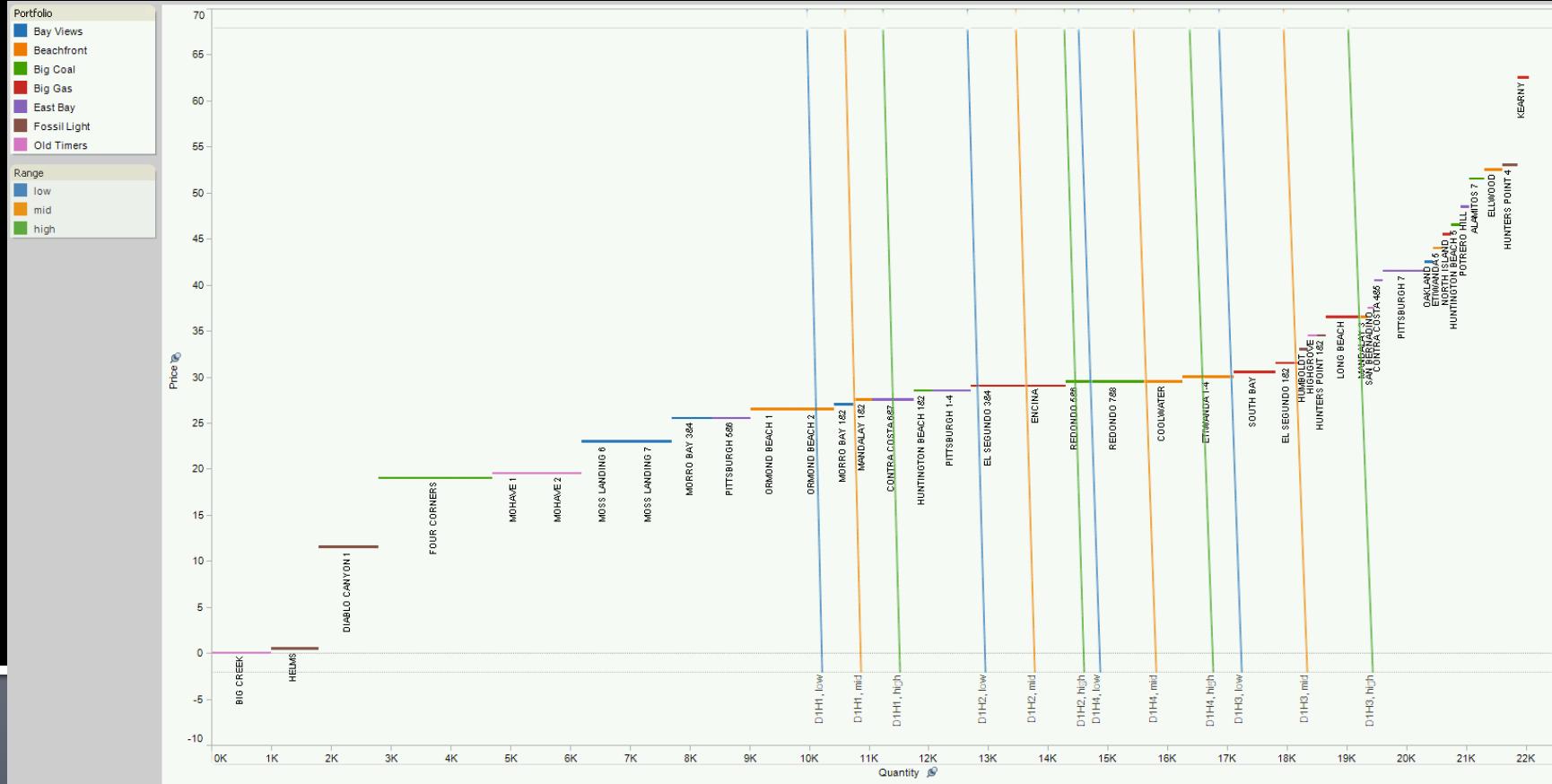


(Moderately) Complex Information Visualizations for the Non-Programmer

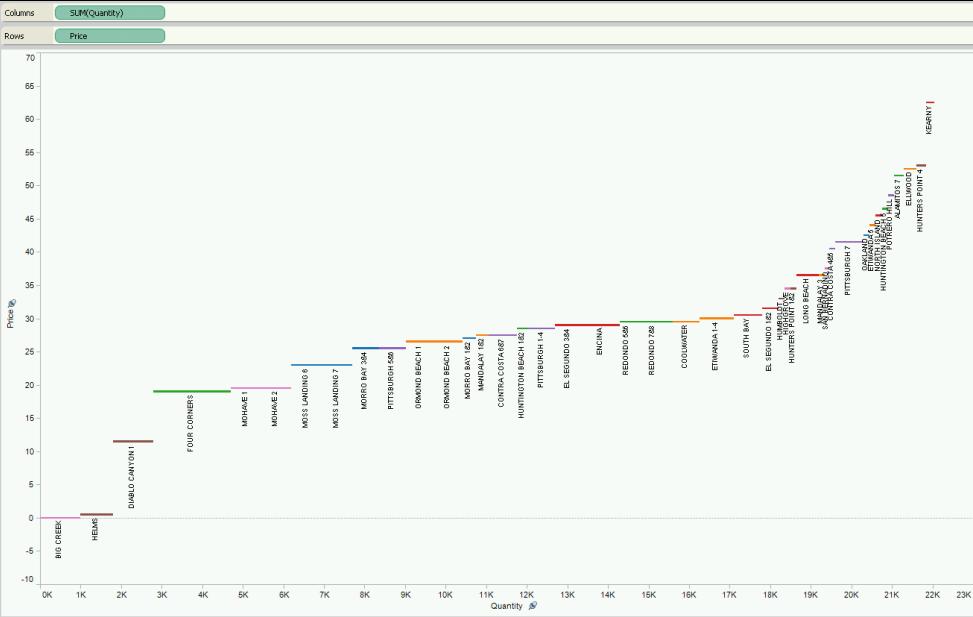
# ProtoWiz

Michael Cohen & Thomas Schluchter

# Motivation

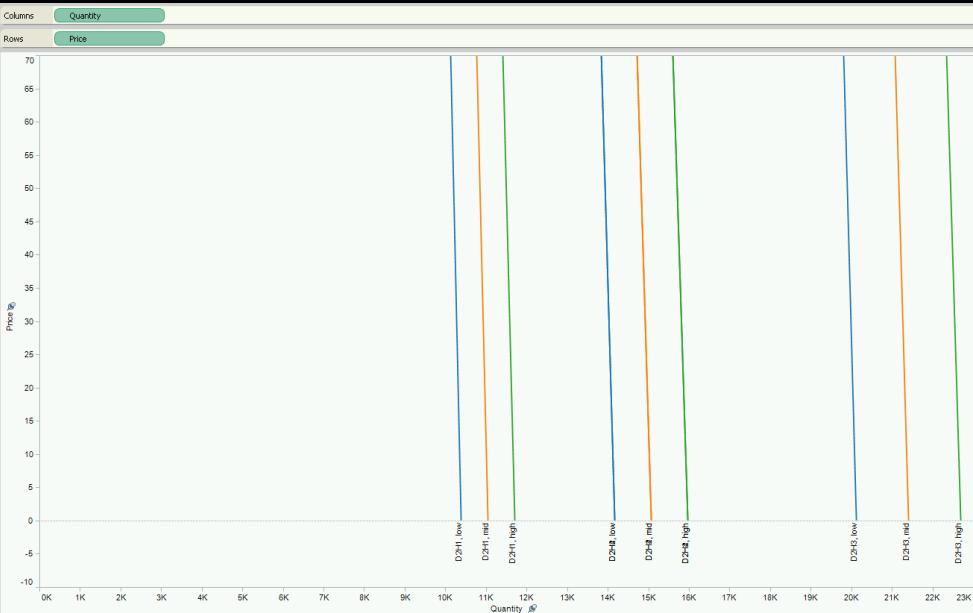


Portfolio
Bay Views
Beachfront
Big Coal
Big Gas
East Bay
Fossil Light
Old Timers



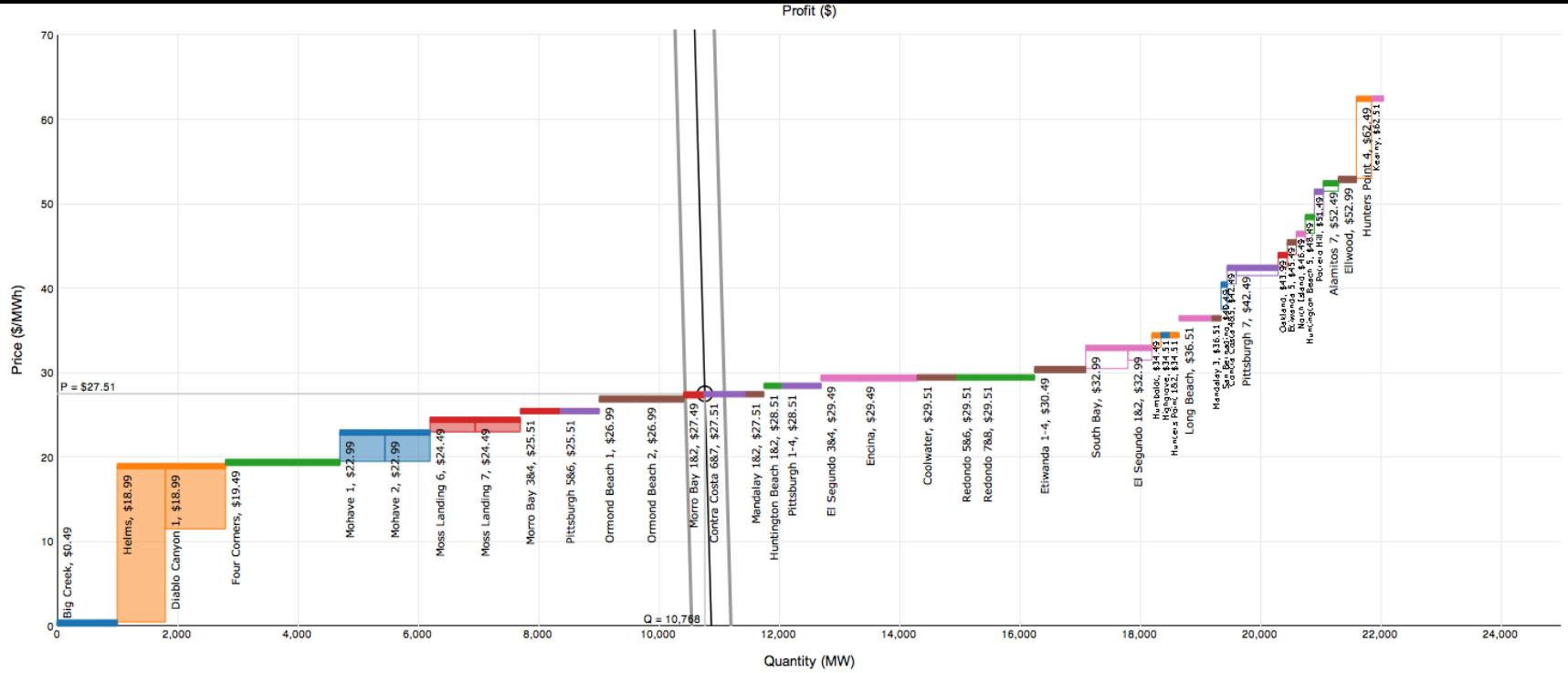
3h

Range
low
mid
high



+1h

=∞

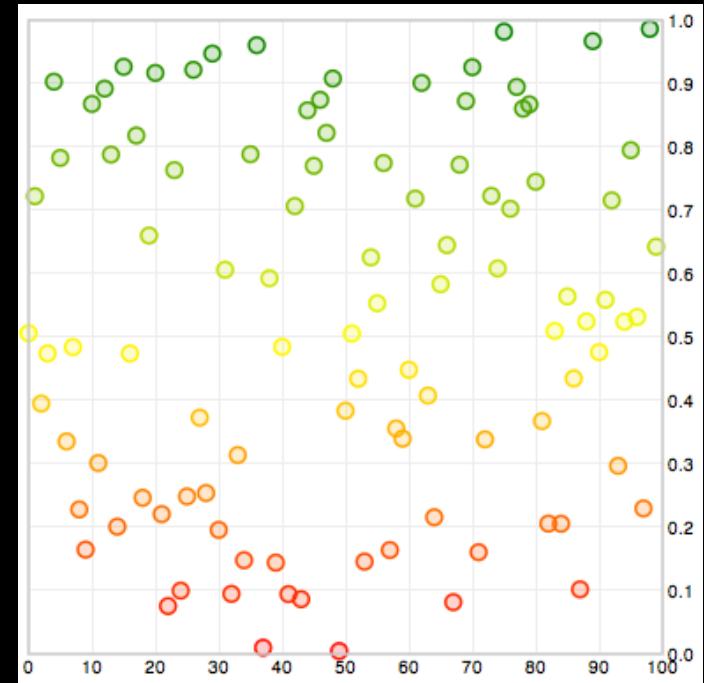
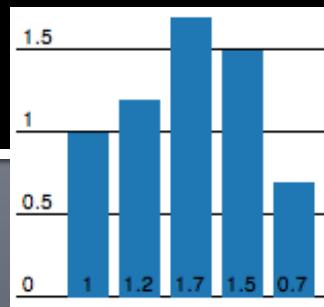
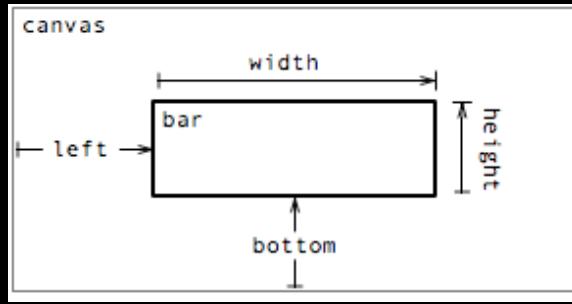


```

var sline = vis.add(pv.Panel)
  .add(pv.Bar)
  .data(supply)
  .left(function(d) x(d.start_q))
  .bottom(function(d) y(d.price))
  .height(function(d) y(d.bid - d.price))
  .width(function(d) x(d.capacity))
  .lineWidth(1)
  .strokeStyle(function(d) c(d.portfolio))
  .fillStyle(null)
  .title(function(d) d.name + ', ' + d.portfolio + "\nBid: $" + d.bid.toFixed(2) + ' MC: $" + d.price.toFixed(2) + ' Profit: ' + commas_with_sign(d.profit(D_MID)));
  // and so on...
  
