

# Storytelling and Visualization

Design for Government  
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# Schedule

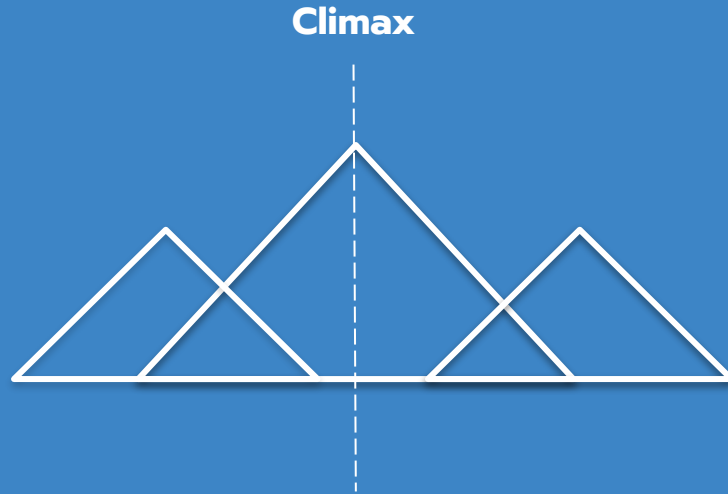
10:00	Start session
10:30	Q & A
10:40	Break (10 minutes or so)
10:50	Scenario+persona exercise
11:20	Group presentation
11:50	Comments & Q/A

# Why do we tell stories

- Teach / learn / historical records
- Connect to, and recreate past experiences (myth)
- Call to action
- To understand the past and to envision the future

**Joseph Campbell**  
**The stories that guide us**

# How are stories structured?



## Structure of stories.

Freytag Pyramid (1863)

**Characters:**

your personas and stakeholders

**Settings:**

Preamble, background...

