# A picture among pictures: A classification system for instructional visualizations

Halszka Jarodzka, Birgit Imhof, & Peter Gerjets



#### **Different dimensions of visualizations**

# These visualizations depict the same *content* (fish locomotion patterns), have the same *function* (conveying knowledge on f.l.p.), but still differ dramatically! And hence, so did their effects:

- Imhof, B., Scheiter, K., Edelmann, J., von Ulardt, J., & Gerjets, P. (2011). Is enriching static-simultaneous visualizations with motion-indicating arrows helpful for learning about locomotion patterns? In L. Carlson, C. Hölscher, & T. F. Shipley (Eds.), *Proceedings of the 33rd Annual Conference of the Cognitive Science Society* (pp. 1176-1181). Austin, TX: Cognitive Science Society.
- Imhof, B., Scheiter, K., & Gerjets, P. (2011). Learning about locomotion patterns from visualizations: Effects of presentation format and realism. *Computers & Education*, *57*, 1961-1970.
- Jarodzka, H., Scheiter, K., Gerjets, P., Van Gog, T., & Dorr, M. (2009). How to convey perceptual skills by displaying experts' gaze data. In N. A. Taatgen, & H. van Rijn (Eds.), *Proceedings of the 31st Annual Conference of the Cognitive Science Society* (pp. 2920-2925). Austin, TX: Cognitive Science Society.
- Kühl, T., Scheiter, K., Gerjets, P., & Edelmann, J. (2011). The influence of text modality on learning with static and dynamic visualizations. *Computers in Human Behavior, 27*, 29-35.
  Kühl, T., Scheiter, K., Gerjets, P., & Gemballa, S. (2011). Can differences in learning strategies explain the benefits of learning from static and dynamic visualizations? *Computers & Education, 56*, 176-187.
- Pfeiffer, V. D. I., Gemballa, S., Jarodzka, H., Scheiter, K., & Gerjets, P. (2009). Situated learning in the mobile age: Mobile devices on a field trip to the sea. *Association for Learning Technologies Journal, 17,* 187-199.

#### $\rightarrow$ generic classification system is needed

#### **Research questions**

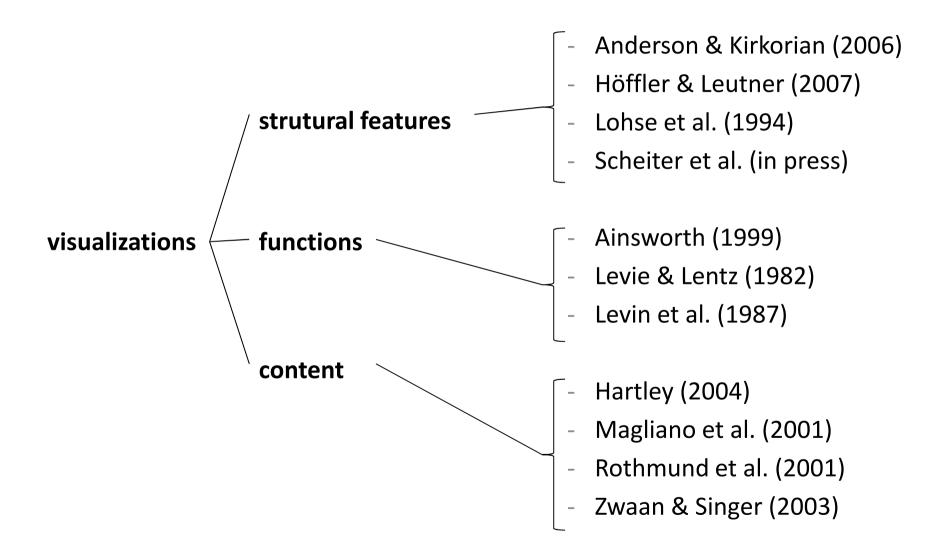
- 1. Which features are central for processing a visualization?
- 2. Which compentences are required to benefit from the use of certain visualizations?
- 3. To which degree can effects on the use of certain visualizations be generalized?
- 4. Which type of information or knoweldge can be best conveyed by means of which visualizations?
- 5. Are certain visualizations more similar, and thus more qualified to convey certain knowledge?

To answer these quesitons, you first need to objectively assess different types of visualizations.

 $\rightarrow$  Development of an classification schema

Which dimensions / features can be used to classify visualizations?

