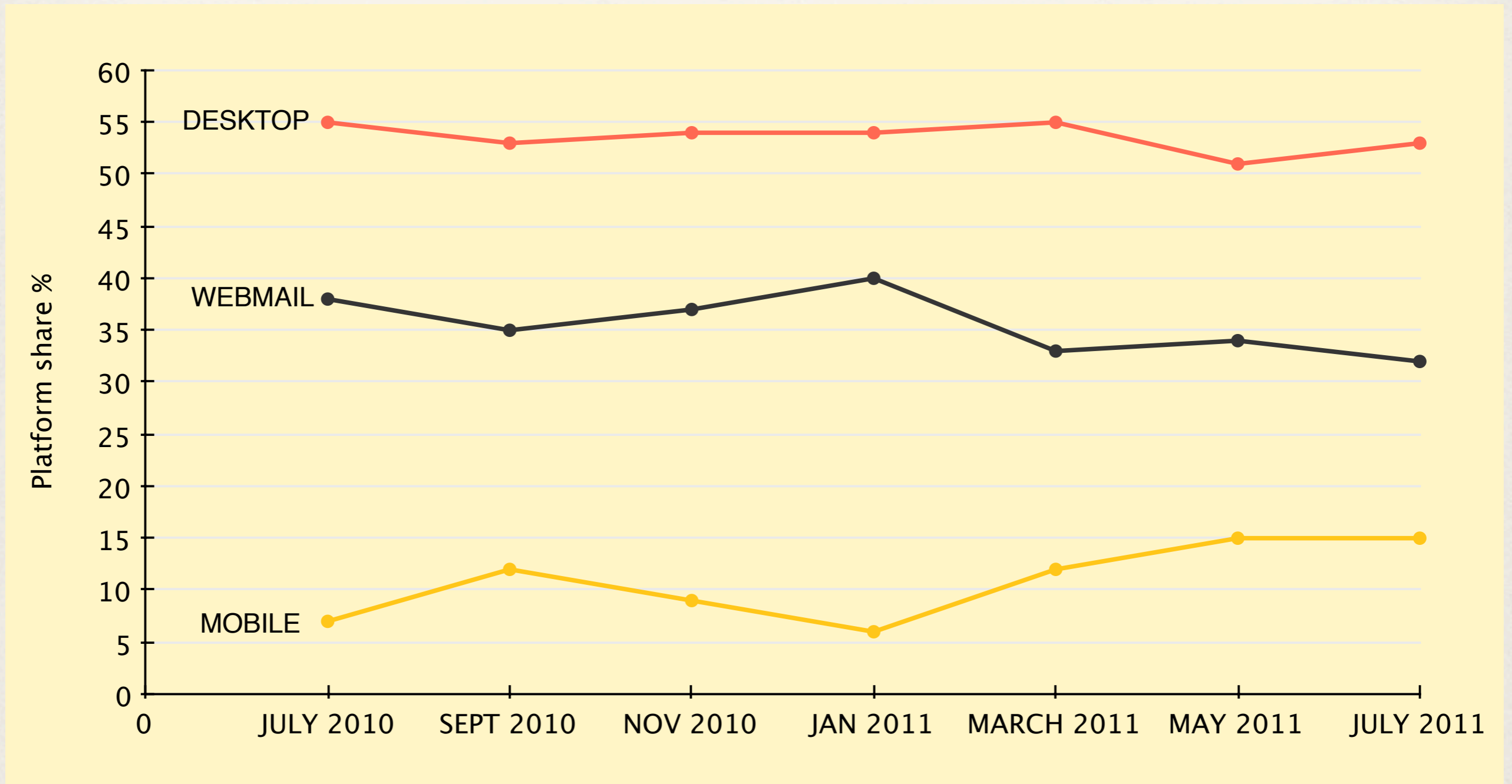
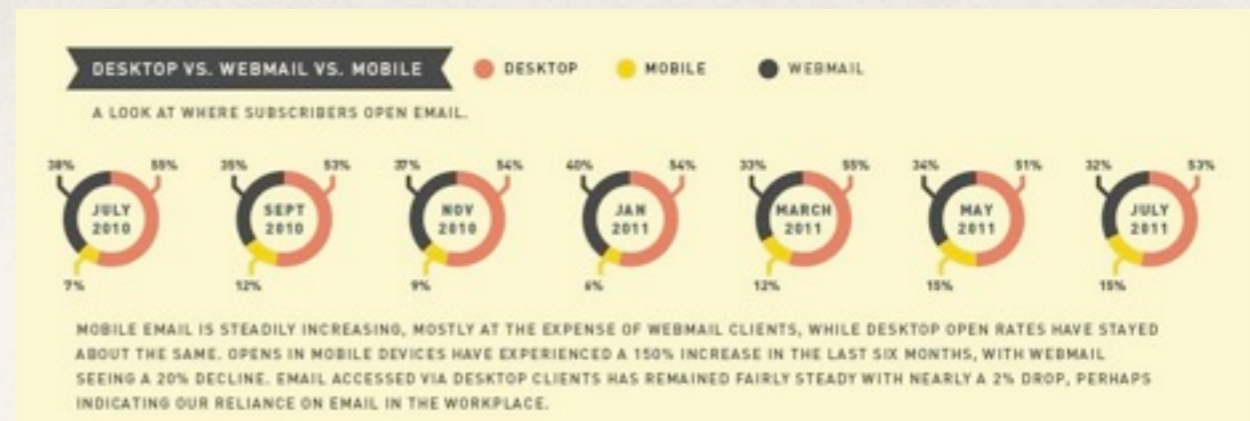
A LOOK AT WHERE SUBSCRIBERS OPEN EMAIL.



MOBILE EMAIL IS STEADILY INCREASING, MOSTLY AT THE EXPENSE OF WEBMAIL CLIENTS, WHILE DESKTOP OPEN RATES HAVE STAYED ABOUT THE SAME. OPENS IN MOBILE DEVICES HAVE EXPERIENCED A 150% INCREASE IN THE LAST SIX MONTHS, WITH WEBMAIL SEEING A 20% DECLINE. EMAIL ACCESSED VIA DESKTOP CLIENTS HAS REMAINED FAIRLY STEADY WITH NEARLY A 2% DROP, PERHAPS INDICATING OUR RELIANCE ON EMAIL IN THE WORKPLACE.



# Knowledge *before* structure.



# Appropriate Encodings

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# Data has properties.



- \* Wheel size: numeric (actually categorical)
- \* Tire width: continuous
- \* Price: continuous
- \* Anti-puncture: binary
- \* Foldable: binary

Encoding well:

1. Position is everything.

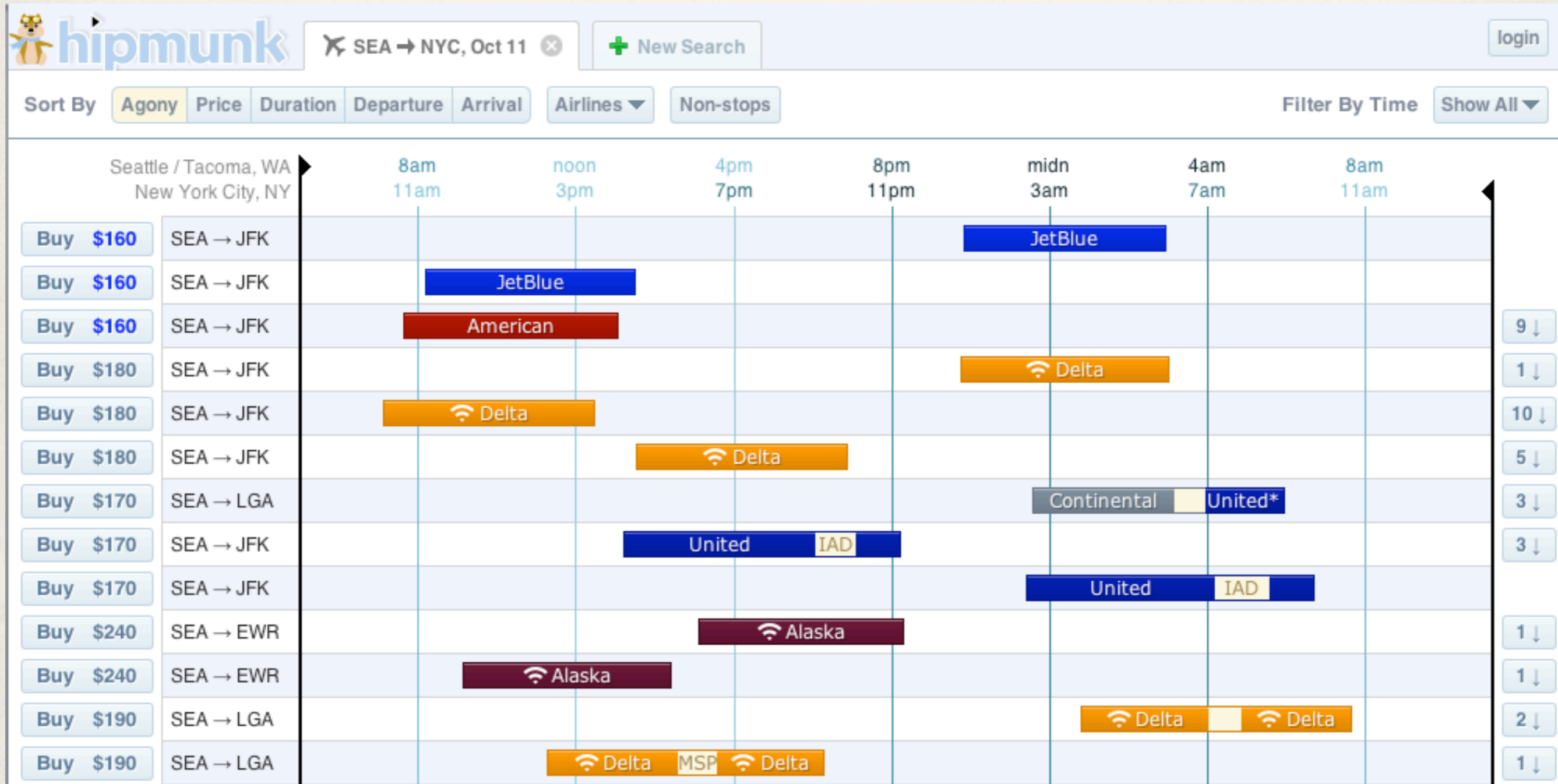
2. Color is difficult.

- @moritz\_stefaner

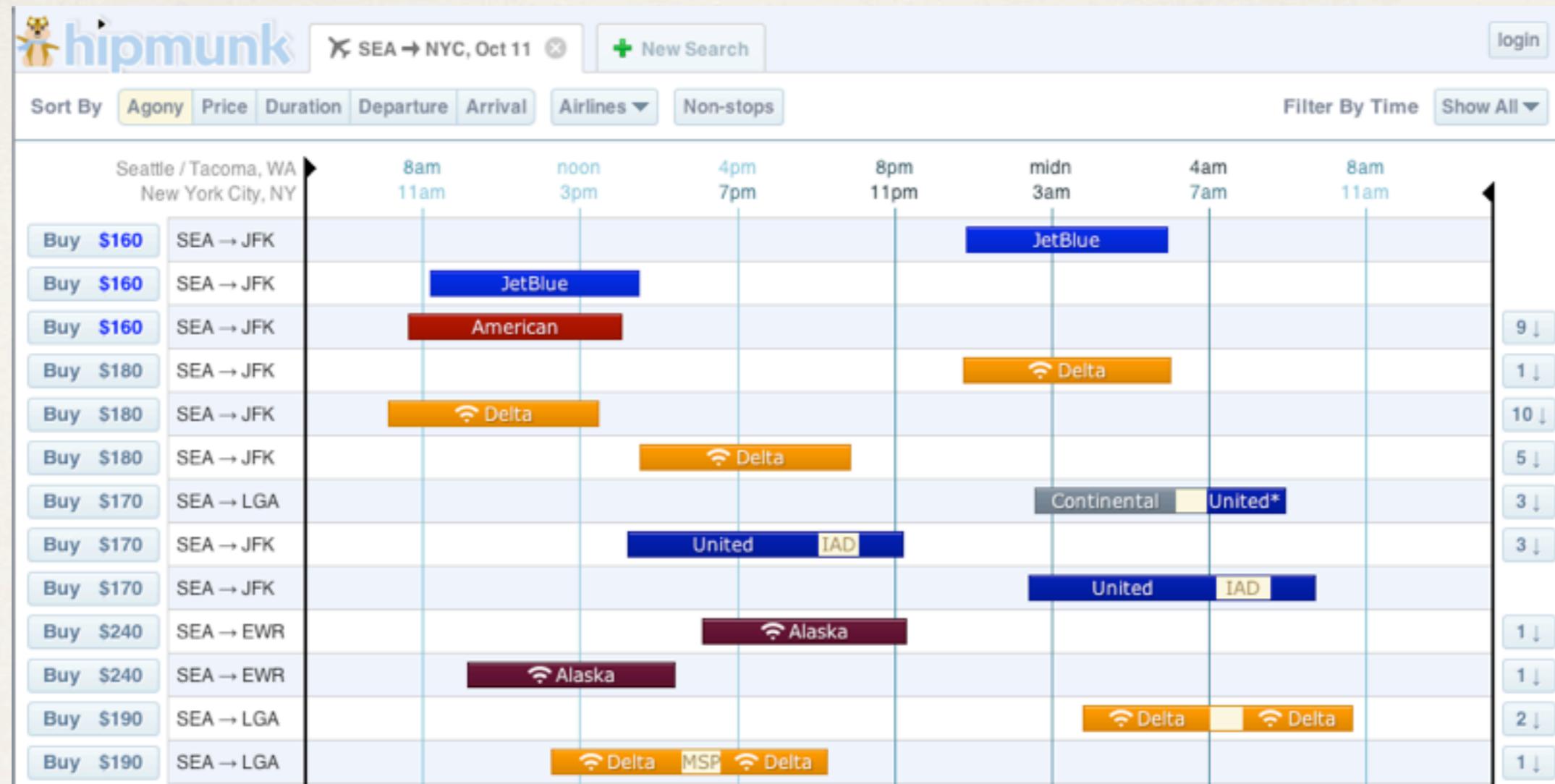
Position is Everything.

