

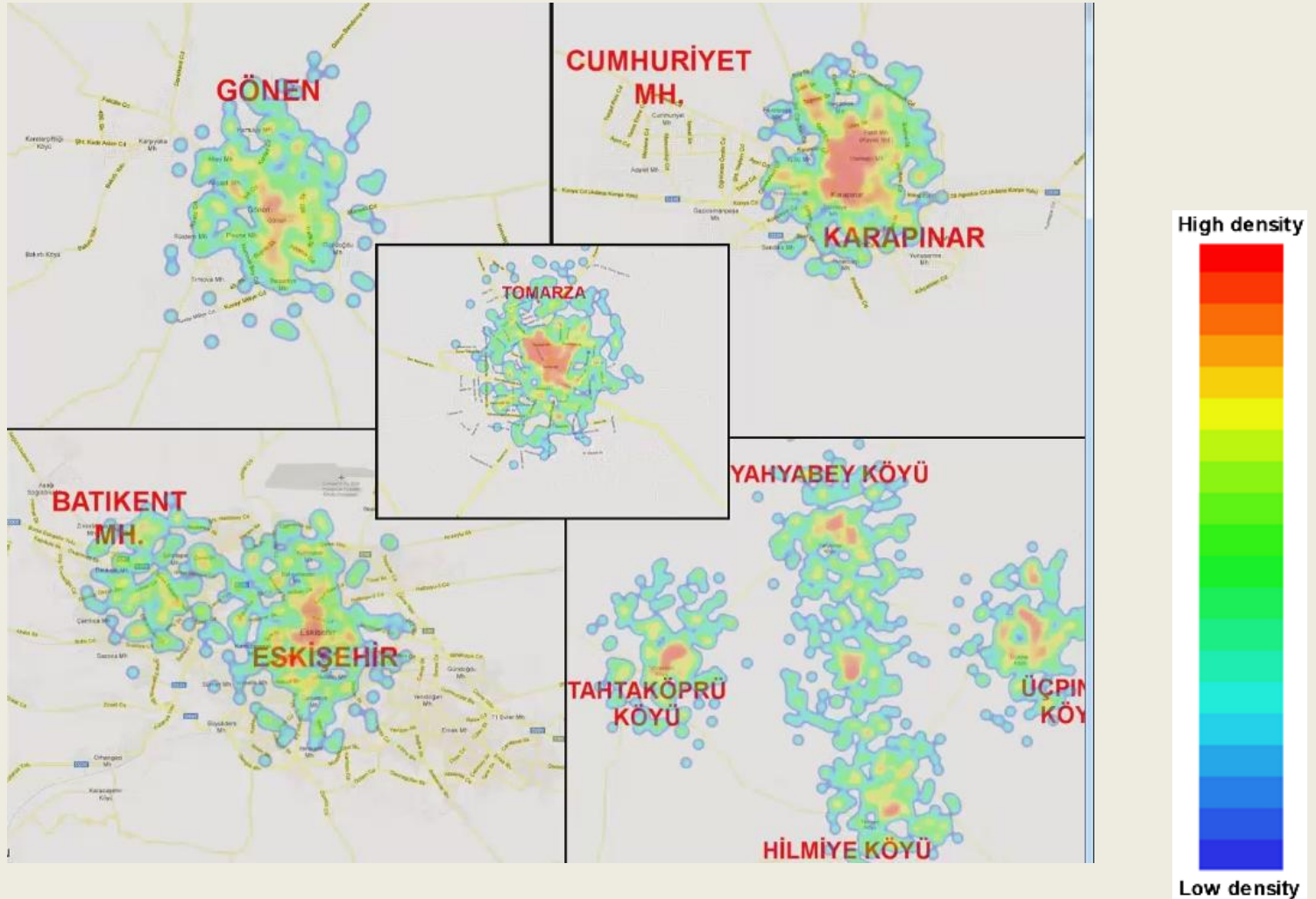
Analyzing Effectiveness of Spatio-temporal Data Visualization Techniques