```

~1d  $\neq$  success!success!

years of software development experience



Screenshot of Adobe Dreamweaver CS5 showing a website design for "Meriden Local Mag".

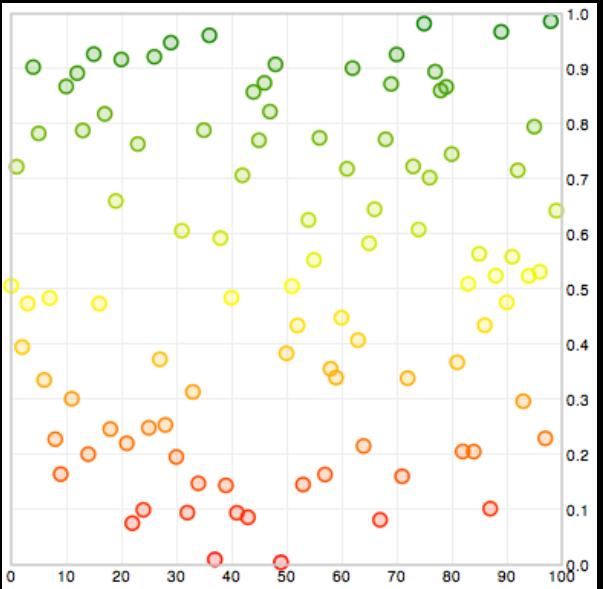
The interface includes:

- Top Bar:** Dreamweaver, File, Edit, View, Insert, Modify, Format, Commands, Site, Window, Help.
- Toolbar:** DESIGNER, CS-Live, index.html (DHTML).
- Code View:** Shows the HTML code for the page.
- Properties Panel:** Shows properties for selected elements like "col\_rest\_h2".
- Properties Panel:** Shows properties for selected elements like "col\_rest\_h2".
- Preview/Local:** Preview tab is active.
- Right Panel:** Adobe BrowserLab panel showing "Not Connected to BrowserLab".
- Bottom Status Bar:** Shows file path, dimensions (1170 x 670), and encoding (UTF-8).

The website content includes:

- Header:** "NEW STORY" with a photo of a bicycle wheel.
- Section 1:** "2 WHEELS GOOD" with text about local bicycle culture and a list of links.
- Section 2:** "AU NATURALE" with text about local food and a list of links.
- Section 3:** "ANIMAL LOVE" with text about a vegan restaurant and a list of links.
- Section 4:** "DESIGN" featuring three designers and a call to subscribe.
- Footer:** "LOCAL" footer with links to Home, Photo, Design, Auction, City Guide, Restaurants, and Local Voice.

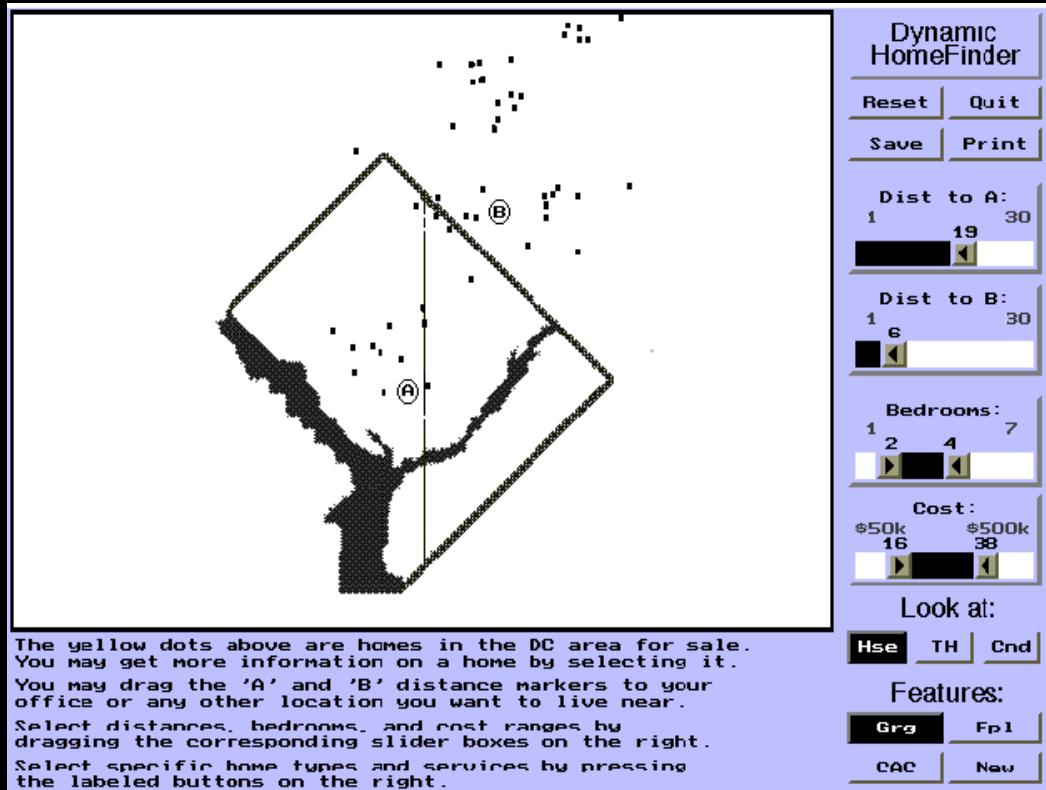
[http://www.adobe.com/devnet/logged\\_in/sfegette\\_dwcs5.html](http://www.adobe.com/devnet/logged_in/sfegette_dwcs5.html)



