



### Cartography M.Sc.

# Navigating Pictorial Maps with attention guiding and narrative techniques

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### **Outline**



- Terminology
- Motivation & Problem Statement
- Research Objectives
- Methodology
- Answering Research Questions
- Results
- Conclusion and Future Recommendations





# Terminology



### Pictorial Maps



 "A map or map-like presentation, representing a theme, containing illustrations of actual or imaginary geographical features that are subject to scaling."



An Interactive Map of Sochi for Olympics (2014)



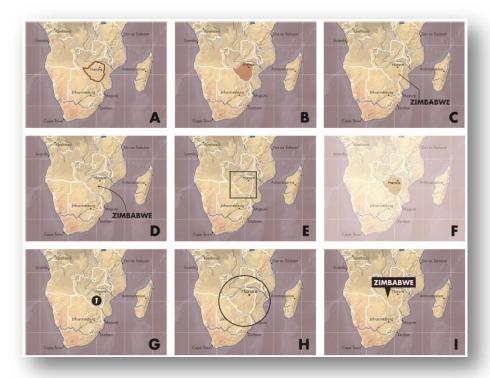
### **Attention Guiding Techniques**



#### Guides attention

Robert Roth devised two main categories for attention guiding (tropes):

a) visual hierarchy(figure-ground)b) visual accenting



Visual accenting techniques by Roth (2020)

### Narrative Techniques



#### Narrate information

Cortes (2018) classified some of the Visual Narrative Techniques as "Communication of Narrative & Information":

- a) media,
- b) textual,
- c) graphic.



# Motivation and Problem Statement



### Problem statement and motivation



While there has been research on narrative visualization of data for storytelling. There has not been much research on the use of existing genres and techniques for the case of pictorial maps.

The motivation is to find narrative and attention guiding techniques that work well for pictorial maps in terms of perceptions and navigation.



### **Target Audience**



- Students and cartographers,
- Tourists,
- Oil and Gas Exploration Workers,
- Indoor Evacuation Planners,
- Storytellers,
- Specialists in heritage digitalization: for preservation and conveyance of the heritage site and belongings through a digital medium,
- Museum specialists: for virtual navigation of the museum chambers and treasuries.





# Research Objectives



### Research Objectives

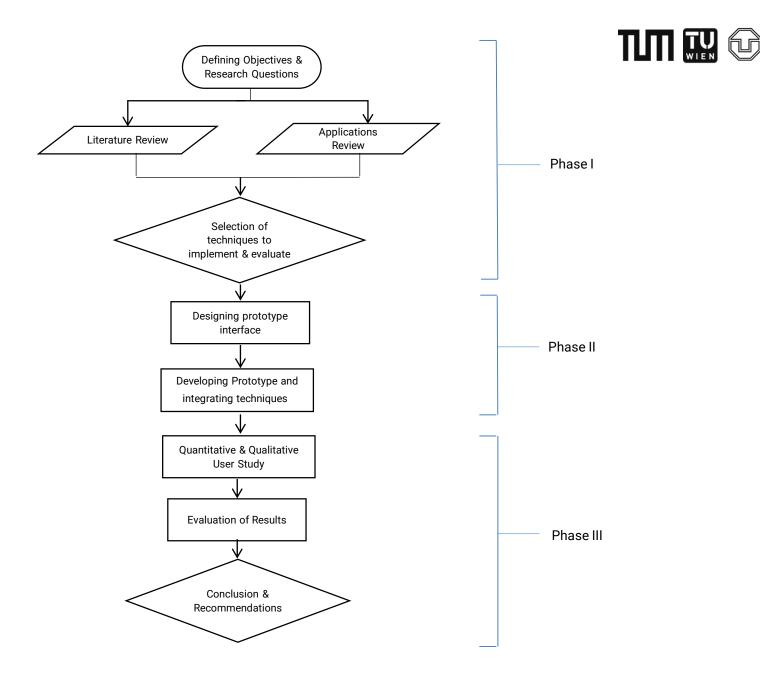


- Creation of a taxonomy of attention guiding techniques based on the existing literature and webbased applications review.
- Selection and implementation of chosen techniques in a web-based prototype.
- Evaluation of the applied techniques through a user study and results analysis.