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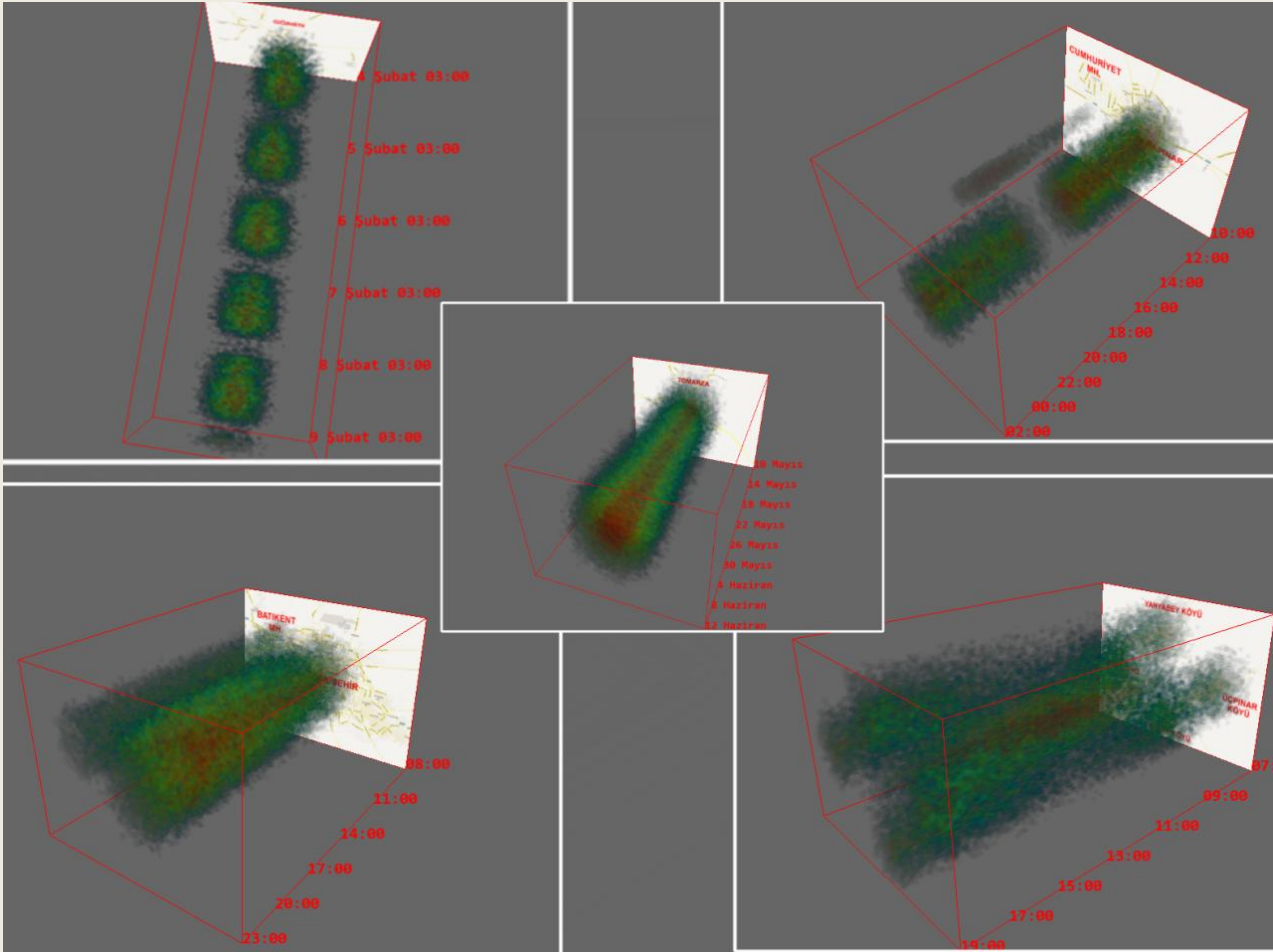
Introduction & Motivation

- Usability study of two competing methods.
- We are interested in two analyses
 - Analysis that requires users to inspect a specific time and place for anomaly detection
 - Analysis that requires users to inspect general trends over a time span