---

# Position is everything.

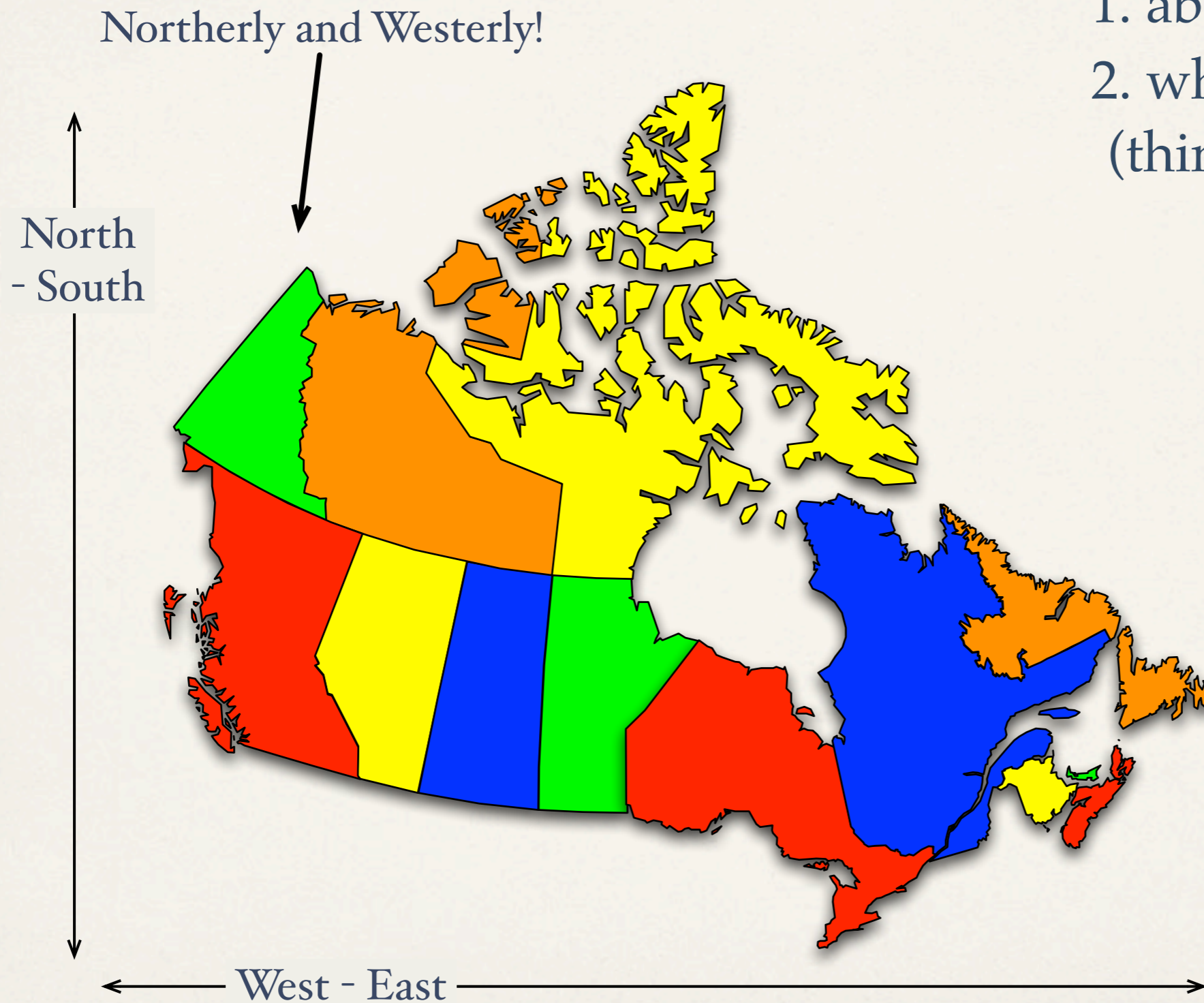


# Position is everything.



- \* absolute & relative departure time (continuous)
- \* absolute & relative arrival time (continuous)
- \* absolute & relative length of trip (continuous)
- \* stopovers (binary)
- \* absolute & relative stopover duration (continuous)
- \* absolute & relative stopover start & stop time (continuous)
- \* sort order (ranked)

# Axes give you information for free!



1. about targets
2. when searching  
(think grouping)



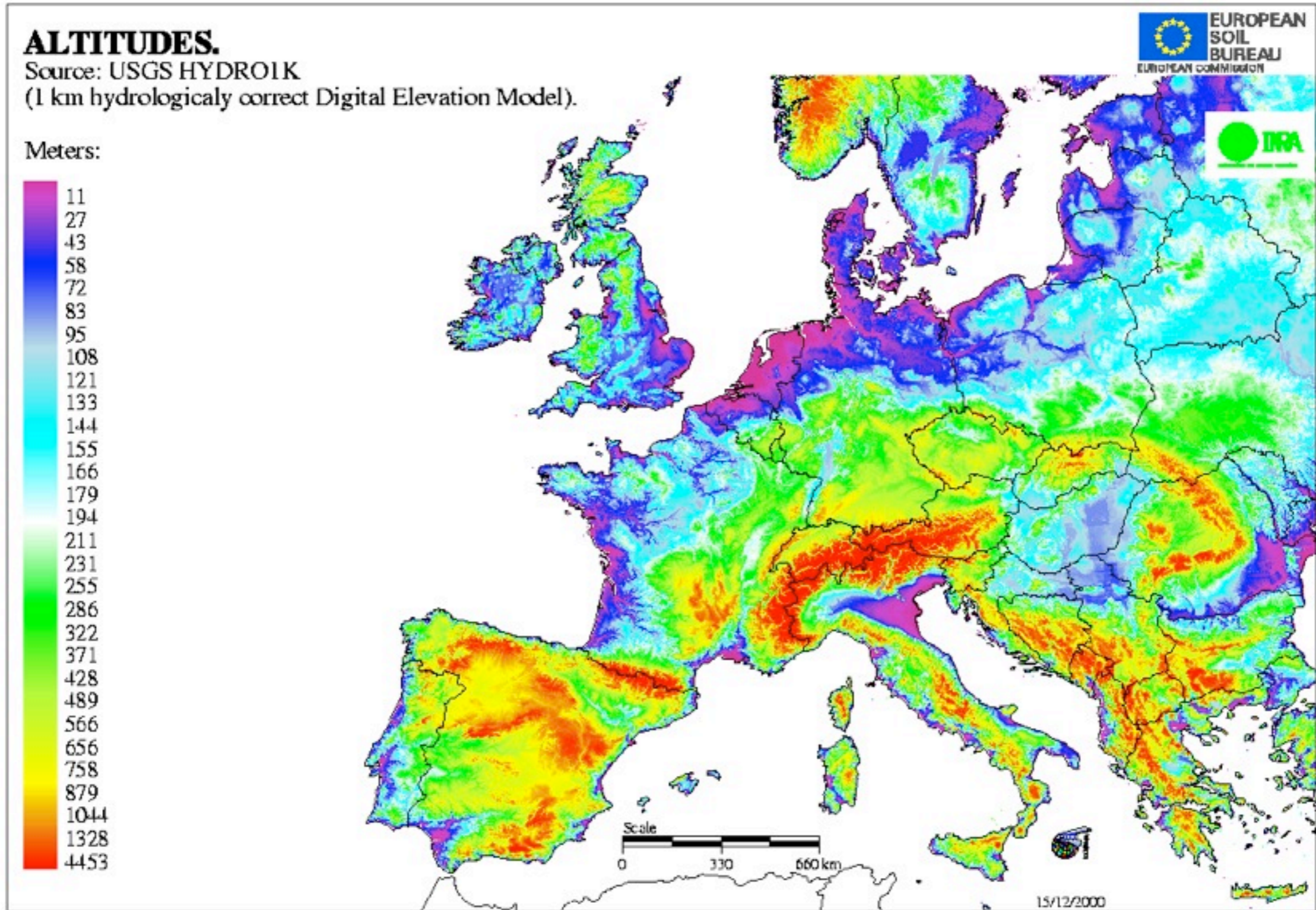
Lack of axes gives you spaghetti!



# Color is Difficult.

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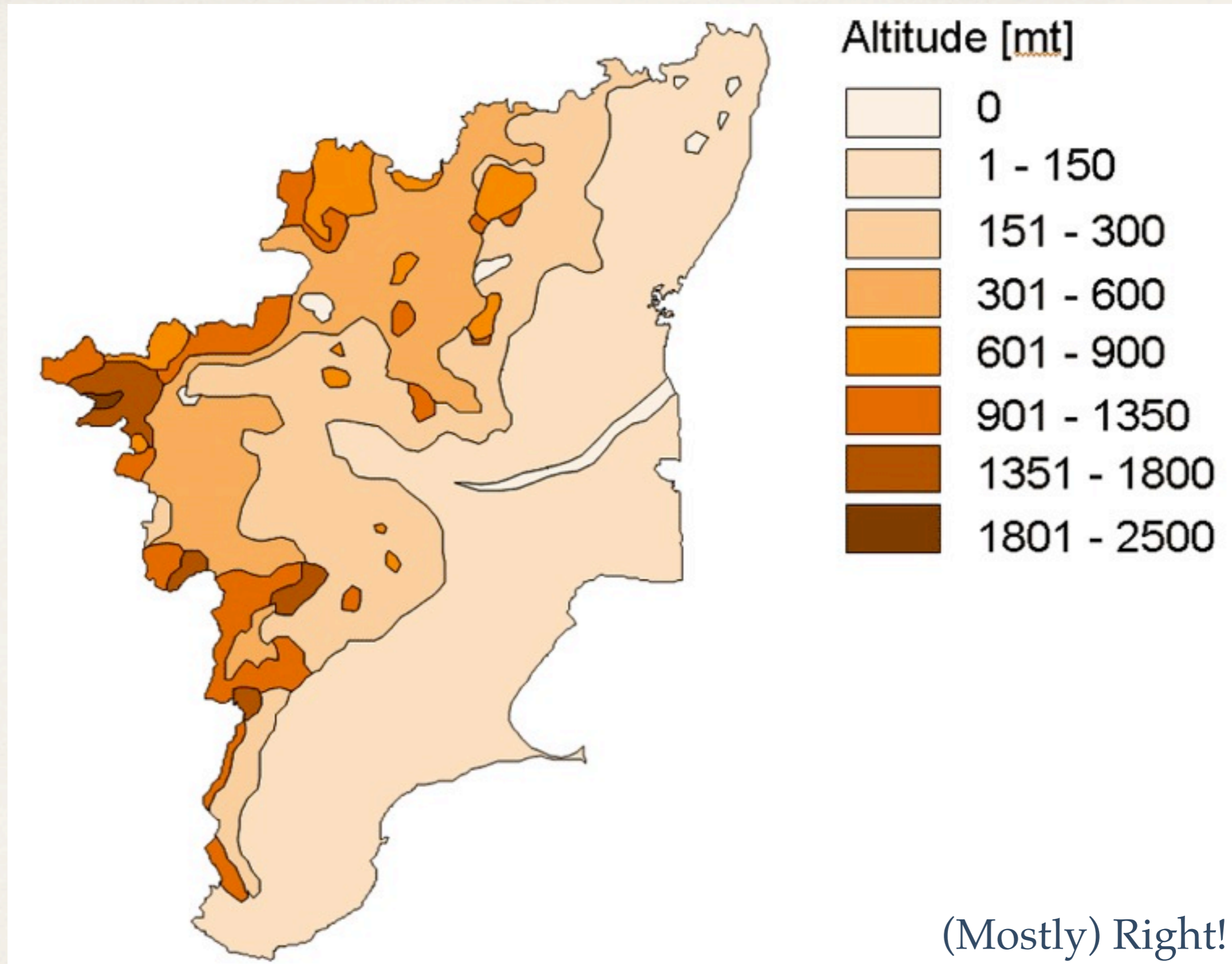
Color is difficult.



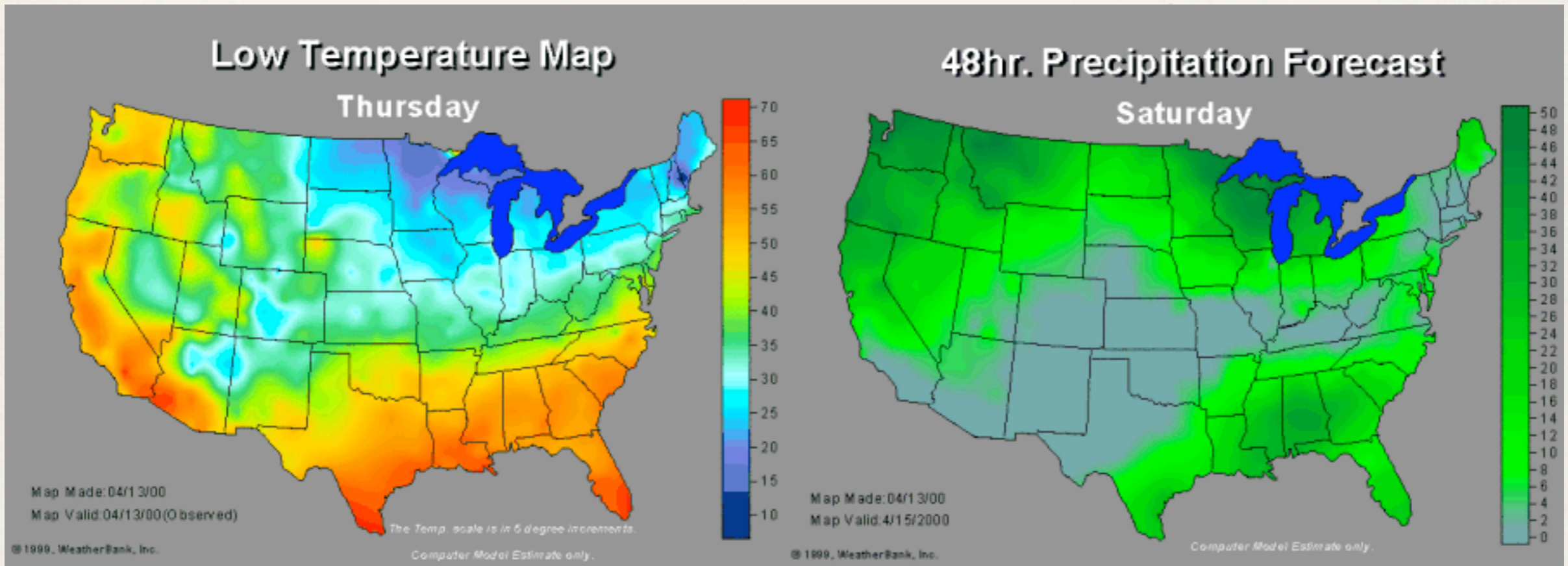
Wrong!

