

MyBrush: Brushing and Linking with Personal Agency

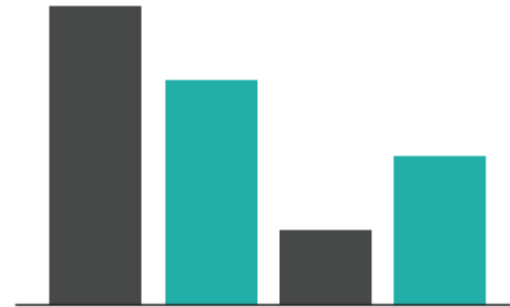
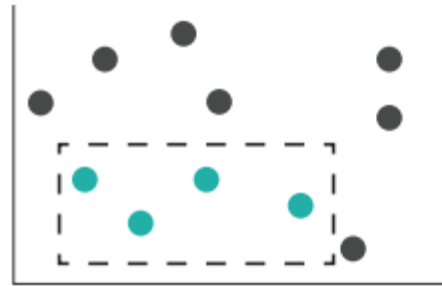
Authors: Philipp Koytek, Charles Perin, Jo Vermeulen, Elisabeth Andre,
and Sheelagh Carpendale

Presented by: Alexandra Kim

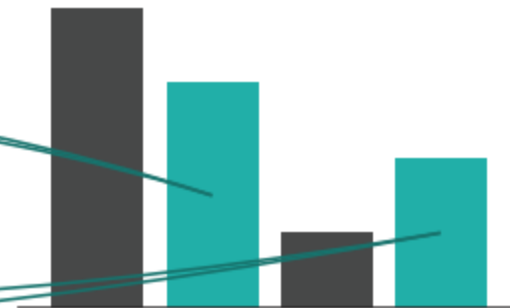
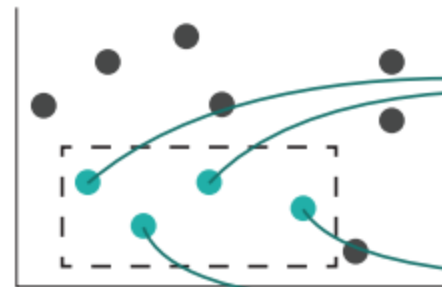
CMV, Brushing and Linking

- CMV stands for coordinated multiple views

- Brushing



- Linking



Personal Agency

- People “*strongly desire that they are in charge of the interface and that the interface responds to their actions*”¹
- “*Interaction techniques that facilitate a high sense of personal agency are likely to have a strong empowering effect for users*”²

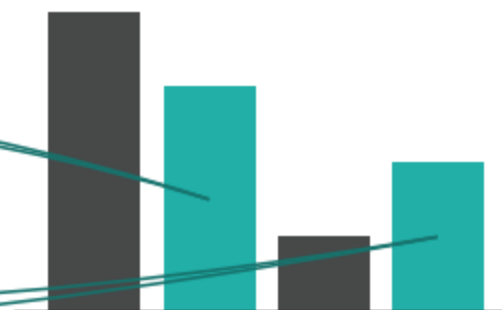
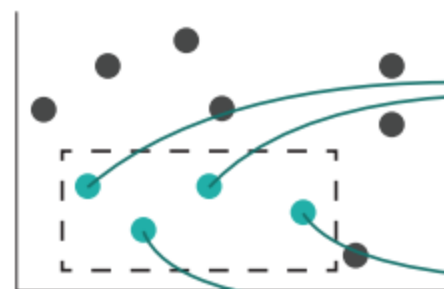
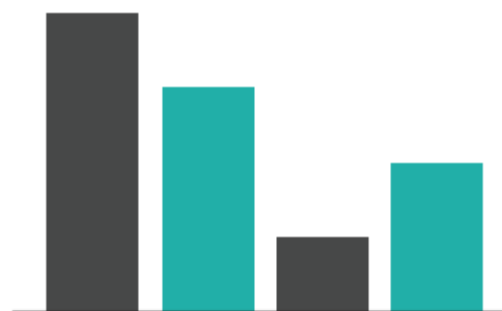
¹ B. Shneiderman and C. Plaisant. *Designing the User Interface: Strategies for Effective Human-Computer Interaction (4th Edition)*. Pearson Addison Wesley, 2004

² D. Coyle, J. Moore, P. O. Kristensson, P. Fletcher, and A. Blackwell. *I did that! Measuring users' experience of agency in their own actions*. CHI '12, pp. 2025–2034, New York, NY, USA, 2012.

Source, Link, and Target








1. **Source** is the set of one or more selected data points in a view.
2. **Link** is the expression of relationship between the source and the related data points in other views (target).
3. **Target** is the set of data points that are related to the source

Example



Source

- Visual attributes
 - Fill color
 - Outline color
 - Size
 - Shape
 - Focus and blur
 - Transparency
 - Container
 - Label
- Temporality
 - Transient
 - Temporary
 - Persistent

- Group selection
 - Mouse 
 - Rectangle 
 - Circle 
 - Polygon 
 - Lasso 
 - Angle 
 - Line 
- Multiple selections
- Logical combination
- Degree-of-interest functions
 - Binary
 - Non-binary