Heatmap Animation



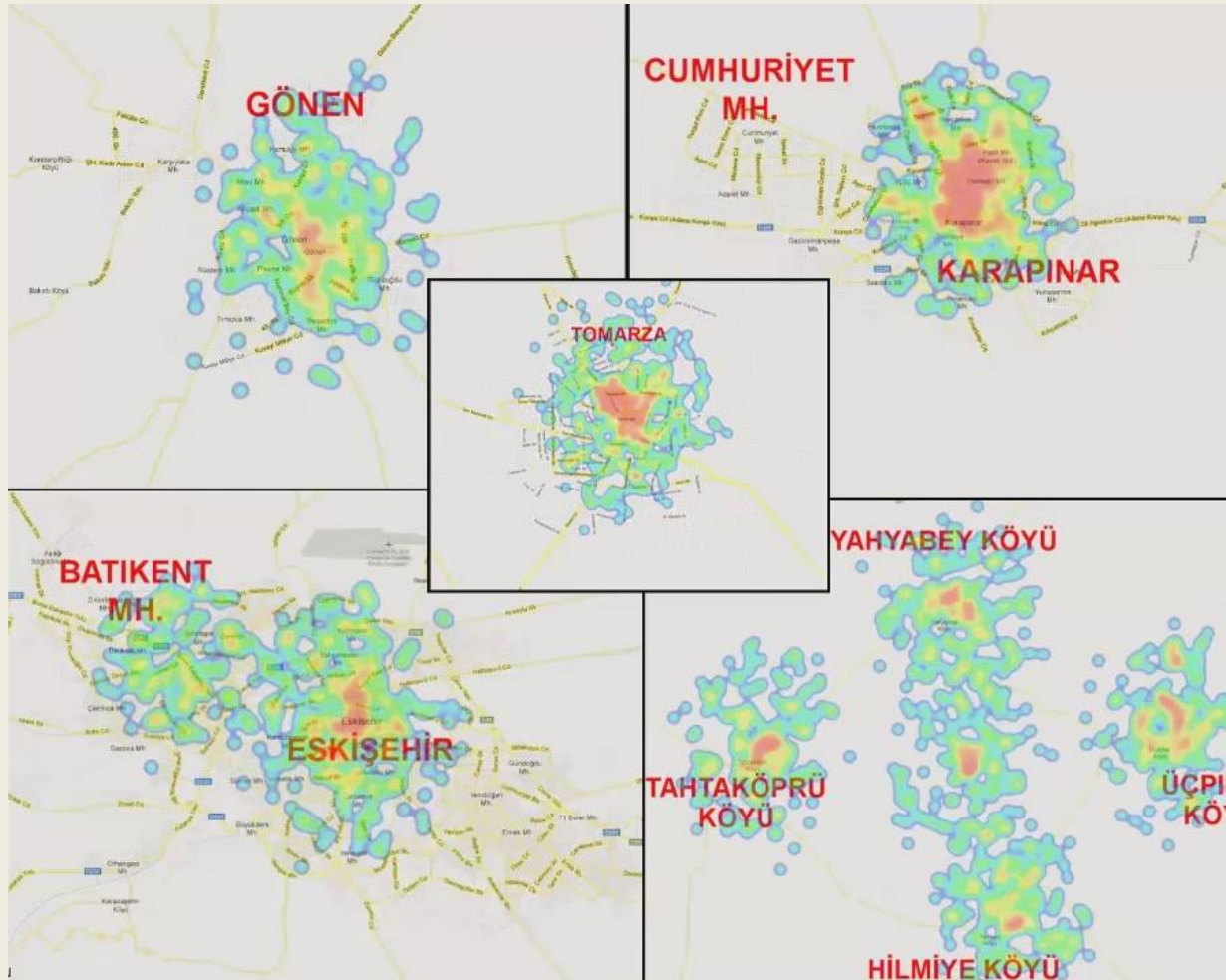
Heat-cube



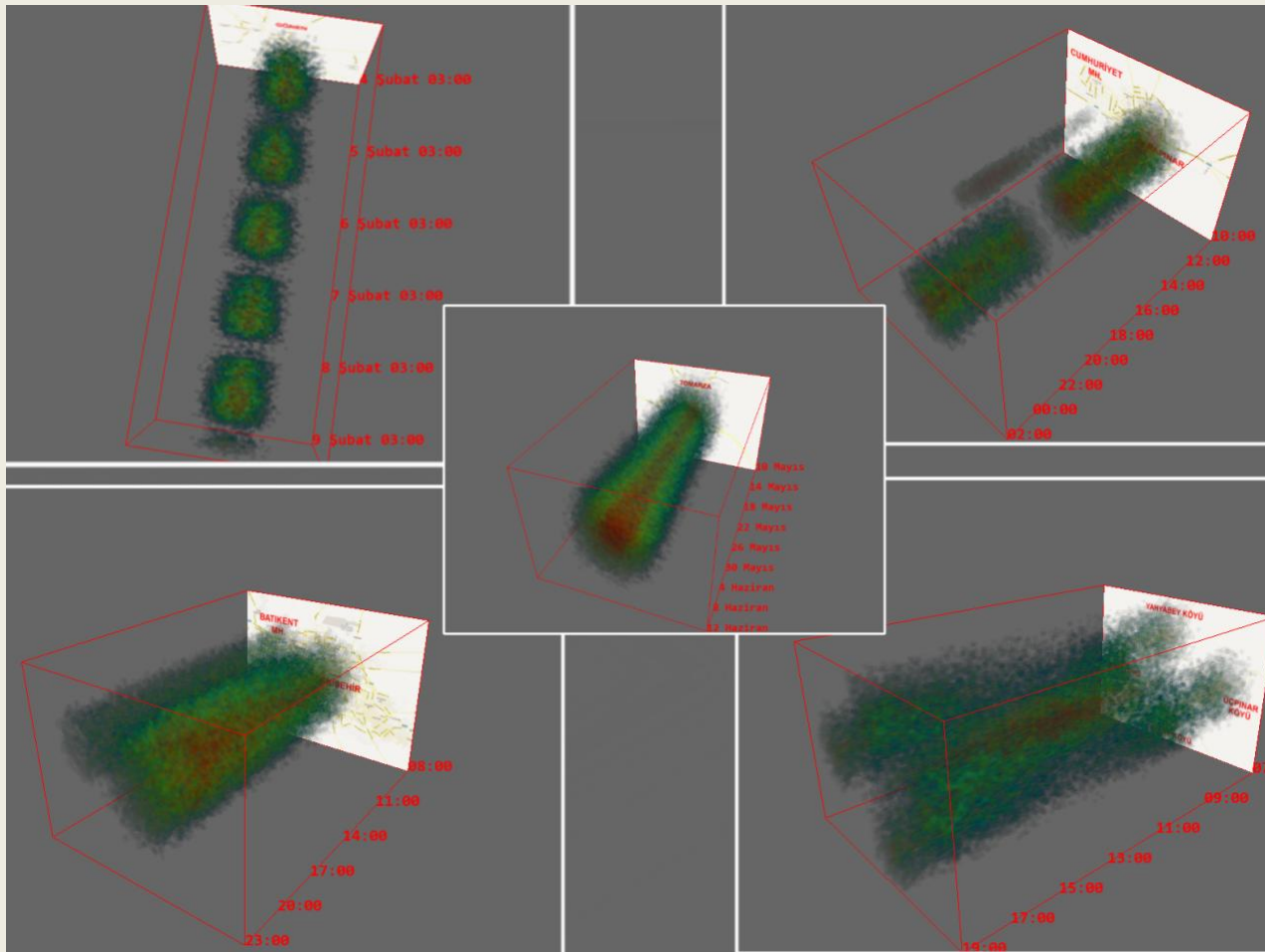
Hypothesis

- Novice users will
 - Locate general trends faster and with fewer errors with Heat-cube
 - Complete time specific tasks faster and with fewer errors with Heatmap

