B

Inspiration Cards

In the second session of the workshop (described in Section 3.3 of the paper) we provide the participants with questions and inspiration cards. There are 14 inspiration cards: 6 show ways to encode space, 5 encode time, and 2 encode entities. The last card is a joker.

The cards were inspired by the work of Huron et al. [1] who introduce cards in Data Physicalization workshops to let participants chose their own constraints. However, when we piloted using our inspiration cards this way, we realized that they are often incompatible with each other, with participants' data, and with the question prompts. Therefore, we decided against using the cards as constraints, and instead made them available to participants during the second session as inspiration for their sketches.

Five of the 11 participants reported looking at the inspiration cards and trying to use them in their sketches.
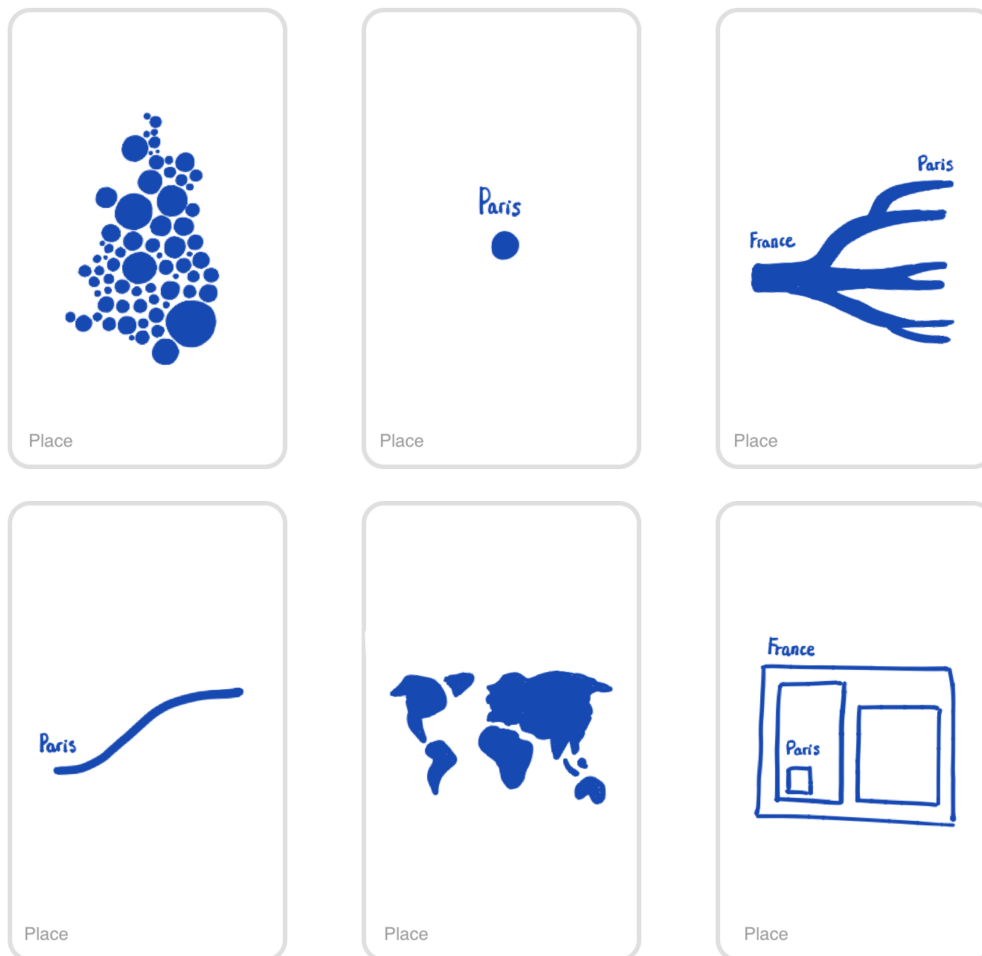

