

## Participant 06

1. How are the concepts for creating animations that we talked about today similar to tools that you design with? *Time in: 00:22*

I think the first one is the key frame which I use for a lot of things like After Effects. And also some of the interface prototyping tools I think are Axure is also like a keyframe. But also Axure can be categorized like procedural because those rules and some kind of visual programming things. And for Keynote or slide presentation tools - I use keynote and also I use Principle. I think Principle is similar to the magic move. I just use it same objects and define the transition animation then you're good to go. So it's similar. So I think it's pretty close to what I used before.

2. What is missing in those tools for creating animated data visualizations? *Time in: 01:38*

Yeah those are not linked to the data. So basically you're just to create a visual animation. Only for the visual animation. There is no data linked to any of the objects or the elements in the animation so it's just sort of fake animation I would say. So if you change something from the data it's not linked to the animation.

3. What information about the underlying data do you think should be exposed? *Time in: 02:15*

You just want to see the data attribute two times I think data attributes - a table of data attributes and maybe potential basic graph of the data analysis results. So it can help people to visualize the potential visualization. Yeah. So if it was just a table. It doesn't really show anything. It's not like it can inspire the people to do something with it but if you have the table, the data attributes, and also the graph that'll be really helpful.

4. Were there any concepts that you felt were too difficult to understand? *Time in: 03:23*

No it's not it's not difficult to understand but I think that it's really hard to visualize the data visualization before you see the visualization. Yeah. So now would be really hard. But there's no concept that I couldn't understand in the previous introduction.

5. What's hard about creating animations? *Time in: 04:04*

I think the hard thing would be when you have so many elements animated in one scene or one keyframe. That would be really hard to keep tracking, make sure all the delay or the or all of the duration time makes sense. Because I have so many elements you are working with out of one screen. So yeah that would be really hard for me.

6. When do you consider using animations in a project? *Time in: 06:16*

Yeah it's increasing or it's reducing - something like that. So yeah I can show the changes I can show the emotion. And also for people's actions there is a lot of motion involved so in that case you just show this static image doesn't make sense. In that case you want to show the motion. Those are necessary motions. Not like you would have to show that because we can. So does that makes sense? Also for sequential data or steps by steps if you want to show that in motion. Because I was

from Industrial design. So you we show a lot of the product animation and product rendering. So basically you need to show how this product is working. In that case you want to show the people's interaction with the product by step by step. So in that case the animation makes sense because you want to see the motion of the actions. So. Yeah that's where animation is really useful.

7. From your experience, what makes a good animation? *Time in: 04:44*

I think a lot of animation for data visualization just try to make the animation really cool so it doesn't really have. So a lot of things are not necessary to be useful for the end user to understand the data itself. I think. I think that is really important too. Make sure that animation in the data visualization is really useful or meaningful that helped that users understand the data but not just show that oh how cool we could make this. I think a lot of things that are just that their focus was off.