ASA WORKSHOP ON DATA VISUALIZATION TECHNIQUES

STORYTELLING WITH DATA

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Outline

- Model and Characterization
- Simple Examples
- Elements of a Data Story
- Summary

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Story Definition and Model

Story

- ordered sequence of steps (<- order is key)
 each step contains text, images, visualizations, video, etc
- defined path (or paths) through the steps
- Journalism Model
 - journalists collect information through research, interviews, etc to assemble the key facts
 - tie together the key facts (raw material) to produce a story
- Data Analyst Model
 - use visualization for exploration and analysis
 - use visualization for presentation (storytelling) using the results from the analysis
 - tools used for analysis may not work for presentation

Characterizing the Area – Narrative Visualization

Edward Segel and Jeffrey Heer, Narrative Visualization: Telling Stories with Data, IEEE TRANSACTIONS ON VISUALIZATION AND COMPUTER GRAPHICS, VOL. 16, NO. 6, NOVEMBER/DECEMBER 2010

Narrative framework

- visual structure (genre): support the story
- interactivity: engage the story
- messaging: tell the story

Approaches

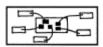
- author driven: strong ordering, heavy messaging, limited interactivity
- reader driven: weak ordering, light messaging, free interactivity

Common schemas

martini glass structure: prioritizes author-driven approach



- drill-down story: prioritizes reader-driven approach



Genres

magazine style annotated chart

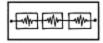
flow chart comic strip

slide show

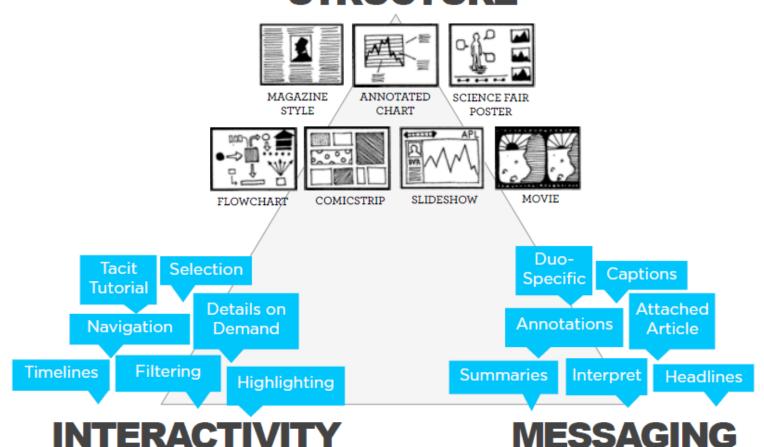
partitioned poster

film, video, animation

interactive slide-show: promotes dialog between above approaches



Narrative Framework VISUAL STRUCTURE



Edward Segel and Jeffrey Heer, Narrative Visualization: Telling Stories with Data, IEEE TRANSACTIONS ON VISUALIZATION AND COMPUTER GRAPHICS, VOL. 16, NO. 6, NOVEMBER/DECEMBER 2010

Design Space

... genres + interactivity + messaging

Author Driven

- strong order
- heavy messaging
- minimal interactivity
 - → clear story
 - → fast delivery
 - → author's message

Reader Driven

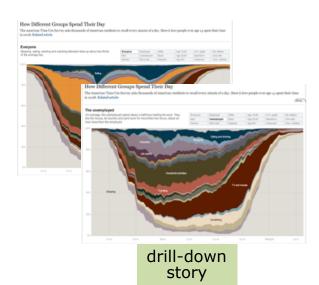
- weak order
- light messaging
- free interactivity
 - → query
 - → explore
 - → reader driven



martini glass



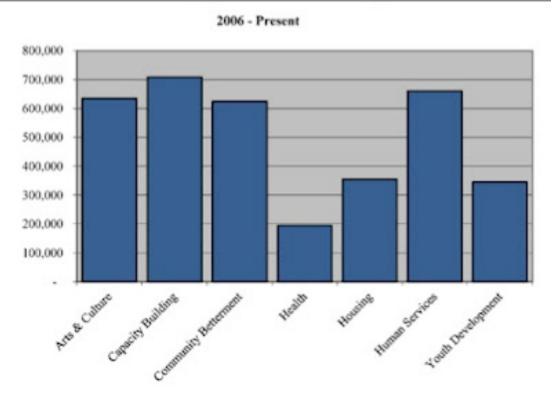
interactive slide-show



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Simple story example

Investment by area of impact



http://www.storytellingwithdata.com/2012/10/my-penchant-for-horizontal-bar-graphs.html