Service Usage Scenarios

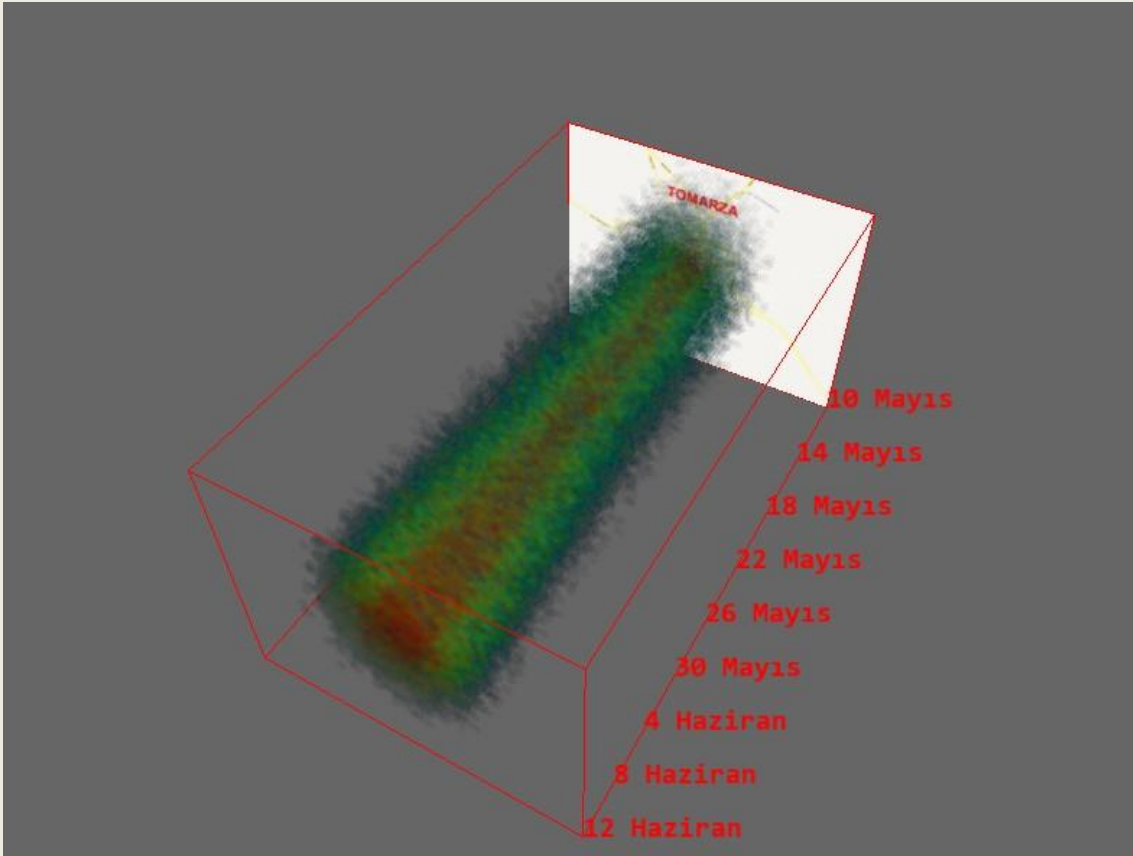


Service Usage Scenarios



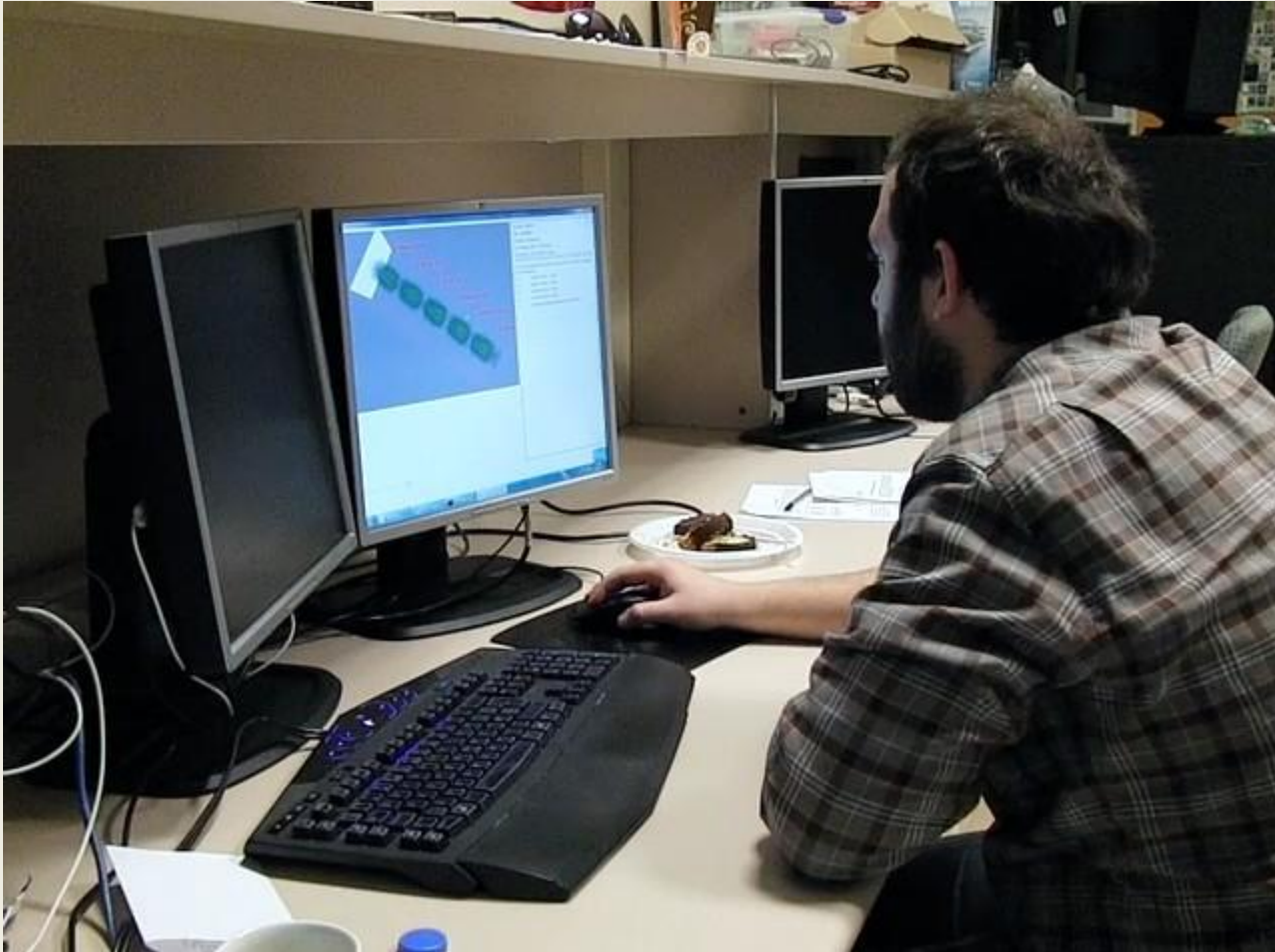
Example Question

- When is the service usage minimum ?



- a) 10 – 14 May
- b) 22 – 26 May
- c) 26 – 30 May
- d) 4 – 8 June
- e) Visual does not provide enough information

Evaluation



Experimental Design

- With two dependent measures:
 - Time
 - Correctness
- Self-reported measures (USE questionnaire, Lund 2001).
- 3D Visual Capability as covariate

Results

Random Variable Effects

No significant effect was observed.

3D Visual Capability Effects

No significant effect was observed.

