

1 This essay discusses three perceptual mechanisms in relation to depictions of time and
 2 movement. In particular, it will focus on **event segmentation**, **visual attention**, and
 3 the Gestalt principle of **connectedness**.

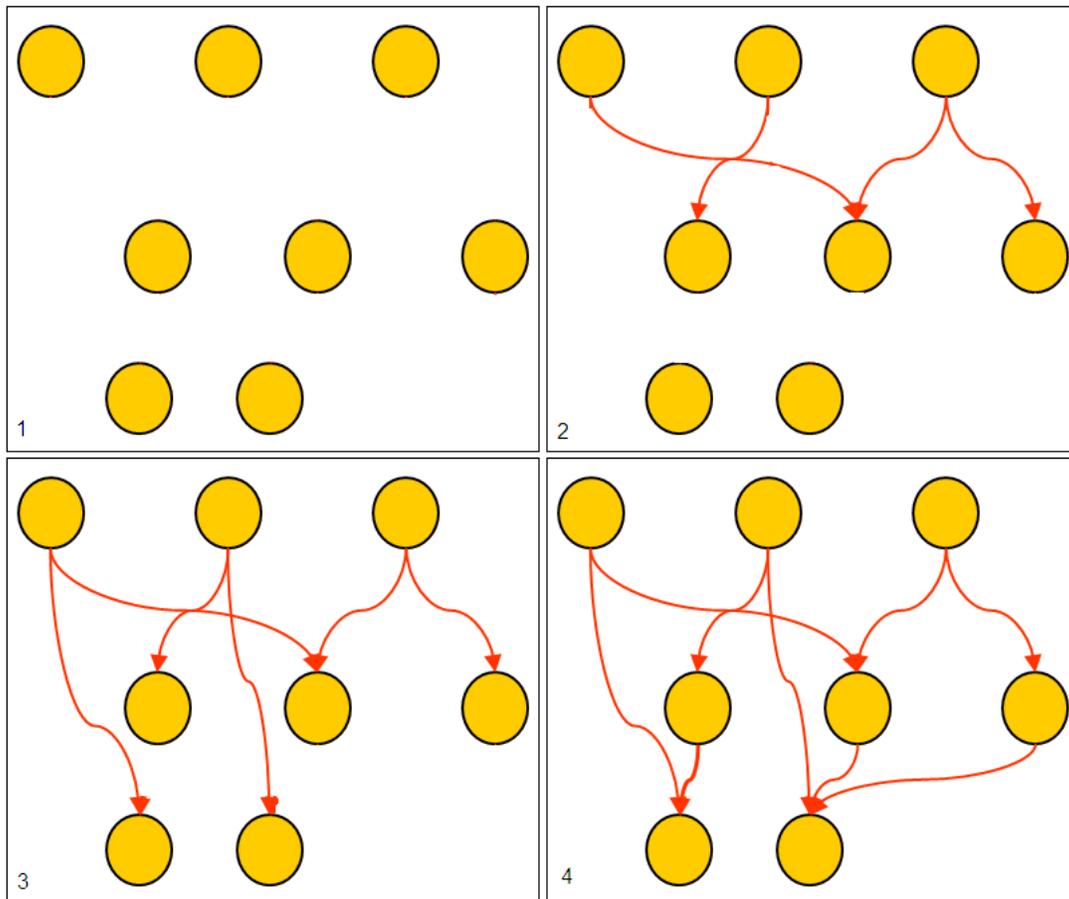


Figure 1: **Breakpoints** during propagated connectivity in a node-link graph; event segmentation, visual attention, and grouping by connectedness in a dynamic display (assume smooth animation of lines between breakpoints).

4 **Event segmentation**

5 Just as we characterize events in everyday life, the same process occurs for events in
 6 dynamic depictions of time and movement.

7 Events are characterized **partonomically** at temporal boundaries corresponding to mo-
 8 ments of maximal perceptual change, based on the number of changing physical fea-

9 tures [8]. This bottom-up **segmentation** tends to have high reliability between ob-
10 servers. These **breakpoints** often correspond with top-down conceptual knowledge
11 or expectations that are meaningful to individual observers. Consider the example of
12 propagated connectivity in an animated node-link graph (Figure 1); depending on the
13 observer's conceptual knowledge of the domain, top-down and bottom-up event per-
14 ception may culminate in a variety of segmented interpretations. Making an appropri-
15 ate segmentation of an event improves how the event is understood and remembered
16 [7]. Thus improving the saliency of breakpoints in a dynamic display may improve
17 learning and memory for the concepts being depicted.

18 **Visual attention**

19 Our understanding of **visual attention** can explain why some motion is perceived
20 while other motion goes unseen in dynamic depictions of time and movement ¹.

21 Motion that is either too slow or too abrupt can be difficult to perceive [4]. In the latter
22 case, motion may not be smooth because the frame rate is insufficiently low, producing
23 a flickering effect. As a result, the observer may not be aware of any change in motion.
24 This is described as the phenomenon of **change blindness** [3], in which elements that
25 abruptly appear, disappear, or change position go unseen. Increasing the frame rate
26 and thus smoothing the depicted motion will likely improve the observer's awareness
27 of movement in a display.

28 **Connectedness**

29 **Gestalt grouping principles** are omnipresent when observing depictions of time and
30 movement. Many contain elements grouped perceptually based on the principle of
31 **connectedness**.