Link

- Visual attributes

- Stroke color
- Color gradient

- Thickness

- Thin



- Ribbon



- Variable



- Curvature

- Straight



- Stepwise



- Curved



- Transparency

- Link stubs

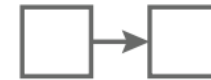
- Animation

- Routing

- Context-preserving
- Bundling

- Selective linking of views

- View to view

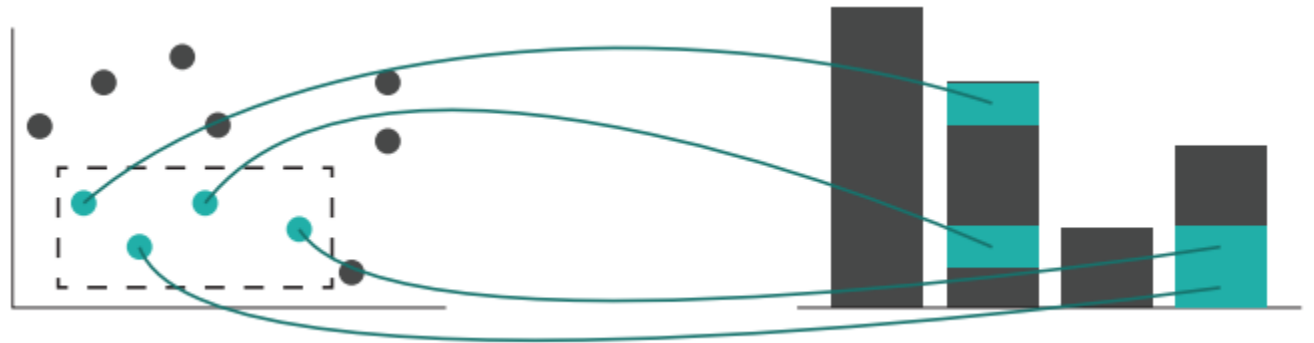


- Brush to view



Target

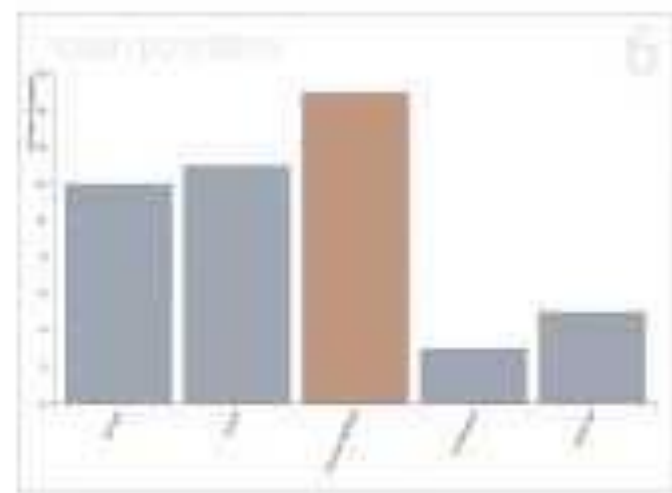
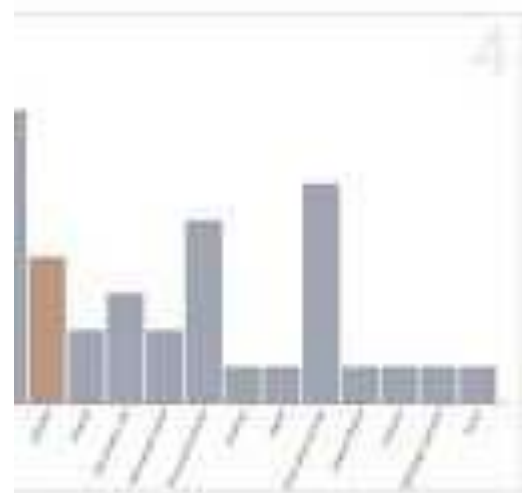
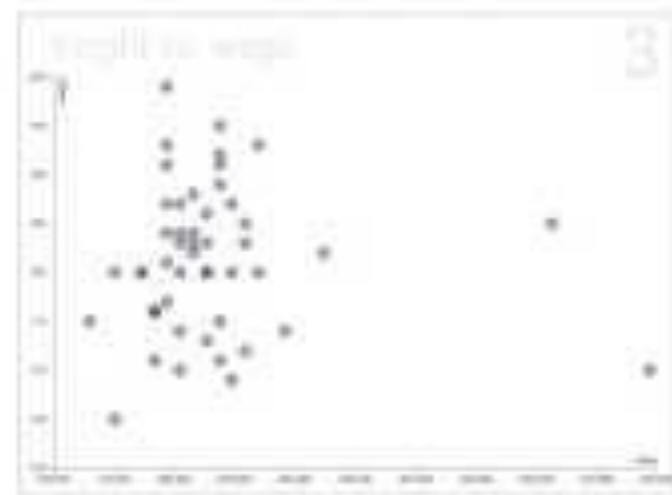
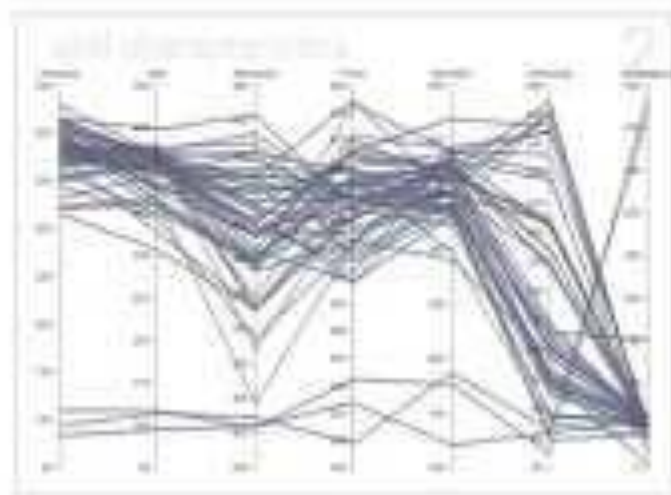
- Visual attributes (similar to source's attributes)
 - Fill color
 - Outline color
 - Size
 - Shape
 - Focus and blur
 - Transparency
 - Container
 - Label
 - **Hide unselected**
- De-aggregation



