CMPM 290A F2017
Visualizing Complex Systems

<u>Research Article Summary – Due 11/7 at 11:40am</u>

<u>Deliverable</u>: Your group will send me a set of PDFs in an email with the subject "CMPM290A – Summaries". Each person will present 1 summary in class in <u>7 minutes or less</u>. (I will time the presentations, so do not go over!) You can use slides or the whiteboard to present.

Each person in your group will summarize, contextualize, and comment on at least 1 article that is related to the domain, tasks, and/or visual encodings relevant for your project. You can work together, but each person in your group will present their findings for ~7 minutes in class on Tuesday.

- Describe the CONTEXT of the paper. What problem does it explore? Why is exploring this problem important? Who does this problem affect? Who would benefit from reading this paper?

- What are the CONTRIBUTIONS of the paper? What specifically does it present that is new and interesting?

- Summarize the STRUCTURE of the paper. How do the authors present their ideas? What steps do they take to present their contributions and then convince you of the validity of these contributions?

- Discuss the RESULTS of the paper. What specific conclusions does it make? What advice does it give it to the target audience?

- What are the METHODS used to come to these results? Is it a user study, a survey, an interview? Does it use statistical analyses? Do the methods make sense for the problem? Is there anything that might have been left out? What assumptions did the authors make when they chose these methods? How many people were involved in the user study or interview? Do you think the addition of more studies would help convince you that their results were meaningful?

- What TECHNOLOGIES does the paper explore? Does the paper make sense only in terms of specific device or technology, or would the contributions of the paper apply to multiple technologies, or even future technology?

- Describe the FIGURES in the paper. Do they help explain the main ideas of the paper? Do any of the figures show some sort of interaction techniques? Could you redesign the figures so that they would be more useful or clear? What would the authors of the Sketching User Experiences Workbook say about them?

- List any words or ideas that you don't understand or that cause CONFUSION. Look up the meaning of these words. Do the references help you make sense of technical phrases or jargon? Provide the definition of the words that's relevant to the paper. If you can't figure it out, what is your best guess?

- How would you EVALUTE the effectiveness of this paper and the research it describes? How do you think the authors could build upon or improve the contributions of the paper? Is there anything that was left out? Can you think of future research that would build upon this paper?

- Explain the RELEVANCE of the article toward your group's research interests in general and especially toward the visual analytics application that you are developing for Project 2. Is this a technique that makes sense to incorporate into your project? If so, how come? If not, why not?