

ueber die wichtigkeit  
graphisch-interaktiver qualitaet  
fuer die informationsvisualisierung

## visuelle variablen und auszeichnungsmoeglichkeiten:

- position (raum oder flaeche), 'magnetismen'
- groesse
- transparenz
- farbe
- helligkeit
- saettigung
- form (evtl. (aus-)richtung)
- oberflaeche (muster, beschaffenheit)

'lebendige' information durch behaviors:

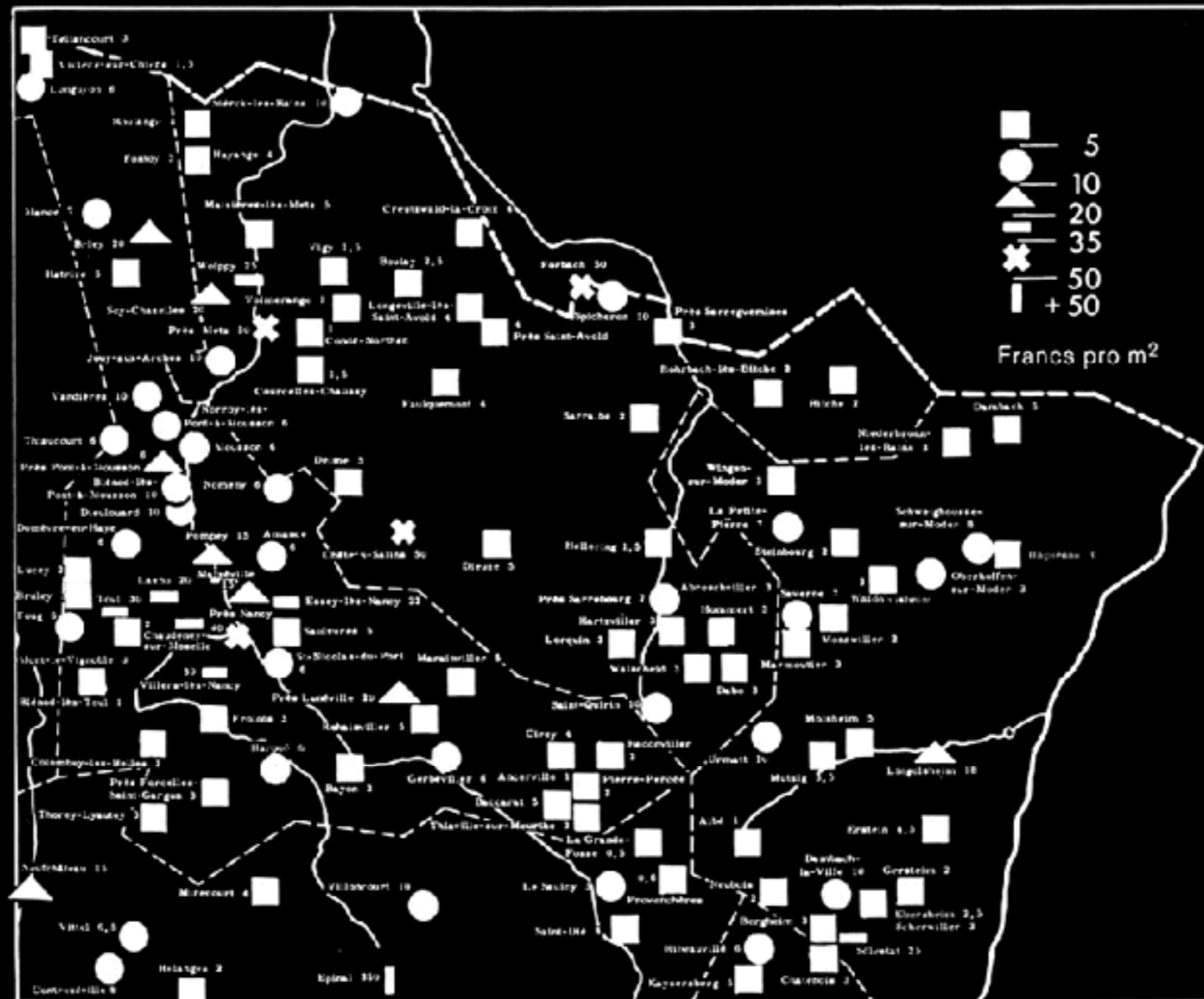
- deckkraftveraenderung
- farbwechsel
- macro-bewegungen
- micro-bewegungen
- groessenveraenderung
- form-morphing

## mausverhalten (interaktive tooltip):

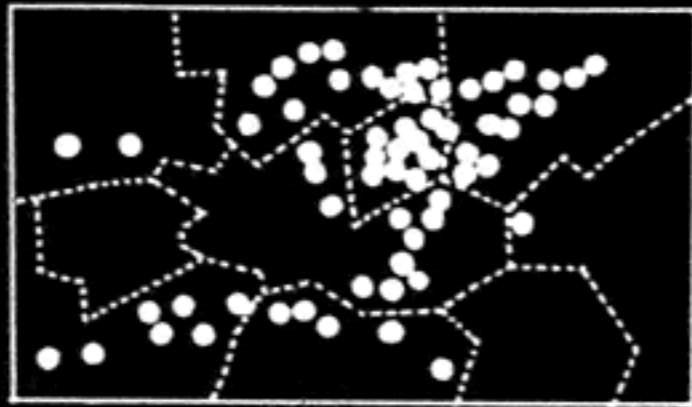
- anziehen
- abstossen
- wuehlen (verdraengen+anziehen)
- selektieren, aktivieren (radius, typ, gradation)
- anhaften (sieben, fischen)
- vergroessern (fisheye)
- verschieben, bewegen