→ more expressive success  
for more people

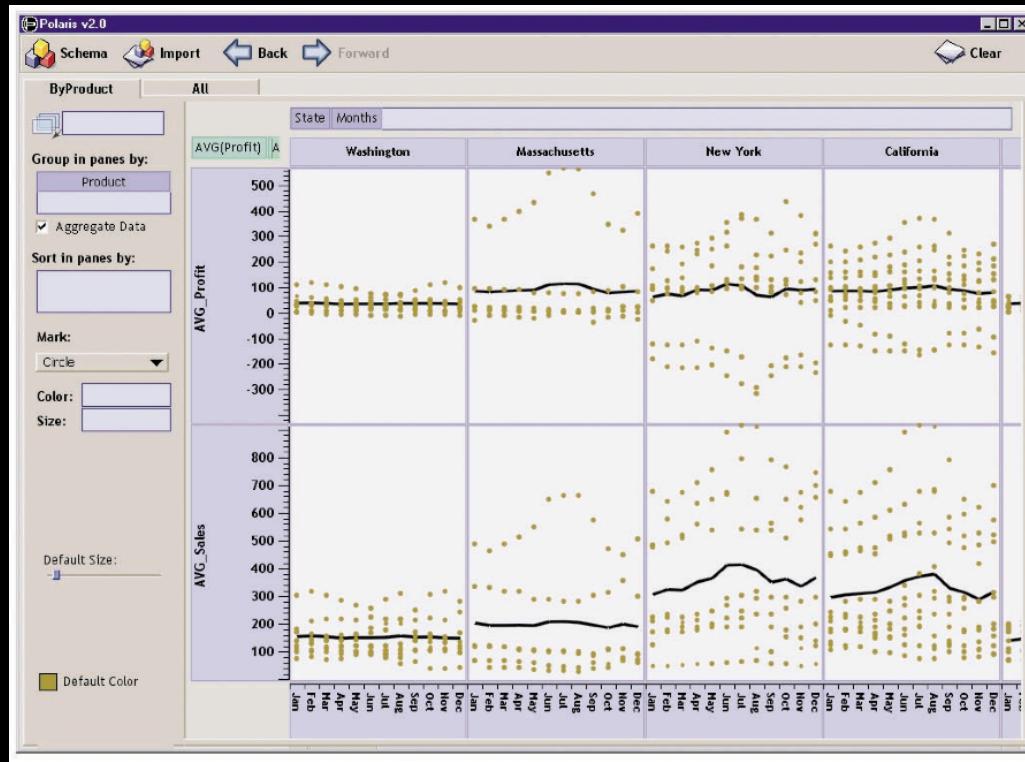
# Prior Work

# Dynamic Queries



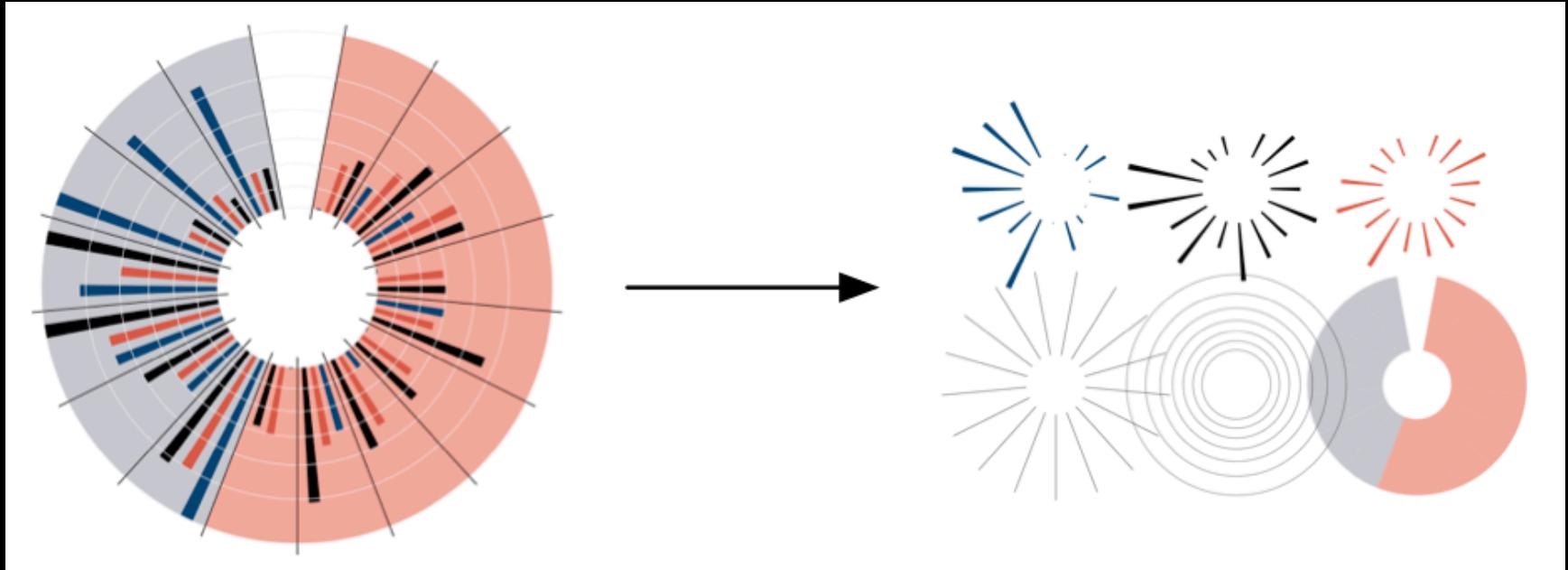
C. Ahlberg and B. Shneiderman, “Visual Information Seeking: Tight Coupling of Dynamic Query Filters with Starfield Displays.” [Online]. Available: <ftp://ftp.cs.umd.edu/pub/hcil/Reports-Abstracts-Bibliography/3131html/3131.html>. [Accessed: 06-Apr-2011].

# Polaris/Tableau



C. Stolte, D. Tang, and P. Hanrahan, “Polaris: A system for query, analysis, and visualization of multidimensional relational databases,” IEEE Transactions on Visualization and Computer Graphics, p. 52–65, 2002.