... this tells a better story

We invest primarily in four areas

Since we began investing in 2006, four areas have received more than \$600K each, accounting for 75% of total grantmaking activity

Investment by Area of Impact



Chart Junk when is it helpful for a story?



better recall in the long-term - elements, trend, message

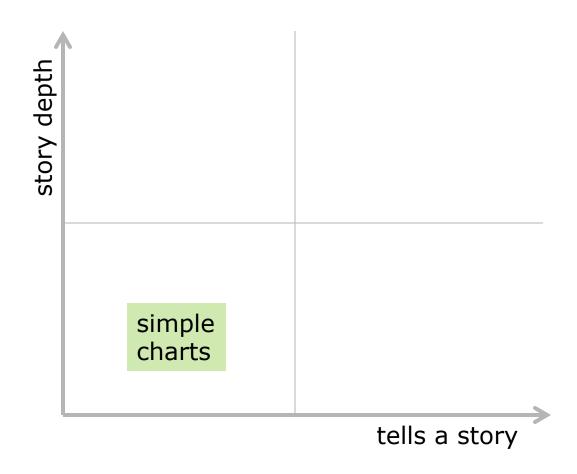
Pictograph (1930)



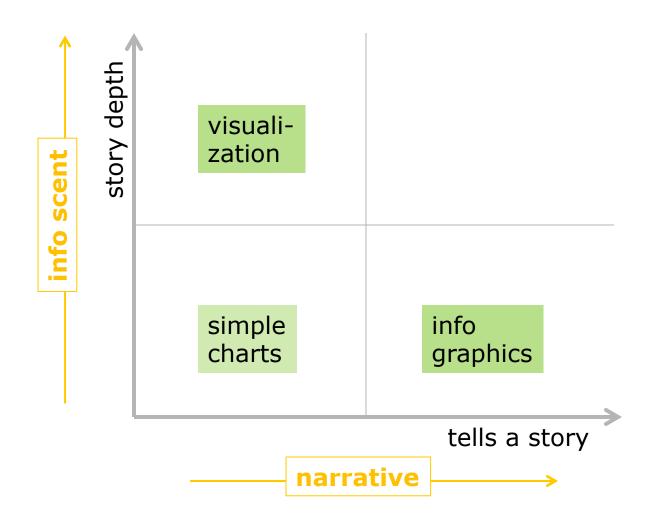
[&]quot;Home and Factory Weaving in England, 1820-1880" Otto and Marie Neurath Isotype Collection, University of Reading as seen in The Functional Art by Alberto Cairo.

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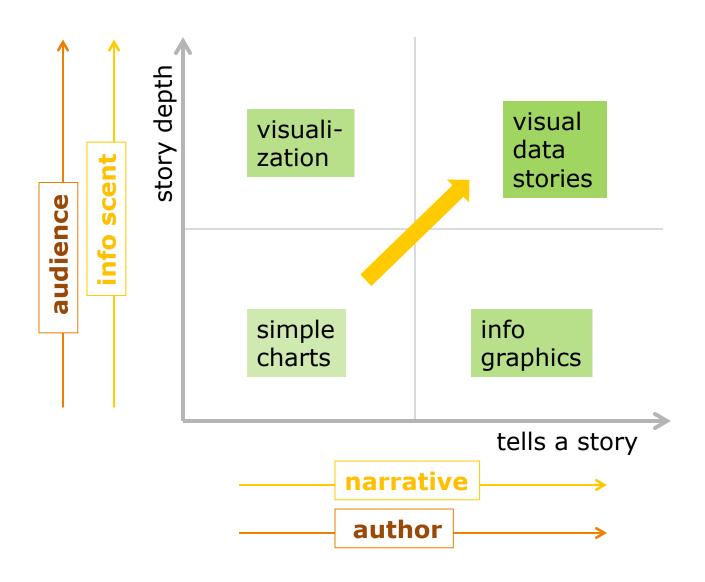
Storytellying elements