#### **Theory-guided approach**



# **1. Structural features**

- **Visualization production**: photography, movie, animation, drawing, painting, comic strip, etc.
- Visualization type: iconic, indexical, symbolic familiar, symbolic unfamiliar
- Recording or processing technique: lighting, camera perspective, camera position, camera panning, change of scene
- **Dynamism**: degree, complexity
- Realism: time, colour, contours, texture, spatial relations, voice, sound
- Accompanying text: no, modality, text type, language
- Accompanying audio: no, music, noise / sound
- **Cueing** : no, auditive, visual, colour, motion
- Interactivity: no, basic, display, flow, manipulations

# **1. Structural features**

- **Visualization production**: photography, movie, animation, drawing, painting, comic strip, etc.
- Visualization type: iconic, indexical, symbolic familiar, symbolic unfamiliar
- **Recording or processing technique**: lighting, camera perspective, camera position, camera panning, change of scene
- **Dynamism**: degree, complexity
- **Realism**: time, colour, contours, texture, spatial relations, voice, sound
- Accompanying text: no, modality, text type, language
- Accompanying audio: no, music, noise / sound
- **Cueing** : no, auditive, visual, colour, motion
- Interactivity: no, basic, display, flow, manipulations

1. Structural features					
1d) Dynamism	Degree of Dynamism:				
	O single static		O dynamic segmented		
	O static-simultaneous		O dynamic continuous		
	O static-sequential		O multiple dynamic		
	O static-dynamic mixtures		O miscellaneous		
	Complexity (concurrent movements of several objects):				
	O high	O unobtrusive	O low		
	Duration of the presentation:				
	O determined:		O not determined		

#### **2.** Functional features

- Affective: influencing emotions, mood, motivation, attitudes
- **Complementary**: decorative, representational, organizing, interpreting, transforming, redundant vs. complementary vs. contrary, restricting
- Attention controlling: attracting, guiding, capturing
- Working memory offloading: perceptual chunking, off-loading, procedural fit
- Long-term memory supporting: facilitating recall, facilitating comprehension, fostering elaboration

#### **2. Functional features**

- Affective: influencing emotions, mood, motivation, attitudes
- **Complementary**: decorative, representational, organizing, interpreting, transforming, redundant vs. complementary vs. contrary, restricting
- Attention controlling: attracting, guiding, capturing
- Working memory offloading: perceptual chunking, off-loading, procedural fit
- Long-term memory supporting: facilitating recall, facilitating comprehension, fostering elaboration

2. Functions			
2c) (Text-/picture-)			
complementary functions	O decorative		
O yes	O representational		
O no	O organisational		
O unclear	O interpretational		
	O transformational		
	O redundant		
	O complementary		
	O contrary		
	O constraining		

# **3. Depicted content**

- Genre: expository, narrative, hybrid (inductive vs. deductive), visualization art
- Striven target group: age, expertise, specifity
- **Realism of content**: realistic vs. fictional, documentary vs. stage-managed, situation, event, plot
- **Object and degree of identification**: given vs. not given vs. changing vs. several, high vs. low
- Coherence / continuity: temporal, spatial, visual, content-wise, between representations
- Difficulty of required inferences: high vs. low
- Detailedness of presentation in relation to complexity of content: high vs. low
- Type of conveyed knowledge: facts vs. skills
- **Domain**: natural sciences, humanities, arts / culture, sports, politics / society, entertainment, ...

# **3. Depicted content**

- Genre: expository, narrative, hybrid (inductive vs. deductive), visualization art
- Striven target group: age, expertise, specifity
- **Realism of content**: realistic vs. fictional, documentary vs. stage-managed, situation, event, plot
- **Object and degree of identification**: given vs. not given vs. changing vs. several, high vs. low
- **Coherence / continuity**: temporal, spatial, visual, content-wise, between representations
- Difficulty of required inferences: high vs. low
- Detailedness of presentation in relation to complexity of content: high vs. low
- Type of conveyed knowledge: facts vs. skills
- **Domain**: natural sciences, humanities, arts / culture, sports, politics / society, entertainment, ...

3. Content		
3g) Domain	O natural sciences	
	O sports	
	O humanities	
	O art / culture	
	O politics / society	
	O entertainment	
	O advertisement / propaganda	
	O "cultural techniques" (e.g. reading, writing, calculating,	
	cooking, knot tying,)	
	O miscellaneous	

#### **Evaluation of the new classification system**

N = 10 independent raters

six different visualizations:

- 1. a computer animation about cancer
- 2. an impressionistic painting
- 3. a static text-picture combination
- 4. an animated cartoon
- 5. a section from a silent film
- 6. a section from a television movie

# **Conclusions and future directions**

• First empirical testing of this classification system revealed good aggrement among different raters. Still, further evaluations with more visualizations needed!

# For questions on this talk , please contact me: Halszka.Jarodzka@OU.nl

Imhof, B., Jarodzka, H., & Gerjets, P. (2009). Classifying instructional visualizations: A psychological approach. *IMAGE. Journal of Interdisciplinary Image Science, 10*, 99-123.



