

Participant 10

1. How are the concepts for creating animations that we talked about today similar to tools that you design with? *Time in: 00:52*

I've used these concepts and tools before. So keyframing and less of the procedural stuff. Although when I say less...I've done that a long time back. So what's more recent is more of the keyframing and the transitions, the slide sort of prototyping tools. So I've used those more recently, so.

2. What is missing in those tools for creating animated data visualizations? *Time in: 01:31*

So with tools like After Effects it can do pretty much everything you can do a lot, but then like you said, the ramp up time is high. You need to spend a few days actually learning what you want to do. And then it's...there's always there always seems to be an easier way to do it. You spend like 10 hours making this one little thing in many ways making this one feature. So there's a very high learning curve. But then when you come to other tools like - I don't know - your Keynote or any of these other tools there...it does make certain things easier. But then, you know, you lose you lose control. Right. Final control that After Effects provides you. You don't have it in something like this. So. Yeah, I think something in between would be nice.

3. What information about the underlying data do you think should be exposed? *Time in: 03:04*

No, I would like to see the data. So. Yeah. Something that a system that hides all the data and just shows you the visuals would raise a lot of questions. So something that lets you look on under the hood when you when you want to or when you feel comfortable and you have the skill sets to understand exactly what's going on and what it did and how it did it. So in Data Studio you can you can bring in the data to the data tables. It will show you the kind of joins that you've done. And then you can go in there and if I shared it with you and I give you write access you can go in and see all of that. You can change things, you can do everything.

4. Were there any concepts that you felt were too difficult to understand? *Time in: 04:15*

So the hard - to solve the transitions. I was trying to figure out what would need to happen with the data to make these transitions. So I think that was a little was a little hard for me. But just talking about the visual concepts, how the visualizations went like that, that makes sense.

5. What's hard about creating animations? *Time in: 05:03*

So many. There are a few that are more related to the technology, right. So I have this idea that I want to implement in this visual. A: How do I do it? So if I mean, if I had all the skill sets I would just pick up D3 every time and build everything in D3, but that's not who I am, and I don't have that kind of time. So let's take Data Studio and it does some things well, but it doesn't really have as much support for animations. Right. You have these umm .. so when you created a data story also you've created multiple pages and you can't get this the scrolling effect. You can't get things animating. So if that's something I want, I'd have to completely change my toolset and use something else, right. That's challenging, especially when you have. So this all of this is supposed to end up in a specific

data dashboard that's already built entirely in Tableau. All right. The other option again. So, yeah, I'll have to then explore Tableau to see if I can create what I'm trying to do in that. So that's that's another shift. And so that's specific to the technology.

But then from the user's perspective also. So how much can the users understand this change? The user understand what is animated? Why you animated it? So there are other human-centered or user-centered questions that are also in there. That's a separate box altogether. So, yeah, that's that's something I'm trying to - I'm grappling with right now - with the technology and what would be best for the users.

6. When do you consider using animations in a project? *Time in: 07:08*

Um. A lot of times when there's like a specific change, either to highlight something, something really subtle, or something really important that I want to get across. That's usually. Yeah. I mean, there are different scenarios either to highlight something or to show something that's constant. Yeah, most recently, the ones I've done have been to highlight stuff that I'd like to call attention to.

7. From your experience, what makes a good animation? *Time in: 08:03*

Yeah. For me, it needs to be subtle. I know some people love their PowerPoint transitions and falling and all of that. Again, I think it depends on what you're trying to show, right? I think in most in most cases you don't want it to be jarring. You want it to be...you don't want to induce nausea. So I'd say I tend to lean more towards subtler animations that can get the message across and not be too in your face. The animation is always in the service of the story. The story comes first. And then if you really need an animation, then you. That's why you put it. You don't want to go on the animations to take over.