Color is not  
ordered.

Color is difficult.



Color is difficult.



Not bad...

# Color is meaningful.

Gender



Nationality



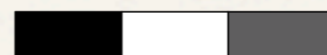
Politics



Religion



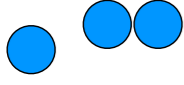

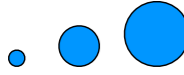


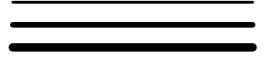


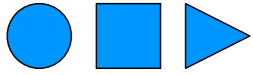

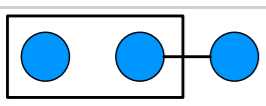

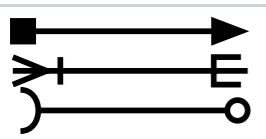
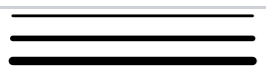
Morality



Nature



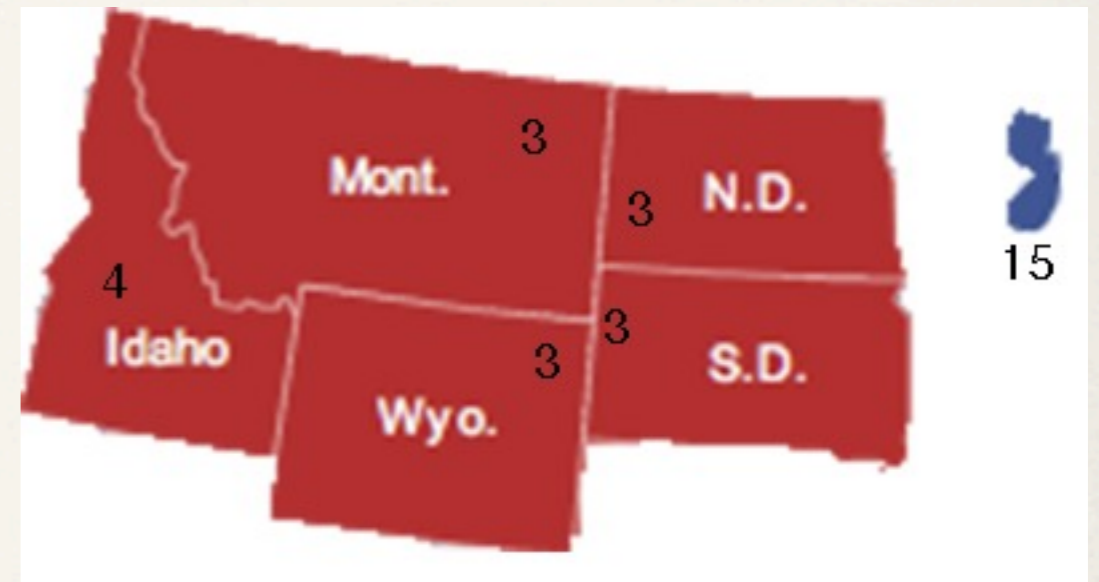
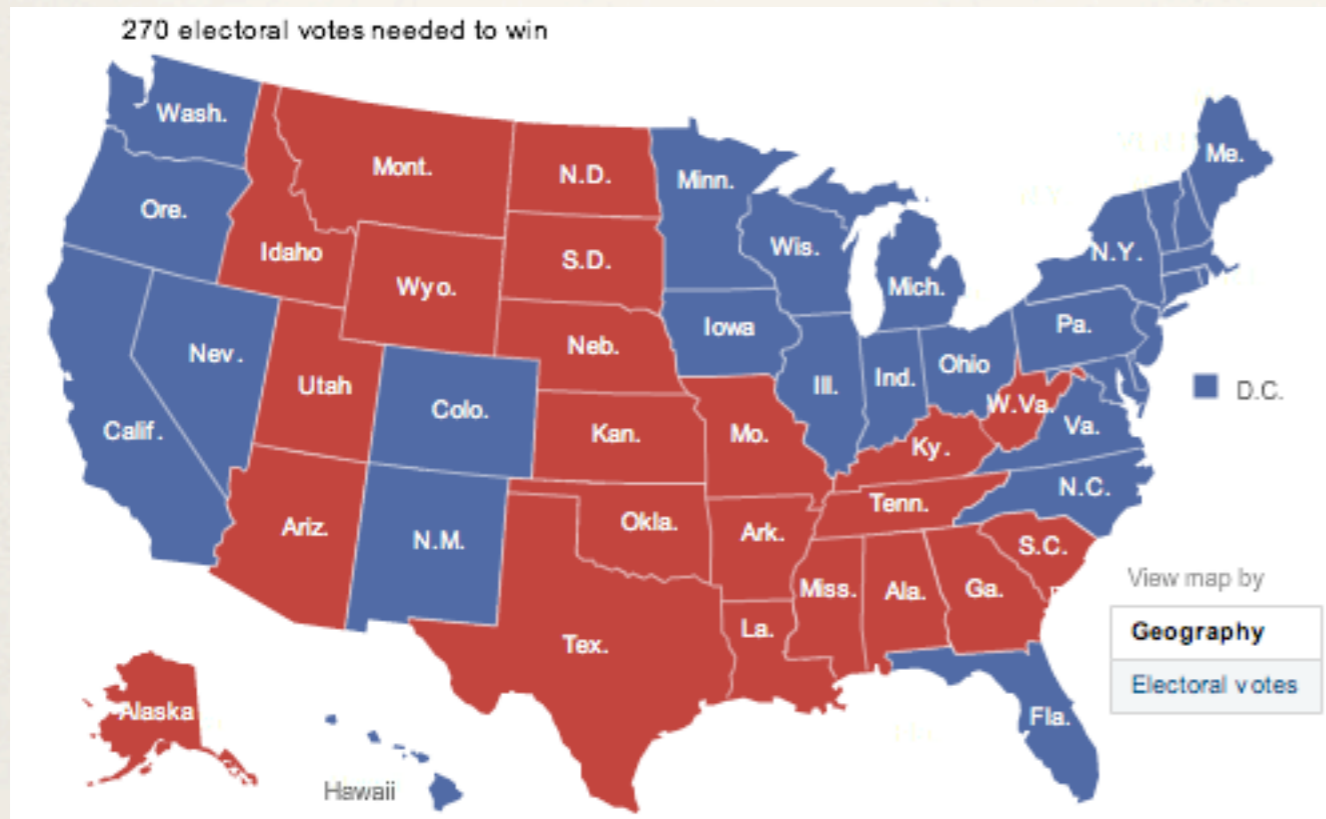
# Appropriate encodings

Example	Encoding	Ordered	Useful values	Quantitative	Ordinal	Categorical	Relational
	position, placement	yes	infinite	Good	Good	Good	Good
1, 2, 3; A, B, C	text labels	optional (alphabetical or numbered)	infinite	Good	Good	Good	Good
	length	yes	many	Good	Good		
	size, area	yes	many	Good	Good		
	angle	yes	medium	Good	Good		
	pattern density	yes	few	Good	Good		
	weight, boldness	yes	few		Good		
	saturation, brightness	yes	few		Good		
	color	no	few (< 20)			Good	
	shape, icon	no	medium			Good	
	pattern texture	no	medium			Good	
	enclosure, connection	no	infinite			Good	Good
	line pattern	no	few				Good
	line endings	no	few				Good
	line weight	yes	few		Good		

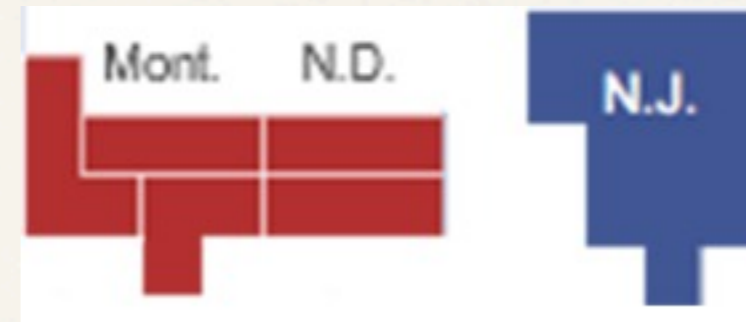
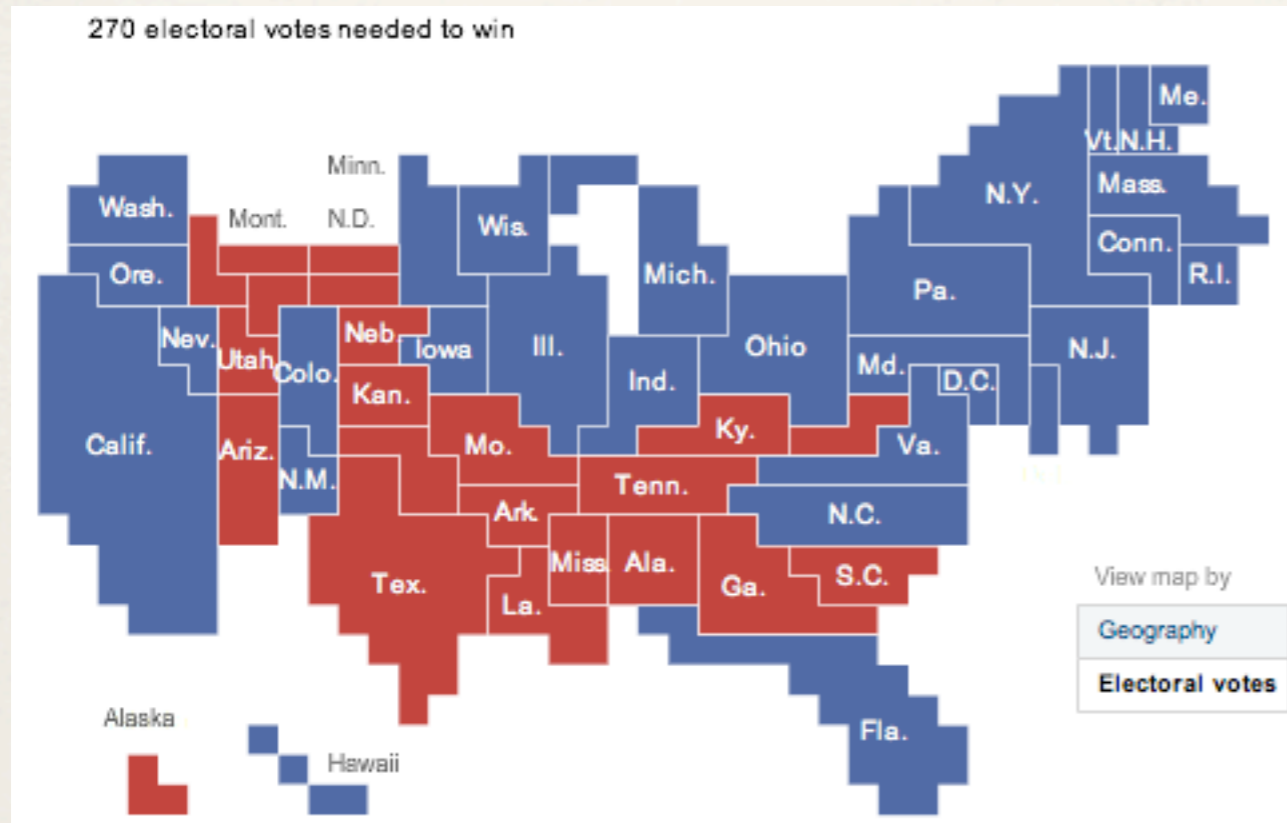


Use defaults.

# Use defaults.



# Unless...



Unless you've got  
something better.