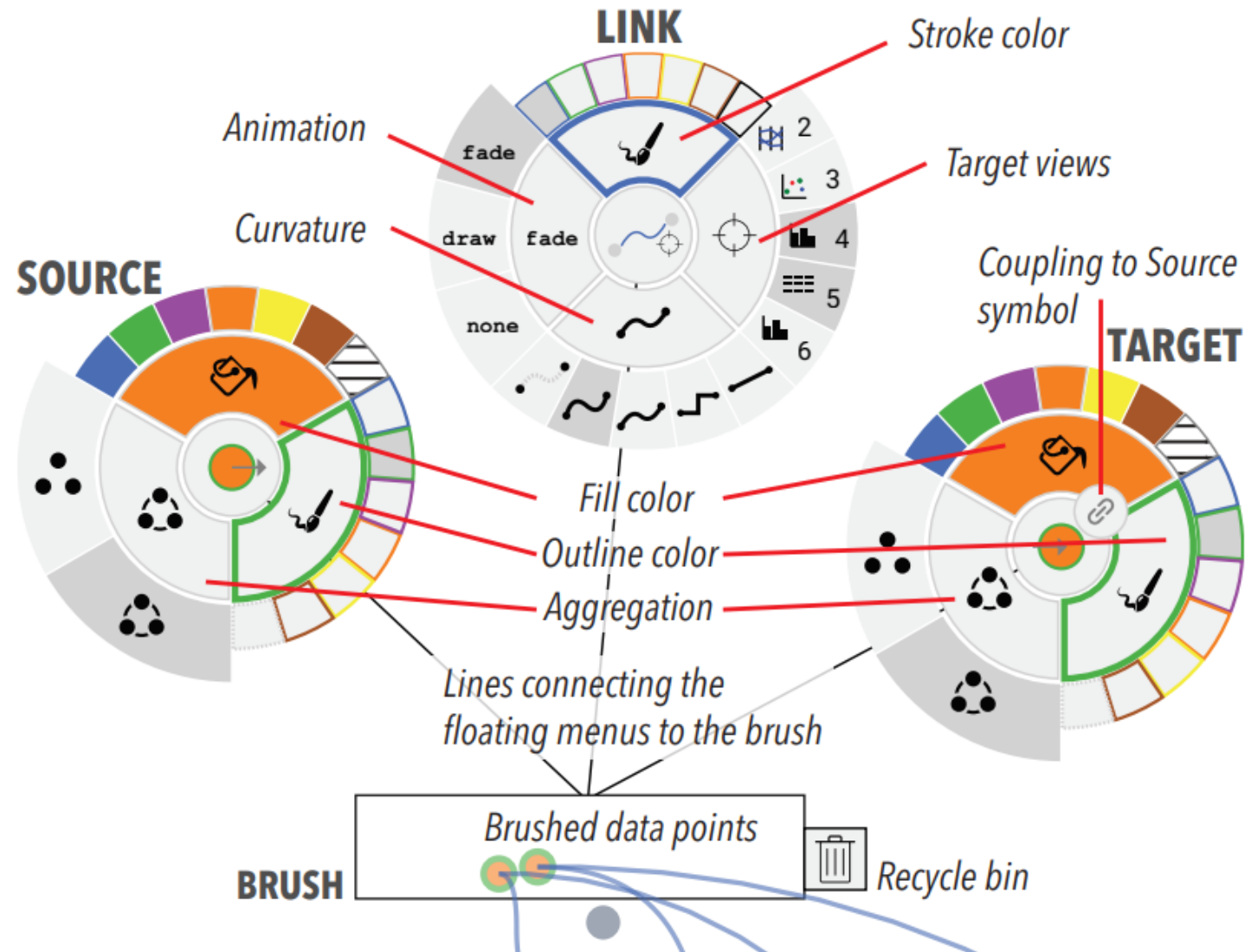
Design goals

- **DG1.** Provide direct access to brush components.
- **DG2.** Offer choice in degree of personal agency.
- **DG3.** Support complex personal agency.

