

Participant 12

1. How are the concepts for creating animations that we talked about today similar to tools that you design with? *Time in: 00:11*

So I guess it was similar in the sense of having different states or different frames and to have a smooth transition between them. I think what is similar is like in today's concepts I still don't expect like the smoothness of the transition to be done by the tool itself which is not easy but I guess because many tools - even in Keynote it's so easy to make transitions because you just specify like the start and the end and it's not abrupt it's like that smooth transition because of the tool, it takes care of it. So I think what's similar is that like the smoothness of that transition I still expected the tool to do that automatically I used concepts like OK these are the different frames you have something like that and kind of like editing properties of the transition.

2. What is missing in those tools for creating animated data visualizations? *Time in: 01:28*

There's no way to bind data. I don't think I can. Principle is just like I take screens and just move around objects that but I need to be able to bind data. I want to have that capability where you know not just do I only have that kind of keyframe editor like the movie maker kind of thing I need to be able to play it on with data connected to that. So right now I haven't used After Effects much but like there's no way to kind of bind data to it.

3. What information about the underlying data do you think should be exposed? *Time in: 02:43*

I think the attributes may be divided by whether they are... Again I'm drawing off of Tableau like whether they are quantitative or categorical. And yeah I would want to see you know maybe .. would I want to see the range? I don't know maybe that's too granular but I'd want to see all the attributes that that data case has so that I know what I can use for my transitions.

4. Were there any concepts that you felt were too difficult to understand? *Time in: 03:35*

No but one thing. I guess that's because I'm not very familiar with procedural animations. Sometimes I'm not sure if when...especially when they talk about like having these conditions. Since it is a does a statement I'm not sure if I'm doing like a mix of key frame and procedural or does it kind of makes it a general rule however. So like it feels like that because it's just a lot of this is a lot easier in procedural like it's easier to be more flexible. And I guess I don't know if that counts as like programming if there's like an if statement or something but I just think that it's much easier if it's a little script but it doesn't have to be like programming it. Yeah but it just makes it easier. Then like adding a million for each, otherwise the alternative would be for each data case I add like a thing in the key frame and then I just like move little by little delay which makes no sense.

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

I guess for me when I have created them it's kind of to understand and this I'm drawing off when I've created it in Unity. When I'm creating them I find that's kind of hard to understand how it looks at the end like I created and then when I preview it it looks like really abrupt. So it's kind of hard for

me to understand what is like the appropriate delay. Like sometimes like one transition is like a lot quicker than the other but that kind of ends up in a looking kind of choppy. So for me it's hard to understand that. Like how do I insure that it's natural and smooth.

6. When do you consider using animations in a project? *Time in: 05:49*

I don't know if I've used it of late but I guess in the unity example it was kind of essential to what we were building. Otherwise I would say it's a nice way to do storytelling. I've seen [animation] in a lot of storytelling vizs. This kind of scrollytelling animations and it's sometimes too much but sometimes I kind of like how it's just visually appealing and I think it makes a point so it can be very impactful. So I guess when I want... and I'm trying to think of other places where so there are places where I have these... There was one place where interned last summer where I had to make an animation. In that case it was like a tutorial. Like I was trying to tell them you can drag and drop this to do this. So I had a little animation as a tutorial. So basically I think it's like a very effective way to communicate information as long as it's not over used.

7. From your experience, what makes a good animation? *Time in: 07:09*

I guess if it has some explicit purpose it doesn't have to necessarily convey information. For example something that I can think of is a lot of applications like mobile applications in the end credit card details... nowadays you can enter it on like a credit card on the screen and then it does a little flip so that you enter like the cvv to mimic that. Yeah it's a very small animation but it's just like realistic. It makes it kind of personalized to the user. So it doesn't have to be like specifically to dispense information but also just to have some sort of purpose - as long as it's not completely pointless. Yeah I guess that's when it would be helpful.