# Design strategies

- \* Limit the data you include
- \* Use position for your most important relationship(s)
- \* Try different axes
- \* Consider default formats
- \* Use color for categories, not rank
- \* Encode other data and relationships with appropriate properties

# Tools

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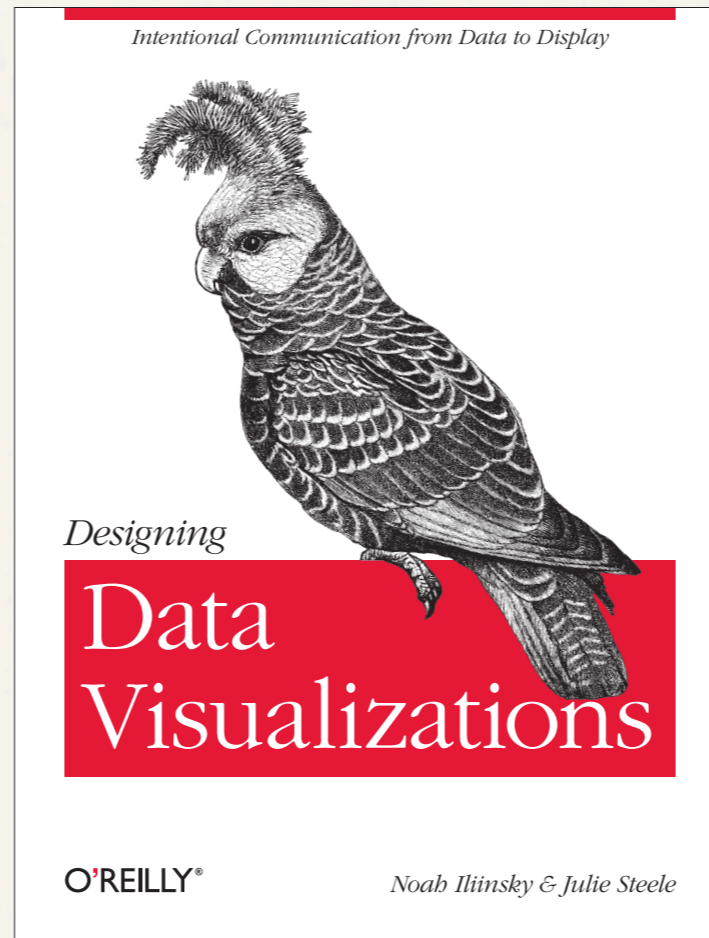
- \* D3.js / protovis: structured frameworks
- \* processing: flexible, great for data art
- \* R + ggplot2: stats & analytics
- \* Tableau: visual exploration & analytics

# Thank you!

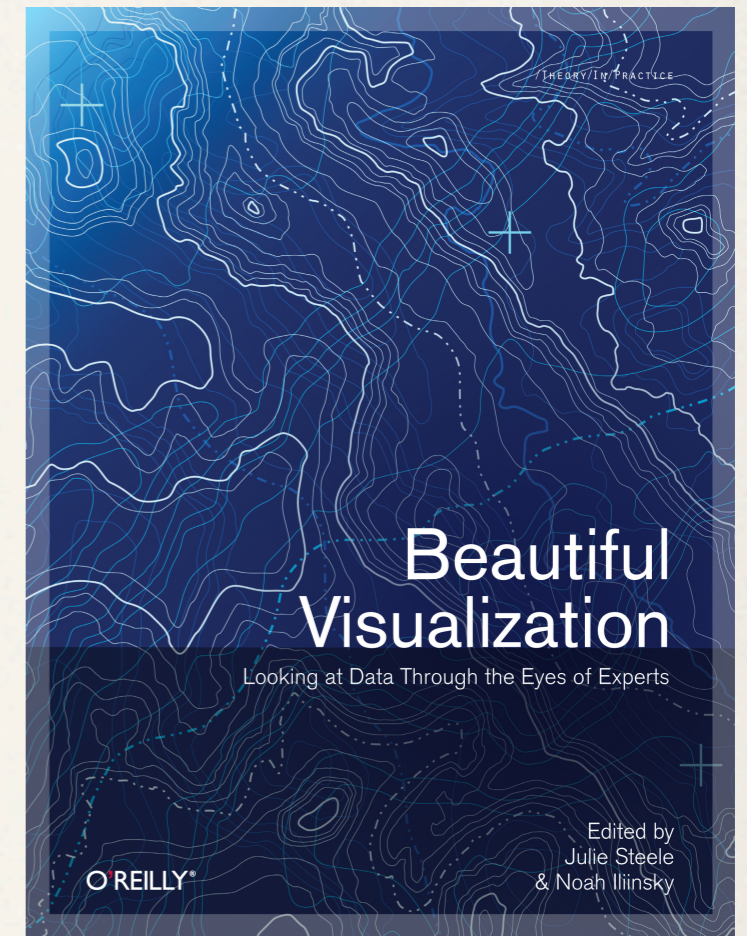
@noahi

gmail: iliinsky

ComplexDiagrams.com

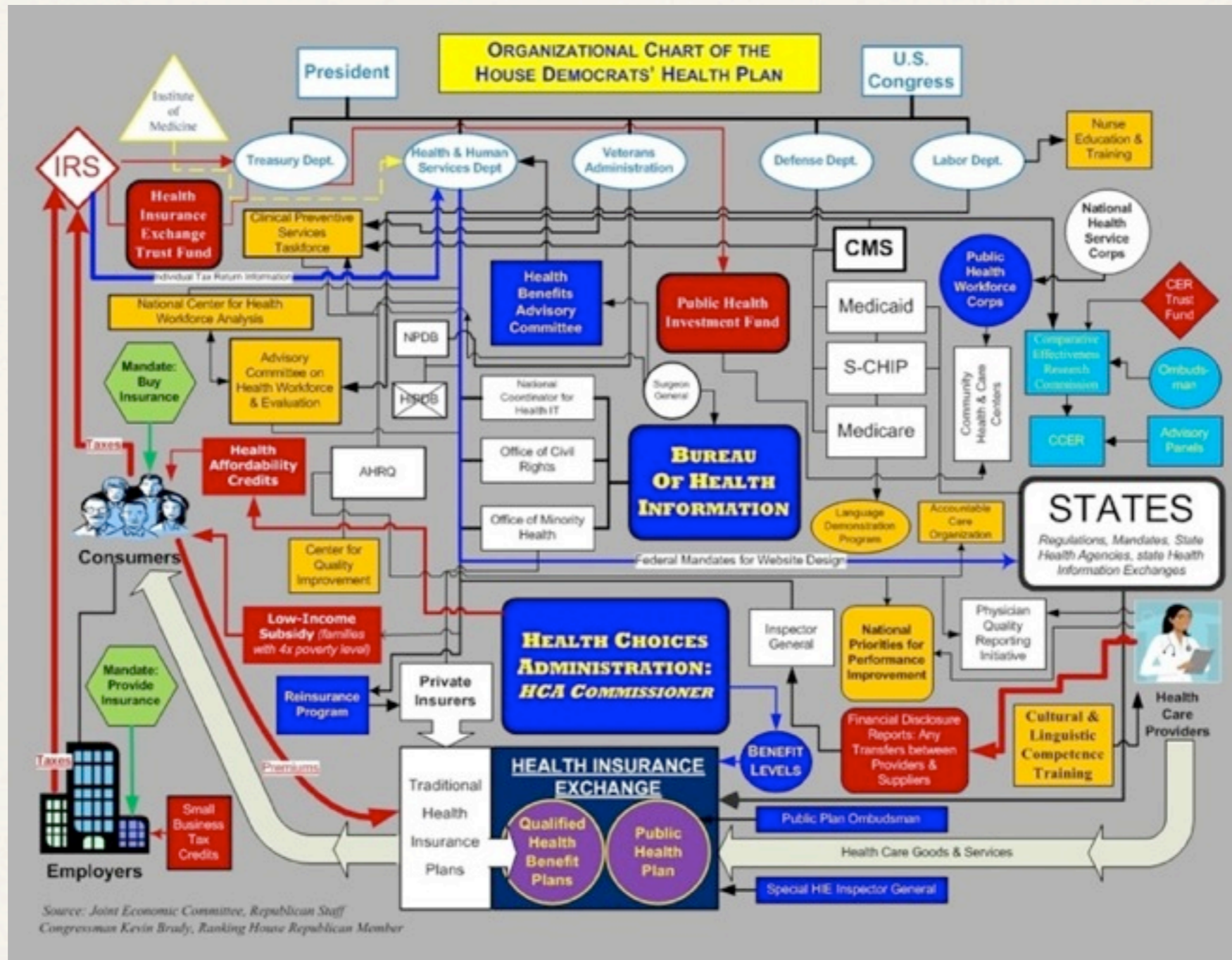


How to do it  
(this talk)



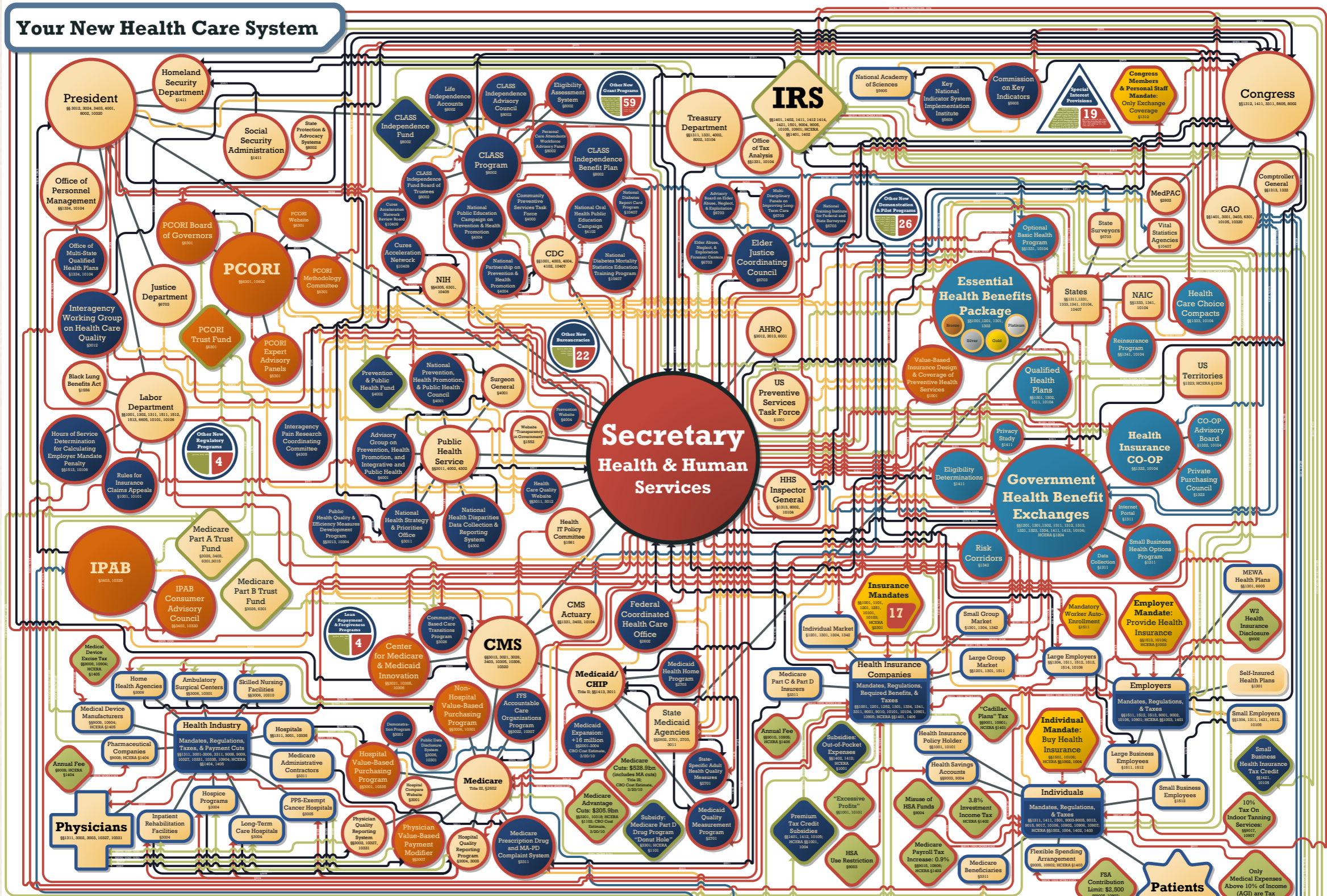
How they did it  
(20 case studies)

# Visualization for persuasion (or propaganda)





# Visualization for persuasion (or propoganda)



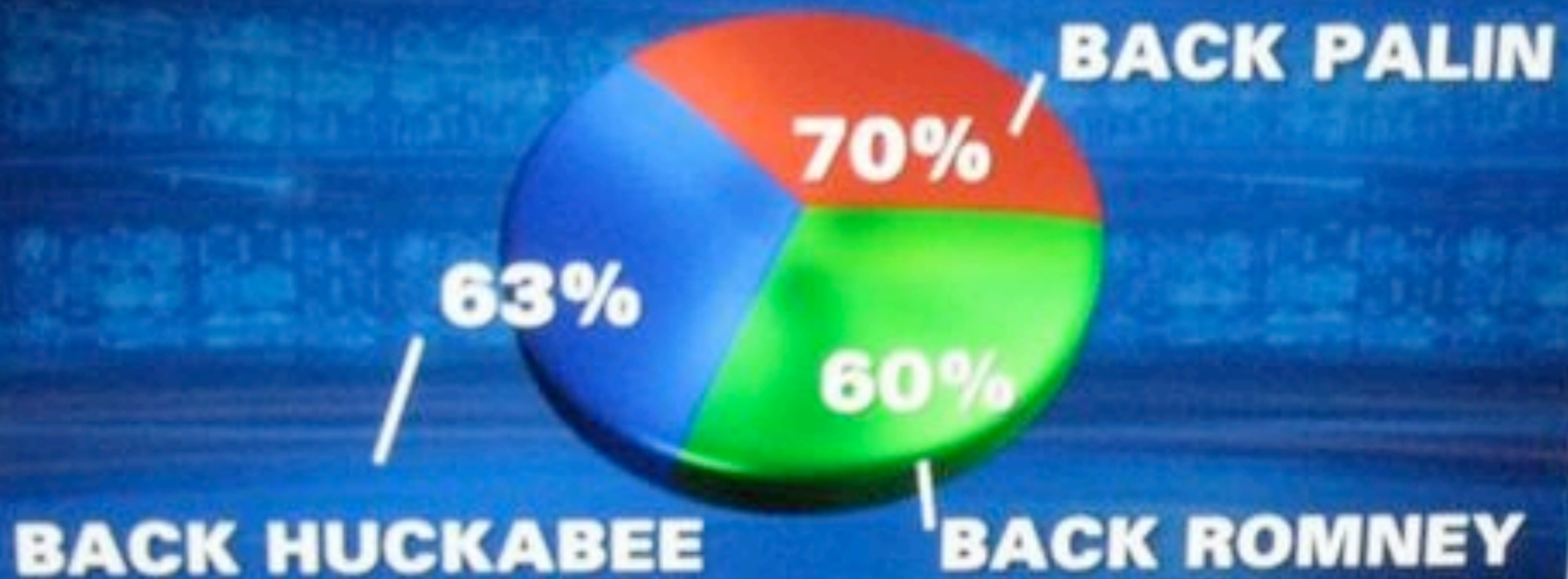
New Government	Expanded Government	Private	New Relationships
<ul style="list-style-type: none"> <li>Rationing Potential</li> <li>Involvement in Health Insurance Market</li> <li>Other Expansions</li> <li>Represents Bundles of Additional Entities</li> </ul>	<ul style="list-style-type: none"> <li>Mandates</li> <li>Taxes &amp; Monetary Fees/ Penalties/Cuts</li> <li>Trust Fund (Rationing Potential)</li> <li>Other New Trust Funds/ Monetary Benefits</li> </ul>	<ul style="list-style-type: none"> <li>Government with Expanded Authority/ Responsibility</li> <li>Government Financial Entity with New Inflows/ Outflows</li> <li>State/Territory with Expanded Authority/ Responsibility</li> </ul>	<ul style="list-style-type: none"> <li>Private Entity with New Mandates/ Regulations/ Responsibilities</li> <li>Unchanged Private Entity</li> <li>Special Interest Provisions</li> <li>Regulations/ Requirements/ Mandates</li> <li>Reporting Requirements</li> <li>Oversight</li> <li>Money Flows</li> <li>Consultation/ Advisory/ Info Sharing</li> <li>Structural Connections (Includes Existing)</li> </ul>