# Protopis



Michael Bostock, Jeffrey Heer, "Protopis: A Graphical Toolkit for Visualization," IEEE Transactions on Visualization and Computer Graphics, vol. 15, no. 6, pp. 1121-1128, Nov./Dec. 2009

# Scratch

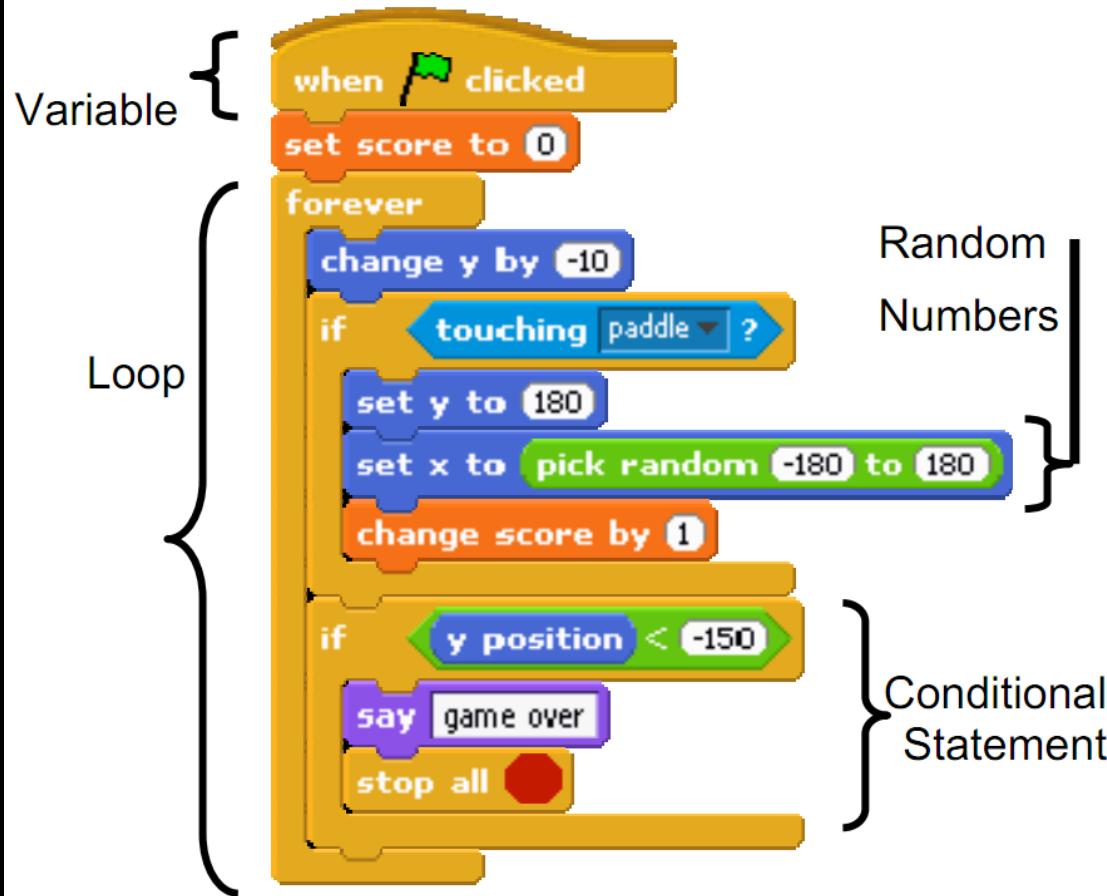


Figure 4: Scratch Script for Ball in a Simple Paddle Game

J. H. Malone, K. Peppler, Y. Kafai, M. Resnick, and N. Rusk, “Programming by choice: urban youth learning programming with scratch,” ACM SIGCSE Bulletin, vol. 40, no. 1, p. 367–371, 2008.

# Supporting a graphical approach

- Protopis visualizations consist of marks
- Graphical decomposition is the way Protopis “thinks”.