Demo



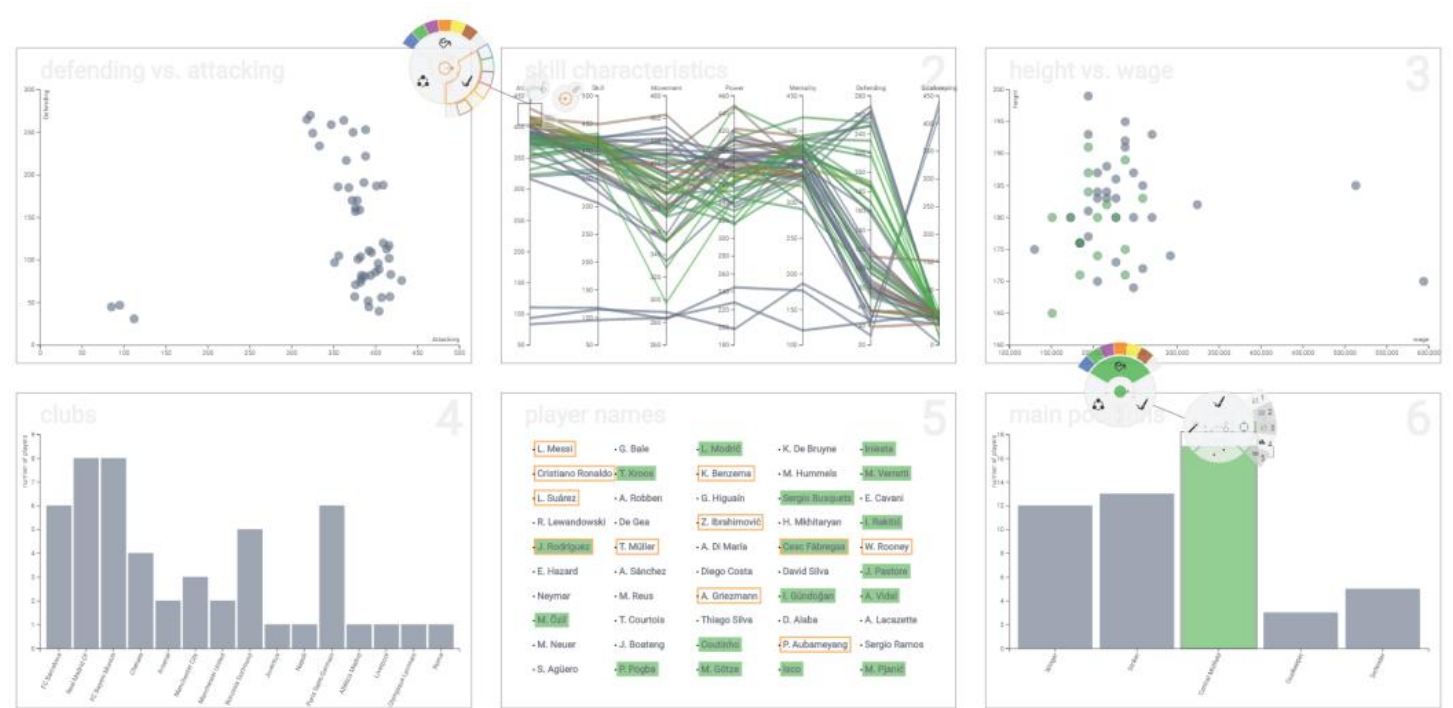
Flexibility of MyBrush



Qualitative study

12 participants (5F, 7M):

- vis group (2F, 2M)
- sports group (4M)
- mixed group (3F, 1M)
- six views
- sofifa.com dataset of the 50 most valuable soccer players
- shown at 65" multi-touch SMART Board 6000 series with 3840×2160px resolution
- prelude (10 min), training (10 min), exploration (30 min), wrap-up (10 min)



Users' feedback

- *“had a bit of a learning curve”, but “it was easy to learn” and “very fun”*