**Legend:**  
 AGI: Adjusted Gross Income  
 AHRQ: Agency for Healthcare Research and Quality  
 CDC: Centers for Disease Control & Prevention  
 CHIP: Children's Health Insurance Program  
 CLASS: Community Living Assistance Services & Supports  
 CMS: Centers for Medicare & Medicaid Services  
 CO-OP: Consumer Operated & Oriented Program  
 FFS: Fee-for-Service  
 FSA: Flexible Spending Arrangement  
 GAO: Government Accountability Office  
 HCEA: Health Care & Education Reconciliation Act  
 HHS: Health & Human Services Department  
 HSA: Health Savings Account  
 IPAB: Independent Payment Advisory Board  
 IRS: Internal Revenue Service  
 MA-PD: Medicare Advantage Prescription Drug  
 MEDPAC: Medicare Payment Advisory Commission  
 MERD: Medical Early Risk Detection  
 EALORS: Executive Auxiliary Linked Office Regional Systems  
 MEWA: Multiple Employer Welfare Arrangement  
 NAIC: National Association of Insurance Commissioners  
 NIH: National Institutes of Health  
 PCORI: Patient-Centered Outcomes Research Institute  
 PFS: Prospective Payment System

**Legislation:**  
 Patient Protection & Affordable Care Act, P.L. 111-148;  
 Health Care & Education Reconciliation Act, P.L. 111-152  
 Prepared by: Joint Economic Committee, Republican Staff  
 Congressman Kevin Brady, Senior House Republican  
 Senator Sam Brownback, Ranking Member

# 2012 PRESIDENTIAL RUN

## GOP CANDIDATES



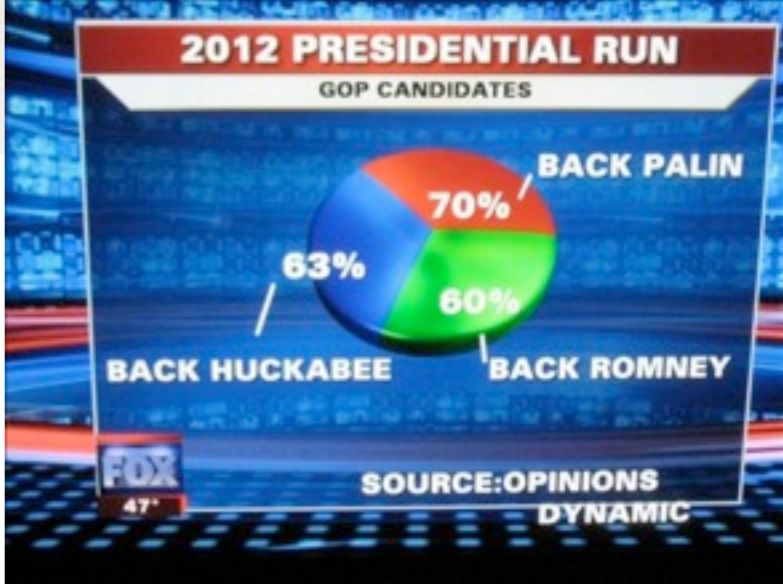
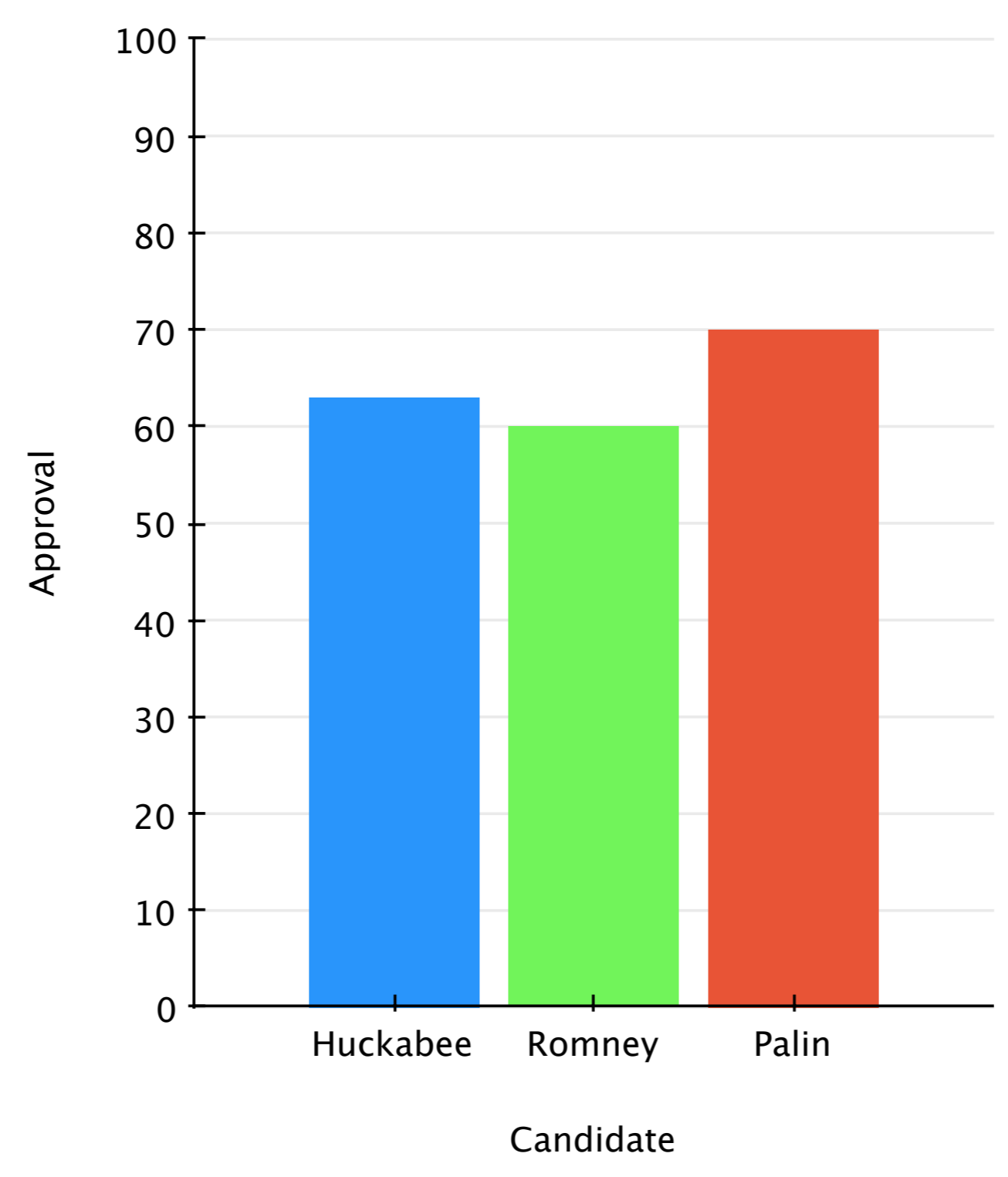
**FOX**

47°

**SOURCE: OPINIONS**

**DYNAMIC**

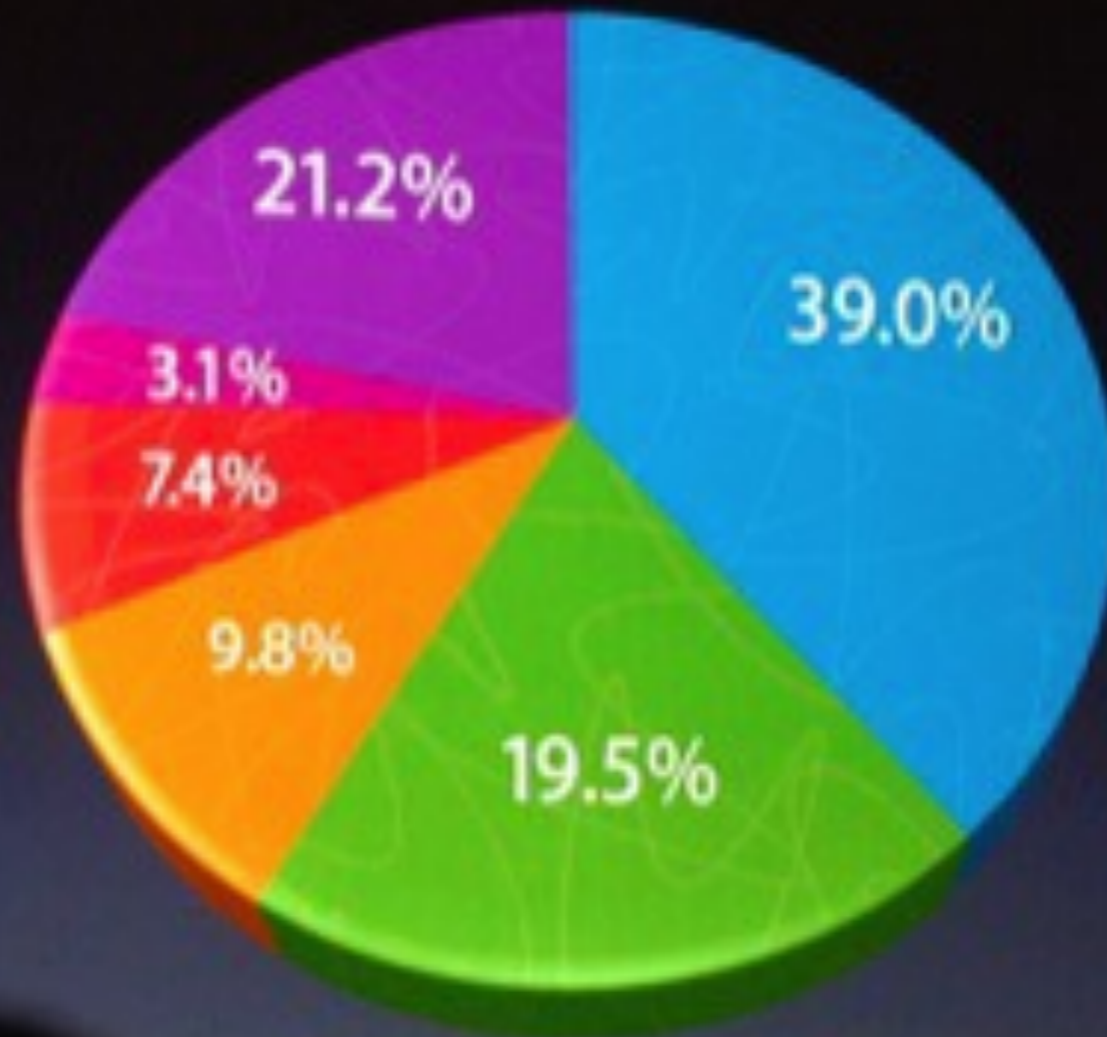
Wrong!



Right!

