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# Human Aspects of Visualization

Second IFIP WG 13.7 Workshop  
on Human-Computer Interaction and Visualization  
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Revised Selected Papers



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# Preface

The data available to us all is increasing because of the myriad sensors that now surround us and the networks and the Web, which links previously disparate data together. At the same time displays have changed, as well as the ubiquitous desktop or laptop screen we now also have tiny mobile phone displays as vast giga-pixel display walls creating new challenges and opportunities for visualizing this data at both ends of the scale. In numerous areas including business, healthcare, security, and environmental management the effective visualization and analysis of data is essential to understand the world around and the impact of potential actions. However, these visualizations will be impaired if not useless unless they are based on a sound understanding of the way we as humans are able to comprehend and interact.

This book is intended to give an overview of important issues concerning human–computer interaction and information visualization. It is based on an IFIP workshop that took place during the Interact 2009 conference in Uppsala. This workshop, co-organized by IFIP WG TC13.7 on “HCI and Visualization” and the European VisMaster Coordinated Action, surveyed and expanded our understanding of the cognitive and perceptual issues of interactive visualization and visual analytics and brought together researchers interested in these issues. It highlighted the research required to understand what aspects of analysis match human capabilities most closely, and how interactive visual support should be designed and adapted to make optimal use of human capabilities in terms of information perception and processing.

Throughout the discussions during the Human Aspects of Visualization Workshop, various common topics emerged among the participants and these common topics are reflected in the papers in this volume. The papers indicate that there are still many open research questions even when one considers topics that have been studied for a considerable time such as fisheye interfaces. Furthermore, they remind us that visualization is no longer confined to expert users but may be used by everyone. The book can only outline some of the most prominent problems and some potential solutions to the effective application of human–computer interaction in information visualization. It does not provide a final answer to these issues, but offers a glimpse into an exciting area of growing importance to us all.

December 2010

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# Table of Contents

## Human Aspects of Visualization

Human Aspects of Visualization . . . . .	1
<i>Achim Ebert, Alan Dix, Nahum Gershon, and Margit Pohl</i>	
The Broker . . . . .	10
<i>Bob Spence</i>	
Comparing Different Layouts of Tag Clouds: Findings on Visual Perception . . . . .	23
<i>Stephanie Deutsch, Johann Schrammel, and Manfred Tscheligi</i>	
The Personal Equation of Complex Individual Cognition during Visual Interface Interaction . . . . .	38
<i>Tera Marie Green and Brian Fisher</i>	
Faceted Visual Exploration of Semantic Data . . . . .	58
<i>Philipp Heim and Jürgen Ziegler</i>	
Fisheye Interfaces—Research Problems and Practical Challenges . . . . .	76
<i>Mikkel Rønne Jakobsen and Kasper Hornbæk</i>	
Visualization of Workaday Data Clarified by Means of Wine Fingerprints . . . . .	92
<i>Andreas Kerren</i>	
<i>Staying Focused: Highlighting-on-Demand as Situational Awareness Support for Groups in Multidisplay Environments . . . . .</i>	<i>108</i>
<i>Olga Kulyk, Tijs de Kler, Wim de Leeuw, Gerrit van der Veer, and Betsy van Dijk</i>	
Using Gaze Data in Evaluating Interactive Visualizations . . . . .	127
<i>Harri Siirtola and Kari-Jouko Rähkä</i>	
Giga-Scale Multiresolution Volume Rendering on Distributed Display Clusters . . . . .	142
<i>Sebastian Thelen, Joerg Meyer, Achim Ebert, and Hans Hagen</i>	
Teaching Visual Design as a Holistic Enterprise . . . . .	163
<i>Gerrit C. van der Veer and Corné Verbruggen</i>	
Erratum to: Human Aspects of Visualization . . . . .	E1
<i>Achim Ebert, Alan Dix, Nahum D. Gershon, and Margit Pohl</i>	
<b>Author Index . . . . .</b>	<b>173</b>