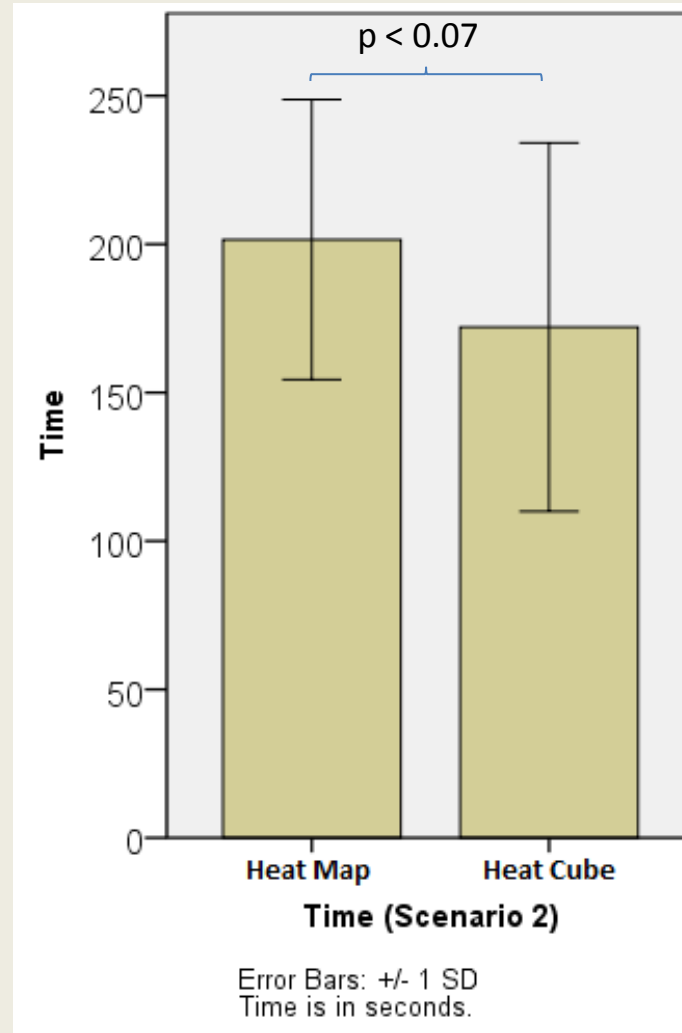
Time to Complete

Scenarios	Heatmap	Heat-cube	T-test
1	M= 226, SD= 115	M= 218, SD= 107	t(12) = .207, p <= .84
2	M= 201, SD= 47.1	M= 172, SD= 62.1	t(12) = 1.998, p <= .07
3	M= 210, SD= 67.0	M= 190, SD=95.1	t(12) = .79, p <= .45
4	M= 197, SD= 62.1	M= 228, SD= 97.3	t(12) = -1.219, p <= .25
5	M= 163, SD= 44.5	M= 177, SD= 97.6	t(12) = -.566, p <= .58
Overall	M= 999, SD=280	M= 987, SD= 417	t(12) = .112, p <= .91

Marginal effect of time was observed in second scenario.

Time is in seconds.

Time to complete

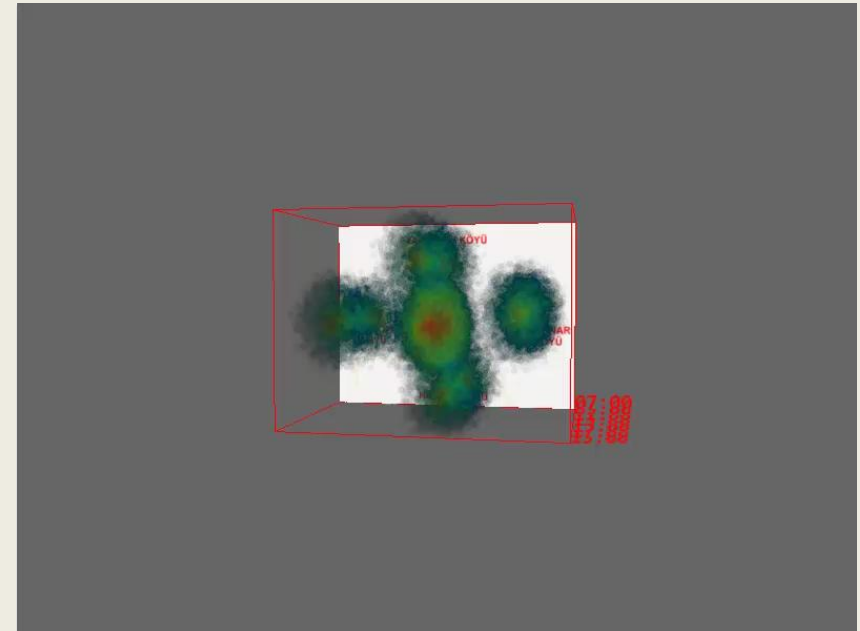
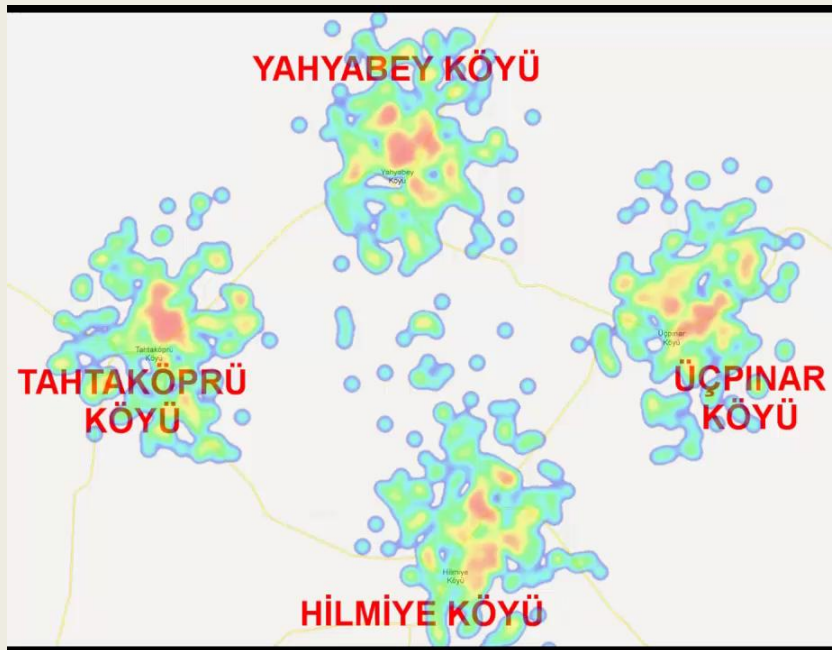