## optimierte informationscodierung:

- moeglichst gute wahl der visuellen darstellungsvariablen  
(qualitativ, quantitativ, ordnung, dichte,...)
- kontraproduktive codierung vermeiden
- ueberkodierungen vermeiden
- richtiges aufmerksamkeitsverhaeltnis  
(wichtig-unwichtig)

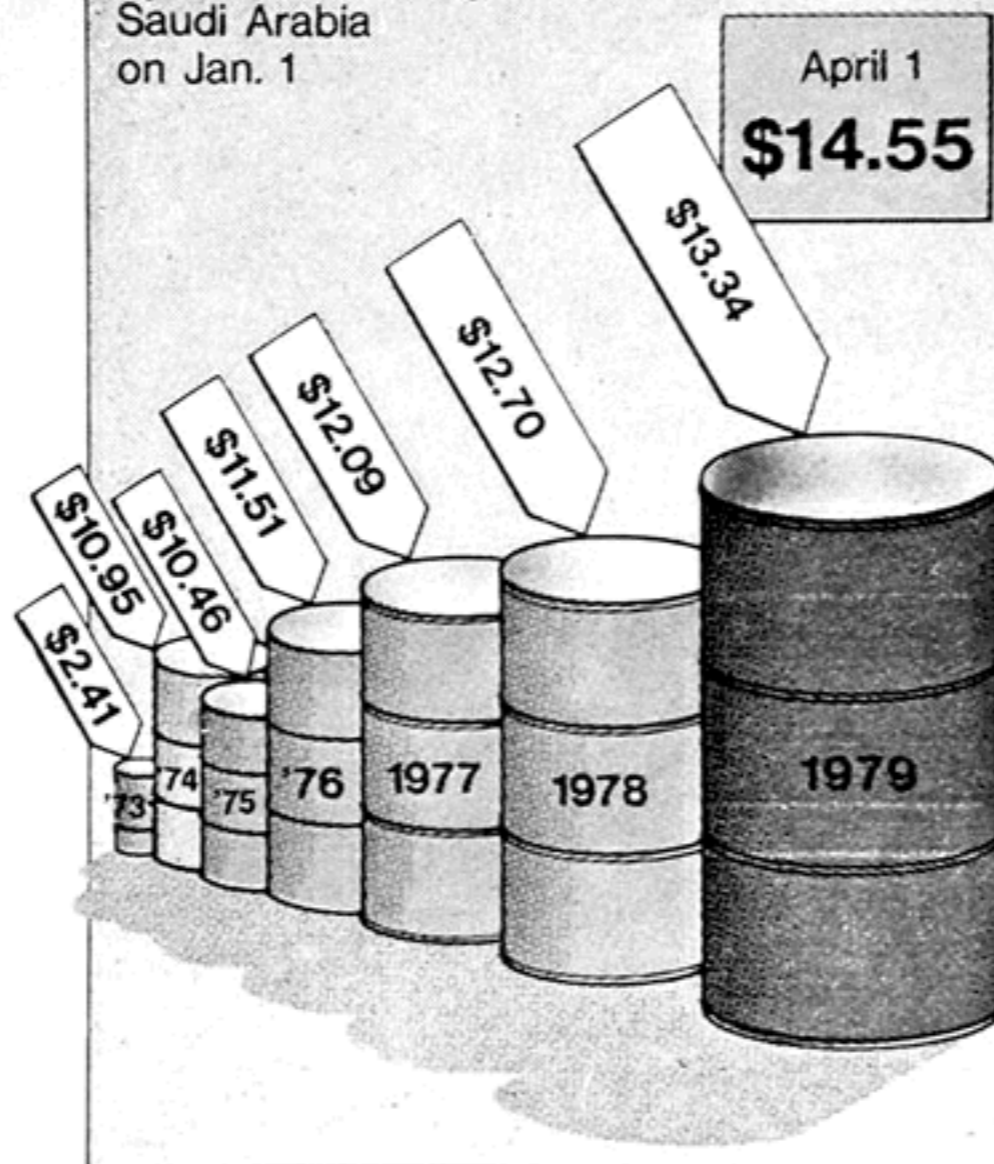


Bodenpreise in Ostfrankreich nach Zeitschrift »Elle«, Paris 1959