32 Connectedness is a more powerful grouping principle than colour, size, or shape, and
33 smooth curves are more effective than lines that change direction for connecting ele-
34 ments [6]. This likely contributes to the ease in which an observer can perceive connec-
35 tions in the transit timetable shown in Figure 2-a [5], a repetition of connected depart-
36 ure and arrival nodes. Similarly, the use of smoothly interpolated curves in Havre *et*
37 *al.*'s *ThemeRiver* climate visualization (Figure 2-b) is likely more effective than a non-
38 interpolated representation [1]. In both examples, non-interpolated lines that change
39 direction could mislead the observer into perceiving discontinuities or event nodes that
40 do not accurately reflect the data.

¹Appropriate temporal scaling is assumed [2].

41 As static depictions of time and movement are used to understand trajectories or trends
 42 occurring over time, an observer relies on the smooth connectedness of elements to
 43 complete a narrative from one point in time to another.

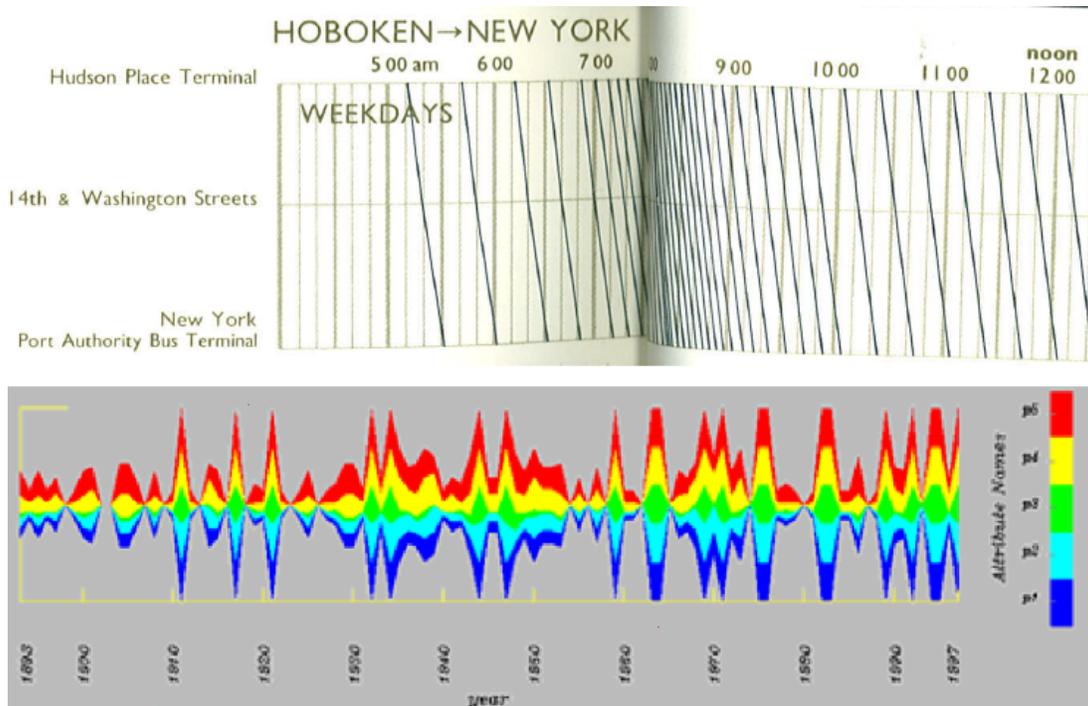


Figure 2: Smooth curves connecting nodes (a – top): in a transit timetable; (b – bottom): in *ThemeRiver*.

44 **Conclusion**

45 This discussion of perceptual mechanisms has focused on how depictions of time and
 46 movement are interpreted. Consider again the dynamic node-link graph in which con-
 47 tinuous curves are smoothly animated to join nodes, one generation at a time, from root
 48 node to leaf node (Figure 1). In this example and in other similar displays, **event seg-**
 49 **mentation, visual attention,** and the principle of **connectedness** each play important
 50 and complimentary roles in the process of gaining insight about a concept.

51 **References**

- 52 [1] S. Havre, B. Hetzler, and L. Nowell. ThemeRiver: Visualizing Theme Changes
53 over Time. In *IEEE Symposium on Information Visualization*, pages 115–123,
54 2000.
- 55 [2] W. Müller and H. Schumann. Visualization Methods for Time-Dependent Data -
56 An Overview. In S. Chick, P. J. Sanchez, D. Ferrin, and D. J. Morrice, editors,
57 *2003 Winter Simulation Conference*, pages 737–745, 2003.
- 58 [3] R. A. Rensink, J. K. O’Regan, and J. J. Clark. To see or not to see: The need for
59 attention to perceive changes in scenes. *Psychological Science*, 8:368–373, 1997.
- 60 [4] R. Sekuler, S. N. J. Watamaniuk, and R. Blake. *Motion Perception*, chapter 4,
61 pages 121–176. 1988.
- 62 [5] E. R Tufte. *Envisioning Information*, chapter 6, pages 108–109. Graphics Press,
63 Cheshire, CT, USA, 1990.
- 64 [6] C. Ware. *Information Visualization: Perception for Design*, chapter 6, pages 191–
65 193. Morgan Kaufmann, San Fransisco, CA, USA, 2nd edition, 2004.
- 66 [7] J. M. Zacks and K. M. Swallow. Event Segmentation. *Current Directions in*
67 *Psychological Science*, 16(2):80–84, April 2007.
- 68 [8] J. M. Zacks and B. Tversky. Event Structure in Perception and Conception. *Psy-*
69 *chological Bulletin*, 127(1):3–21, 2001.