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3.2: Wilkinson: Grammar of Graphics 3.2.1: The Graphic Pipeline; 3.2.2: The Graphic Specification; 3.2.3: Components of the Grammar; 3.3: Wickham: ggplot2; 3.3.1: The Graphic Pipeline; 3.3.2: The Graphic Specification and Components; 3.4: Bostock and Heer: Protovis; 3.5: Summary; 3.6: Further Reading; 4: Designing Visual Interactions; 4.1: Designing for Complexity; 4.2: The Process of Design; 4.2.1: Analyze; 4.2.2: Design; 4.2.3: Prototype; 4.2.4: Evaluate; 4.3: Visual Interaction Design; 4.3.1: Visual Interfaces; 4.3.2: Visualizations; 4.3.3: Graphics; 4.3.4: Real-Time Constraints
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Sommario/riassunto

Focuses on insights, approaches, and techniques that are essential to designing interactive graphics and visualizations. Making Sense of Data III: A Practical Guide to Designing Interactive Data Visualizations explores a diverse range of disciplines to explain how meaning from graphical representations is extracted. Additionally, the book describes the best approach for designing and implementing interactive graphics and visualizations that play a central role in data exploration and decision-support systems. Beginning with an introduction to visual perception, Making Sense of Da