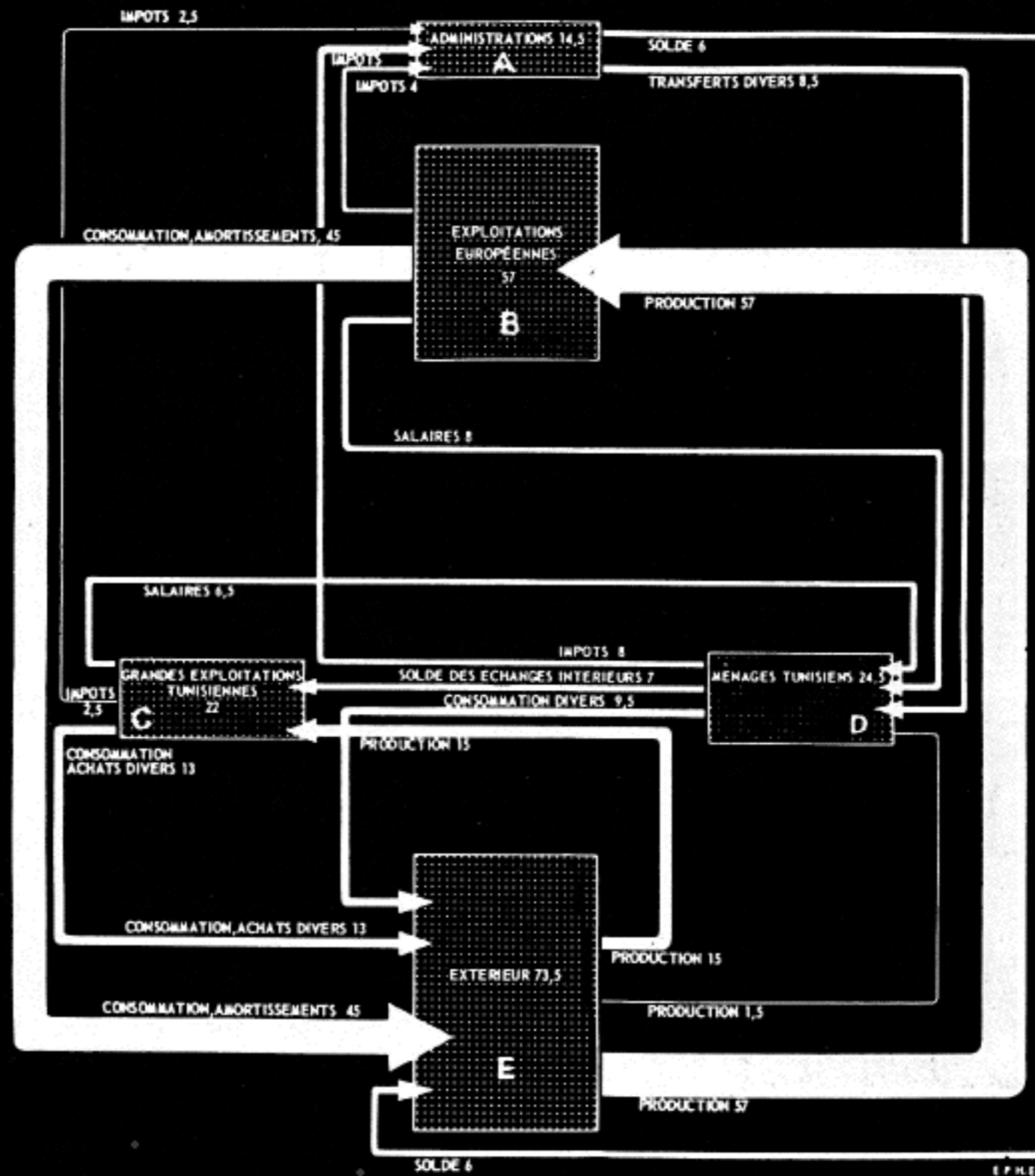


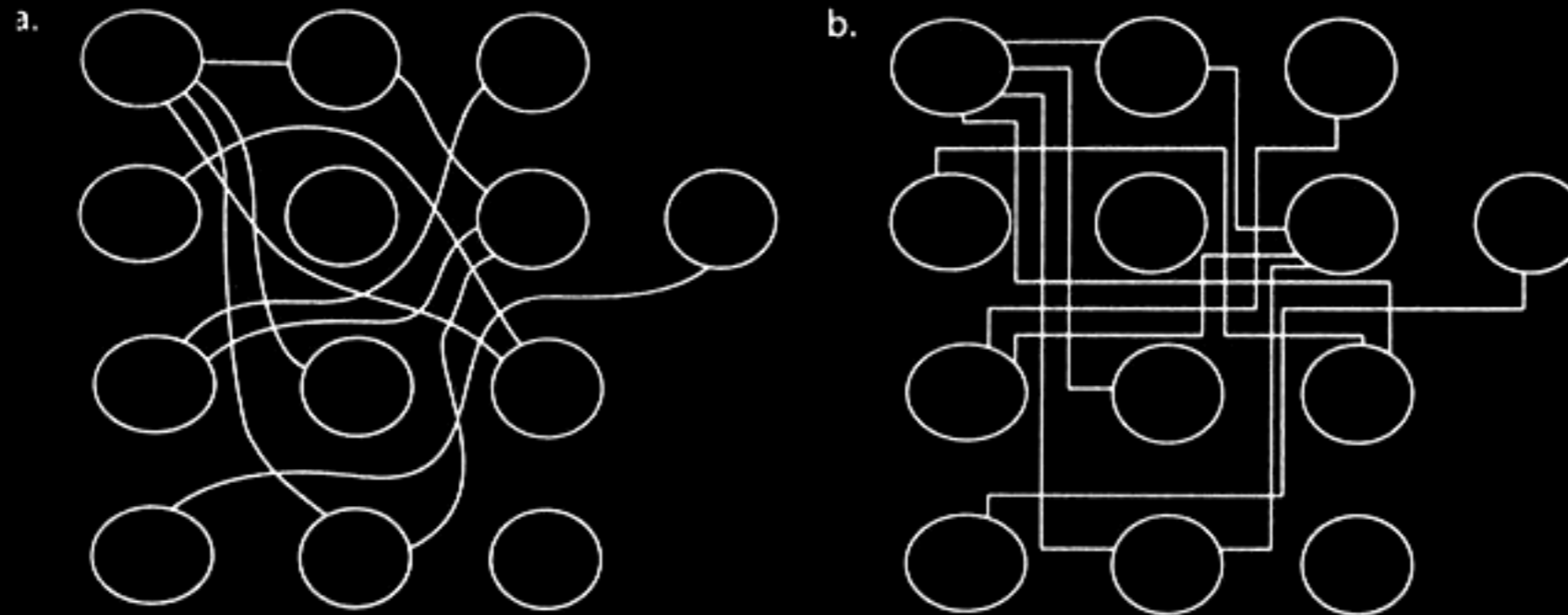
# IN THE BARREL...

Price per bbl. of  
light crude, leaving  
Saudi Arabia  
on Jan. 1









In (a), smooth continuous contours are used to connect the elements, while in (b), lines with abrupt changes in direction are used. It is much easier to perceive connections when contours connect smoothly.