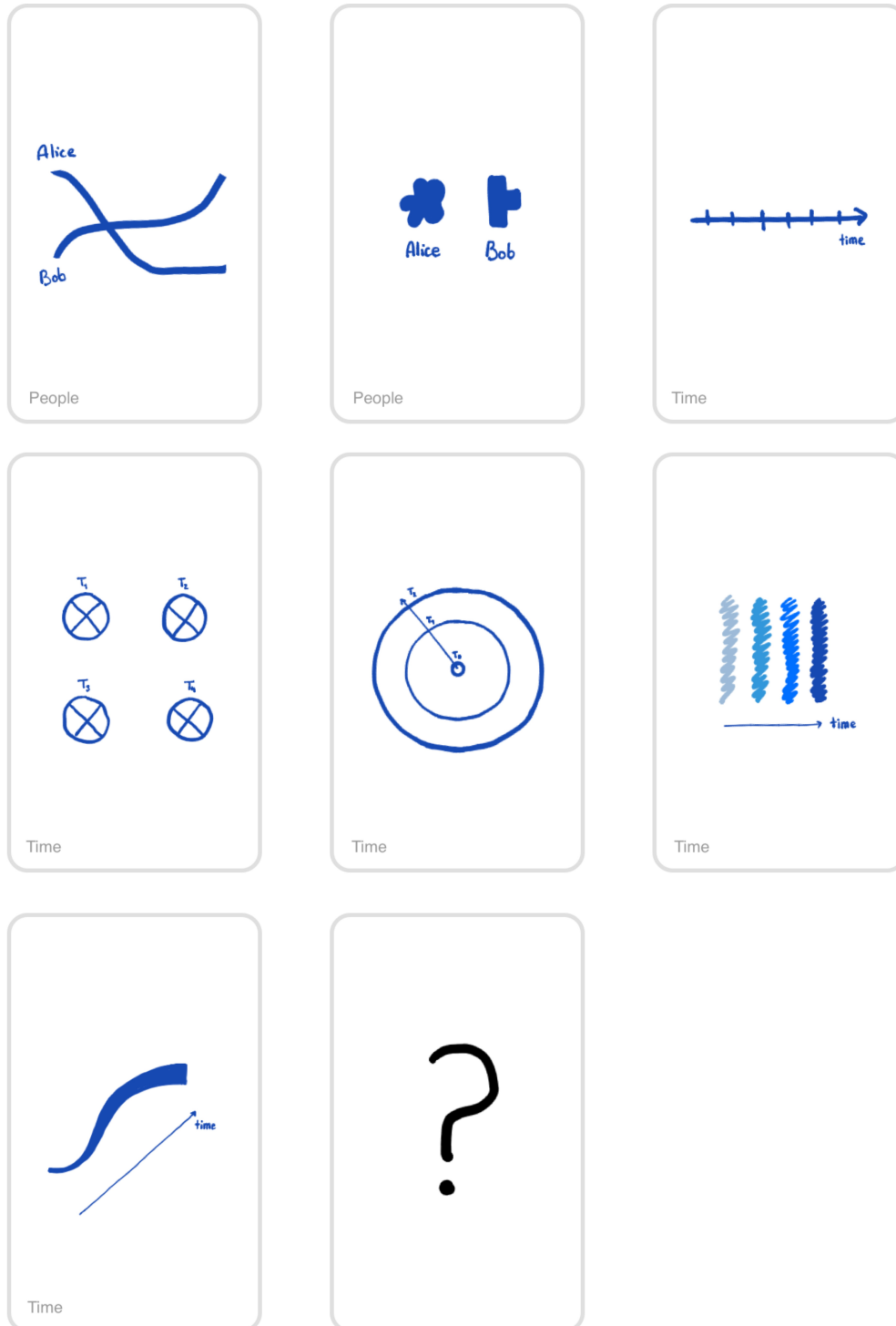Figure B.1: Inspiration cards for representations of space

Figure B.2: Inspiration cards for representations of time and entities

Bibliography

[1] Samuel Huron, Pauline Gourlet, Uta Hinrichs, Trevor Hogan, and Yvonne Jansen. Let's get physical: Promoting data physicalization in workshop formats. In *Proceedings of the 2017 Conference on Designing Interactive Systems*, DIS '17, page 1409–1422, New York, NY, USA, 2017. Association for Computing Machinery.