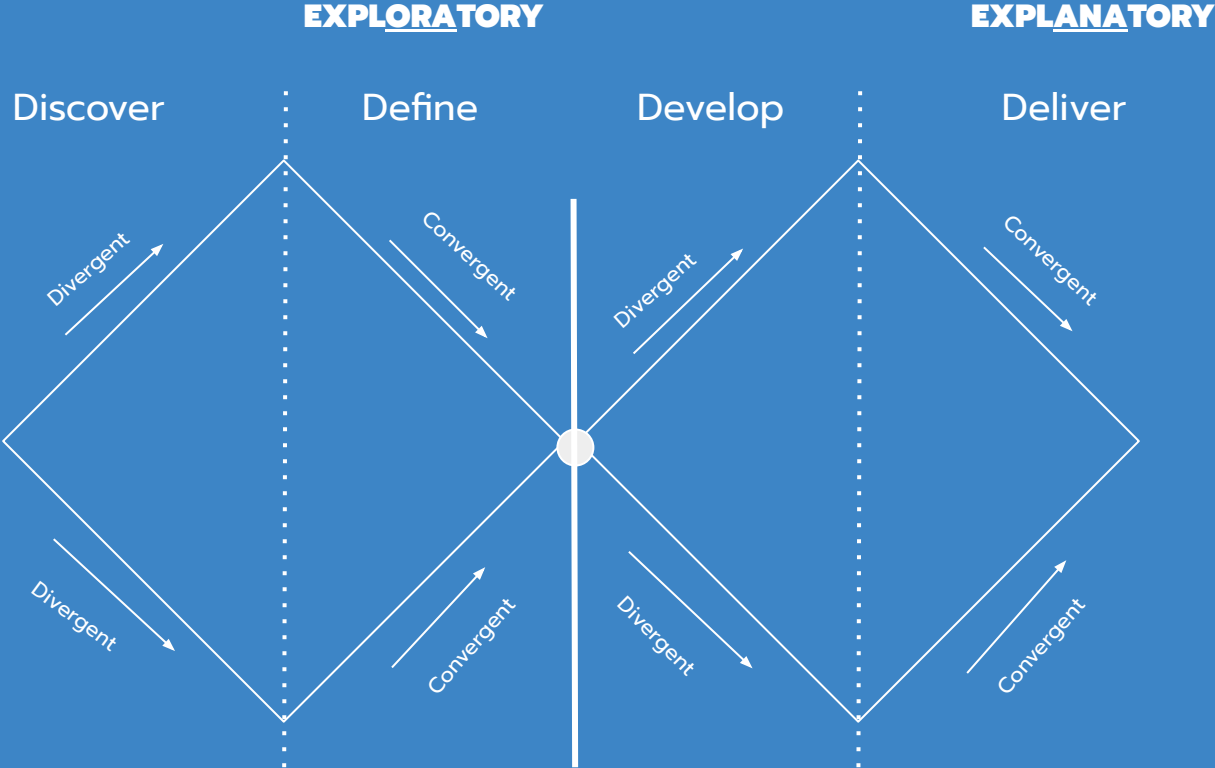
**Conflict:**

The root of the problem

**Resolutions:**

How did the problem get solved

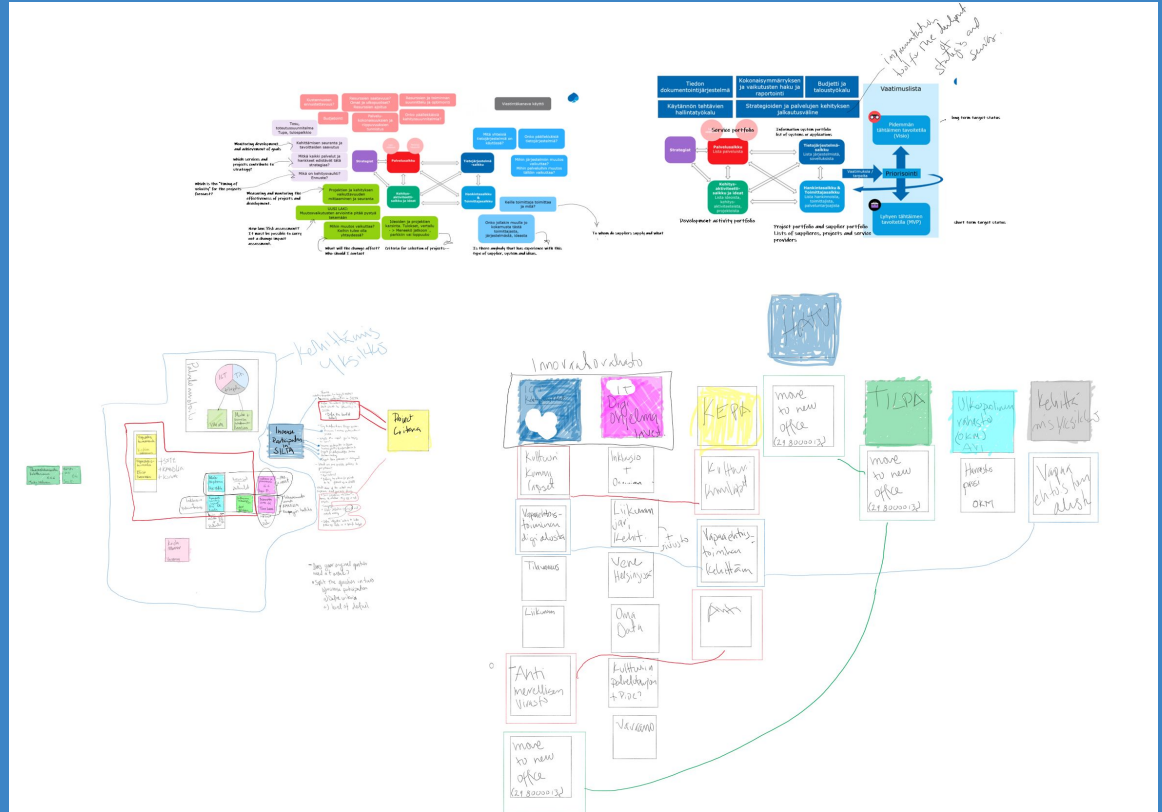
# From discovery to insight



# Exploratory

**Descriptive**  
(what happened)

**Diagnostic**  
(why did it happen)



# Explanatory = visualizing

“

[...] [visualizing] is when they [researchers] **convert transitory observations into durable records;**

when they manage those records as evidence, and when they communicate evidence patterns to others.