## optimierte visuelle komponenten:

- typographie: gute lesbarkeit
- ausgewogenes kontrastverhaeltnis
- zurueckhaltende, konsequente umgebung
- visuelle einheit
- reduktion, unnoetigs weglassen

qualitativ hochwertige interaktion:

- realtime
- natuerlich, angemessen, ausgewogen
- intuitiv (gewohnheiten nutzen)
- direkt (unmittelbar)

gewinn:

- erreichung groesserer informationsdichten
- hoehere wahrnehmungskomplexitaet
- hoehere verarbeitungsgeschwindigkeit
- erhoehung des uservertrauens und wohlbefindens

Netscape: \*\* Click screen to close \*\*

**Spotfire DecisionSite**

File Edit View Visualization Tools Window Help

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**DecisionSite Navigator**

Stored information links

- ActivityBase\_Pivoted\_Stored\_Information\_Li
- ActivityBase\_Stored\_Information\_Links
- Allymetrix\_GATC
- cDNA\_Arrays
- PKC\_Information\_Links
  - Retrieve All Data
  - Retrieve with low 10 Pct Inh Cut-Off
- SARDemo\_Information\_Links

Selected information link

Description: Details

**Columns**

NSC	(PKC_Data)
Plate	(PKC_Data)
Plate_Well	(PKC_Data)
Plate_Row	(PKC_Data)
Plate_Column	(PKC_Data)
Test_Date	(PKC_Data)
Conc	(PKC_Data)
Pct_Inhibition	(PKC_Data)

Retrieve

**Performance Analysis**

Surface A, Type II

**Query Devices**

Surface A, Type II  
0.751 10

Surface A, Type I  
0.531 10

Experiment No.  
1 600

Formula Number  
1 280

Replicates  
 Original

**Legend**

Performance Analysis

Color by Formulation Type

- Benchmark Formula
- New Formula

Size by Optimal Formulas  
No Yes

- No
- Yes

**Details-on-Demand**

Column	Value
Surface A, Type II	5.479
Surface A, Type I	3.787
Experiment No.	98
Formula Number	49