Storytellying elements

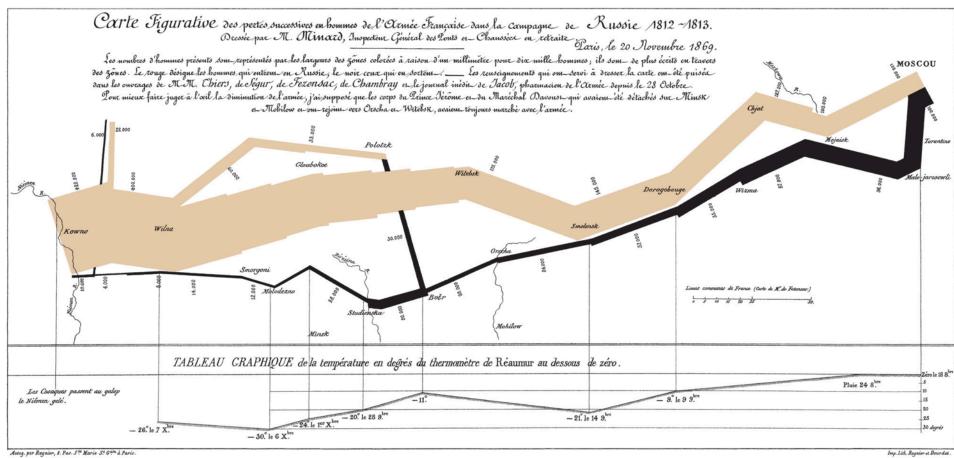


Storytellying elements



Building Narrative

Napoleon's March 1812-1813 flowmap

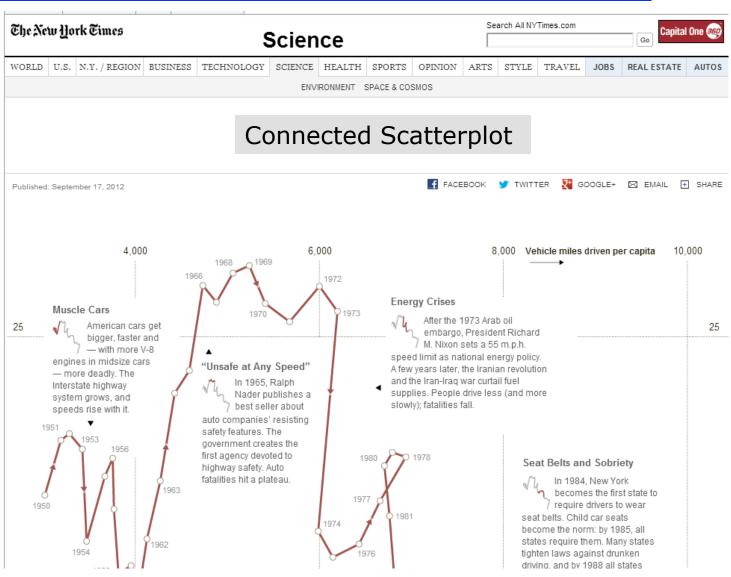


" ... a means of telling the story of the soldiers' plight ..."

Driving Safety in Fits and Starts

Building Narrative

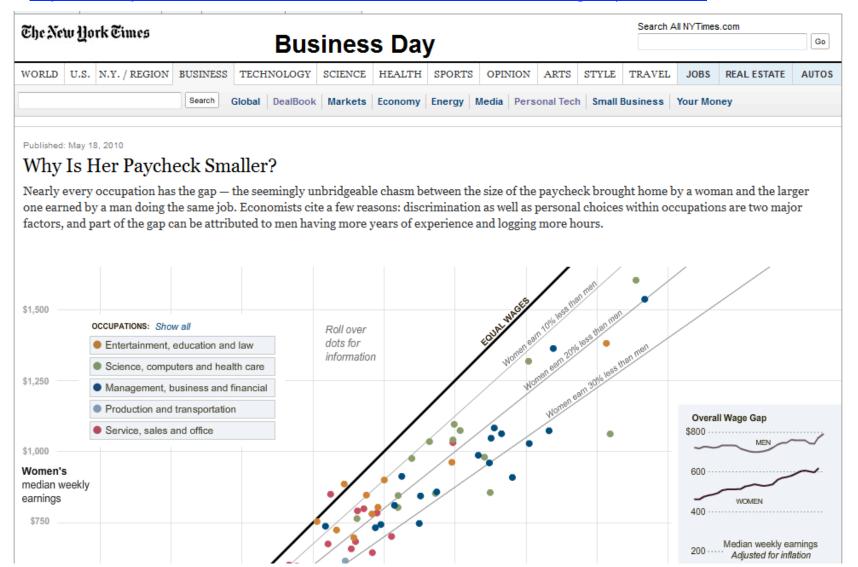
http://www.nytimes.com/interactive/2012/09/17/science/driving-safety-in-fits-and-starts.html