“

**Predictive**  
**(what will happen)**

**Prescriptive**  
**(what should happen)**

*Jon Wagner (2012)*



**Boil it down  
to a 3min. story**

**Storytelling with data**

# For the perfect 3 min. story

## Consider for engagement:

What background information is relevant or essential?

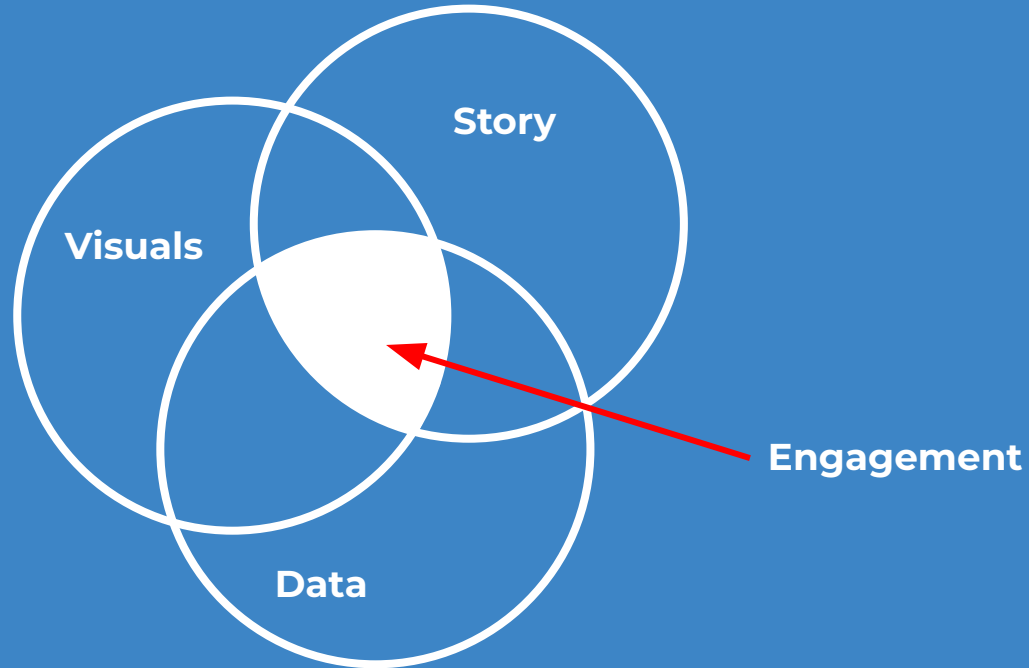
Who is your audience and which the decision makers?

Could there be any biases amongst members of the audience?

What data supports your arguments?

What data may pose a risk?

# Tell a story with your data



# The tools

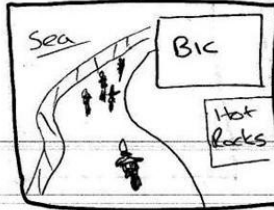
# Scenarios + personas

Scenarios + personas

Future vision (visioning / foresight)

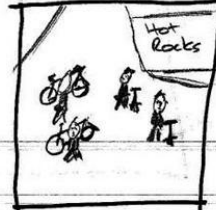
# Storyboard

## Viral Video Storyboard (modified due to location changes)



Shot 1

Note: Zoom out as cyclist comes down the hill.



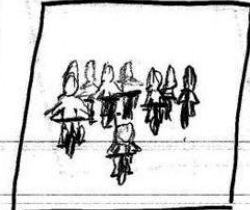
Shot 2

Note: As the cyclist walks their bike around us filming.



Shot 3

Note: Close up of the Flag Carrier following the car.