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**Surface A Performance**

Surface A, Type I

Surface A, Type II

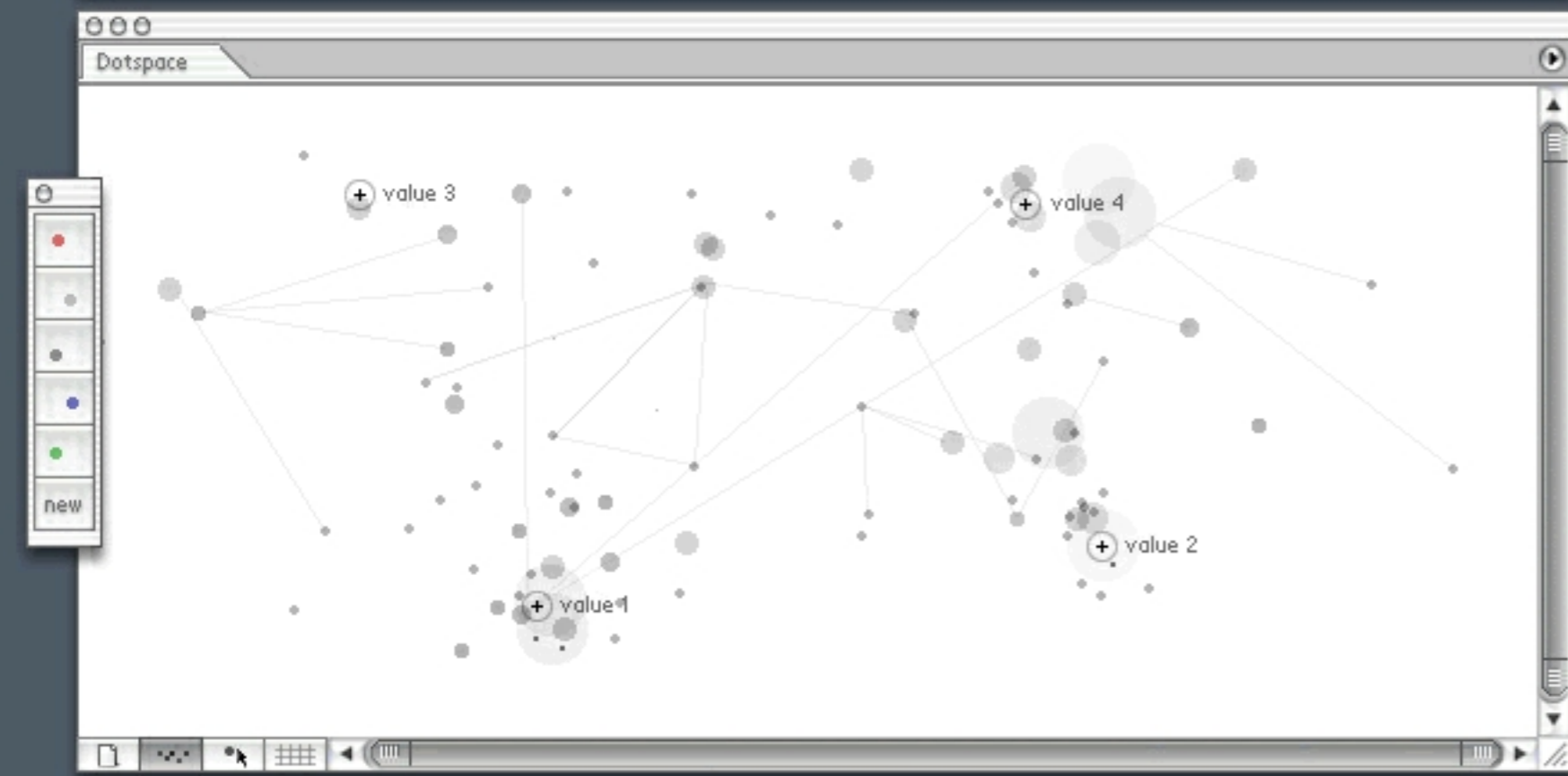
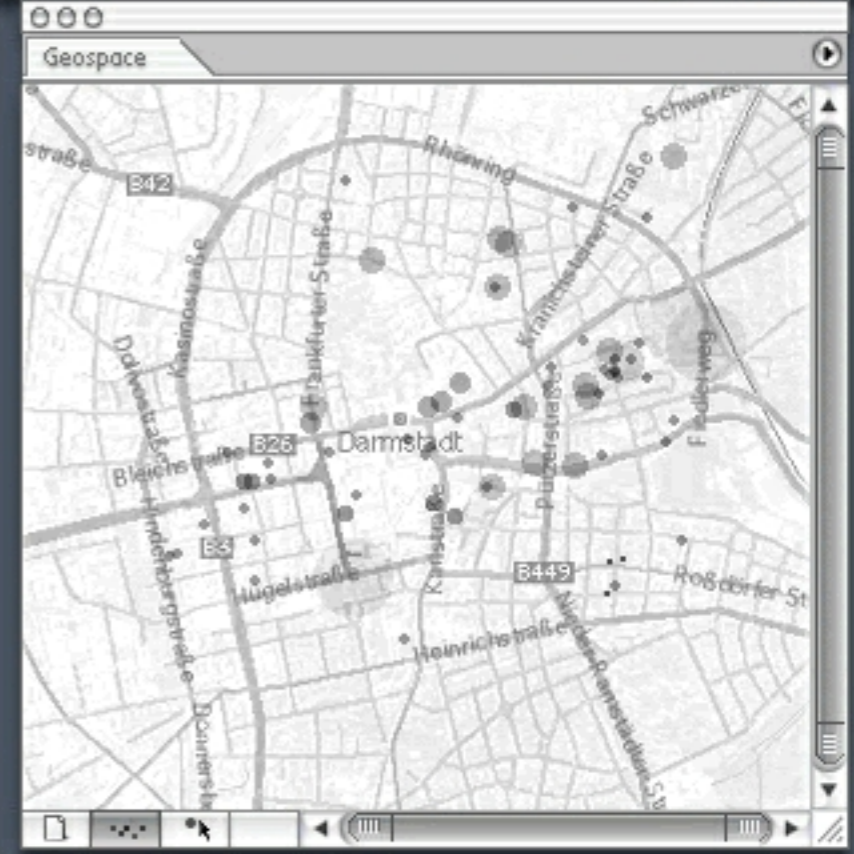
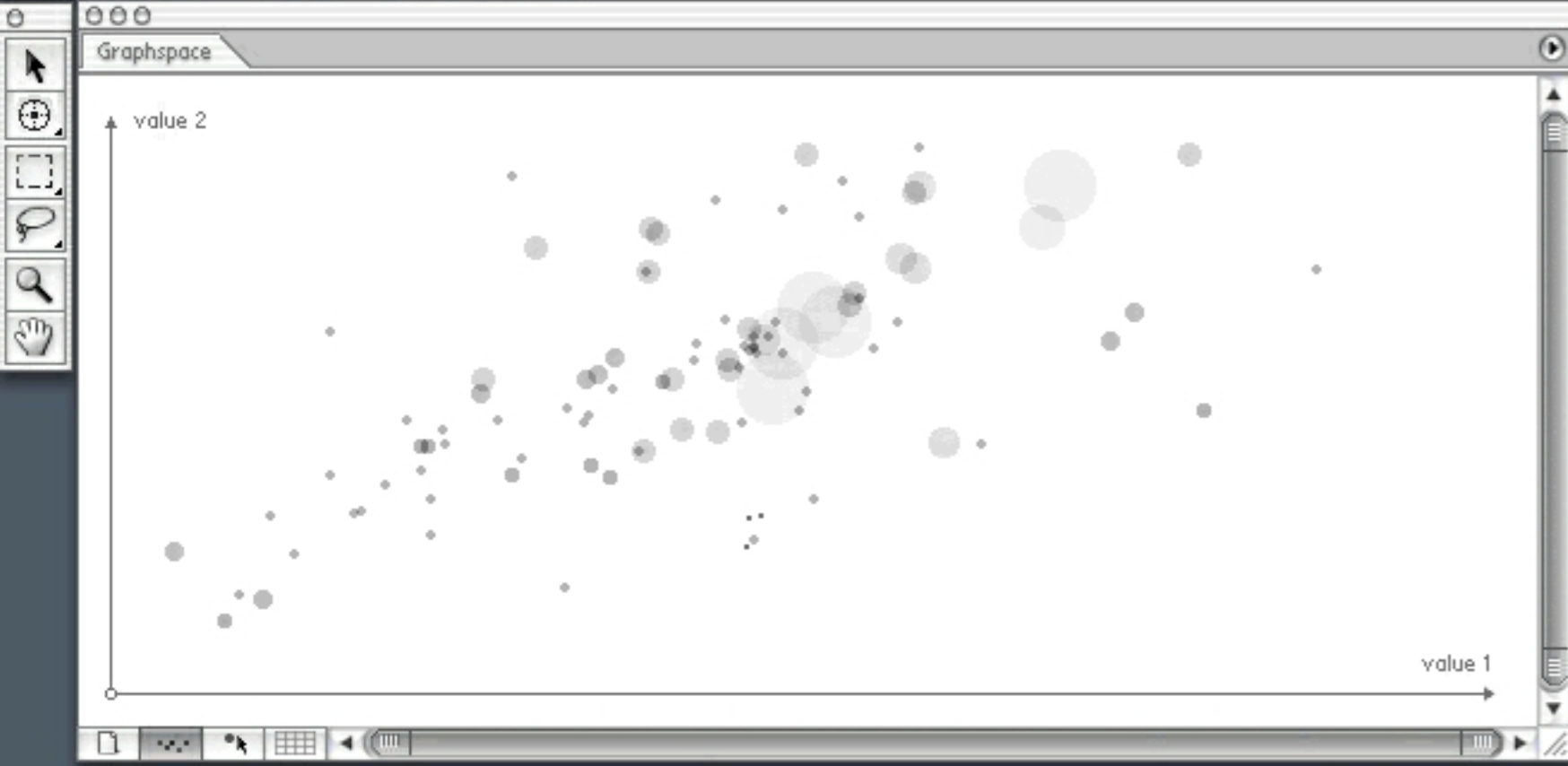
**Economic Analysis**

Surface A, Type II

Aggregate Perfo...

