

Participant 07

1. How are the concepts for creating animations that we talked about today similar to tools that you design with? *Time in: 00:30*

Uh similar. I think we're talking about the tools that is quite familiar with what I use. Like principal After Effects and Keynote, PowerPoint. Yes.

2. What is missing in those tools for creating animated data visualizations? *Time in: 00:57*

I think I cannot import any data from like existing form. Like for example I have a form of each sports. Uh they have a name, they have to have a performance score - well it can be any kinds of each sport um player can have. But if I'm using a design tool I cannot import those data sets into one object and represent it with a square or represent with a rectangle.

3. What information about the underlying data do you think should be exposed? *Time in: 02:09*

I think about like um - you can have this objects just as a circle on the screen but when you click on it. It has - it gives you like a table to show all the attributes. I could go to detail page. Something like that.

4. Were there any concepts that you felt were too difficult to understand? *Time in: 02:41*

Mm hmm. No no. (Follow up question about if thinking programatically is difficult). Well this understanding programming I don't think it's a very hard part. But what I think is maybe the object of this research project is trying to get rid of the programming part. So that's what I have a concern about - like if we are still using the thinking of program then we're still there. We are not far from programming.

5. What's hard about creating animations? *Time in: 03:45*

Learning curve. Yeah. Yeah I think there are two things. One is for tools like After Effects it has so many things to learn. Another good side of it is it can help you create animation with more freedom, you can create anything you want but the bad side is you need to set the attributes of your animation all by hand by yourself. There's nothing automatically happening. And another thing I feel like a pain point is there are too many prototypes right now. So principle is only one of them. There is a ton of them. Yea a lot them. So yeah there are always new things coming and you have to learn it.

6. When do you consider using animations in a project? *Time in: 05:04*

OK. I think I have two different kinds of projects I'm using animation. One is for UX design so after you designed a static image of each screen. You need to show how page transitions from the state to the other state. So there are a lot of ways to do that. Maybe it's like coming in from the left side like the navigation bar or something like you click a button then it expands. Which shows this thing is coming out from the button you just clicked. So I think the animation communicates the logic of

your action. Yeah. So this is where I use animation and there's other kinds of projects I have done before.

So I think it's still a design research project. So the project is to design out to devise and has some display on which can tell the user that the two devices sensing your data. So yeah because our devices it's not a computer you have a screen or something you can have like both ways big there's something change. It's not like easy like that. So without devising must use your imagination to show what kinds of visualize you can tell the user and how user can perceive that as if it's the right idea you are telling them.

7. From your experience, what makes a good animation? *Time in: 07:05*

Oh yeah. That's a good one. I have to say I think maybe artists have a taste. But that's a different story for most of that case for normal people animation is for us to communicate. So for communication there's a logic behind it like what I say about the transitions between each page. It has a logic meaning. So you are not showing off that you know how to design animation. You are telling them like what is this function coming out from. Why there is such window comes out to you. So I think that's what animation can do. It tells you the logic.