Why is Her Paycheck Smaller

Adding Depth

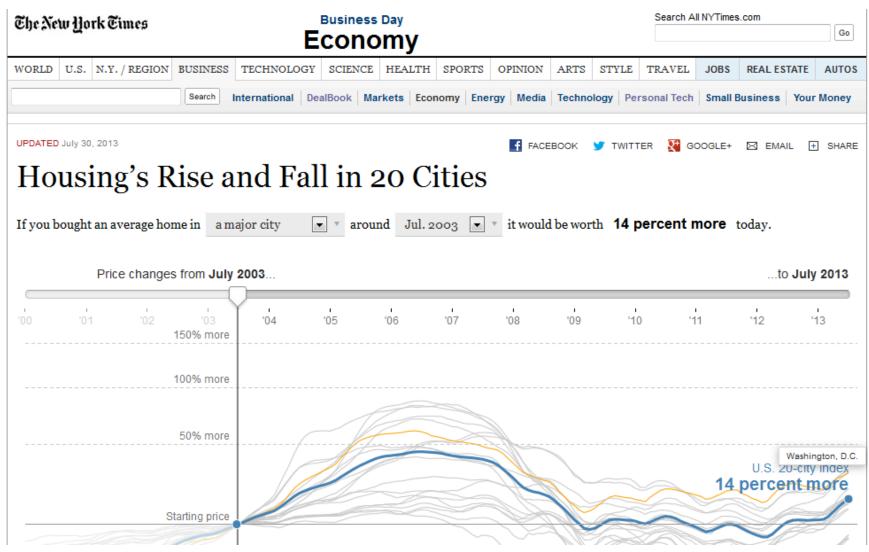
http://www.nytimes.com/interactive/2009/03/01/business/20090301 WageGap.html? r=0



Housing's Rise and Fall in 20 Cities

Adding Depth

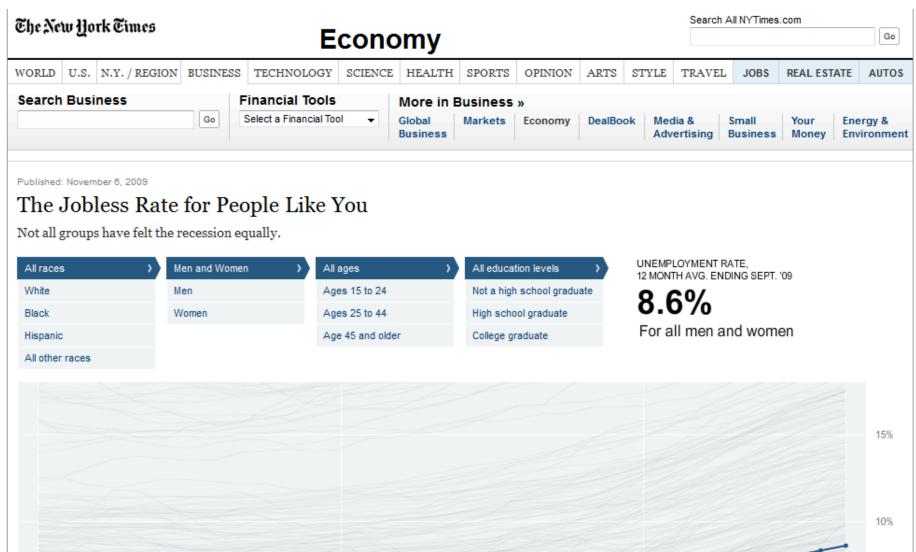
http://www.nytimes.com/interactive/2011/05/31/business/economy/case-shiller-index.html?ref=economy