# U.S. SmartPhone Marketshare

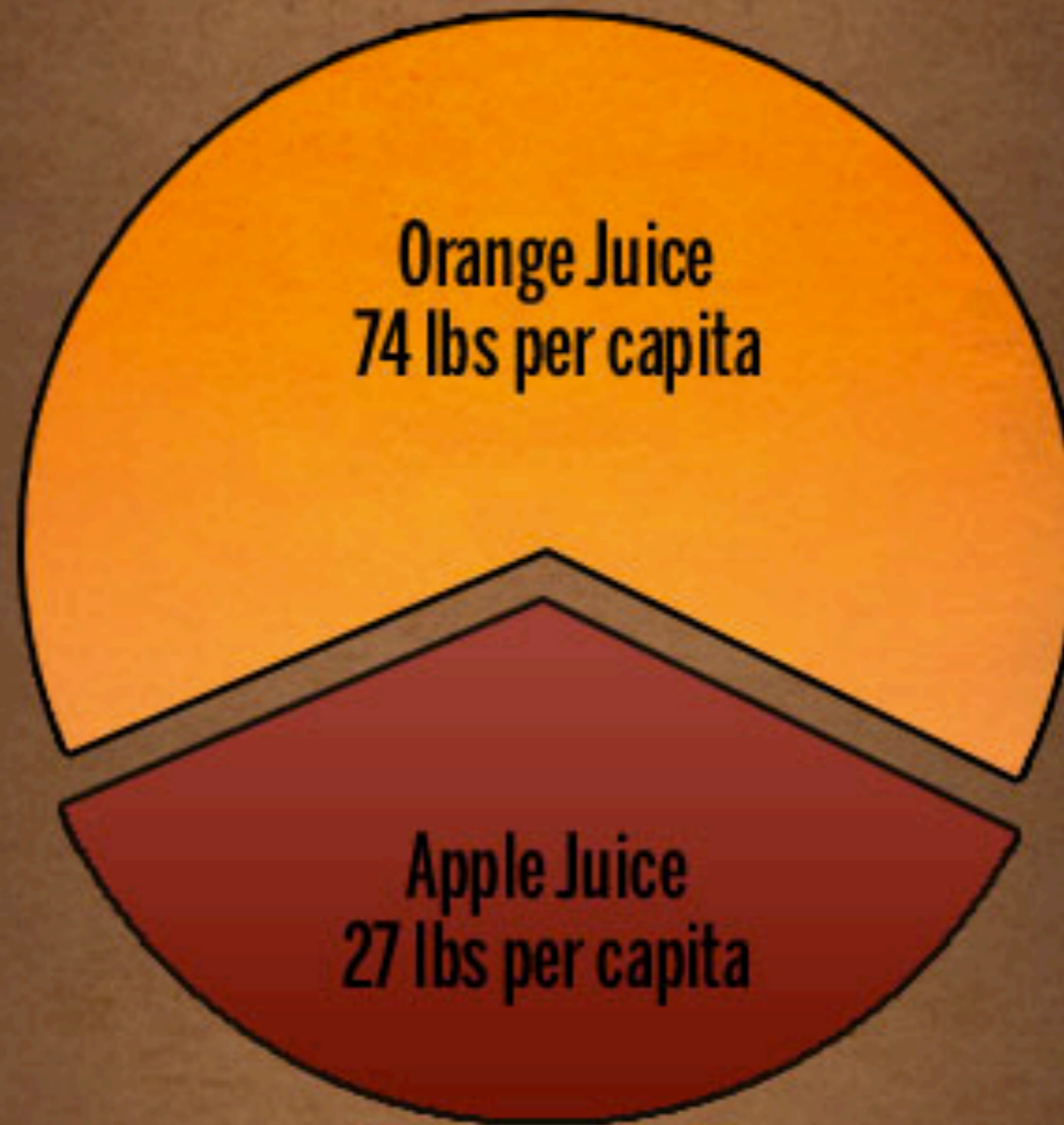
- RIM
- Apple
- Palm
- Motorola
- Nokia
- Other



Source: Gartner for

Wrong!

# Apple or Orange Juice Consumption



It looks as if orange juice is the clear winner, but

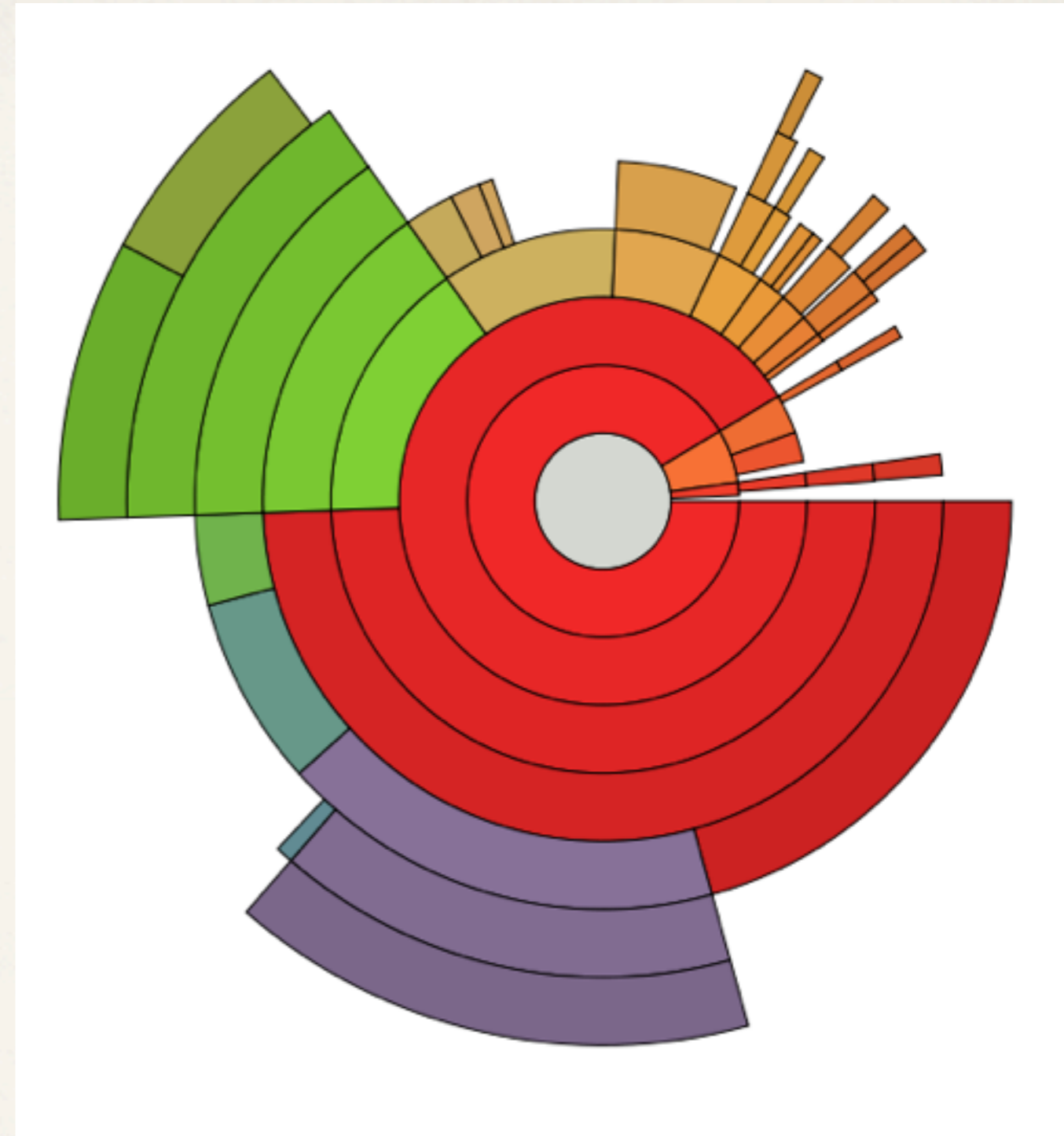
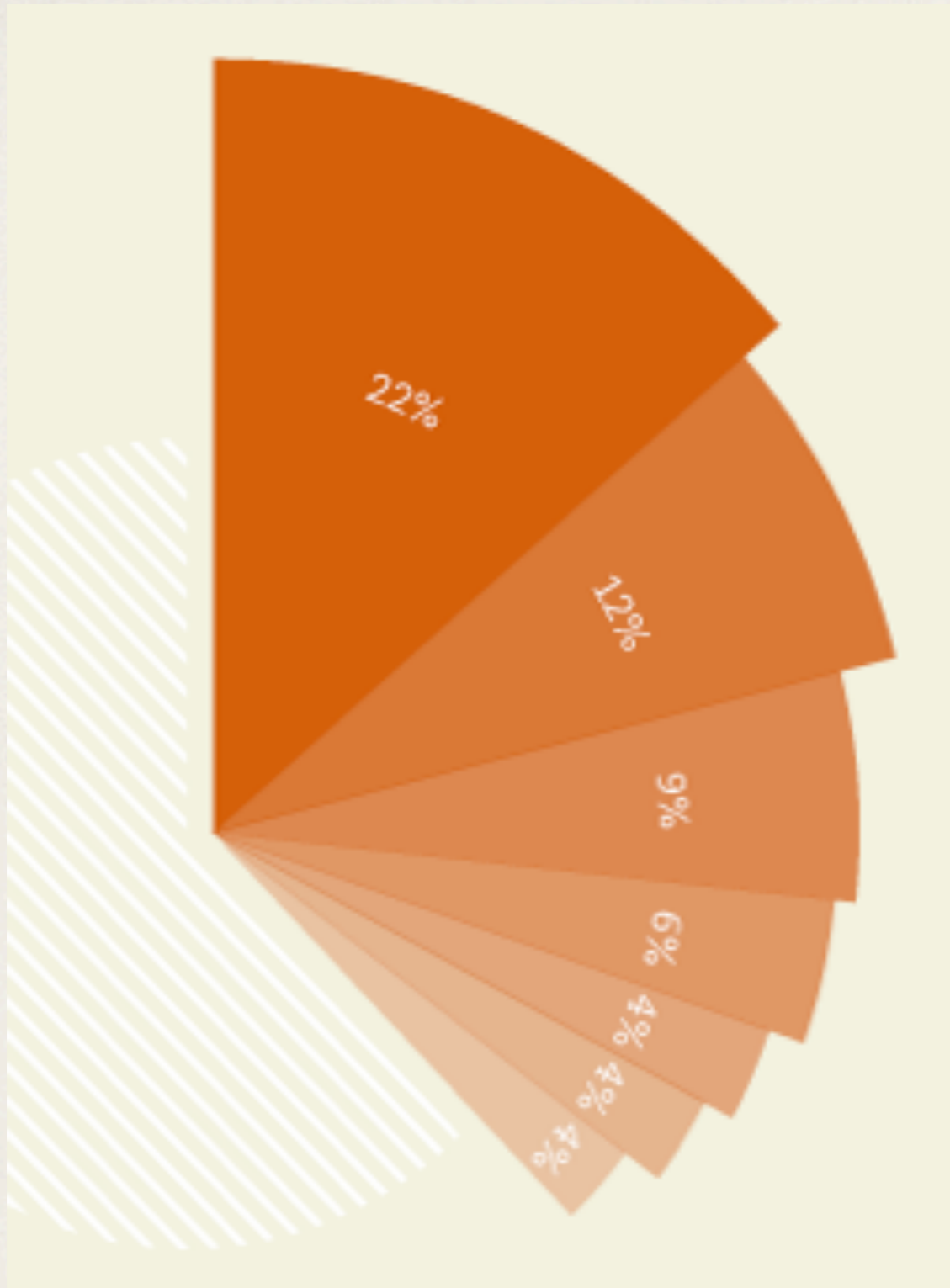
Right...

first lets take this chart into the 3rd dimension  
for a deeper understanding.



As you can clearly see, only the science of 3D  
can reveal that apple juice is indeed greater.

Wrong!



Wrong!

# facebook vs. twitter

a breakdown of 2010 social demographics

500 Million total users

88% of all people are aware of facebook

41% login everyday

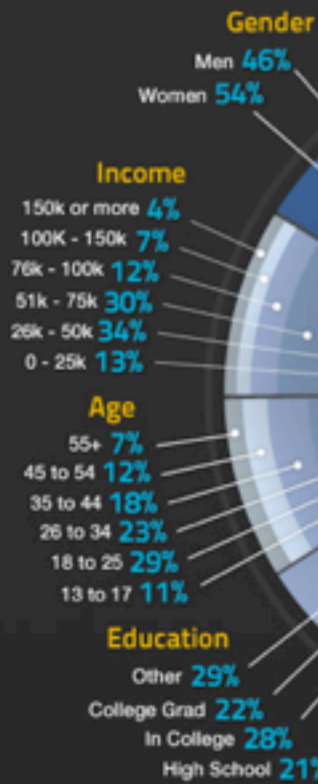
30% login via mobile device

40% follow a brand

51% of brand followers will purchase that specific brand

12% of logins update their status everyday

70% are located outside the U.S



facebook

106 Million total users

87% of all people are aware of Twitter

27% login everyday

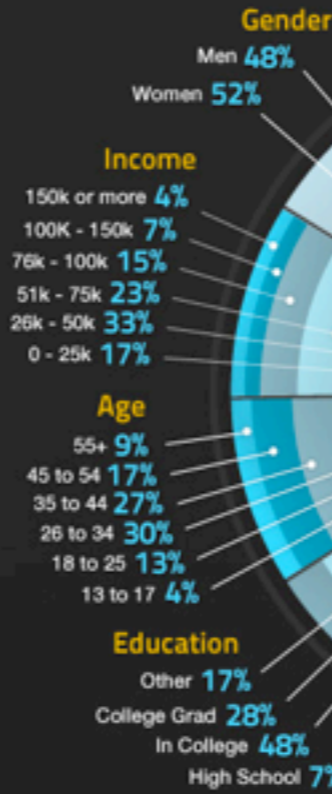
37% login via mobile device

25% follow a brand

67% of brand followers will purchase that specific brand

52% of logins update their status everyday

60% are located outside the U.S



twitter

All stats are based in U.S. unless specified otherwise.

brought to you by digital surgeons

Wrong!