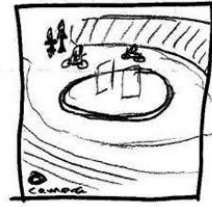
Shot 4

Note: Mid shot of groups of cycles in silhouette. (Vary shots)



Shot 5

Note: Close ups & mid shots of cyclist try and zoom in on faces - linger & then move on. (Vary shots)



Shot 6

Note: Cycle around roundabout x2 then follow flag carrier as he dismounts and runs towards steps (wide shot)



Shot 7

Note: Flag carrier runs up the steps. (mid shot)



Shot 8

Note: Flag carrier waves the flag at the top of the steps - race over. (Close up)

A review of IDEO's Storyboarding technique:  
<https://medium.com/@yarsky/a-review-of-ideos-storyboarding-technique-36723847f4dc>

# Visual Information

“

Visual literacy is the ability  
**to read / decode / interpret** visual statements  
&  
**to write / encode / create** visual statements

”

*Joanna Kedra (2018)*

# Visual decoding



**Continuity**



**Enclosure**



**Proximity**

**Similarity**





# Visual decoding

**Pre-attentive** attributes are used to create hierarchy, stratification, segmentation, and coding.

**Color**

*Type*

**Size**

**Spatial arrangements**

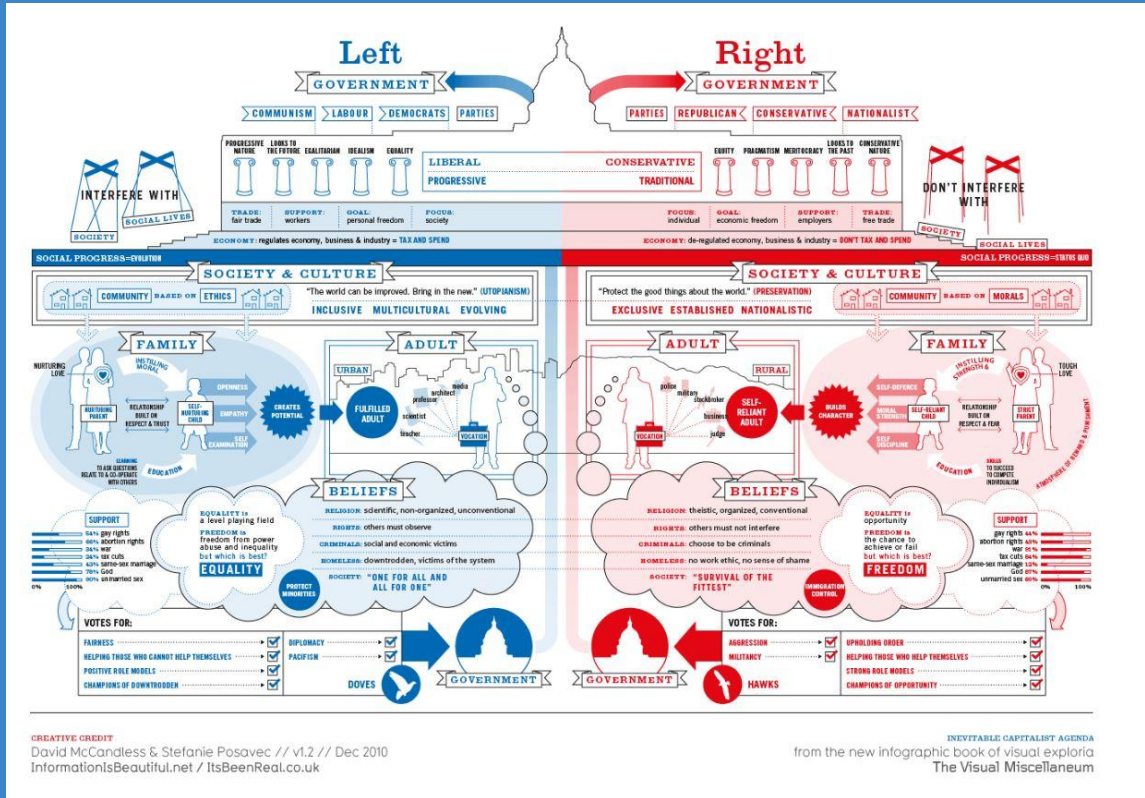
**\*\*Cognitive load (5-7 elements per slide)**

