Towards a Characterization of Guidance in Visualization

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**Guidance Context**
Describes prior knowledge of users and thus determines to what extent *guidance* is needed.
- **Zero knowledge** – What to do?
- **Goal is known** – Which is the path?
- **Path is known** – What will be reached?
- **Full knowledge** – No guidance please, I know!

**Guidance Domain**
Specifies the matter on which *guidance* shall provide the necessary support.
- **Data** – Which part to show?
- **Views** – How to show it?
- **Infrastructure** – On which device?
- **Users** – Who operates?

**Guidance Target**
Defines how the entity or situation that is of interest is made known to the *guidance* mechanism.
- **Direct** – Take me to X!
- **Indirect** – Take me to all Ys that are like X!
- **Inverse indirect** – Take me to all Ys that deviate a lot from X!

**Guidance Degree**
Captures how much *guidance* is provided on a continuous scale.
- **Orienteering** – You are here.
- **Steering** – You should go there.
- **Storytelling** – This is the story.
- **Annotated Animation** – Here are all the details.