- *the brush menus were “nicely done” and “very helpful”*
- *they were able to “so easily connect this many views*
- *“I really like the many possibilities cause every person is gonna try differently”*
- *“I could learn about the players [...] and was able to search for answers to the questions I had”*

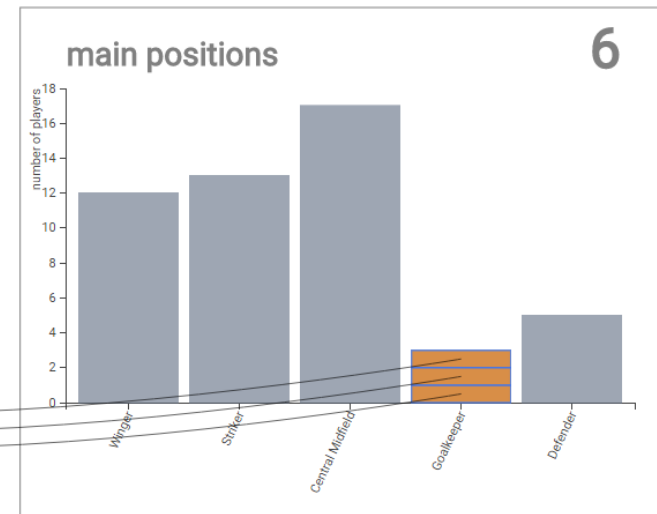
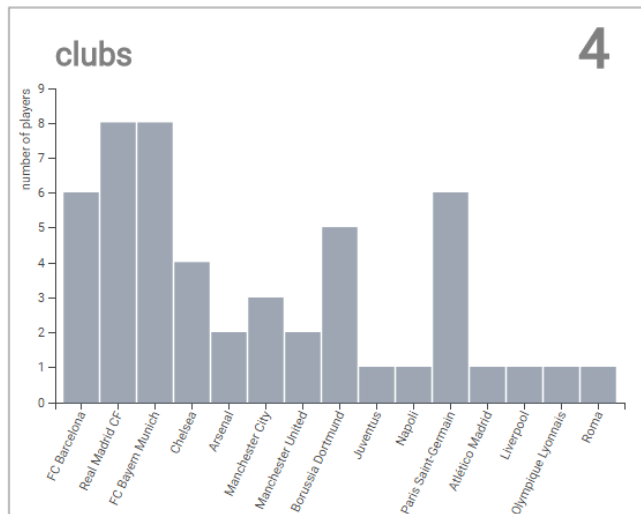
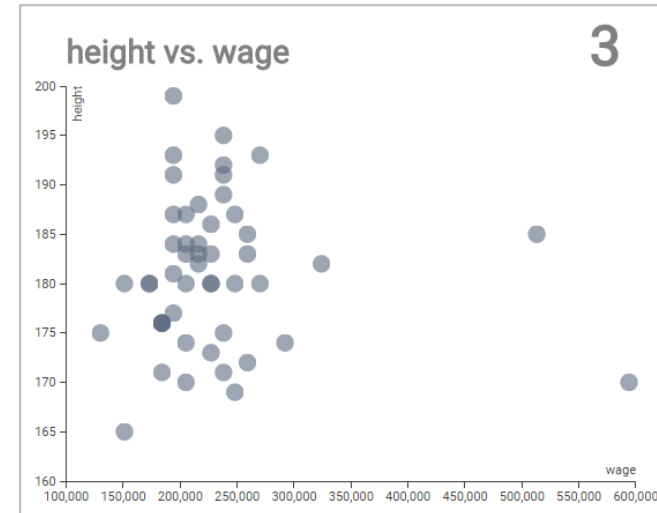
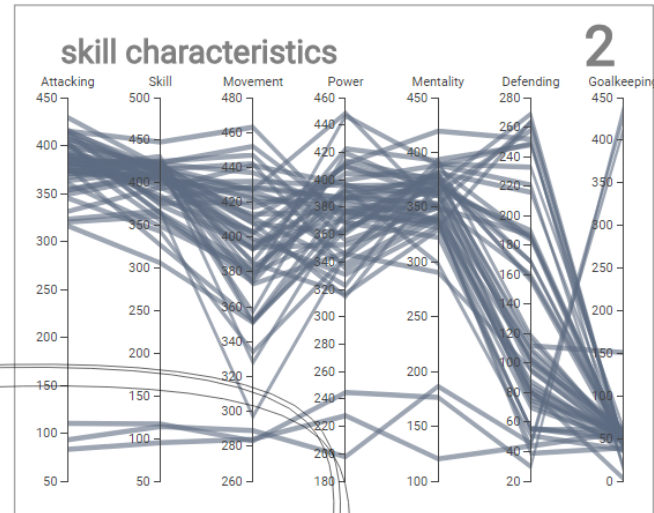
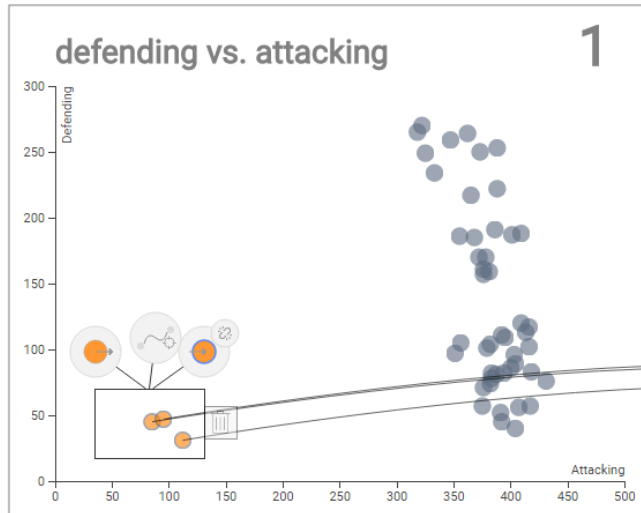
Limitations (mentioned in the paper)