Surface A P Economic A Performanc...

Ready 600 out of 600 records visible (100.00 %), 0 marked



### Rating Providers Filter

Personal	wisefools.media
Official	ontoprice
Suggested	khm
All	mum

Quality

Design

Love

morfspeed

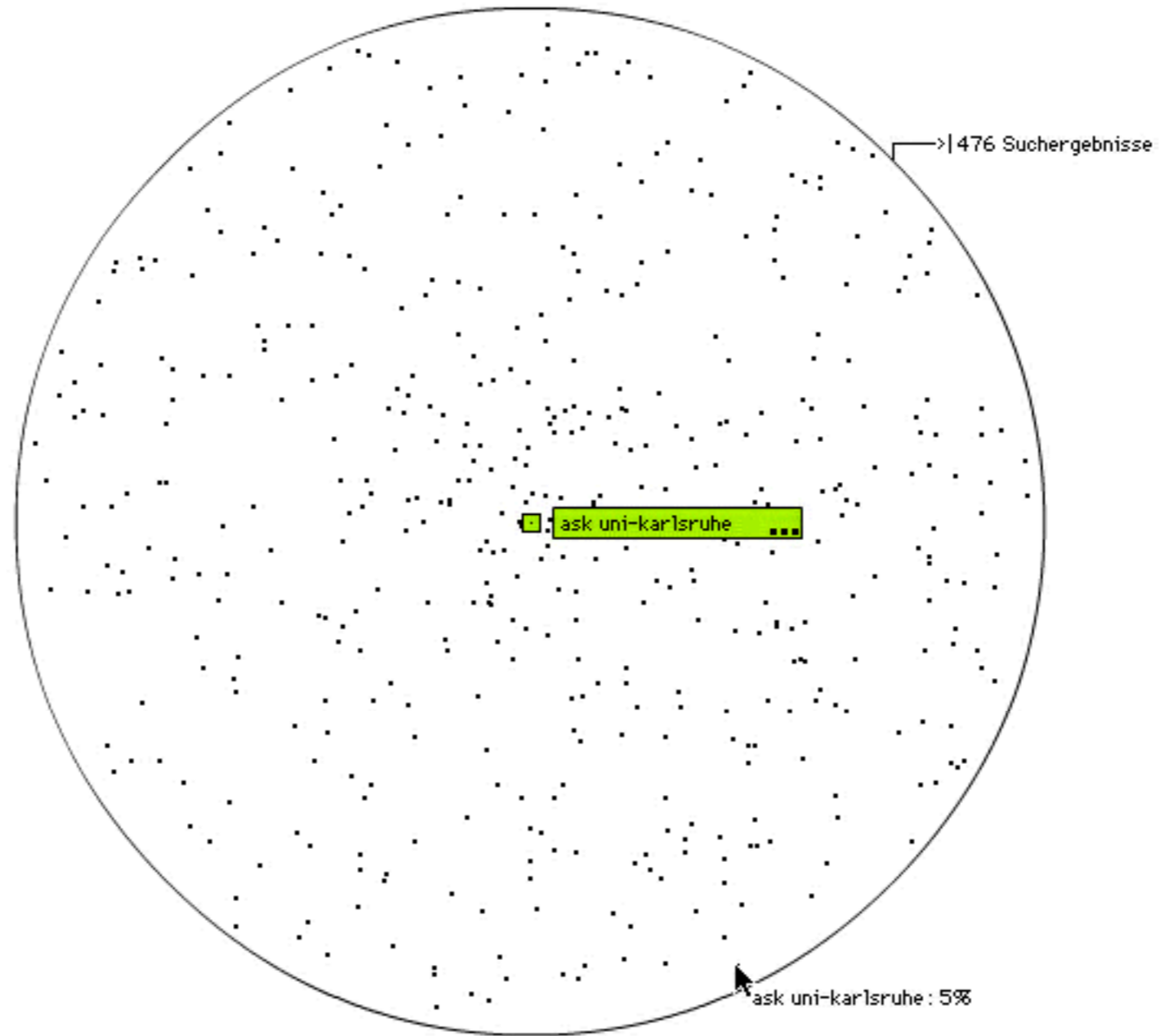
### Attributes Filter

Name	
Format	Picture
Size	all
Date	.tif
	.gif
	.jpg
	.png
	.psd
	.pict

### Relations Filter

- ..... is child of
- is parent of
- belongs to
- created by
- comes from
- cooperates with
- rated by

INFO | kryptästhesie. Suchkreis aufziehen. suche ask uni-karlsruhe





**Suntory Museum**

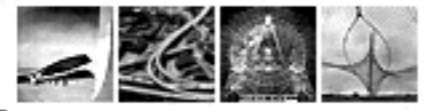
**Summary** 5%  
Den Mittelpunkt des Entwurfes bildet ein 48 m hohe, sich nach unten verjüngende Walze aus rostfreiem Stahl – ein für Ando untypisches Material –, in der ein IMAX-Kino mit einem sphärischen Innenraum von 32 m Durchmesser untergracht