Correctness

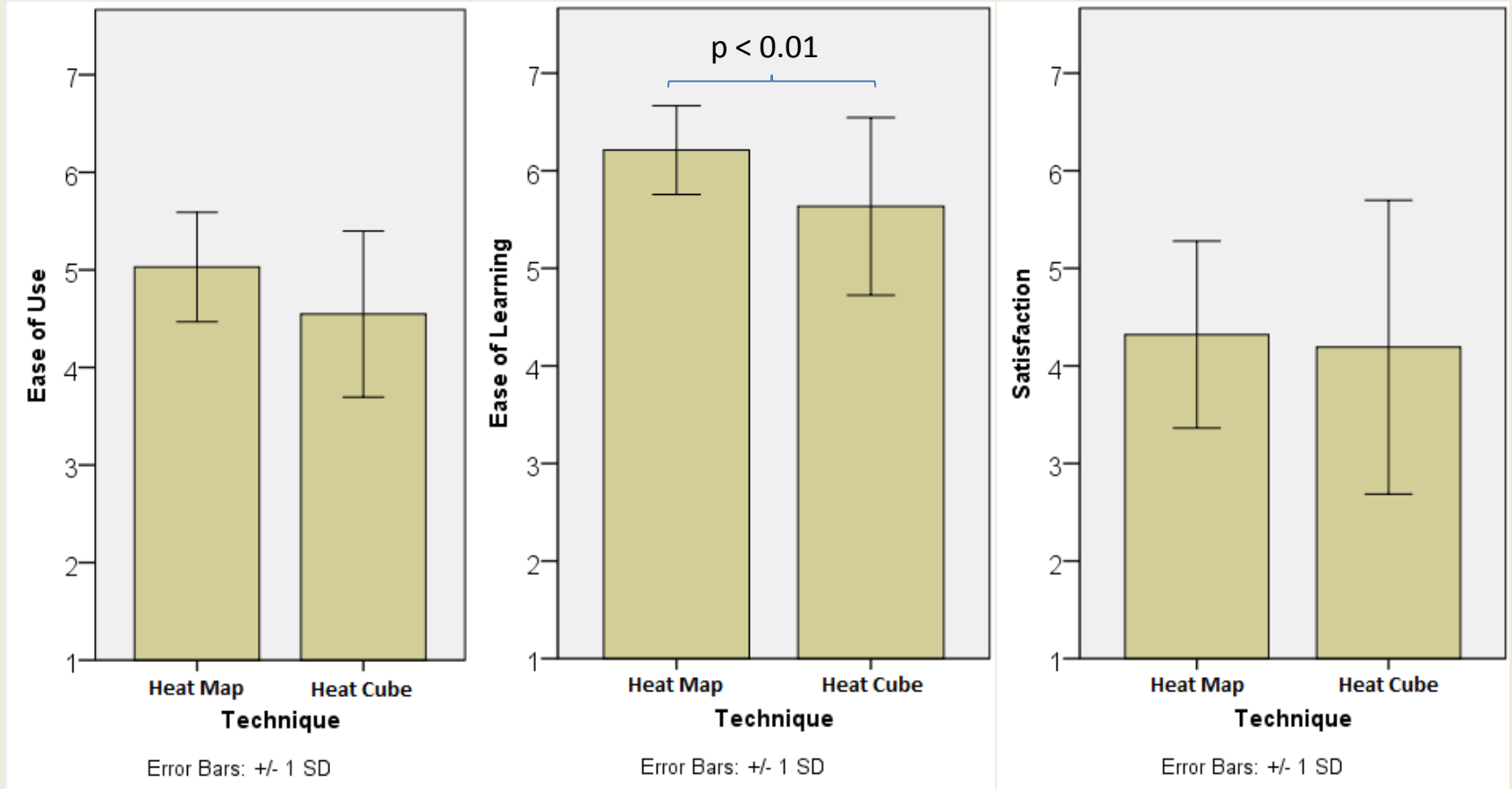
Scenarios	Heatmap	Heat-cube	T-test
1	M= .75, SD= .12	M= .75, SD= .19	t(12) = 0, p <= 1
2	M= .69, SD= .23	M= .52, SD= .31	t(12) = 1.612, p <= .13
3	M= .66, SD= .15	M= .59, SD= .19	t(12) = 1.237, p <= .24
4	M= .91, SD= .16	M= .66, SD= .32	t(12) = 2.792, p <= .016
5	M= .60, SD= .28	M= .44, SD= .33	t(12) = 1.055, p <= .31
Overall	M= .73, SD= .11	M= .60, SD= .17	t(12) = 2.14, p <= .054

