

CMPM 290A F2018

Immersive Analytics

Homework Packet 1

1. Create a data visualization in virtual reality – Present in class on 10/23

Keep track of some aspect of your personal experience related to immersion or analysis. Collect at least 50 separate data points (but feel welcome to collect many more).

Using this data, create a virtual environment that represents one or more aspects of the data in at least two different ways, where one of them involves a representation of a *network*. You can be a creative, whimsical, or metacognitive as you like. As much as possible (given the very short amount of time available to complete the assignment!), take advantage of the infinite palette of interaction and representation capabilities available in VR.

You can work in pairs if you come with a creative reason to combine your datasets. Otherwise, please feel free to help each other as much as possible, especially in using Unity (or whatever coding platform you choose). There is no lab section, but you will probably want to get together outside of class to share programming tips. I will post some tutorials about how to use your headsets with Unity, and I can open my lab space up next week so that students in my lab can help you.

You will post your code along with a short README to GitHub (or another git repository) and present your visualization in class on 10/23.

2. Summarize immersive analytics articles – Present in class 10/16

You will read (at least) two articles: one article that cites Chandler et al.'s "Immersive Analytics," and one article that that paper itself cites. Do your best to check with other students to make sure that you aren't picking the same papers as someone else! (According to Google Scholar, Chandler's paper has been cited 55 times, and cites 33 papers, so we can all choose different articles.)

For each of your two short summaries (~two pages per article is probably fine), first briefly describe the main contributions of the article, then answer some of these questions: How does it present its contribution as related to immersive analytics? Why does it cite the paper/is it cited? What methodologies are used? Is the evidence convincing? Are the results compelling? Where is the paper published? Who are the authors?

Save your summaries in PDF format and also be prepared to present your summaries pecha kucha style in class on 10/16 (I'll provide a template for you).