INTERACTIVE INFOGRAPHIC

O·CITY

Module II | Course Infographic | Topic Realization of an infographic | Lesson 4

Activity

- **Short Description**: Design of an interactive version of the infographic. In this activity, students are required to consider the updated version of the infographic prototype, i.e. that defined according to the outcomes from the evaluation session carried out in Activity T2.L4.1, as a starting point for the design.

- **Methodology**: The methodology of this activity is based on learning by experience, since by designing the interactive version of their infographic, the learners become familiar with the User-Centered Design approach and the key steps and requirements for creating an interactive infographic. Moreover, they reinforce their knowledge on the learning topics.

- **Duration:** 3 hours

- **Difficulty (high - medium - low)**: Medium

- **Individual / Team**: Individual

- **Classroom / House**: Classroom

- **What do we need to do this activity?**

    - **Hardware** Personal Computer, or any other digital device with input devices for text entry.

    - **Software** Web browser; word processor.

    - **Other resources** None.

Description

- **Text description**: Design an interactive version of your infographic, starting from the updated version of the infographic prototype (i.e. that defined according to the outcomes from the evaluation session carried out in Activity T2.L4.1). First of all, identify the user requirements and the corresponding interactive elements of the infographic. Then, define the interactions occurring between the users and the interactive elements of the infographic. Lastly, highlight the changes that occurred in the visualization.

- **Illustration**: None

Instructions

1. Consider the updated version of your infographic prototype, i.e. that changed according to the outcomes from the evaluation session carried out in Activity T2.L4.1, in order to define how to create interactivity for your infographic.
2. Define the user requirements for implementing interactivity on your infographic.
   Complete the following statement about the users' needs and requirements: "The <user> needs <something or to do something> in order to <accomplish a goal>" (e.g. Visitors need to have a clear view of the specific parts of the building that changed in the last ten years in order to discover the history of the museum).
   Produce all the needed statements to satisfy the user needs.
   In creating user requirements, ask yourself: What type of information could be better understood or put in evidence through interactivity? Why is that interactive feature important for the user? What is the goal of the user in using that interactive feature?
3. For each statement (about interactivity) define and describe the corresponding functional requirement, i.e. operations and actions the system should perform in accordance with the users' needs and goals: "<Who> shall <what>" (e.g. The infographic shall visually relate a specific part of the museum building to a specific year).
   Which features or elements of the infographic shall be interactive to meet a specific requirement? (e.g. The single graphic elements of the illustration of the museum building shall be connected to a specific year on the timeline).
4. For each interactive feature or element of the infographic describe the interaction between the system and the user (e.g. By selecting a single graphic element of the illustration of the museum building the corresponding year of its realization on the timeline is visually highlighted by colouring both elements with the same colors).
   Ask yourself: What will the user do to find or after finding the information?
5. Lastly, produce a final report synthesizing the outcomes of the activity (users' requirements statements, functional requirements descriptions, interactions descriptions) and describing all the changes to be made to your information visualization.

Expected outcomes

- Understand how to better use interactivity in order to create an adequate User Experience.

- Understand the key steps and requirements in designing an interactive information visualization.

- Learn to design information visualizations with different levels of complexity.

- Understand the User-Centered Design way of thinking about a product, system or information visualization.

This activity can be used in other (module, course, topic, lesson):

- **None**

DIGICOMP (Competences developed):
1. ***INFORMATION AND DATA LITERACY***
1.1 *Browsing, searching and filtering data, information and digital content*
1.2 *Evaluating data, information and digital content*
3. ***DIGITAL CONTENT CREATION***
3.1 *Developing digital content*
3.2 *Integrating and re-elaborating digital content*
5. ***PROBLEM SOLVING***
5.2 *Identifying needs and technological responses*
5.3 *Creatively using digital technologies*

ENTRECOMP (Competences developed):
1. ***IDEAS AND OPPORTUNITIES***
3. ***INTO ACTION***
3.5. *Learning through experience*

Example (when necessary): None