- Scalability
 - Explicit links (link bundling, routing)
 - More features -> change of UI
 - Mobile devices
- More configurable attributes needed (?)
- Ordering
- Conflict resolution
- Collaborative interfaces

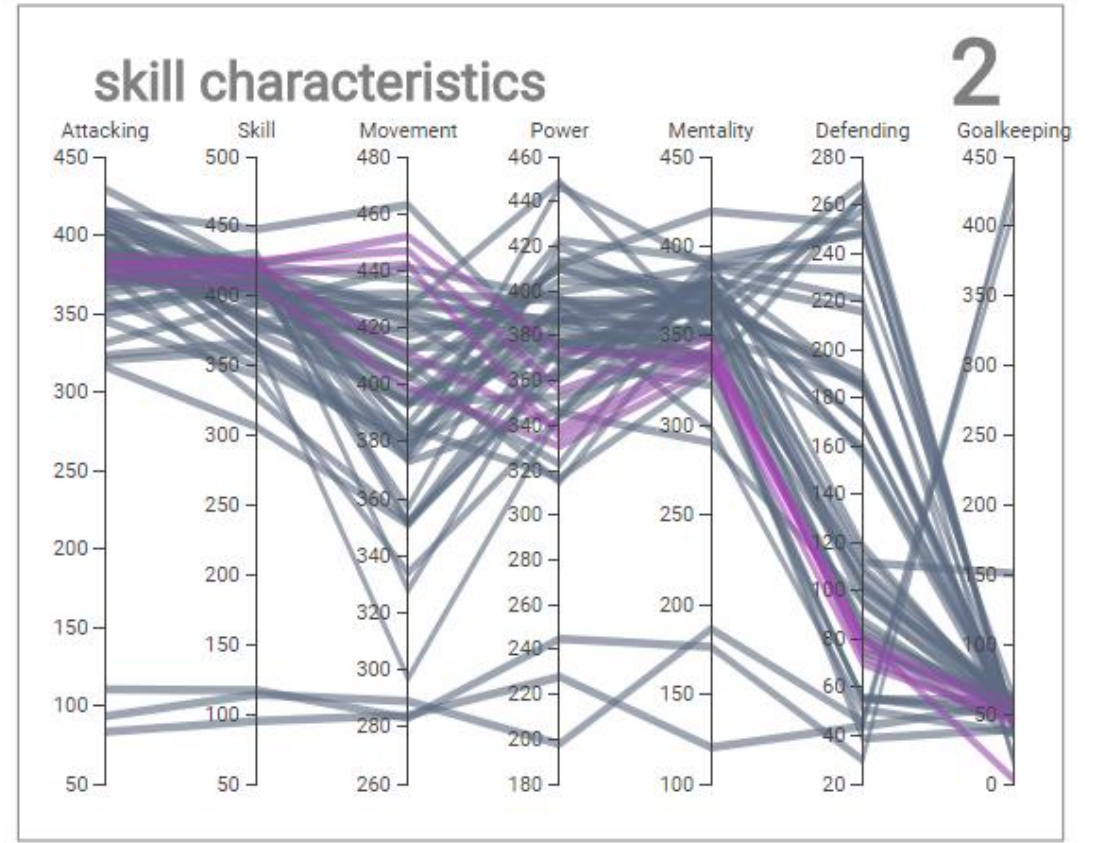
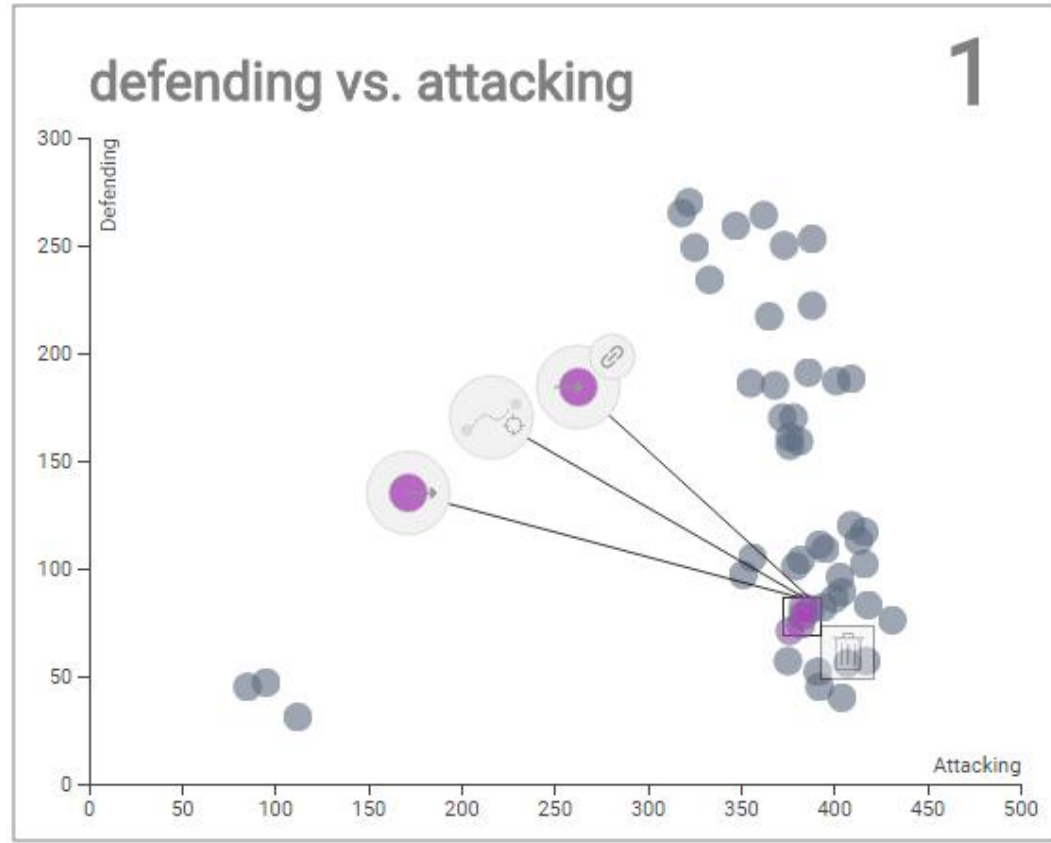
Critique (screen-dependent)