# facebook vs. twitter

a breakdown of 2010 social demographics

**500 Million**  
total users

**88%** of all people are aware of facebook

**41%** login everyday

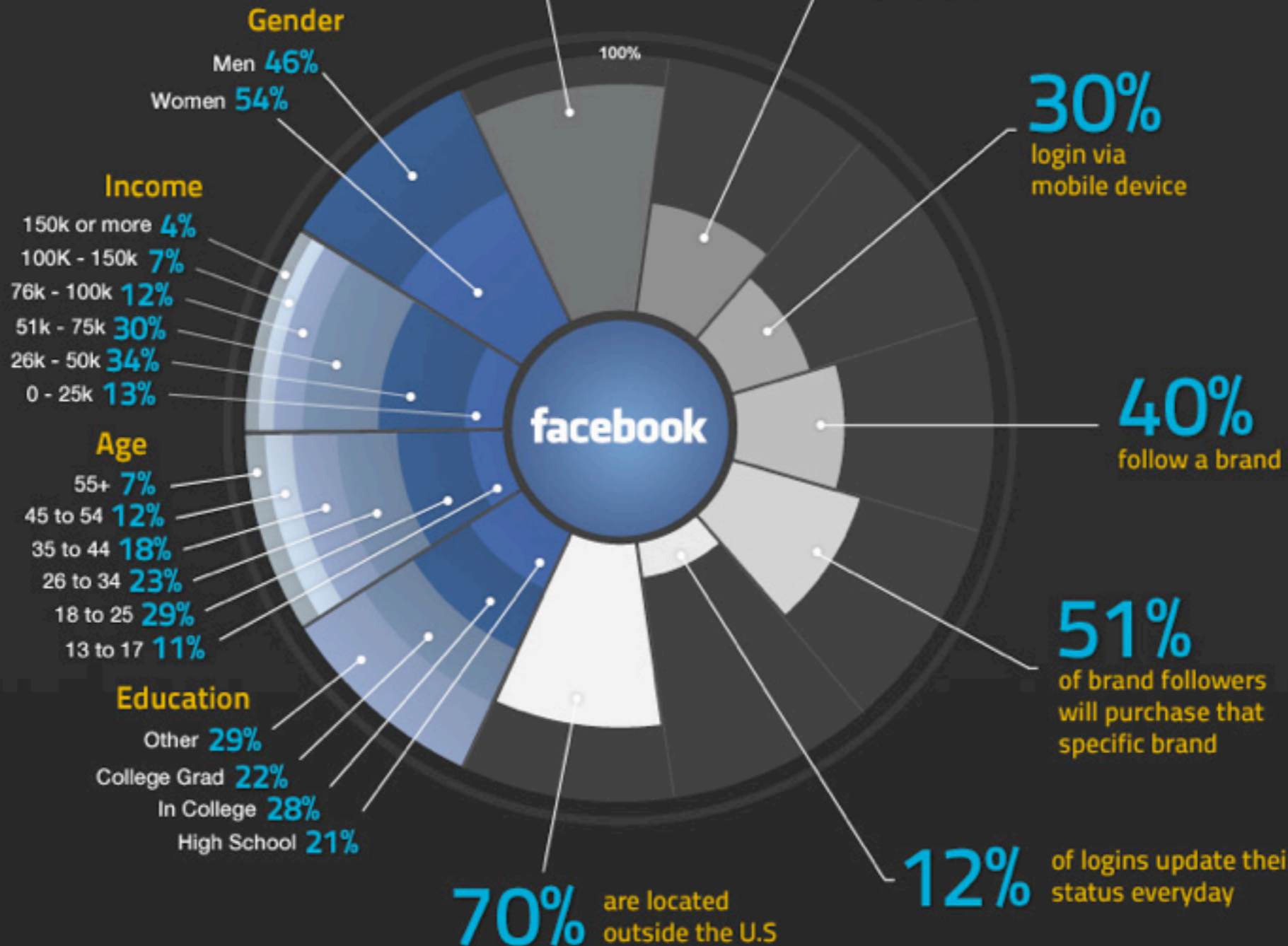
**30%** login via mobile device

**40%** follow a brand

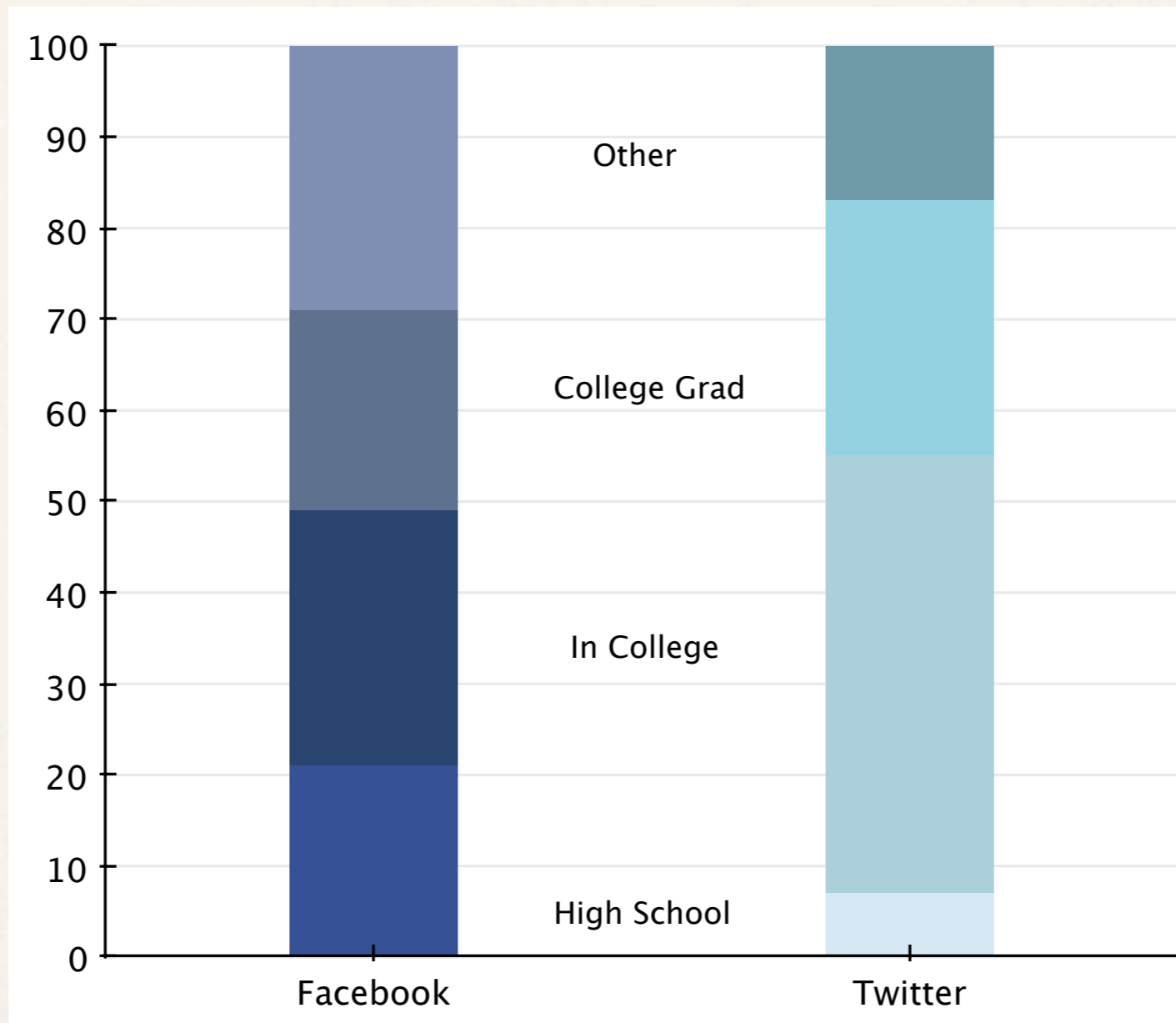
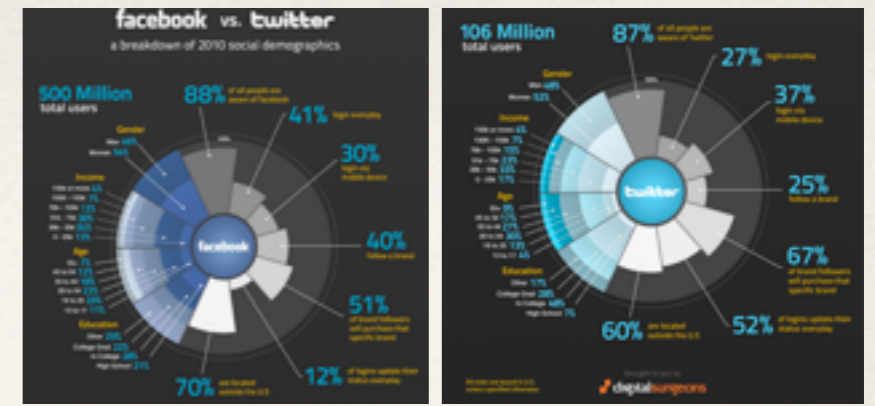
**51%** of brand followers will purchase that specific brand

**12%** of logins update their status everyday

**70%** are located outside the U.S



# Use a format that fits the data



Better.





**Eisenhower Interstate System**  
IN THE STYLE OF M.C. BECK'S LONDON UNDERGROUND DIAGRAM

- |  |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|--|
| <ul style="list-style-type: none"> <li>101</li> <li>102</li> <li>103</li> <li>104</li> <li>105</li> <li>106</li> <li>107</li> <li>108</li> <li>109</li> <li>110</li> </ul> | <ul style="list-style-type: none"> <li>111</li> <li>112</li> <li>113</li> <li>114</li> <li>115</li> <li>116</li> <li>117</li> <li>118</li> <li>119</li> <li>120</li> </ul> | <ul style="list-style-type: none"> <li>121</li> <li>122</li> <li>123</li> <li>124</li> <li>125</li> <li>126</li> <li>127</li> <li>128</li> <li>129</li> <li>130</li> </ul> | <ul style="list-style-type: none"> <li>131</li> <li>132</li> <li>133</li> <li>134</li> <li>135</li> <li>136</li> <li>137</li> <li>138</li> <li>139</li> <li>140</li> </ul> | <ul style="list-style-type: none"> <li>141</li> <li>142</li> <li>143</li> <li>144</li> <li>145</li> <li>146</li> <li>147</li> <li>148</li> <li>149</li> <li>150</li> </ul> | <ul style="list-style-type: none"> <li>151</li> <li>152</li> <li>153</li> <li>154</li> <li>155</li> <li>156</li> <li>157</li> <li>158</li> <li>159</li> <li>160</li> </ul> | <ul style="list-style-type: none"> <li>161</li> <li>162</li> <li>163</li> <li>164</li> <li>165</li> <li>166</li> <li>167</li> <li>168</li> <li>169</li> <li>170</li> </ul> | <ul style="list-style-type: none"> <li>171</li> <li>172</li> <li>173</li> <li>174</li> <li>175</li> <li>176</li> <li>177</li> <li>178</li> <li>179</li> <li>180</li> </ul> | <ul style="list-style-type: none"> <li>181</li> <li>182</li> <li>183</li> <li>184</li> <li>185</li> <li>186</li> <li>187</li> <li>188</li> <li>189</li> <li>190</li> </ul> | <ul style="list-style-type: none"> <li>191</li> <li>192</li> <li>193</li> <li>194</li> <li>195</li> <li>196</li> <li>197</li> <li>198</li> <li>199</li> <li>200</li> </ul> |
|--|--|--|--|--|--|--|--|--|--|

**Credits**  
 Design ©2009 Cameron Booth  
 Email: cambooth@gmail.com

**Thanks**  
 To all the other Interstate Diagrams in the internet that inspired me.  
 Chris Tappin: The Eisenhower Interstate System (Copyright)  
<http://www.eisenhowerinterstatesystem.com/>  
 Andrew Brown: Eisenhower Interstate System  
<http://www.flickr.com/photos/andrewbrown/1216476642/>  
 Highway Maps of America: Highway of the States' States' Eisenhower  
 Interstate Highway System  
<http://www.flickr.com/photos/highwaymaps/1000000000/>  
 And finally credit to M.C. Beck's masterful London Underground  
 Diagram. This diagram is very much in its image, my failure to provide  
 the greatest piece of graphic design ever.

Right!



Bird Island

Alcatraz Island

Treasure Island

Yerba Buena Island

TIME OF DAY

Show All | Hide All

Light | Dark [nearest hour]

Commute | Nightlife

Day | Night | Swing Shift



DATE

Past Week

Feb

2010

10 2011 JAN 17 2011 JAN 24 2011 JAN 31 2011 FEB 7 2011

W Th F S S M T W Th F S S M T W Th F S S M T

CRIME TYPE Show All | Hide All

AA	Aggravated Assault	<input checked="" type="checkbox"/>
Mu	Murder	<input checked="" type="checkbox"/>
Ro	Robbery	<input checked="" type="checkbox"/>
SA	Simple Assault	<input checked="" type="checkbox"/>
DP	Disturbing the Peace	<input checked="" type="checkbox"/>
Na	Narcotics	<input checked="" type="checkbox"/>
Al	Alcohol	<input checked="" type="checkbox"/>
Pr	Prostitution	<input checked="" type="checkbox"/>
Th	Theft	<input checked="" type="checkbox"/>
VT	Vehicle Theft	<input checked="" type="checkbox"/>
Va	Vandalism	<input checked="" type="checkbox"/>
Bu	Burglary	<input checked="" type="checkbox"/>
Ar	Arson	<input checked="" type="checkbox"/>

Right!

# Periodic Table of Beer Styles

**A brief description of beer styles with commercial examples**

1. Berliner weisse: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

2. Lambic: The most natural beer being brewed with only wild yeast. (Oud Bruin, Gueuze, Faro, etc.)

3. Belgian gold ale: Belgian pale ale. Full body, spicy, tart. Low bitterness. (Leffe, Duvel, Westvleteren, etc.)

4. Belgian white: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

5. Gueuze: The most natural beer being brewed with only wild yeast. (Oud Bruin, Gueuze, Faro, etc.)

6. Tripel: Belgian pale ale. Full body, spicy, tart. Low bitterness. (Leffe, Duvel, Westvleteren, etc.)

7. American wheat: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

8. Faro: The most natural beer being brewed with only wild yeast. (Oud Bruin, Gueuze, Faro, etc.)

9. Saison: Belgian pale ale. Full body, spicy, tart. Low bitterness. (Leffe, Duvel, Westvleteren, etc.)

10. Pale ale: Belgian pale ale. Full body, spicy, tart. Low bitterness. (Leffe, Duvel, Westvleteren, etc.)

11. American lite: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

12. Munich helles: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

13. Helles bock: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

14. Weizenbier: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

15. Fruit beer: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

16. Belgian pale ale: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

17. American pale ale: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

18. Ordinary bitter: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

19. Scottish light 60/-: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

20. English mild: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

21. Dry stout: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

22. Foreign extra stout: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

23. German pilsner: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

24. American standard: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

25. Dortmund: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

26. Doppelbock: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

27. Dunkelweizen: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

28. Flanders red: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

29. Belgian dark ale: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

30. India pale ale: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

31. Special bitter: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

32. Scottish heavy 70/-: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

33. American brown: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

34. Brown porter: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

35. Sweet stout: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

36. Imperial stout: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

37. Bohemian pilsner: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

38. American premium: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

39. Munich dunkel: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

40. Traditional bock: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

41. Weizenbock: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

42. Oud bruin: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

43. Dubbel: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

44. American amber ale: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

45. Extra special bitter: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

46. Scottish Export 80/-: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

47. English brown: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

48. Robust porter: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

49. Oatmeal stout: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

50. Russian imperial stout: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

51. American pilsner: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

52. American dark: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

53. Schwarzbier: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

54. Eisbock: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

55. Kölsch: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

56. Bière de garde: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

57. Oktoberfest: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

58. Cream ale: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

59. Smoked beer: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

60. English old (strong) ale: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

61. Altbier: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

62. Vienna: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

63. Steam beer: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

64. Barleywine: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)























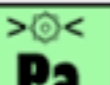










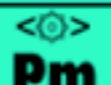







































65. Strong "scotch" ale: Light body, refreshing, slightly tart. Base: Low influence of hop. (Schlafke's Berliner Weisse, American Wheat.)