# Methodology

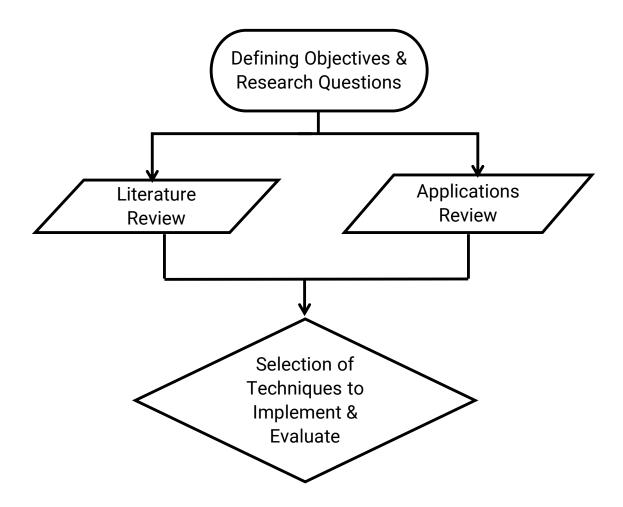






### Phase I

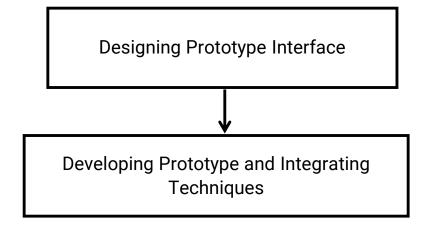






### Phase II

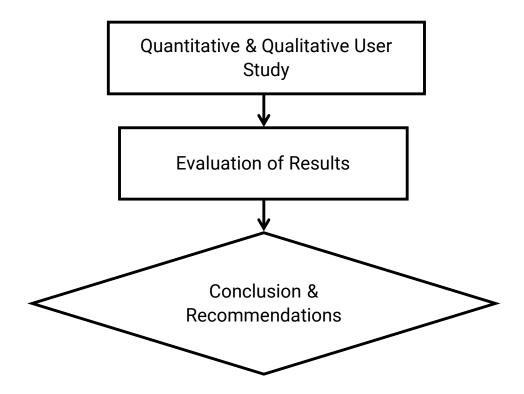






### Phase III





### Objective 1



Creation of a taxonomy of attention guiding techniques based on the existing literature and web-based applications review.

#### Literature research

RQ1: What are the group of attention guiding and narrative techniques available in the literature?

RQ2: Have any of these techniques been tested/researched for cartography?

#### Application-based research

RQ3: What are the main groups of attention guiding techniques and narrative techniques available online?

RQ4: Do these techniques exist in combinations or in isolation?

RQ5: What attention guiding and narrative technique did I choose for study and why?











### RQ1: What are the group of attention guiding and narrative techniques available in the literature?

	Narrative	Genres	Attention Guiding Tropes		
Segel and Heer (2010)		Magazine Style Annotated Chart Partitioned Poster Flow Chart Comic Strip Slide Show Film/Video/Animation	Close-Ups Feature Distinction Character Direction Motion Audio Zooming		
Song (2017)	Three-act narrative structure	Longform Infographics Vs. Dynamic Slideshows	Leader lines Vs. Color highlighting		
Cortes (2018)	Textual: Intro text, labels, narrative text, annotations, captions, articles Media: video, images, sound, audio narration Graphics: Maps, animation, ribbons, arrows, static & interactive visualization	Static News Maps Longform Infographics Dynamic Slideshows Narrated Animations Personalized Story Maps Multimedia Visual Experiences	Emphasis  • Highlighting  • Call-outs  • Annotation  • Masking  • Dynamic Panning  • Dynamic Zooming  • Animations		
Roth (2020)	Three-act Narrative	Static Visual Stories Longform Infographics Dynamic Slideshows Narrated Animations Multimedia Visual Experiences Personalized Story Maps	<ul> <li>Visual Hierarchy</li> <li>Visual accenting:         <ul> <li>Highlighting &amp; visual variables</li> </ul> </li> <li>Annotation: leader lines, flow arrows, appended geometric frames, opacity masks, numbering, changes in map scale, variable levels of detail, call-outs, labelling clarifications</li> <li>Dynamic: blinking/flickering, dynamic panning/zooming, focus + context visualization</li> </ul>		

### 

### RQ2: Have any of these techniques been tested/researched for cartography?

Song (2017) conducted a research evaluating the genres & tropes proposed by Roth. She evaluated on Visual accenting techniques:

- black leader lines(left image)
- black color highlighting (right image)





Song (2017)





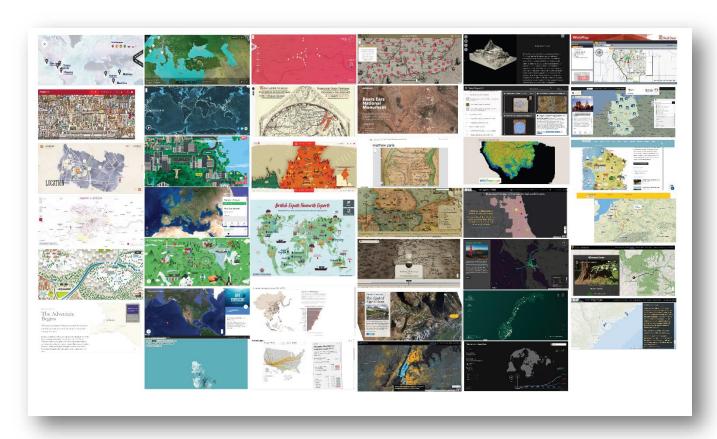
a) collection of map-based applications, identification of techniques in them.