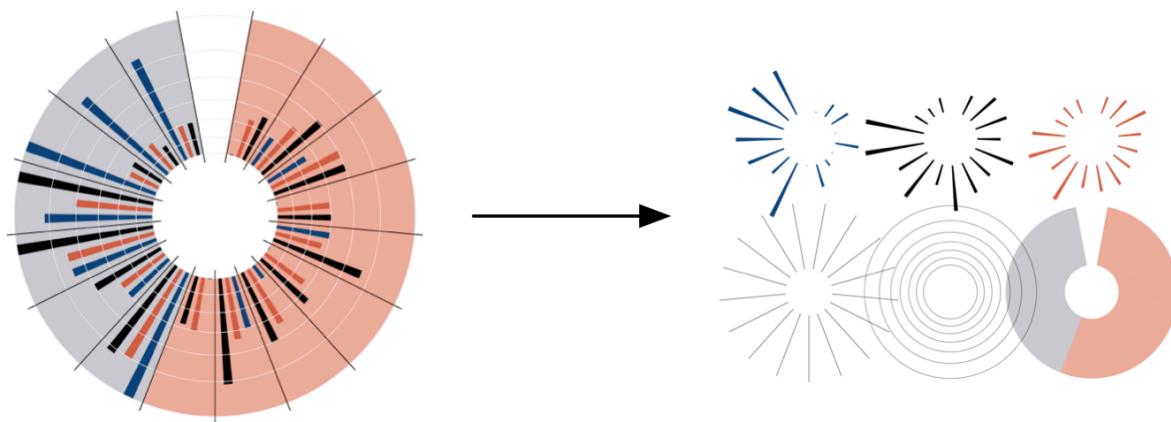
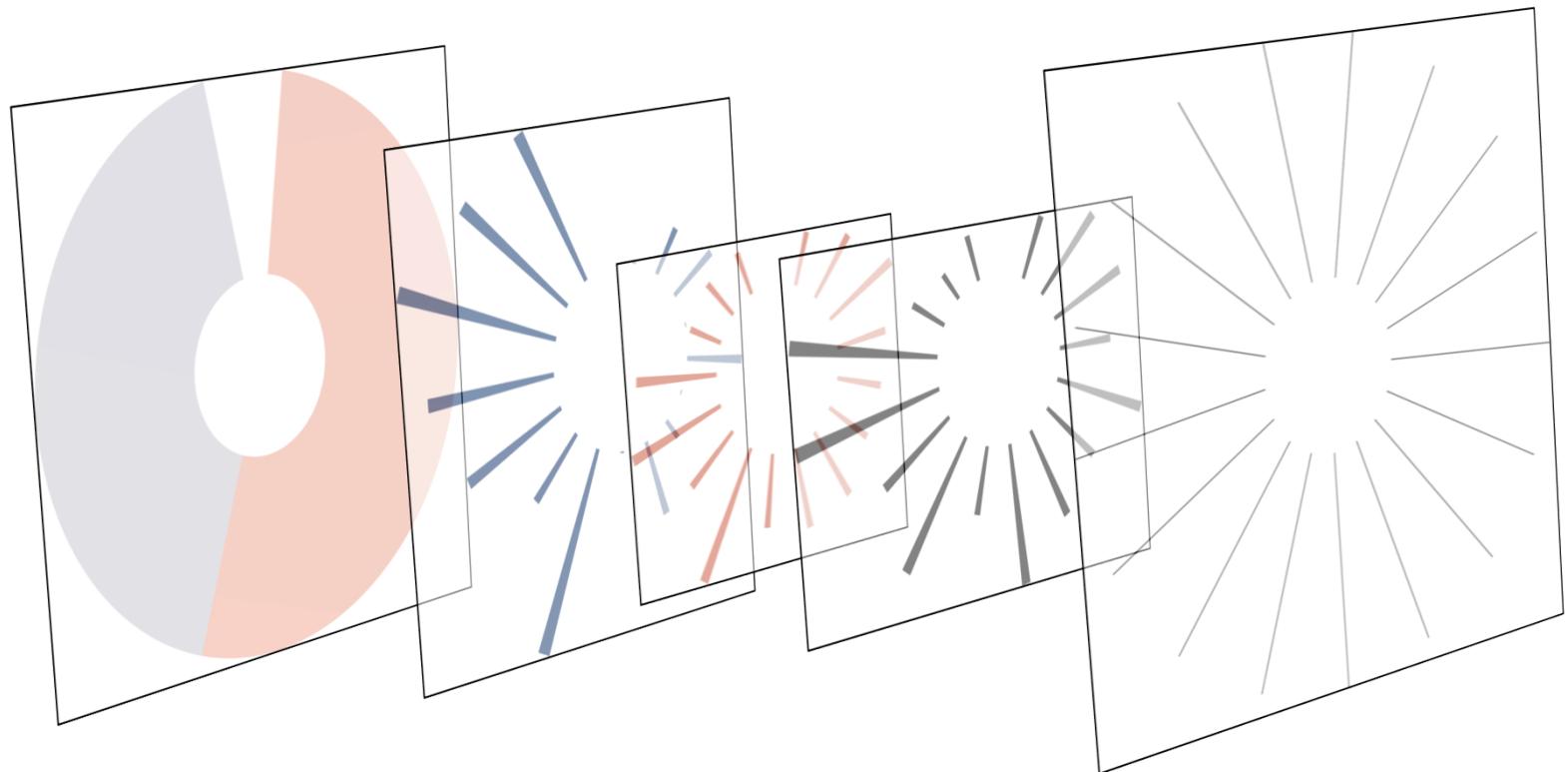


Fig. 1. Decomposing a visualization into marks.

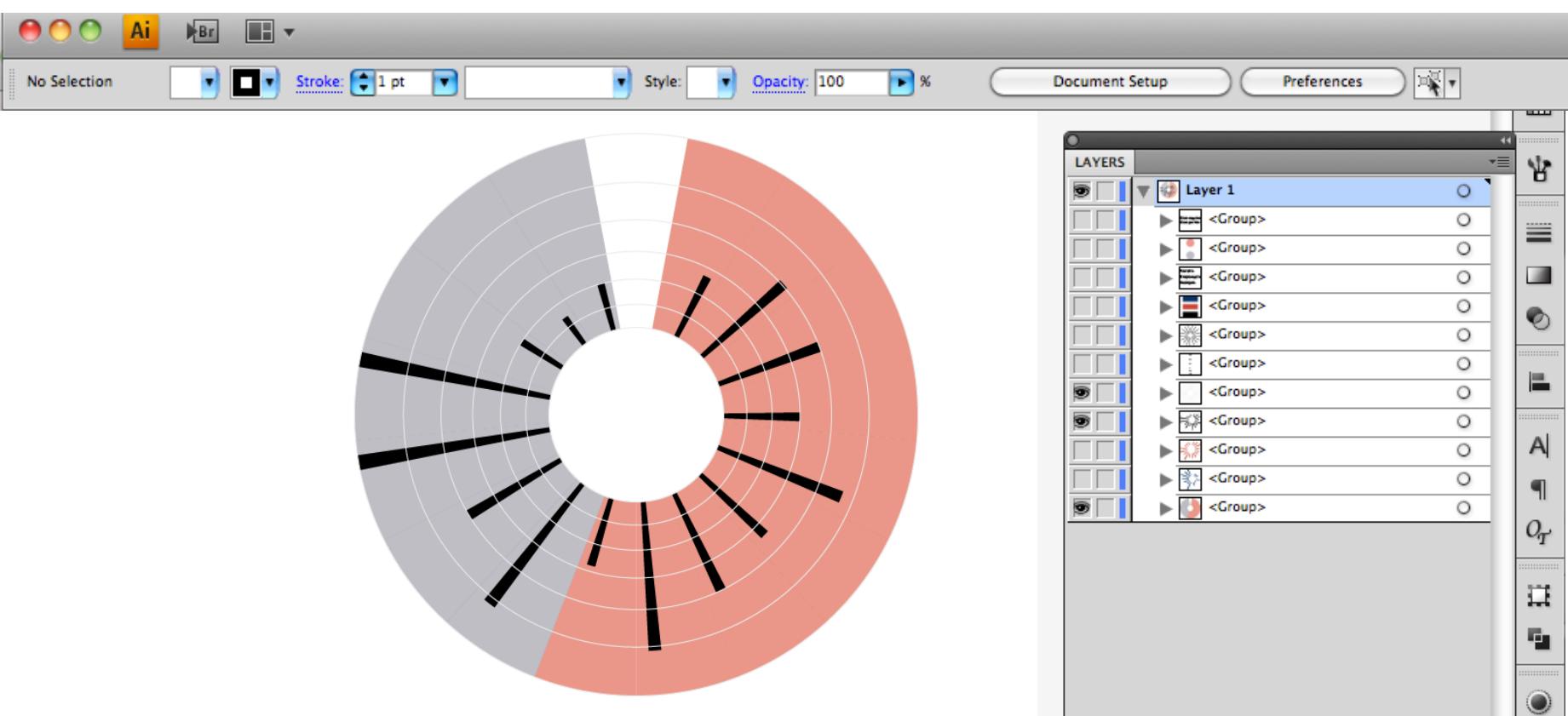
# Supporting a graphical approach

- We can think of graphical decomposition as exploding a graphic into layers...