# Diagrams

Edward Tufte suggests six fundamental principles of data display design:

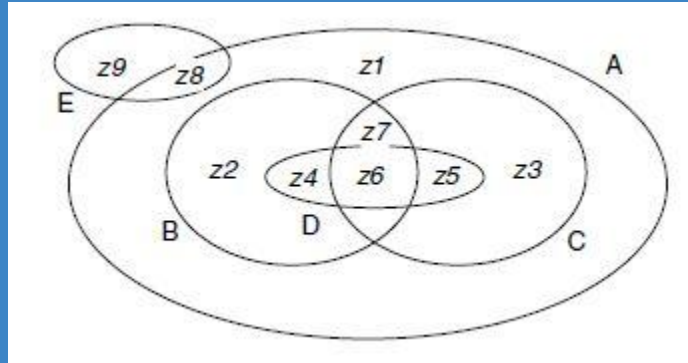
- **Show comparisons**
- **Show causality**
- **Use multivariate data**  
(Different types: time, space, behaviour)
- **Completely integrated modes**  
(Text, images, numbers)
- **Use them to establish credibility**
- **Focus on content**

# Comparison



Concept & Research: David McCandless  
 Design: David McCandless & Stefanie Posavec

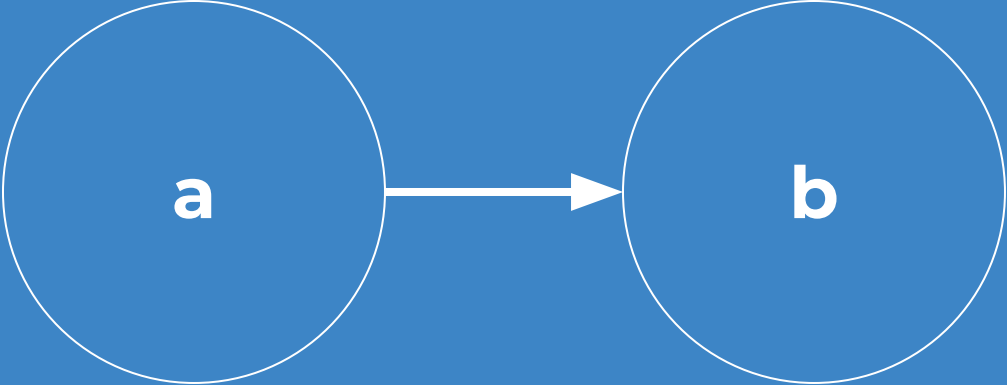
# Integrated mode



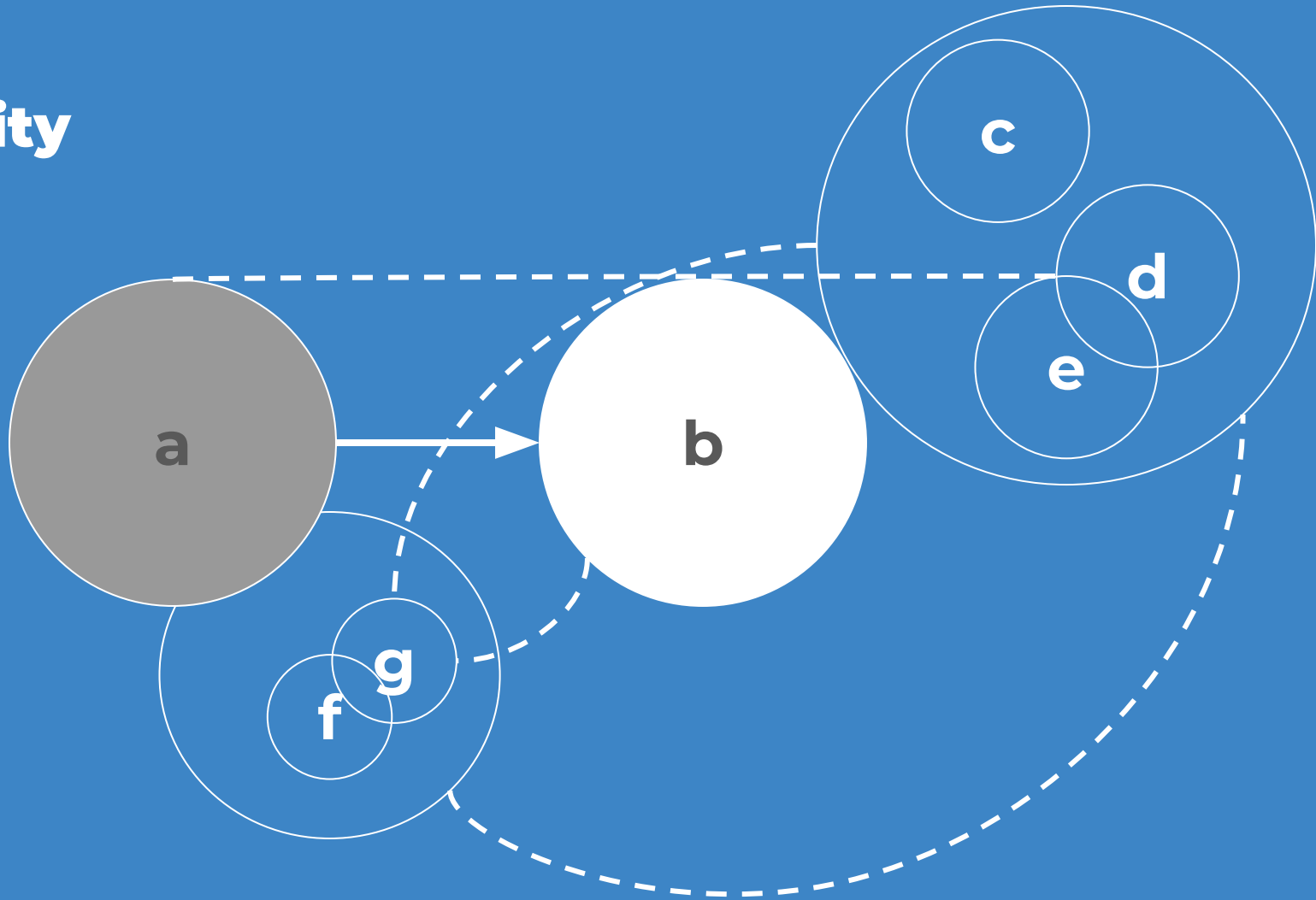
$$\begin{aligned} z_1 &= \{A\} & z_2 &= \{A, B\} & z_3 &= \{A, C\} \\ z_4 &= \{A, B, D\} & z_5 &= \{A, C, D\} & z_6 &= \{A, B, C, D\} \\ z_7 &= \{A, B, C\} & z_8 &= \{A, E\} & z_9 &= \{E\} \end{aligned}$$

Joseph (Tossi) et. al.,  
Theory and Application  
of Diagrams (2000)