Wrong!










# A PERIODIC TABLE OF VISUALIZATION METHODS

 <b>Data Visualization</b> <i>Visual representations of quantitative data in schematic form (either with or without axes)</i>		 <b>Strategy Visualization</b> <i>The systematic use of complementary visual representations in the analysis, development, formulation, communication, and implementation of strategies in organizations.</i>				 <b>G</b> graphic facilitation																													
 <b>Information Visualization</b> <i>The use of interactive visual representations of data to amplify cognition. This means that the data is transformed into an image, it is mapped to screen space. The image can be changed by users as they proceed working with it</i>		 <b>Metaphor Visualization</b> <i>Visual Metaphors position information graphically to organize and structure information. They also convey an insight about the represented information through the key characteristics of the metaphor that is employed</i>		 <b>Me</b> meeting trace		 <b>Mm</b> metro map		 <b>Tm</b> temple		 <b>St</b> story template		 <b>Tr</b> tree		 <b>Ct</b> cartoon																					
 <b>Concept Visualization</b> <i>Methods to elaborate (mostly) qualitative concepts, ideas, plans, and analyses.</i>		 <b>Compound Visualization</b> <i>The complementary use of different graphic representation formats in one single schema or frame</i>		 <b>Co</b> communication diagram		 <b>Fp</b> flight plan		 <b>Cs</b> concept skeleton		 <b>Br</b> bridge		 <b>Fu</b> funnel		 <b>Ri</b> rich picture																					
 <b>B</b> bar chart		 <b>Ac</b> area chart		 <b>R</b> radar chart cobweb		 <b>Pa</b> parallel coordinates		 <b>Hy</b> hyperbolic tree		 <b>Cy</b> cycle diagram		 <b>T</b> timeline		 <b>Ve</b> venn diagram		 <b>Mi</b> mindmap		 <b>Sq</b> square of oppositions		 <b>Cc</b> concentric circles		 <b>Ar</b> argument slide		 <b>Sw</b> swim lane diagram		 <b>Gc</b> gantt chart		 <b>Pm</b> perspectives diagram		 <b>D</b> dilemma diagram		 <b>Pr</b> parameter ruler		 <b>Kn</b> knowledge map	
 <b>Hi</b> histogram		 <b>Sc</b> scatterplot		 <b>Sa</b> sankey diagram		 <b>In</b> information lense		 <b>E</b> entity relationship diagram		 <b>Pt</b> petri net		 <b>Fl</b> flow chart		 <b>Cl</b> clustering		 <b>Lc</b> layer chart		 <b>Py</b> misto pyramid technique		 <b>Ce</b> cause-effect chains		 <b>Tl</b> toulmin map		 <b>Dt</b> decision tree		 <b>Cp</b> cpm critical path method		 <b>Cf</b> concept fan		 <b>Co</b> concept map		 <b>Ic</b> iceberg		 <b>Lm</b> learning map	
 <b>Tk</b> tahey box plot		 <b>Sp</b> spectrogram		 <b>Da</b> data map		 <b>Tp</b> treemap		 <b>Cn</b> cone tree		 <b>Sy</b> system dyn./ simulation		 <b>Df</b> data flow diagram		 <b>Se</b> semantic network		 <b>So</b> soft system modeling		 <b>Sn</b> synergy map		 <b>Fo</b> force field diagram		 <b>Ib</b> ibis argumentation map		 <b>Pr</b> process event chains		 <b>Pe</b> pert chart		 <b>Ev</b> evocative knowledge map		 <b>V</b> Vee diagram		 <b>Hh</b> heaven 'n' hell chart		 <b>I</b> infomural	

## **Cy** Process Visualization





























## **Hy** Structure Visualization

-  **Overview**
-  **Detail**
-  **Detail AND Overview**
-  **Divergent thinking**
-  **Convergent thinking**

Note: Depending on your location and connection speed it can take some time to load a pop-up picture.

version 1.5

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 <b>Su</b> supply demand curve		 <b>Pc</b> performance charting		 <b>St</b> strategy map		 <b>Oc</b> organisation chart		 <b>Ho</b> house of quality		 <b>Fd</b> feedback diagram		 <b>Ft</b> failure tree		 <b>Mq</b> magic quadrant		 <b>Ld</b> life-cycle diagram		 <b>Po</b> porter's five forces		 <b>S</b> s-cycle		 <b>Sm</b> stakeholder map		 <b>Is</b> ishikawa diagram		 <b>Tc</b> technology roadmap	
 <b>Ed</b> edgeworth box		 <b>Pf</b> portfolio diagram		 <b>Sg</b> strategic game board		 <b>Mz</b> mintzberg's organigraph		 <b>Z</b> zwicky's morphological box		 <b>Ad</b> affinity diagram		 <b>De</b> decision discovery diagram		 <b>Bm</b> bcg matrix		 <b>Stc</b> strategy canvas		 <b>Vc</b> value chain		 <b>Hy</b> hype-cycle		 <b>Sr</b> stakeholder rating map		 <b>Ta</b> taps		 <b>Sd</b> spray diagram	

Wrong!



# The Periodic Table of Controllers

Console and handheld  
mikevasilev.com

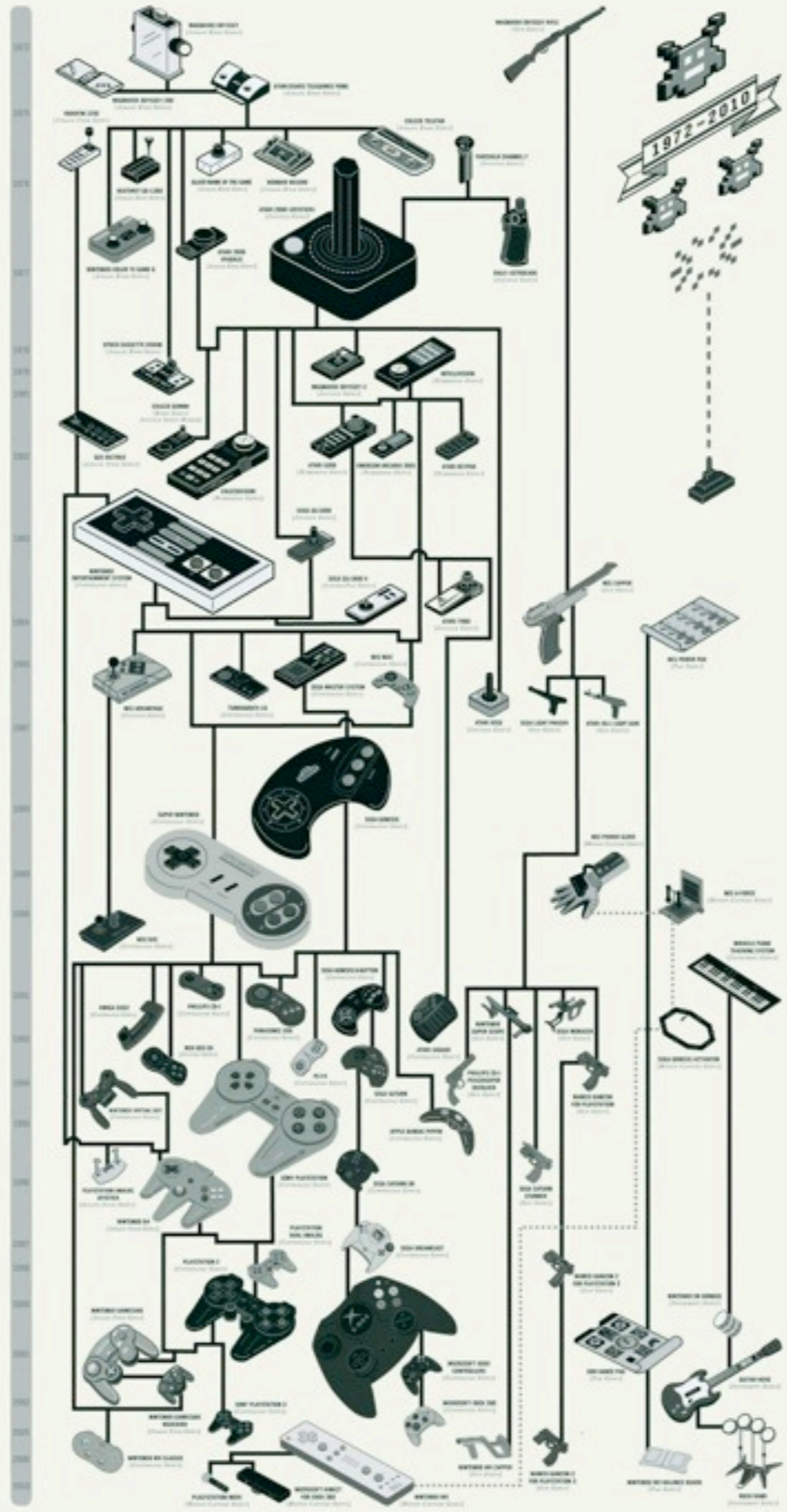
1 1972 Magnavox Odyssey Ralph Baer Brown Box	2 1975 Atari Pong Harold Lee Pong												
3 1976 Wonder Wizard 7702 N/A Triple Challenge	4 1976 Coleco Telstar Ed Saks n/a	5 1976 Magnavox Odyssey 500 n/a n/a	6 1976 Fairchild Channel F Jerry Lawson n/a										
7 1977 RCA Studio II n/a n/a	8 1977 Atari 2600 Nolan Bushnell 2600	9 1977 Coleco Telstar Alpha n/a n/a	10 1977 Magnavox Odyssey 4000 n/a n/a										
11 1978 Magnavox Odyssey 2 n/a n/a	12 1980 Mattel Intellivision Gabriel Baum n/a	13 1982 Vectrex n/a n/a	14 1982 Atari 5200 n/a 5200	15 1982 Emerson Arcade 2001 n/a n/a	16 1982 Colecovision n/a n/a	17 1983 Nintendo Family Computer Masayuki Uemura/Famicon	18 1985 Commodore 64 n/a C64	19 1985 Nintendo Entertainment System Masayuki Uemura NES	20 1986 Atari 7800 Steve Golson 7800	21 1986 Sega Master System n/a SMS	22 1989 NEC Turbo Grafx 16 n/a PC Engine	23 1989 Sega Genesis Hayao Nakayama Genesis	24 1990 SNK NEO-Geo Ikichi Kawasaki NEO-Geo
25 1991 Philips CD-i n/a CD-i	26 1991 Super Nintendo Entertainment System Masayuki Uemura SNES	27 1993 Panasonic 3DO Dave Needle 3DO	28 1993 Atari Jaguar Martin Brennan Jaguar	29 1994 SNK NEO-Geo CD n/a CDZ	30 1995 Sony PlayStation Ken Kutaragi PS1	31 1995 Sega Saturn n/a Saturn	32 1995 Nintendo 64 James H. Clark N64	33 1996 Apple Bandai Pippin n/a Pippin	34 1999 Sega Dreamcast Hideki Sato Dreamcast	35 2000 Sony PlayStation Two Ken Kutaragi PS2	36 2001 Nintendo GameCube Konosuke Matsushita/GCN	37 2001 Microsoft Xbox Seamus Blackley xbox	38 2005 Microsoft Xbox 360 Jonathan Hayes 360
39 2006 Sony PlayStation 3 Ken Kutaragi PS3	40 2006 Nintendo Wii Kenichiro Ashida Wii	41 1979 Milton Bradley Microvision Jay Smith n/a	42 1980 Nintendo Game & Watch Gepei Yuki n/a	43 1989 Nintendo Game boy Gepei Yuki Game boy	44 1989 Atari Lynx n/a Lynx	45 1990 NEC TurboExpress n/a PC Engine GT	46 1990 Sega Game Gear n/a Game Gear	47 1991 Atari Lynx II n/a Lynx	48 1995 Sega Nomad n/a Nomad	49 1997 Tiger Game.com n/a n/a	50 1995 Virtual Boy n/a VR-32	51 1998 Nintendo Gameboy Color n/a GBC	
52 1999 Neo Geo Pocket Color n/a n/a	53 1999 Bandai WonderSwan Color n/a n/a	54 2001 Nintendo Game boy Advanced n/a GBA	55 2003 Nintendo Game boy Advanced SP n/a GBASP	56 2003 Nokia N-Gage n/a N-gage	57 2004 Nintendo DS n/a The Fat	58 2004 Sony PlayStation Portable n/a PSP	59 2005 Game boy Micro n/a Micro	60 2006 Nintendo DS Lite n/a DS Lite	61 2008 Nintendo DSi Masato Kawahara DSi	62 2009 Sony PlayStation Portable GO n/a PSP GO			

Wrong!

The Evolution of

# CONTROLLERS

GENERAL:  
ANALOG STICK  
DIRECTIONAL PAD  
TRIGGER  
BUTTON  
JOY STICK  
DUAL ANALOG STICK  
DUAL ANALOG TRIGGER  
DUAL ANALOG STICK & TRIGGER  
DUAL ANALOG STICK & TRIGGER & TOUCHSCREEN  
DUAL ANALOG STICK & TRIGGER & TOUCHSCREEN & VOICE  
DUAL ANALOG STICK & TRIGGER & TOUCHSCREEN & VOICE & GESTURE



Right!