Jobless Rate for People Like You

Adding Depth

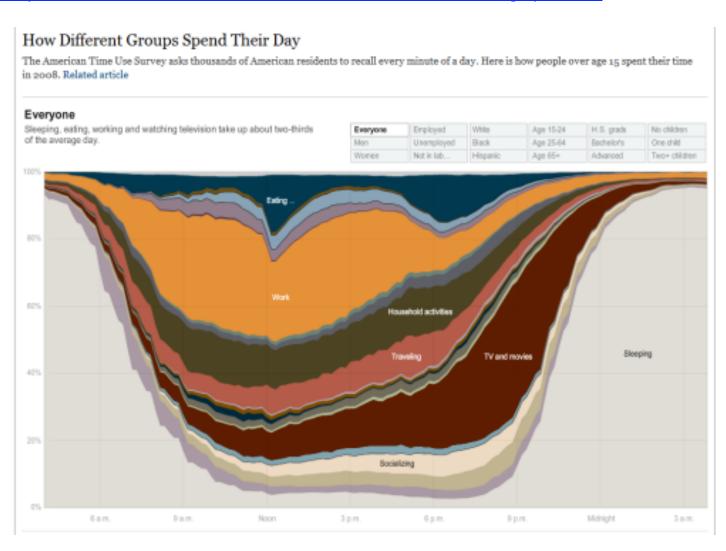
http://www.nytimes.com/interactive/2009/11/06/business/economy/unemployment-lines.html



How Different Groups Spend Their Day

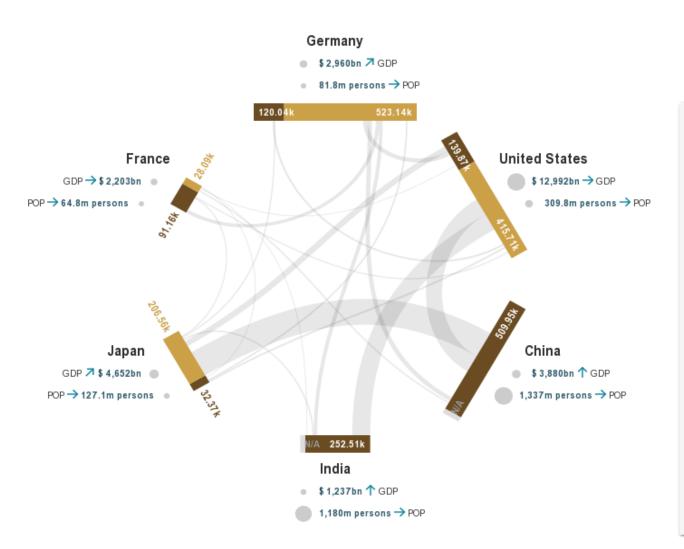
Adding Interaction

http://www.nytimes.com/interactive/2009/07/31/business/20080801-metrics-graphic.html



GED Viz ... Data Storytelling Tool

http://viz.ged-project.de/?lang=en





Generated with GED VIZ (viz.ged-project.de)

SOURCES

Migration: OECD Migration Database GDP, POP: OECD/European Commission

LEGEND

- 2010 Emigration/immigration to/from all available countries in thousand persons as reported by immigration countries' statistics (inflows of foreign population by nationality). Bar lengths relative to largest sum of immigrations and emigrations (among displayed countries for all vears).
- Emigration/immigration in thousand
- Bubble size relative to largest indicator

GDP: Gross Domestic Product, in billion US-\$ (constant prices, base 2005) max. size \$ 13.225bn

POP: Population, in million persons max. size 1,344m

Tendency arrows indicate change to previous year's value (i) for absolute values: relative change; (ii) for percentage values: difference in percent points.

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Discovery vs Presentation

Discovery

explore
build views
test hypothesis
lots of data

Presentation
how much narrative to provide?
... depends
is there a presenter?
or is the graphic provided?

Presentation

- → focus!
- common mistake lack of focus, too much data
- present only what is relevant for the story
- minimum amount of information needed to make the story work

Summary

Understand the context – audience, data, takeaway/outcome

STRUCTURE

- Choose right display type text, scatterplots, line charts, bar charts, ...
- Eliminate clutter use Gestalt principles to cut if no information value
- Draw attention where you want to preattentive attributes of color, size, ...
- Linear is better for storytelling
- Guide readers through the story –where to start, how to get back, reset
- Limit complexity initially, reveal as needed
- Cool and readability maybe at odds recognize tradeoffs, tailor to audience
- Text good for storytelling

MESSAGING

- State the point you want to make don't leave the reader wondering
- Start with an interesting view
- Put numbers and facts in context
- Connect relevant text and graphics, e.g., see Figure 1
- Add summary/conclusions/"so what?"
- Labels and significant digits suggest what deserves attention
- Show how the interactivity works, make it intuitive

INTERACTIVITY

Limit interactivity to key elements – too much can distract from story

Building Narrative ... extra virgin suicide ...

http://nyti.ms/MbTzYz