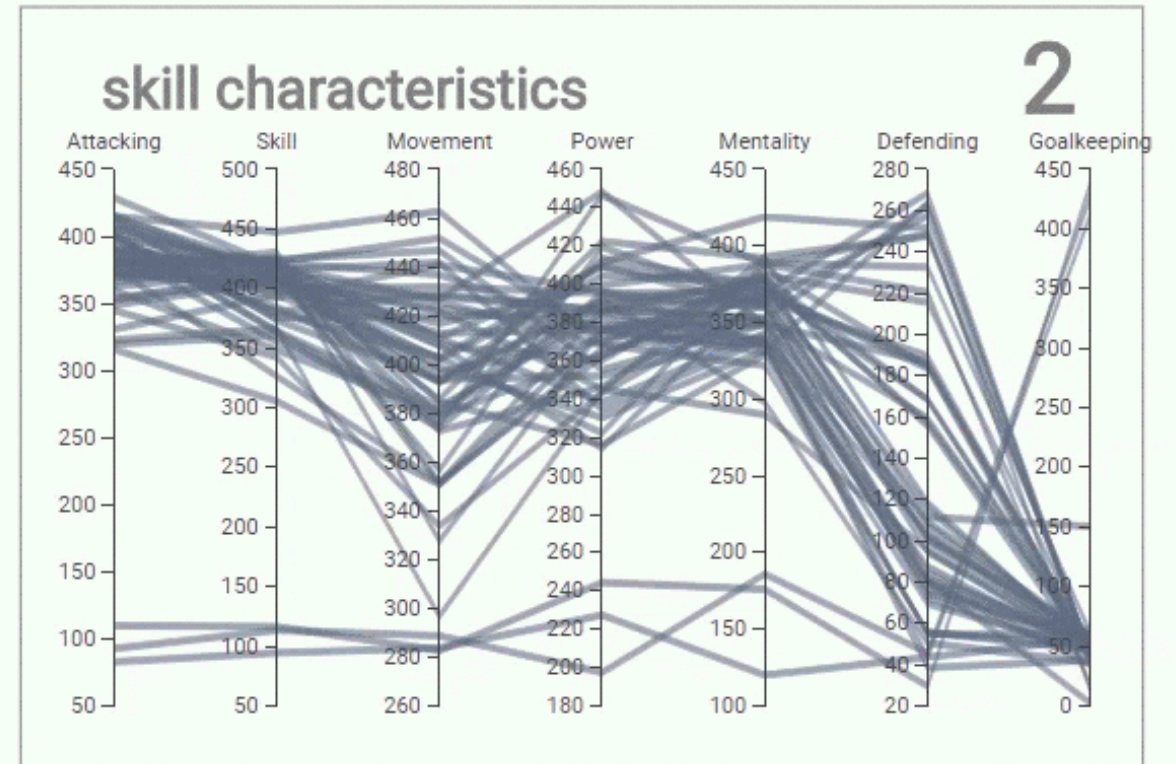
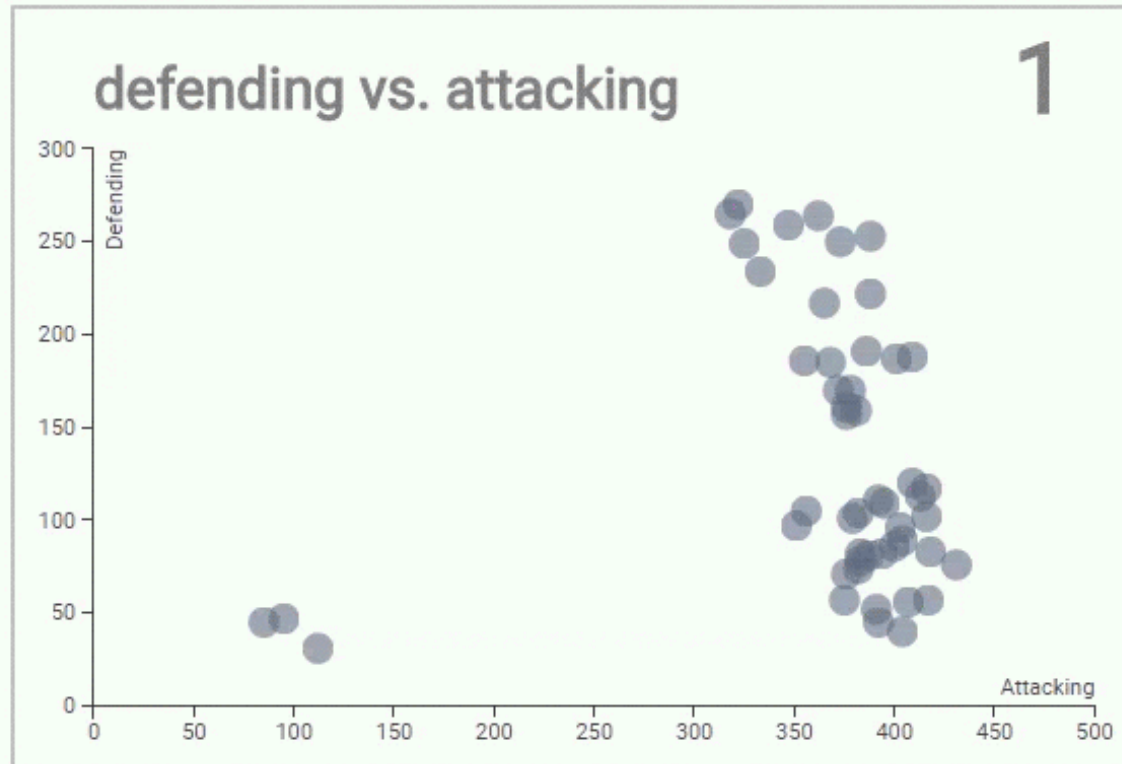
Critique (intractable links)



Critique (hard to choose individual points)



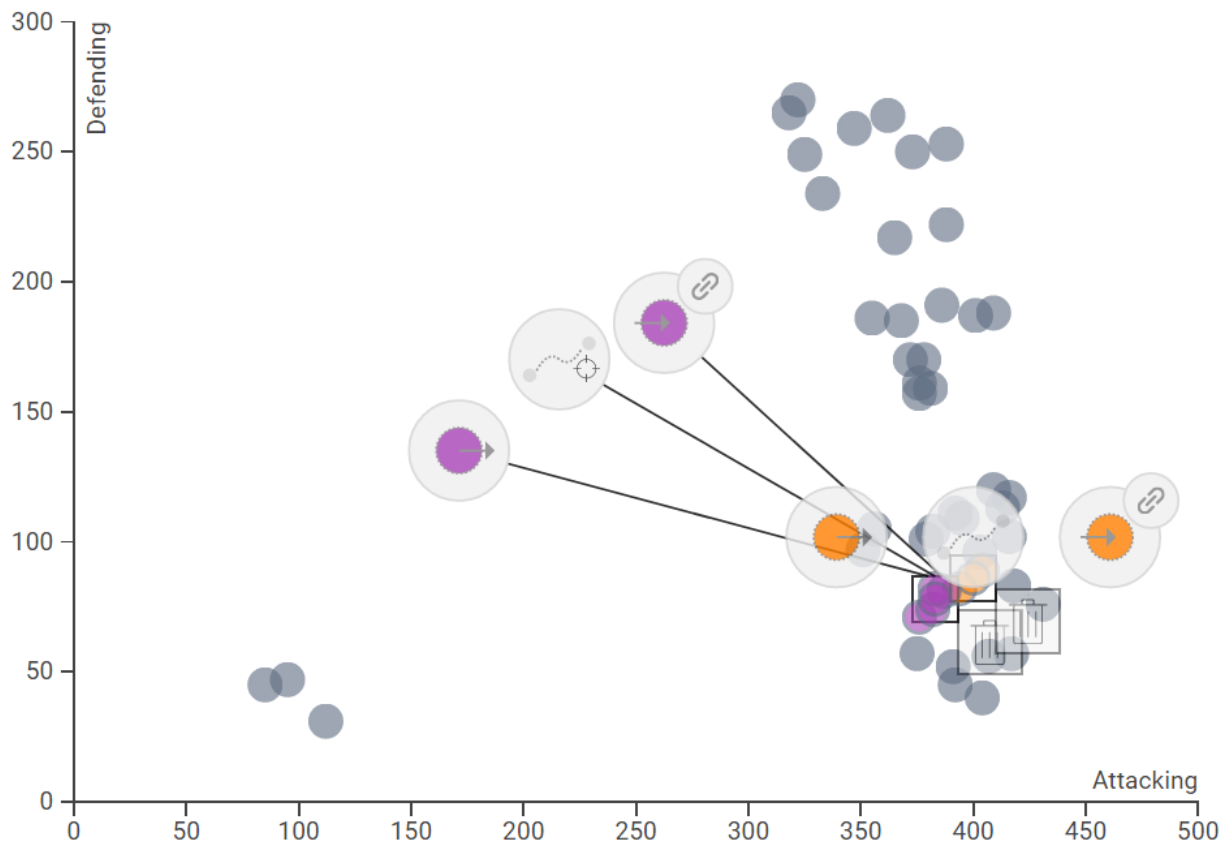
Critique (unnatural behaviour)