		URL	X	Y	Focus Attention Technique Used	Narrative Lechnique	Image
	#5DLDN - Webatvantage	http://london.webatvantage.b	Œ	1	3 Highlighting, call outs	Images, Captions	Υ
	#MetKids Map	https://www.metmuseum.org	1.	3	3 Opacity mask, markers	Images, Video, Text, Accompanying	Y
	Chasing the Matterhorn	https://storytelling.nzz.ch/201	5	-2	-2 Dynamic panning/zooming, call-outs, labellin	Images, Text Narration, Animations	Y
i	City of Red Deer WebMap	http://webmap.reddeer.ca/we	et	0	3 Visual variables, Color Highlighting, flickering	labels, map	Y
	Costing Nature	https://costingnature.infoama	Zi	0	3 none	legend, text narration	Y
	DM	https://sims2.digitalmappa.org	2/	2	3 Highlighting, call outs	text narration	Y
	Dreamscapes	https://www.lufthansa-dream	SI	0	2 Markers	labels, images, video, text	Y
1	Explore The Hidden Worlds of our Nationa	https://artsandculture.google.	0	-2	-3 Dynamic panning/zooming, call-outs, labellin	text, images, videos	Y
0	Google Maps: Miniatur Wunderland Stree	https://www.google.com/map	)5	2	2 markers	images, text, animations	Y
1	House at Khlebny	https://hleb-dom.ru/en/locati	0	3	2 Highlighting, call outs	text, images	Y
2	Interactive Map of France   French Cities,	https://www.francetoday.com	1	3	2 Dynamic flickering	labels, text, accompanying articles	Y
3	Interactive Map of Germany - Search Land	http://www.orangesmile.com/	/t	0	3 markers, shadows	labels, images, text	Y
4	Interactive Storytelling   Codrops	https://tympanus.net/Develop	or	0	-3 visual heirarchy	text narration, animation, images	Y
5	John Mandeville and the Hereford Map - 0	http://historiacartarum.org/on	n	2	3 highlighting	text	Y
5	Map of Germany	https://www.germany.travel/e	21	-1	3 visual heirarchy	text, images	Y
7	Map of the Northern Kingdoms :: Witcher	http://vitaln.com/ehalos/witcl	h	3	3 visual heirarchy change on hover	labels	Y
3	matthew-paris	https://bl.ocks.org/mapsmania	3/	2	3 none	text	Y
9	Netflix   The Witcher   Karte des Kontiner	https://www.witchernetflix.co	or	3	2 higlighting, dynamic zooming, animation	text, headlines, images	Y
0	Places of Poetry	https://www.placesofpoetry.o	OF.	2	2 labels	text	Y
1	Radio Garden	http://radio.garden/		-1	3 highlighting	text	Y
2	Reprojected Destruction	http://hanshack.com/aleppo/		0	3 highlighting on polygon fill	text, labels, pop-ups	Y
3	Rio 2016 Interactive Map	https://rio2016interactivemap.	.с	3	2 animation, call-outs on hover	text, sound	Y
\$	Shipmap.org	https://www.shipmap.org/		-1	0 highlighting, animation	audio narration, animation	Υ
5	Ships in the San Francisco Bay	https://labs.mapbox.com/bite	S,	0	0 color highlighting, visual variable: size	image, text, animation	Y
5	Sochi 2014 Interactive Map	http://www.sochi2014interact	iv	3	2 animation, call-outs on hover	text, map	Υ
7	Snunderanes	httns://nns mans arrois rom/a	n	-2	-3 Dynamic nanning/zooming visual variables	audio sound images videos text	V





#### b) Creation of Visual Taxonomy



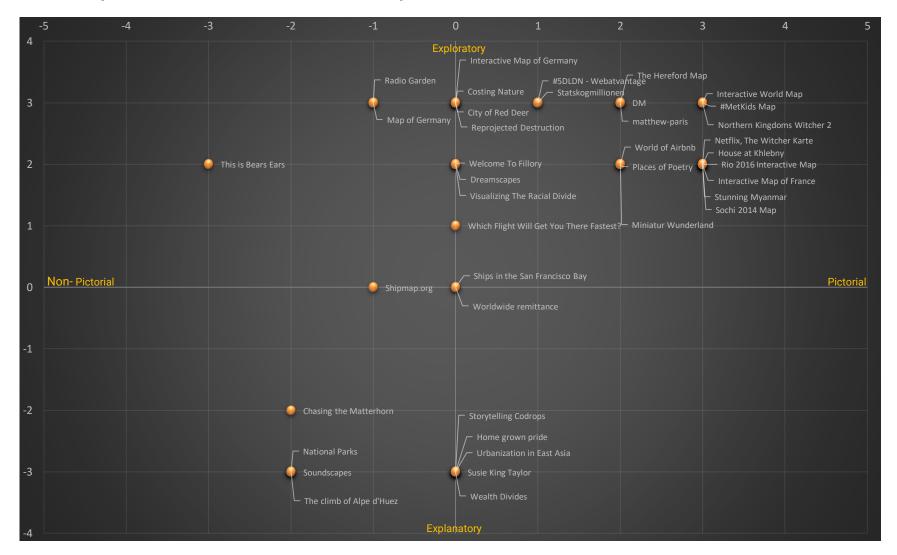


#### c) coding and categorization of collected map applications

X-Axis - Illustration								
Non-Pictorial								
-3	-2	-1	0	1	2	3		
Remote sensing imagery as background, supported with real images and videos of the landscape or area	Image background with one more element supporting realism	Vector map with images	Vector map with no pictorial elements	One of the three map elements (text, icon, background) is pictorial	Two of the three map elements (text, icons, background) are pictorial	All three elements (text, icon, background) are pictorial		