**URL**  
www.hitachizosen.co.jp/info/suntorymuseum.html

**Ästhetik der zeitgenössischen Architektur**

**Summary** 10%  
**Image**



**URL**

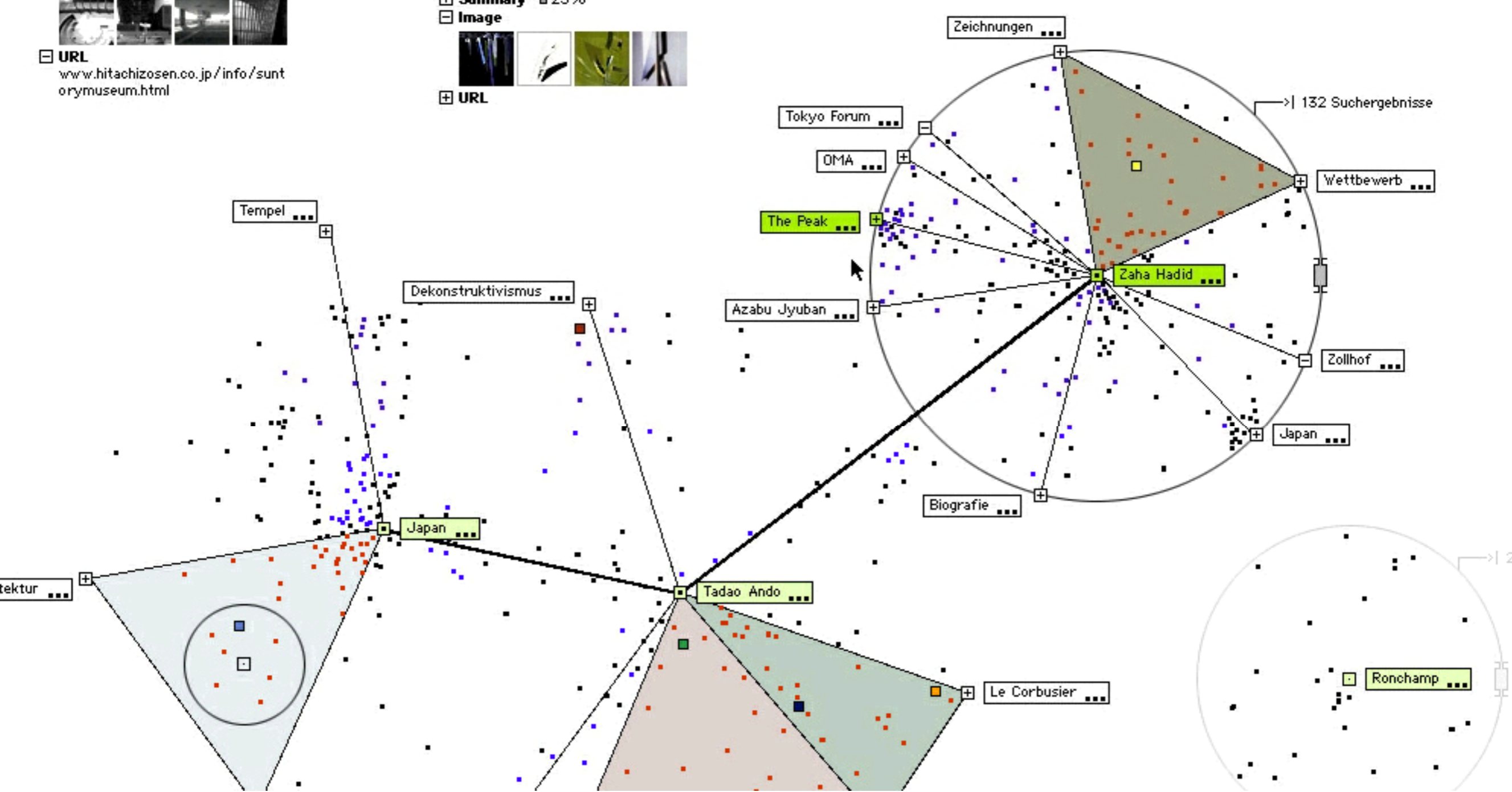
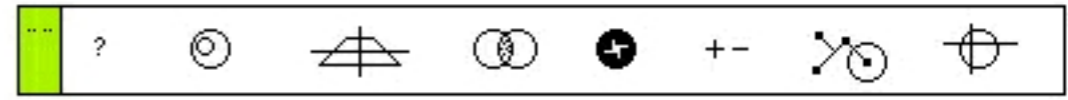
**Entwürfe 1983 - 1991**

**Summary** 23%  
**Image**



**URL**

- **Container aus Beton**
- **Das fliegende Dach**



Applet Viewer: de.fhg.iao.awake.IAOIndexMapCompareMapsApplet.class

Applet  
About

The diagram illustrates a complex network of relationships between users and media. At the top left, a small inset shows a vertical flow: 'abusive' (top node) connected to 'Hypocrite...' (middle node), which is connected to 'stacy' (bottom node). The main diagram is a tree structure with three main branches: 'user a', 'user b', and 'cd'. 'user a' branches into 'acting', 'cd', and 'story'. 'user b' branches into 'gesture', 'MEGASE', 'eine hohle Form', 'alking into Mirrors', 'GO2', 'Affect Space', 'tional Grammars', 'uman Movement', 'edia and theatre', 'Drawing Spaces', 'Fused with Data', and 'puter Interaction'. 'cd' branches into 'mobile', 'service', and 'narrative'. 'story' branches into 'Hypermedia Novel (HYMN)', 's in New Media:', and 'narrative representations'. 'acting' branches into 'Walking into Mirrors', 'Affect Space', 'Imagine Space Fused wi', and 'Perceptual User Interfac'. 'cd' branches into 'Morphoscopy of the Tran', 's/her survive', and 'Memory of Space'. 'Hypermedia Novel (HYMN)' branches into '20 to 20 Project', 'active Storytelling', 'The Gambit', 'ia Novel (HYMN)', 's in New Media:', 'Regossip', 'in for Transition', and 'active storytelling'. 'Physical network', 'ication Sculpture', 'y of the Transient', 'iving as Cyborgs', 'steadicam', 'll survive', 'ossible building', ': thought pictures', and 'Memory of Space' are also listed as nodes connected to the main structure.