Critique (lacking UI)

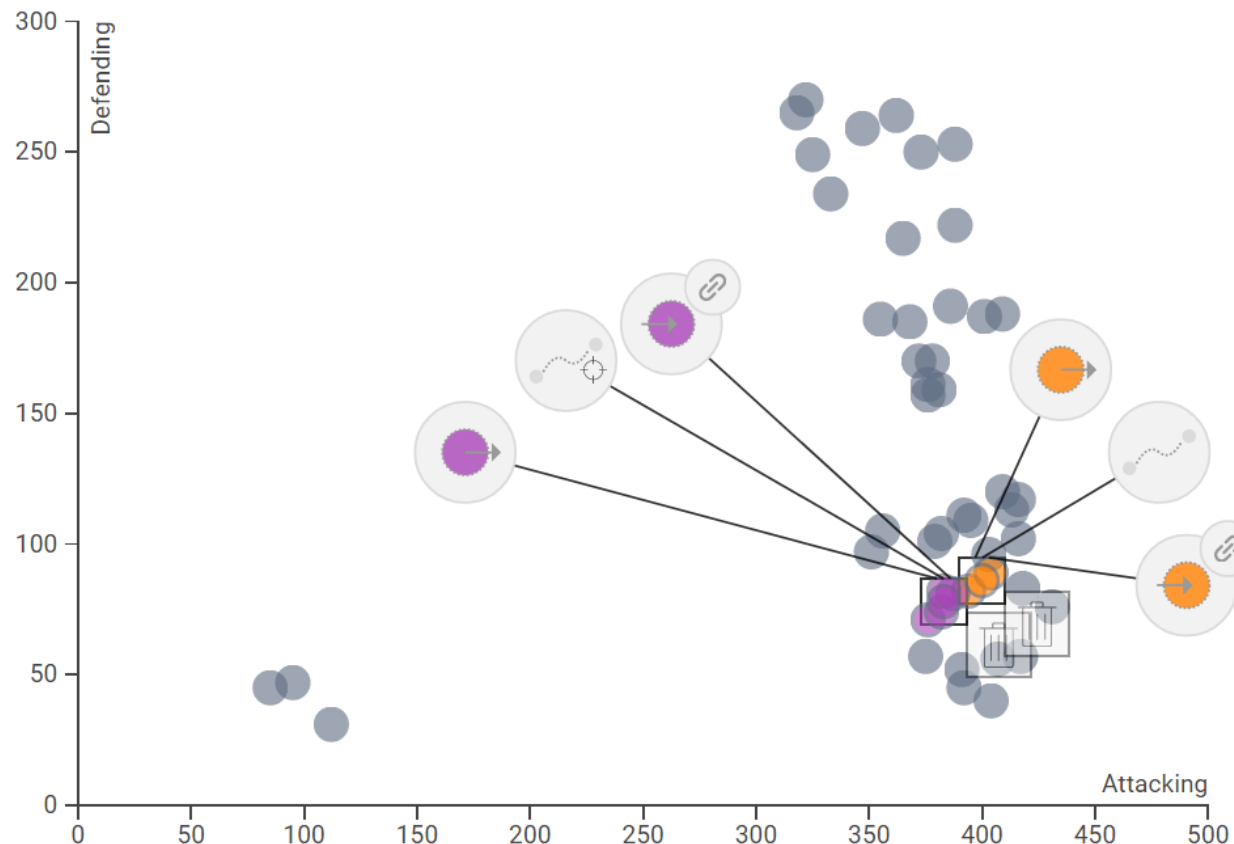
defending vs. attacking

1



defending vs. attacking

1



Critique (summarized)

- Very screen-dependent
- Links can be virtually intractable
- Hard to choose individual points
- Unnatural behaviour for some views
- Lacking in UI elements
 - Zoom-in, zoom-out
 - Undo, redo
 - Overlapping layers

- Involves *personal agency*
- Clean breakdown
 - Source
 - Link
 - Target
- Immediate visual feedback
- Allows more complicated analysis
- Flexibility at design choices

Summary

- Includes extensive survey of existing brushing and linking papers.
- Deconstructed brushing and linking into three components:
 - Source
 - Link
 - Target
- Introduced MyBrush – a tool for flexible brushing and linking.
- Conducted a qualitative study and received positive feedback.
- Minor UI problems, scalability is the main issue.

Links

Demo:

- <https://philippkoytek.github.io/mybrush/>

Paper:

- http://innovis.cpsc.ucalgary.ca/supplemental/MyBrush/2018_VIS_mybrush.pdf

Source code:

- <https://github.com/philippkoytek/mybrush>

Thank you!
Questions?