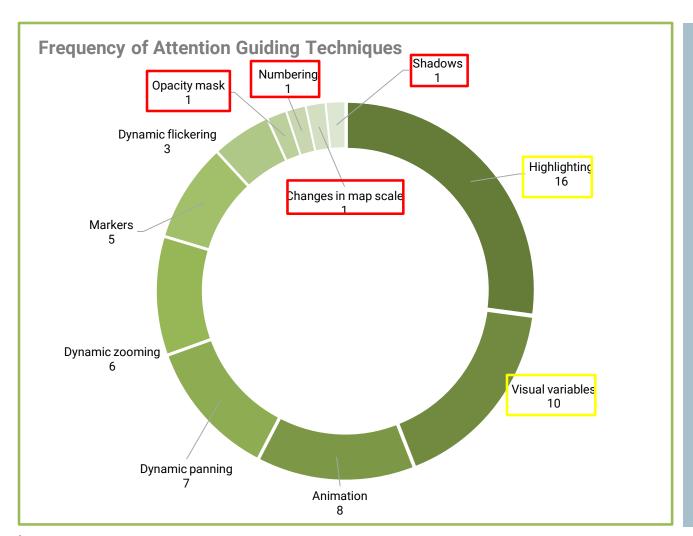
Y-Axis - Freedom of Exploration						
Exploratory	Exploratory 3 User is free to explore a map without any explanations imposed					
	An initial introduction or pop up					
	1	A full guide as an initial display before the map				
		Choice given to either explore or follow the instructions/explanations				
		Sequence/structure to follow in the map				
	-2	Narration through any media				
Explanatory	-3	Fully guided story with narration and animation				











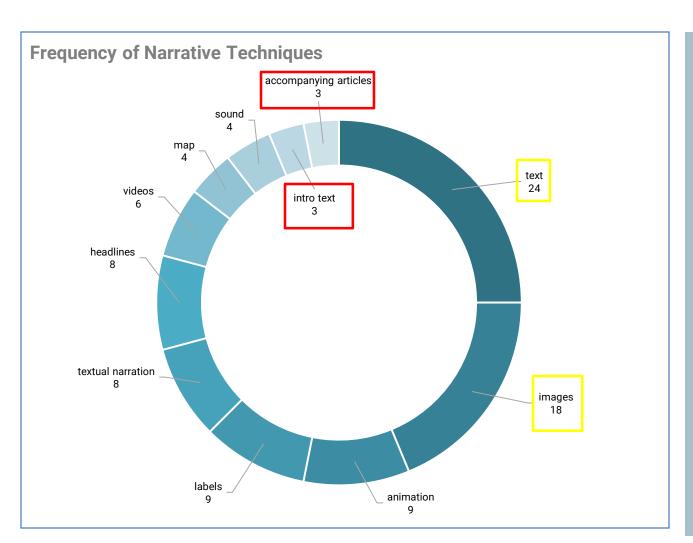
Groups of attention guiding techniques (from map apps)

Dominant: Highlighting, visual variables

Least used: Numbering, Opacity mask, Changes in map scale, shadows







Groups of **Narrative** Techniques (from map apps)

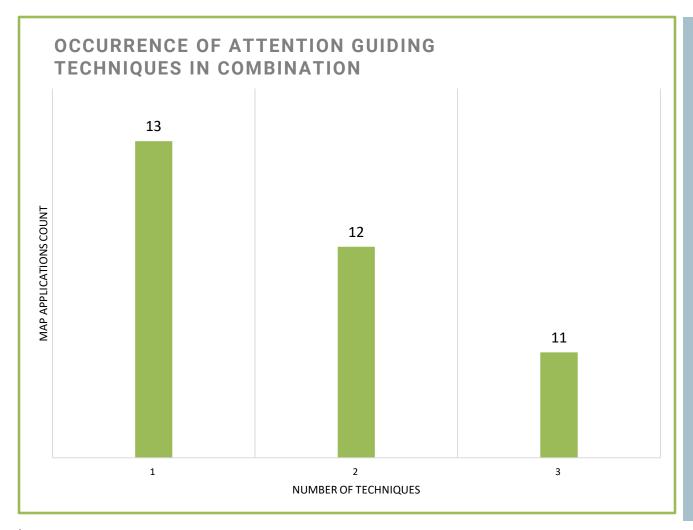
Dominant: Images, text

Least used: Introductory text, accompanying articles

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### RQ4: Do these techniques exist in combinations or isolation?