Significant effect observed on the correctness measure in the fourth scenario.

Correctness in the fourth scenario



Self-reported Measures



Data

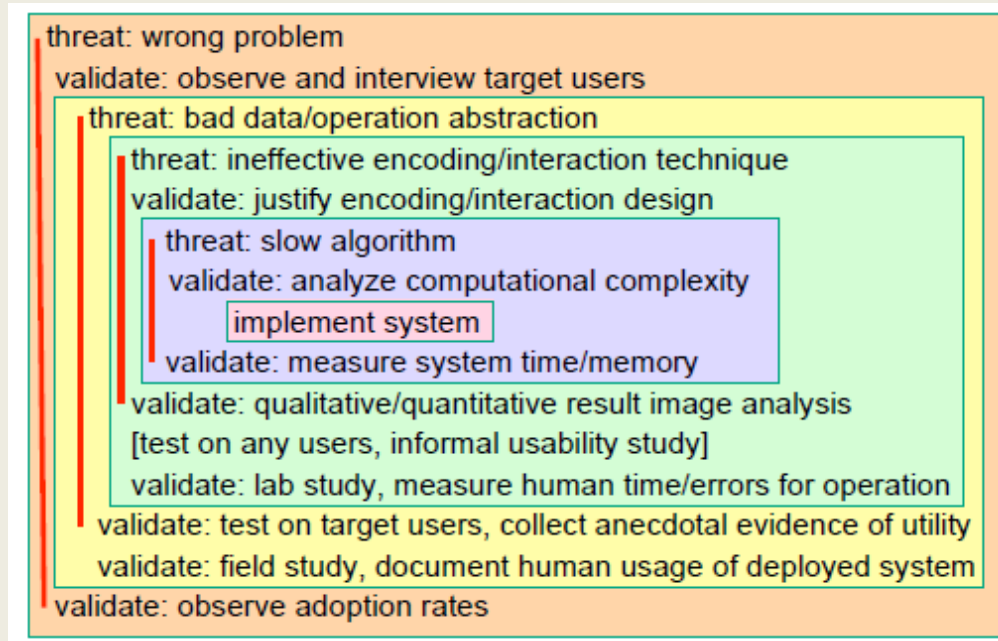
- Some tasks are not easy to demonstrate with real-life data
- Minimal data-generation tool
 - Reproducible experiments
 - Variables
 - Center (latitude, longitude pair)
 - Radius
 - Starting and finishing data amount
 - Time variables (step size, starting date, number of steps)
 - Randomness control (Gaussian-like distribution)

Evaluation

- We have designed our user study to evaluate effectiveness of the implemented techniques
 - 10 tasks per user
 - 5 scenarios
 - Within subject design
 - 13 participants
- 4 Groups
 - 2 datasets
 - 2 techniques

Evaluation

Our evaluation process benefited much from Munzner's Nested Model (Munzner, 2009).



Contribution on visual encoding and interaction design
Evaluation: Lab Study + Expert Review

Results

Random Variable Effects

No significant effect was observed.

Random Variable	Time	Correctness
Sex	$F(1,6) = 2.74, p \leq .14$	$F(1,6) = .088, p \leq .77$
Experience	$F(1,6) = .006, p \leq .94$	$F(1,6) = .672, p \leq .43$
Computer Usage	$F(1,6) = .074, p \leq .80$	$F(1,6) = .001, p \leq .97$

3D Visual Capability Effects

No significant effect was observed.

Covariate	Time	Correctness
3D Visual Capability	$F(1,6) = 1.82, p \leq .23$	$F(1,6) = 4.652, p \leq .1$

Vandenberg Kuse Mental Rotation Test (Peters, 1995)