# Causality

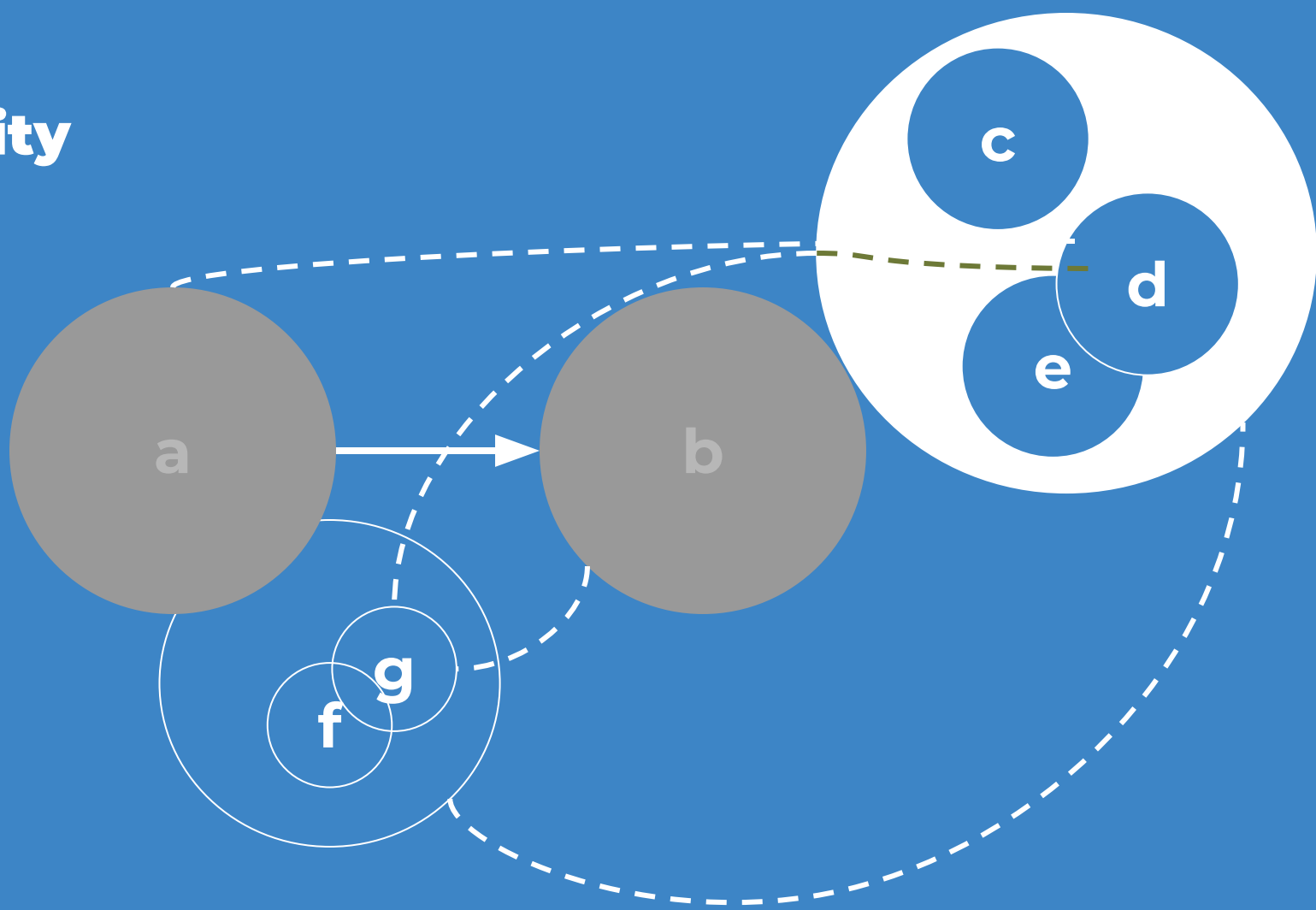


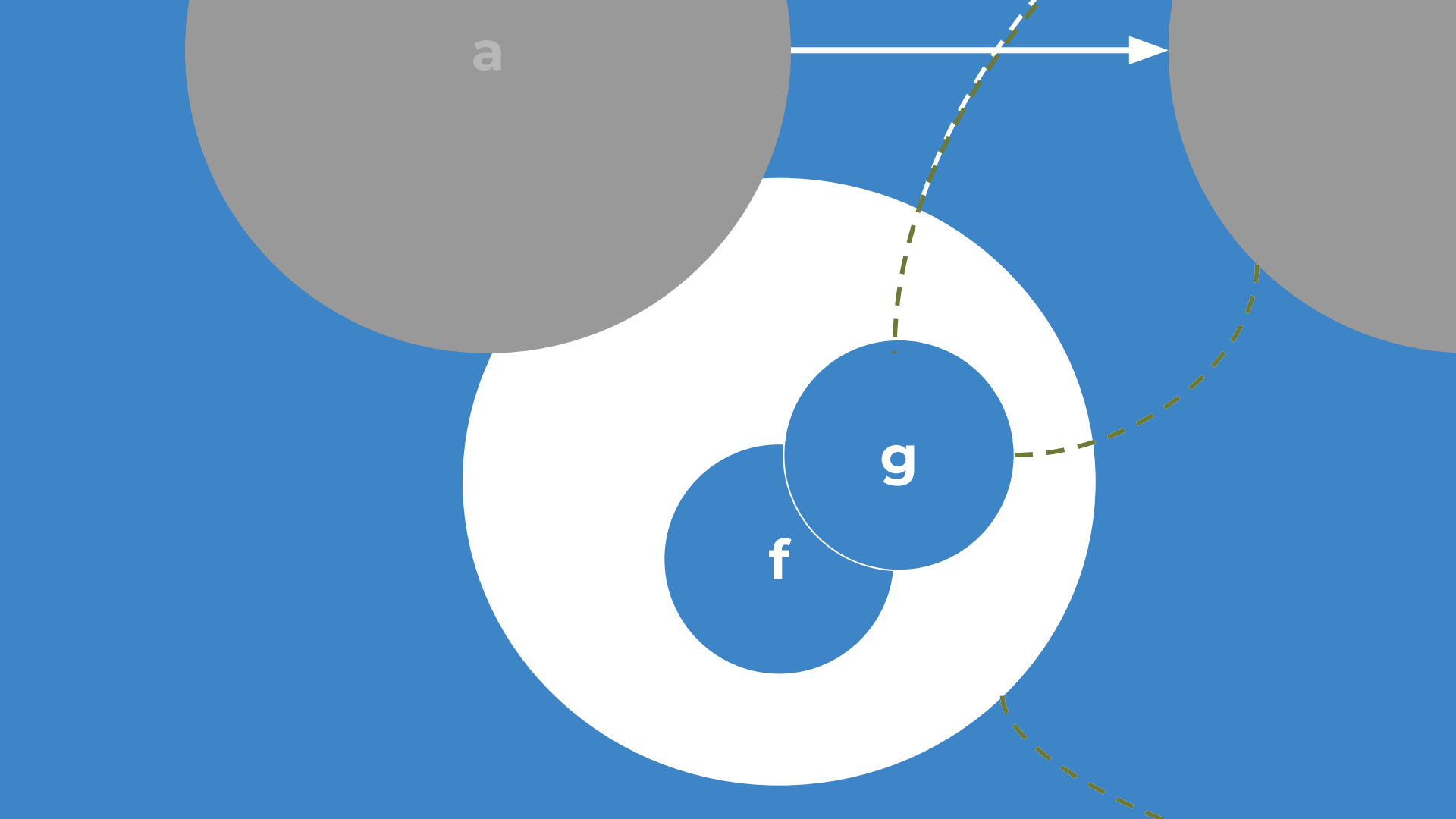
# Causality



Information is  
beautiful

# Causality





a

f

g



# Final presentation

- Setting the stage:  
be ready with materials, sound and all the works
- Be brief:  
write a clear and concise script that give you time to build up from slide to slide
- Eye-contact
- Speak clearly:  
If your team decides to include more than one presenter,  
rehearse your presentation accordingly
- Rehearse again!

# Exercise

1. Create a persona (prototypical user)
2. Create and describe a potential scenario to test your plausible solutions
3. Try it out using Storyboarding (quick & dirty)
4. Present it to your peers.

# References

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[https://commons.wikimedia.org/wiki/File:Hydrothermal\\_Vents\\_and\\_Methane\\_Seeps.jpg](https://commons.wikimedia.org/wiki/File:Hydrothermal_Vents_and_Methane_Seeps.jpg)

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# References

## Videos:

*Joseph Campbell. Stories that guide us*

*The age of Insight*

## Diagrams:

*Comparison: David McCandless Design: David McCandless & Stefanie Posavec*

*Integrated mode: Joseph (Tossi) et. al., Theory and Application of Diagrams (2000)*

*David McCandless. Research: Miriam Quick, Dr Stephanie Tomasevic. Code & Additional design: Fabio Bergamaschi*

*Multivariate data: Levin LA, Baco AR, Bowden DA, Colaco A, Cordes EE, Cunha MR, Demopoulos AWJ, Gobin J, Grupe BM, Le J, Metaxas A, Netburn AN, Rouse GW, Thurber AR, Tunnicliffe V, Van Dover CL, Vanreusel A and Watling i*