

CS 424 F2016 : VISUALIZATION & VISUAL ANALYTICS 1

Research Article Summary – Due 10/4 at 12noon

Deliverable: Please send a PDF to Shiwangi and me in an email with the subject: "CS424 – Homework 10/4". Be prepared to present your findings (3-5 minutes) if called on in class.

Each person in your group will summarize, contextualize, and comment on at least 1 article that is related to the domain, tasks, and/or visual encodings relevant for your project. You can work together, but each person in your group must be ready to present their findings for 3-5 minutes on Tuesday.

- Describe the **CONTEXT** of the paper. What problem does it explore? Why is exploring this problem important? Who does this problem affect? Who would benefit from reading this paper?

- What are the **CONTRIBUTIONS** of the paper? What specifically does it present that is new and interesting?

- Summarize the **STRUCTURE** of the paper. How do the authors present their ideas? What steps do they take to present their contributions and then convince you of the validity of these contributions?

- Discuss the **RESULTS** of the paper. What specific conclusions does it make? What advice does it give it to the target audience?

- What are the **METHODS** used to come to these results? Was a user study, a survey, or an interview involved? Does the paper present a statistical analysis? Do the methods make sense for the problem? Is there anything that might have been left out? What assumptions did the authors make when they chose these methods? How many people were involved in the user study or interview? Do you think the addition of more studies would help convince you that their results were meaningful?

- What **TECHNOLOGIES** does the paper explore? Does the paper make sense only in terms of specific device or technology, or could the contributions of the paper apply to multiple technologies, or even future technology?

- Describe the **FIGURES** in the paper. Do they help explain the main ideas of the paper? Do any of the figures show some sort of interaction techniques? Could you redesign the figures so that they would be more useful or clear? What would the authors of the Sketching User Experiences Workbook say about them?

- List any words or ideas that you don't understand or that cause **CONFUSION**. Look up the meaning of these words. Do the references help you make sense of technical phrases or jargon? Provide the definition of the words that's relevant to the paper. If you can't figure it out, what is your best guess?

- How would you **EVALUATE** the effectiveness of this paper and the research it describes? How do you think the authors could build upon or improve the contributions of the paper? Is there anything that was left out? Can you think of future research that would build upon this paper? Has this paper been cited by other articles?

- Explain the **RELEVANCE** of the article toward your group's research interests in general and especially toward the visual analytics application that you are developing for Project 2. Is this a technique that makes sense to incorporate into your project? If so, how come? If not, why not?