

# Nudging People Into Log-Scale Thinking

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<http://www.cs.ubc.ca/~tmm/talks.html#hackers24>

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## Why did we want to nudge people into log-scale thinking?

- museum exhibit about deep time
- deep time: very long periods of time of geological processes
  - or other long timescales: evolutionary/biological, astronomical...
- museum exhibits: informal science education
  - a few seconds to engage, a few minutes if you're lucky
  - not trapped in a classroom, they can and will wander away
- collaboration
  - visualization researchers, geoscience education researchers, museum curators

## From goals to project requirements

- goal: support museum visitors in improving their proportional learning skills by facilitating comparisons between historical events on exponentially increasing time scales
  - unpack into five project requirements
- **Staff facing**
  - **R-Deploy**: find/build collaborations that lead to deployment
  - **R-Curate**: enable non-technical museum staff to curate datasets
- **Visitor facing**
  - **R-Engage**: engage visitors through enjoyment or interest
  - **R-Inspire**: inspire curiosity to foster positive relationships with science
  - **R-Compare**: support task of **comparing varied-magnitude time periods**

# What Have Others Done?

## Trail of Time: Multi-hour walk

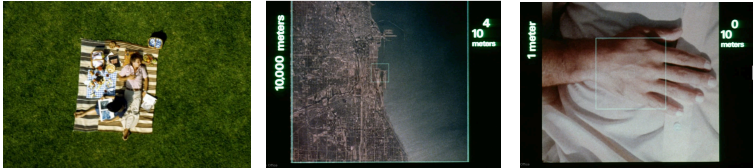
- interpretive trail in Grand Canyon
- 1 meter represents 1 million years
- visceral experience unfolds over hours & kilometers



<https://tot.unm.edu/>

## Powers of Ten: Ten-minute animation

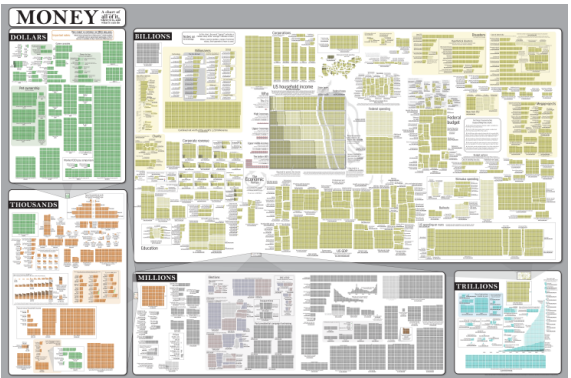
- animation zooms from human out to galactic in to subatomic scales
- visceral sense of time passing over the minutes
- animation costs: duration, plus high memory load



<https://youtu.be/OfKBhvDjuy0>

## XKCD Money: Concrete scales

- compare sizes of familiar things
  - 1 Starbucks latte per day for a year
  - box office revenue of Titanic
  - one fighter jet
- unitization: each box is \$1, or \$1K, or \$1M, or \$1B, or \$1T
- must zoom to read

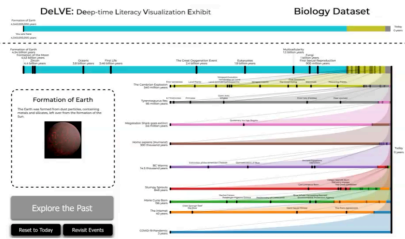


<https://xkcd.com/980/huge>

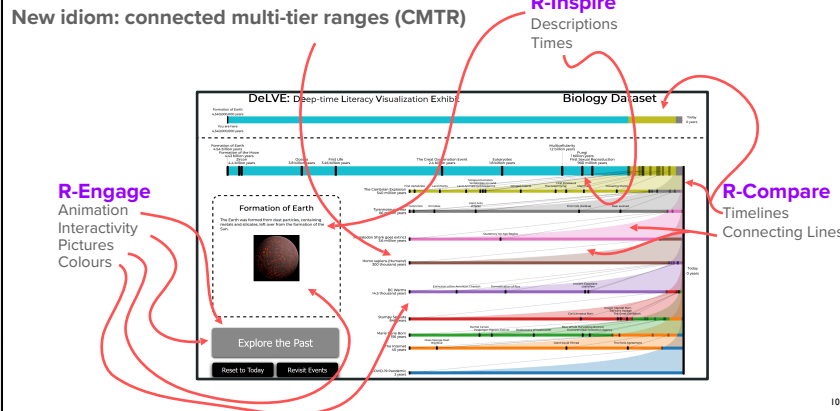
# What Did We Do?

## DeLVE Look and Feel Video

Mara Solen, Nigar Sultana, Laura Lukes, Tamara Munzner

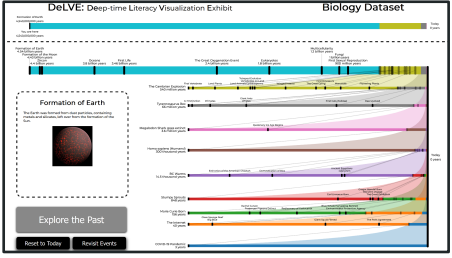


## Visual encoding: Connected Multi-Tier Ranges



## Visual encoding: Connected Multi-Tier Ranges

- concrete scales
  - start with familiar
- side by side views
  - all ranges stay visible, after builds
  - within range: linear
  - follow log shaped relation curves to see relative length of times on exponentially increasing scales
- animation for transitions only
  - animation for everything would hit limits of human visual memory



## Data abstraction

- not the common visualization use cases where datasets known in advance
  - exploratory data analysis
  - communication / presentation
- instead, nudging towards understanding of abstract concept
  - museum curators specify in spreadsheet tied to their particular museum's collection
  - what properties should curated datasets have?
- abstraction: values & ranges
  - monotonic: ordered from smallest to largest
  - contiguous: neighbouring ranges share edges
  - disjoint: individual ranges do not overlap

## DeLVE Into Earth's Past:

A Visualization-Based Exhibit Deployed Across Multiple Museum Contexts

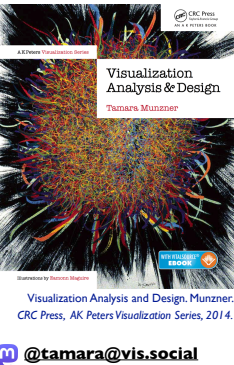
joint work with:  
Mara Solen, Nigar Sultana, Laura Lukes

paper page:  
<https://www.cs.ubc.ca/group/infovis/pubs/2024/delve/>

live demo:  
<https://deeptime.cs.ubc.ca/>

## More stuff

- this talk  
<http://www.cs.ubc.ca/~tmm/talks.html#hackers24>
- book  
<http://www.cs.ubc.ca/~tmm/vadbook>
- full courses, papers, videos, software, talks  
<http://www.cs.ubc.ca/group/infovis>  
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