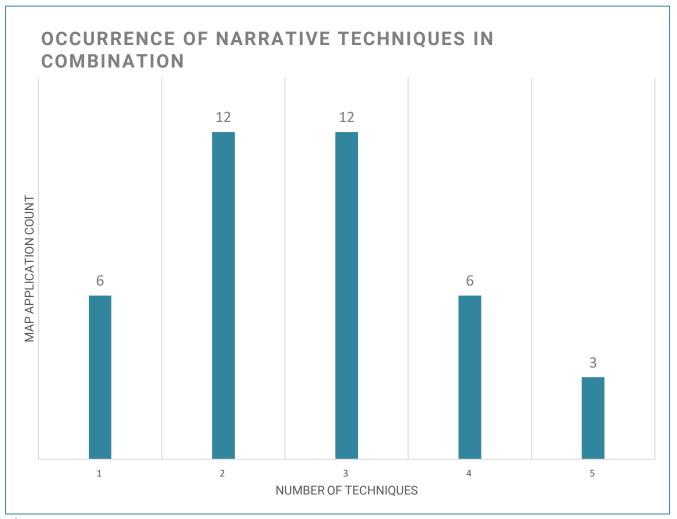


Attention guiding techniques: Both alone & in combination



#### RQ4: Do these techniques exist in combinations or in isolation?





**Narrative** techniques: Mostly in combination

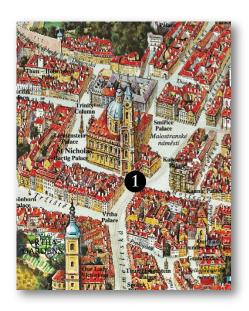


### RQ5: What attention guiding and narrative technique is TITI TO THE TOTAL chosen for this study and why?









Numbering



Geometric Boundary



**Opacity Mask** 

# RQ5: What attention guiding and narrative technique did I choose for study and why?



Visual Accenting Technique as shown in Figure by Roth (2020)	Considered Techniques (Roth, 2020)	Decision if chosen	Reason	
Α	Boundary Highlighting	No	Song (2017) already researched it.	
В	Color Highlighting (polygon fill)	No	Well suited for vector maps but not pictorial maps because of rich pictorial objects instead of empty polygons.	
С	Leader Lines with Label	No	Song (2017) already researched it.	
D	Flow Arrows with Label	No	Additional labels are too cluttered for a pictorial map.	
E	Geometric Boundaries	Yes	Highlights the important objects while keeping the surrounding objects in view.	
F	Opacity Mask	Yes	Brings out the object in consideration by dimming down the other information. Less present in the observed map applications.	
G	Numbering	Yes	Helps to find important objects quickly and follows a sequence. Appeared less in the observed map applications.	
н	Change in Scale	No	The variable scale might be confusing while zooming in and out of the map.	
Í	Call-outs	No	Contains labels which might make the map busier.	

## RQ5: What attention guiding and narrative technique did I choose for study and why?



#### Genres

- Static Map
- Personalized Story Map

Rest of the Storytelling Genres can't be applied to this specific case of Pictorial Map.

#### Narrative Techniques

- Image
- Textual Narration

We want to keep a simple narrative technique as most evaluation is focused on the attention guiding techniques



### Objective 2



Selection of the techniques and their implementation in prototype development.

RQ6: What technologies are used in the development of the prototype?

RQ7: How to design and deploy attention guiding techniques using visual encoding and interactions?

# RQ6: What technologies are used in the development of the prototype?



- Framework: AngularJS, NodeJS
- Languages: JavaScript, Typescript, HTML, CSS
- Tools: Visual Studio Code, Notepad++
- Sharing and Hosting: GitHub and Netlify