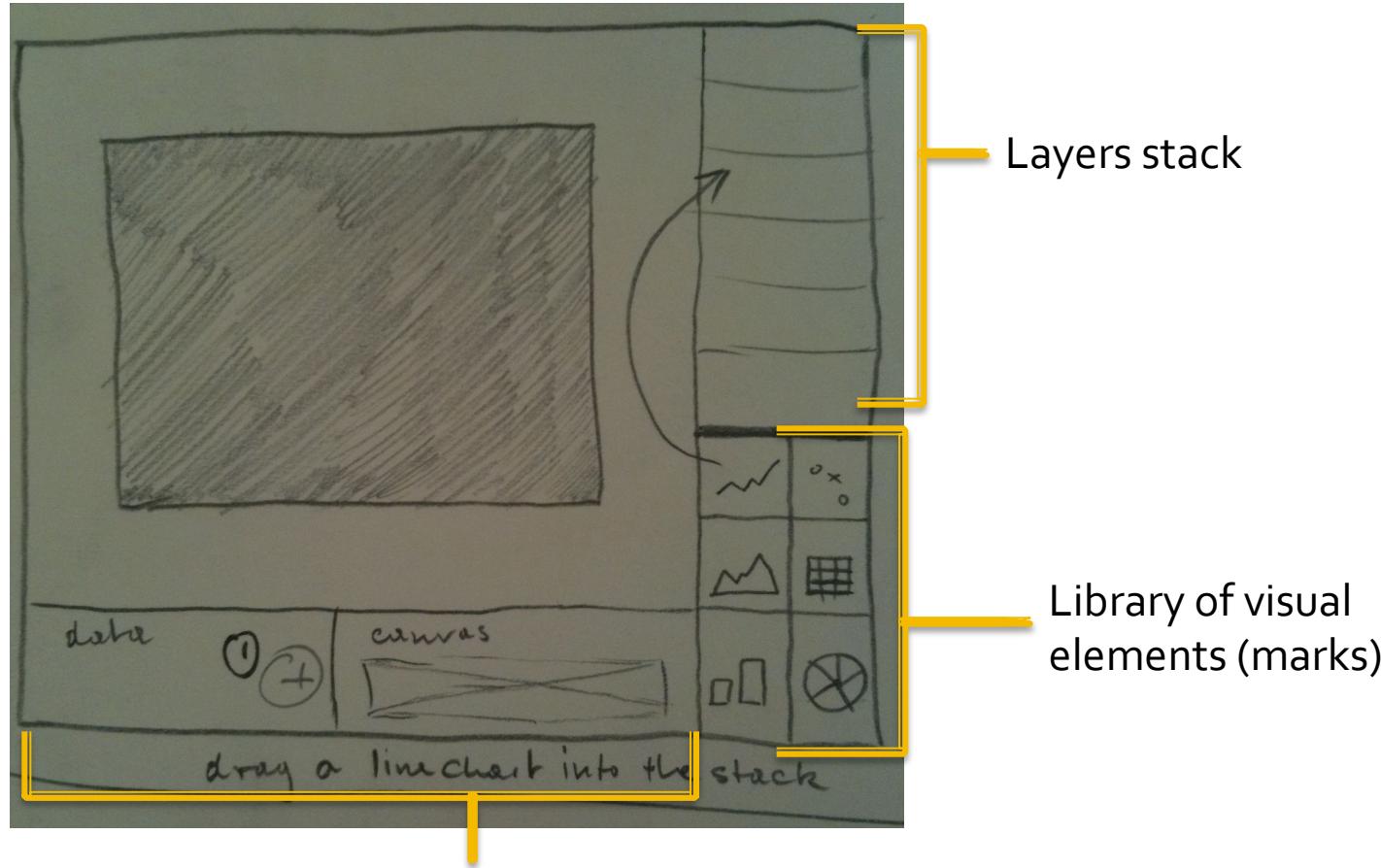


# Supporting a graphical approach

- We can think of graphical decomposition as exploding a graphic into layers...

