



City Research Online

City St George's, University of London

Citation: Henkin, R., Dykes, J. & Slingsby, A. (2016). Characterizing Representation of Temporal Data Visualization. Poster presented at the VIS 2016, 23-28 Oct 2016, Baltimore, USA.

This is the accepted version of the paper.

This version of the publication may differ from the final published version. To cite this item please consult the publisher's version.

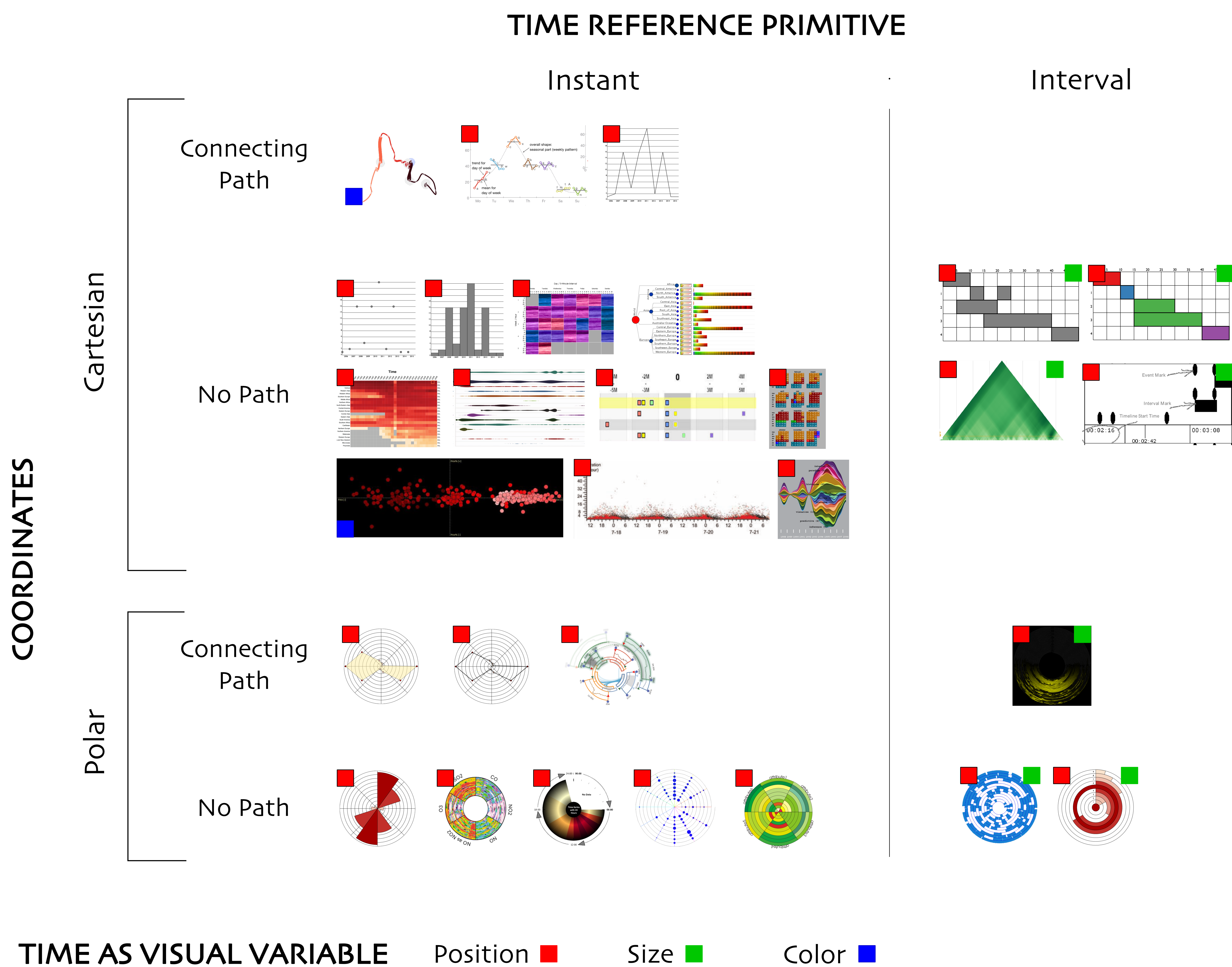
Permanent repository link: <https://city-ref-test.eprints-hosting.org/id/eprint/15521/>

Copyright and Reuse: Copyright and Moral Rights remain with the author(s) and/or copyright holders. Copies of full items can be used for personal research or study, educational, or not-for-profit purposes without prior permission or charge, unless otherwise indicated, provided that the authors, title and full bibliographic details are credited, a hyperlink and/or URL is given for the original metadata page and the content is not changed in any way. For full details of reuse please refer to [City Research Online policy](#).

Characterizing Representation of Temporal Data Visualization

Rafael Henkin, Aidan Slingsby, Jason Dykes
giCentre - City, University of London

We characterize time visualization techniques from the literature and organize them into a framework according to the time primitive referencing data points, coordinate system, presence of a path connecting data points and to which visual variable time is mapped.



We are using this framework to identify the commonalities between the visual encodings and interaction methods, and how to transition from one to another. Our objective is to support the navigation through this design space as part of a visual exploration process.

NEXT STEPS:

Use this framework to Identify commonalities between visual encodings. How can we transition between them?

Identify the interactions which would be needed to transition between these visual encodings as part of a visual exploration process.

Develop a formal language that describes this design space and navigation through the design space.