#### RQ7: How to design and deploy attention guiding techniques using visual encoding and interactions?





Case study map



#### RQ7: How to design and deploy attention guiding techniques using visual encoding and interactions?



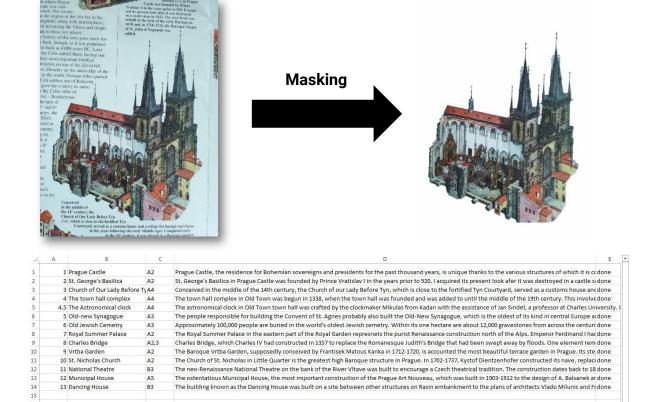


POIs and **Narrative** Information



#### RQ7: How to design and deploy attention guiding techniques using visual encoding and interactions?





POIs and **Narrative** Information

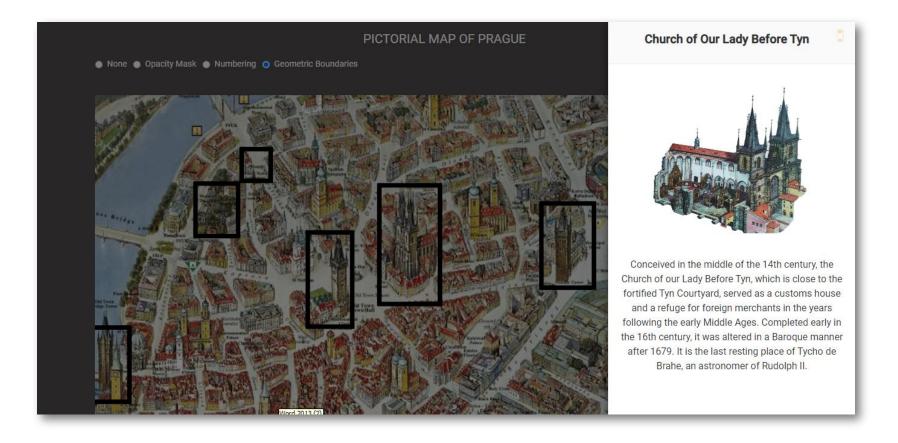


Sheet1

# RQ7: How to design and deploy attention guiding techniques using visual encoding and interactions?



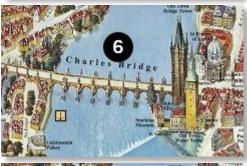
#### Narrative Information in Prototype

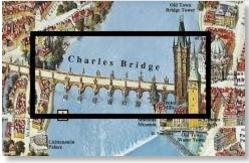


# RQ7: How to design and deploy attention guiding techniques using visual encoding and interactions?









### **Opacity Mask**

- Oblique, skew angle: 350°
- Transparency: 80%

# Numbering

- Black circle: 30x30 pixels
- White text, font-size: 18px

### Geometric Boundary

- Black color
- Width: *5px*



# RQ7: How to design and deploy attention guiding techniques using visual encoding and interactions?



### Interactions and micro-interactions

- Change of cursor on hover
- Zoom-in upon click
- Side-pane with Narrative Information upon click

### **Functions**

- Switching between Techniques
- Zoom-in, Zoom-out, Refresh to original extent
- Scroll & Pan
- https://ppmshahtaj.netlify.app/



# Objective 3



Evaluation of the applied techniques through user study and results analysis

RQ8: Which method is employed for the evaluation of techniques?

RQ9: Which technique performed better in the user study and on what grounds?

RQ10: What are the differences observed between the baseline pictorial map and the attention guiding technique applied to it?

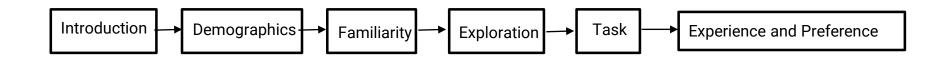


# RQ8: Which method is employed for the evaluation of techniques?



A user study with quantitative and qualitative questions regarding the user's experience of the prototype and its functions.

- · Sampling: Dependent
- Platform: SoSci Survey
- What it measures?
  - · Understanding,
  - Experience,
  - Ability to Navigate,
  - Preference.



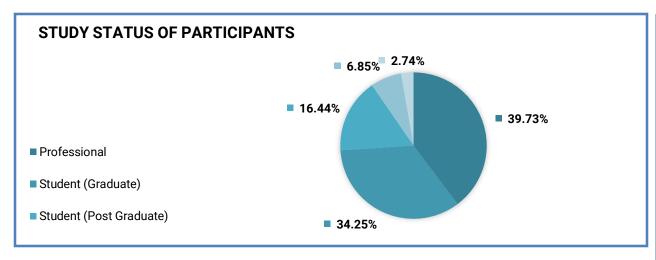


# Results

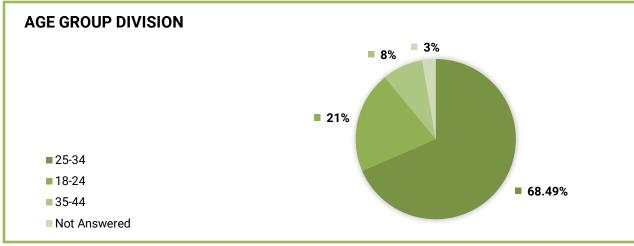


# Demographics





Out of the total 73 participants, 81% had knowledge of GIS or Cartography

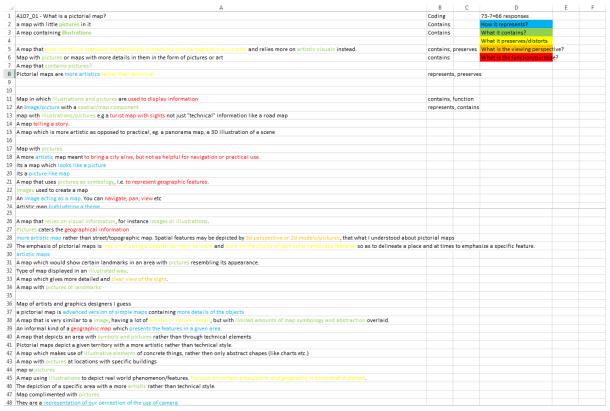




# **Familiarity**



- 64% had visited Prague
- 84% have seen a Pictorial map before
- Participants understanding of a Pictorial Map (qualitative)





# Familiarity



### Emerged themes

- What it contains? the elements presented on the map,
- How it represents? thematic or artistic look of the map,
- What it preserves or distorts? geographical and factual adjustments,
- What is the viewing perspective? e.g. top-down, panoramic, 3D,
- What is the function or purpose? e.g. storytelling or tourist guide.