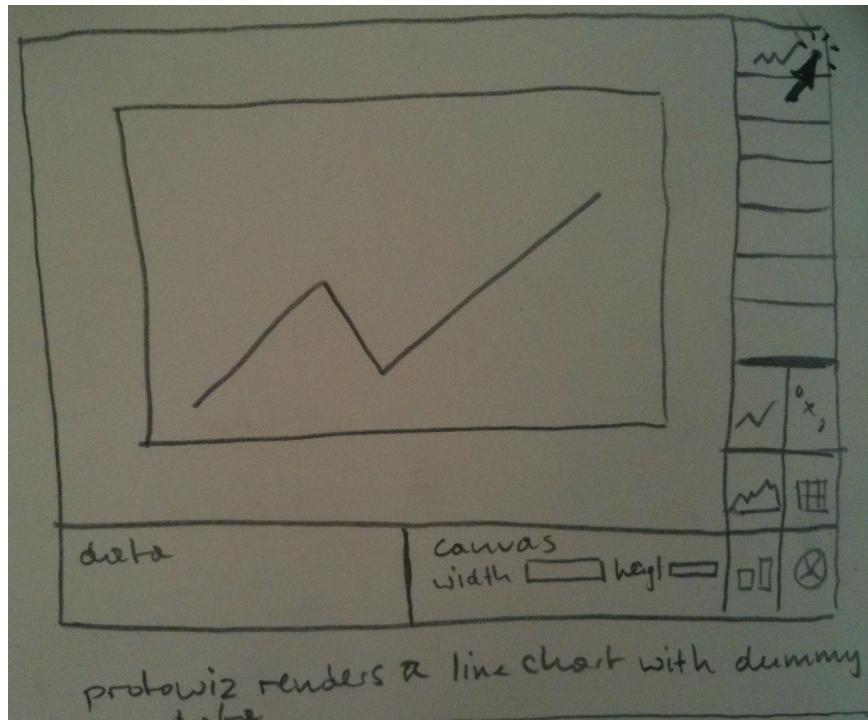


# Storyboard



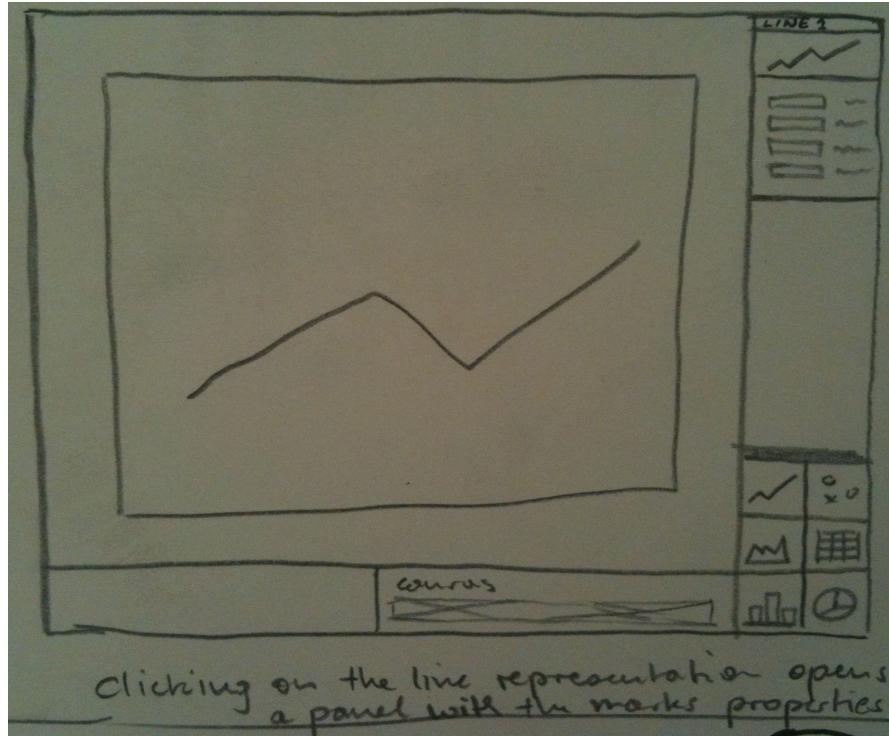
Canvas and data settings

# Storyboard



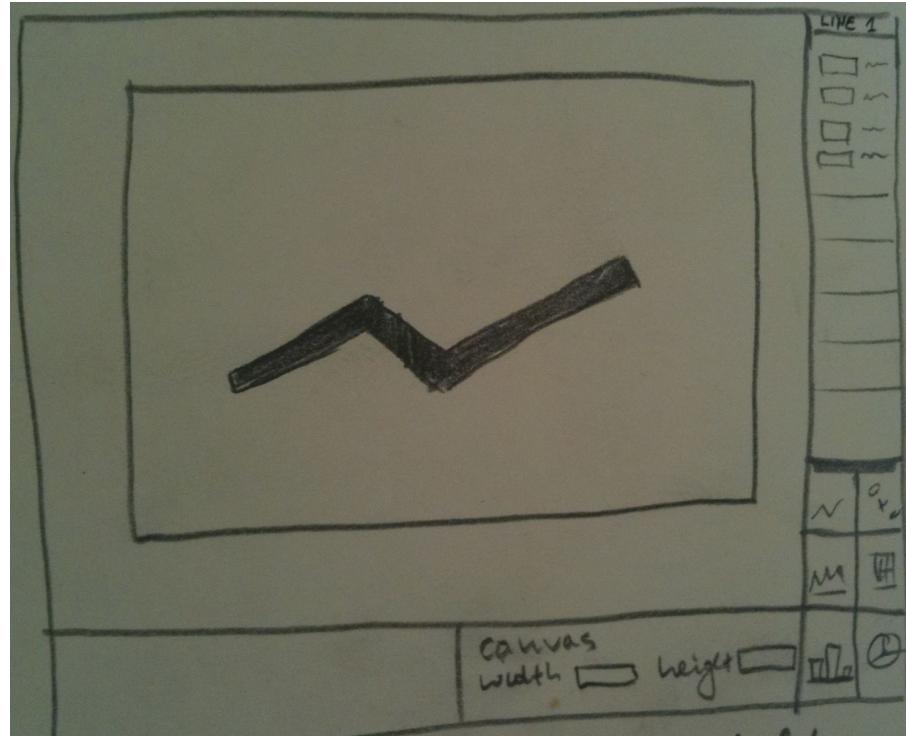
- Mark is immediately drawn
- Fed with dummy data
- Using all defaults

# Storyboard



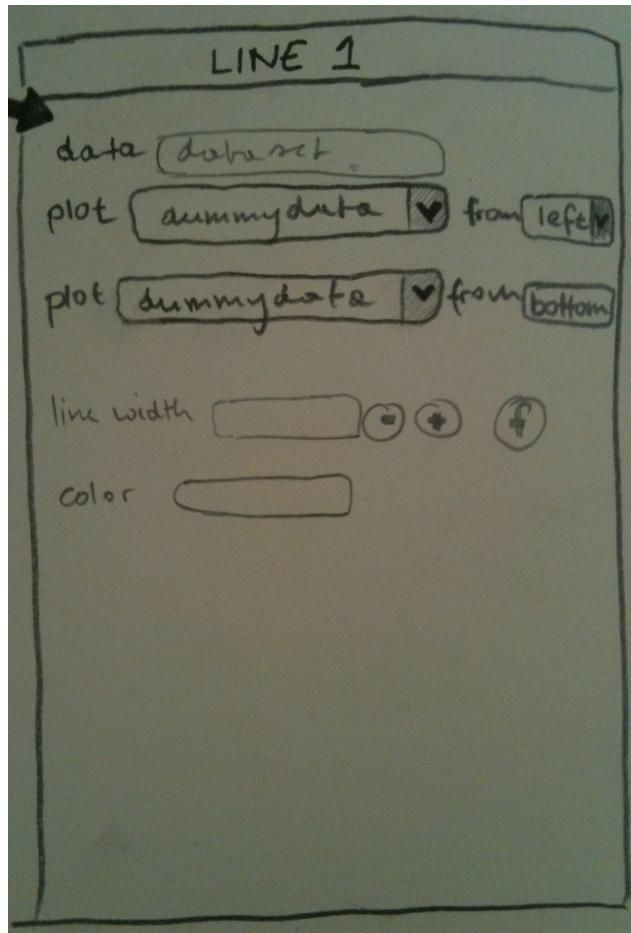
- Clicking a mark's layer entry reveals the mark's properties
- Each mark has different properties associated, the form reflects this

# Storyboard



- Properties are immediately editable

# Storyboard



- Data sources can be hooked up from within the editing panel
- Mark type determines which properties are available to be generated from data

# Non-graphical elements

- Scales
  - Scales are generated separate from marks
  - Reusable and editable
- Functions
  - Excel-style formula editor for creating simple functions to transform values
  - Writing code directly should also be supported

# Open Questions

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- Can we help users understand how Protopis works?
- How to support interactions/behavior?
- What are the limits of GUIs for this kind of programming task?

# Milestones

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- Problem definition and mockups (done)
- Complete Protovis code generator (in progress)
- Develop UI in HTML/CSS (to be done)
- Test with users (to be done)
- Write paper (to be done)