Abusive  
Hypocrite...  
stacy

user a

- acting
  - Walking into Mirrors
  - Affect Space
  - Imagine Space Fused wi
  - Perceptual User Interfac
- cd
  - Morphoscopy of the Tran
  - s/her survive
  - Memory of Space
- story
  - Hypermedia Novel (HYMN)
  - s in New Media:
  - narrative representations

user b

- gesture
- MEGASE
- eine hohle Form
- alking into Mirrors
- GO2
- Affect Space
- tional Grammars
- uman Movement
- edia and theatre
- Drawing Spaces
- Fused with Data
- puter Interaction

cd

- mobile
- service
- narrative

Hypermedia Novel (HYMN)

- 20 to 20 Project
- active Storytelling
- The Gambit
- ia Novel (HYMN)
- s in New Media:
- Regossip
- in for Transition
- active storytelling

Physical network

ication Sculpture

y of the Transient

iving as Cyborgs

steadicam

ll survive

ossible building

: thought pictures

Memory of Space

Applet started.



awake\_basis-modell.dcr

Zurück Vorwärts Abbrechen Aktualisieren Startseite Auto-Ausfüllen Drucken E-Mail

Adresse file:///localhost/Volumes/Data/jas/projects/awake/review/awake\_basis-modell.dcr Explorer

**Global Map**  
Cast01

Textanalyse Keywords Title 05/312 | 100%

**Global Map**  
Cast01

**IKI-IKI-Photo**  
Cast01

**Project Title**  
**IKI-IKI Phone**  
a Multi-user A-life Art Game for Mobile Phones

**Abstract**  
IKI-IKI Phone is a multi-user, networked Artificial Life (= A-life) art game for the I-mode mobile phones. In this system, subscribed users can create Artificial Life creatures (= IKI-IKI pets), interact with these pets, feed them, take care of them, and evolve them. Networked users can also share their pets with other mobile phones users, trade them, watch them compete against each other, become friends with each other, create offspring and develop an IKI-IKI pet society. Users can also start communicating with each other through their shared pets.

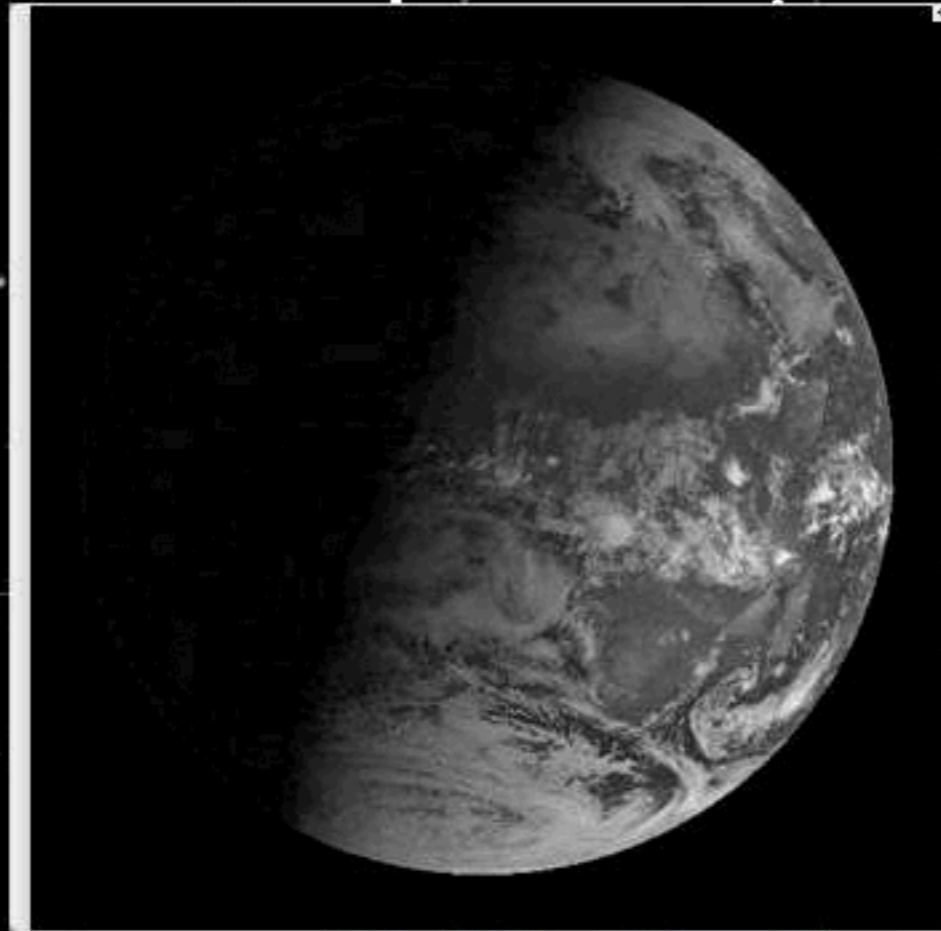
**Category**  
artistic production

**Keywords**  
Supplementaries:

**Artists / Authors**  
**Christa Sommerer**, ATR Media Integration and Communications Research Lab, IAIMS, Institute for

**Unnamed**  
Personal Map 05 | Cast01

Local machine zone



layers:  
info: multi-image 2/h, meteosat 5  
time: 1999 04-11 21:37:16

Month	Value
04	04
11	11
21	21
16	16

formats:  
standard  
utc

timespan: +-12 month  
animate: ◀ ▶ speed: 15/s  
space: world sphere ▶

help view edit program 15:30:01

ziel:

der umgang mit information  
sollte moeglichst intuitiv,  
schnell und schoen sein.