# Definition of a Pictorial Map



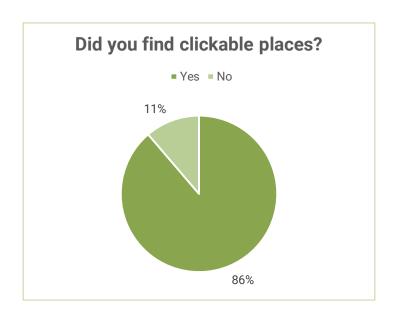
"A map or map-like presentation, representing a theme, containing illustrations of actual or imaginary geographical features that are subject to scaling."



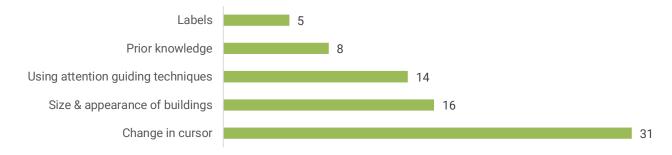
# **Exploration**



Exploring the map on 'None' layer



### What helped in finding clickable places?

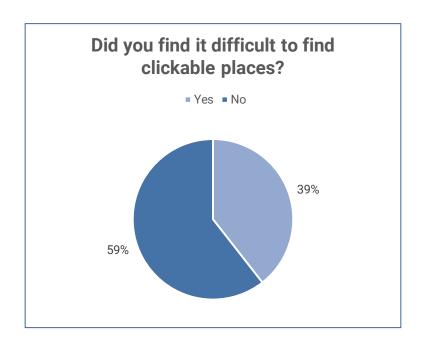




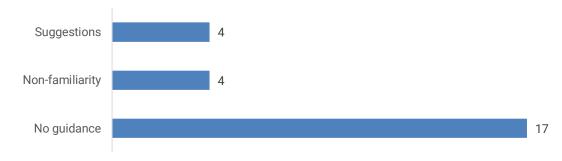
# **Exploration**



Exploring the map on 'None' layer



### Why was it difficult to find clickable places?

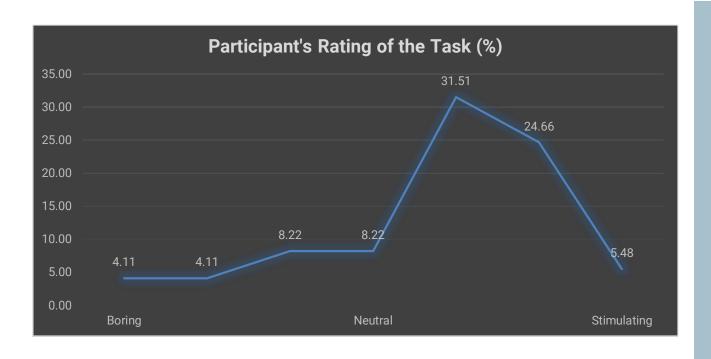




# Task



Finding different places using different attention guiding techniques

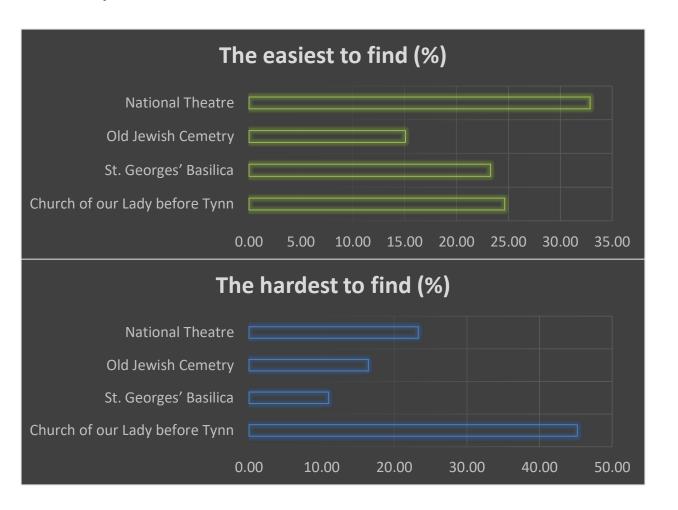




# Task

# 

Finding different places using different attention guiding techniques



Layers used to find each POI

National Theatre:

Numbering

Old Jewish Cemetery:

**Geometric Boundaries** 

St. George's Basilica:

**Opacity Mask** 

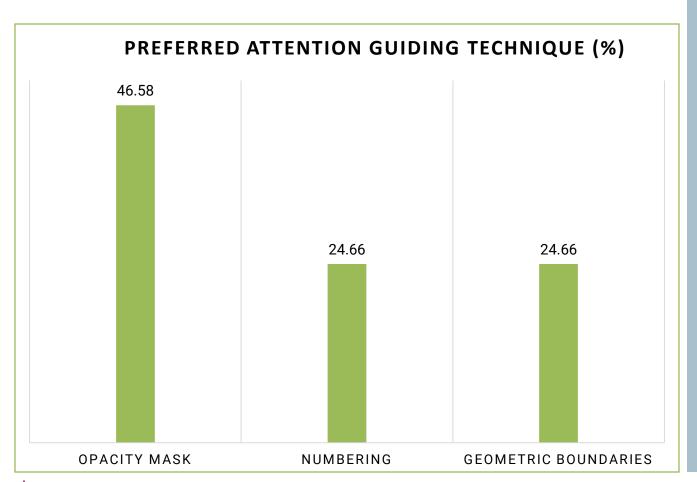
Church of our Lady before Tynn: None



# RQ9: Which technique performed better in the user study and on what grounds?



### Preference





# RQ9: Which technique performed better in the user study and on what grounds?



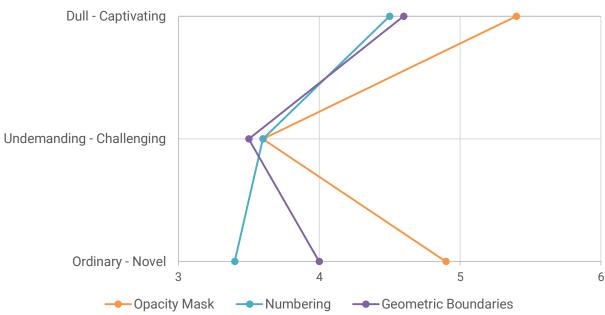
Technique	<b>Positive Inclination</b>	Negative Inclination
Opacity Mask	Does not obstruct the view	Did not work well in areas of white or bright colors
		Should have highlighted the exact shape of boundary
	Improves readability	Hides the beautiful map
		Low transparency
	Nice contrast	Ignored details
	Gives immense attention	
Numbering	Narrows focus, fades the rest	
	User Experience	
	Most visually pleasing	
	Took the shortest time	
	Does not affect aesthetics	
	Links number to buildings	
	Easy to follow	Does not make sense
	Looks good	
	Interfered least with the map	
	Easy navigation	Does not explain order
	Gives a total count	What object the number points to
Geometric Boundaries	Distinctive boundary	Intrusive
	Highlights	Not aesthetic
	Easily visible	Made map visually turbulent
	Makes task easy	Area not well defined
		Overlap of boundaries
	Leaves beauty of map intact	Hides structure with borders
	Guides attention	

# RQ9: Which technique performed better in the user study and on what grounds?



### Experience

### Techniques as rated by participants



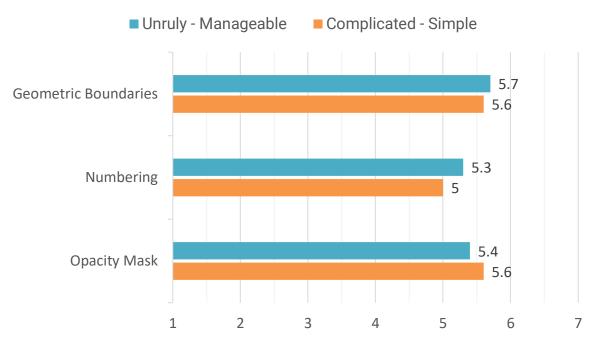


## RQ9: Which technique performed better in the user study and on what grounds?



### Navigation Experience

### **Navigation Experience of Participants**





# RQ10: What are the differences observed between the baseline pictorial map and the attention guiding technique applied to it?



- The baseline pictorial map fails to guide the reader to the POIs,
- The map with attention guiding technique applied to it highlights the POIs so they are quickly found.
- The baseline map keeps the beauty and aesthetics of the original map intact.
- Attention guiding techniques hinder some elements of the map to bring attention to the important ones.

Slide 44 & 46 have explanation graphs





# Conclusion and Future Recommendations



# Conclusion



- A pictorial map with some attention guiding technique applied to it is preferred.
   It is found to be more helpful in exploring the places within the map.
- Opacity Mask is most liked by people.
   It is also found to be more captivating and novel than the other two.

# **Future Recommendations**



### **Applications**

- Tourist maps, with pictorial map on the base and the attention guiding techniques.
- Maps for games, scavenger hunts can use pictorial maps as well as attention guiding techniques.
- Storytelling maps can adapt Opacity Mask to narrow focus.
- Navigation maps can use Numbering to guide readers.
- Geometric Boundaries are a great way to highlight exits and assembly points in health and safety maps.
- The plant and site maps of Oil and Gas exploration can make use of attention guiding techniques along with narrative information of the facilities available.

# **Future Recommendations**



### Design Guidelines

- Explore levels of transparency with Opacity Mask.
- Add a numbered list of POIs in map, using Numbering.
- Experiment with narrower widths and softer colors for Geometric Boundaries.
- When adding own labels, keep them legible in terms using color, font and size.
- Add pop-ups on hover.
- Smooth transitions between clicked elements.
- Keep the map extent adaptive, such that it need not be scrolled both vertically and horizontally.
- Consider learning effect of readers.





# References



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