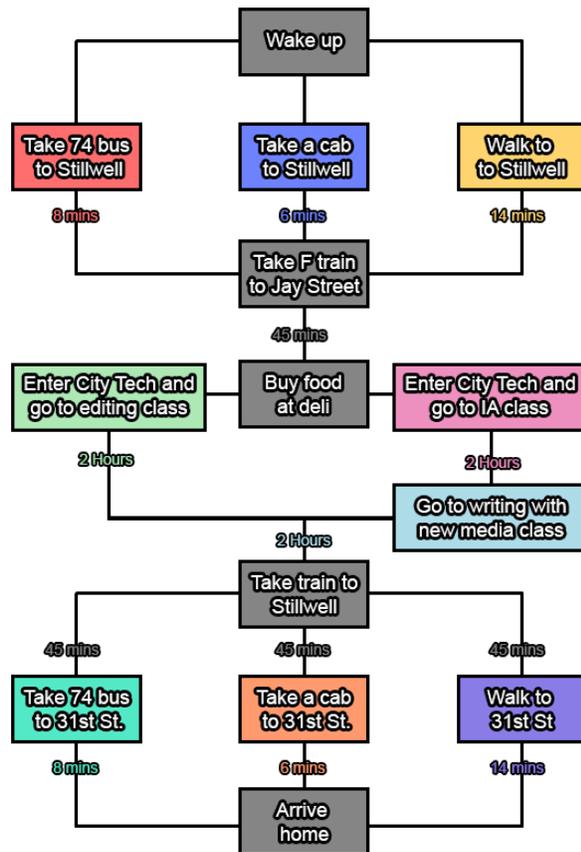
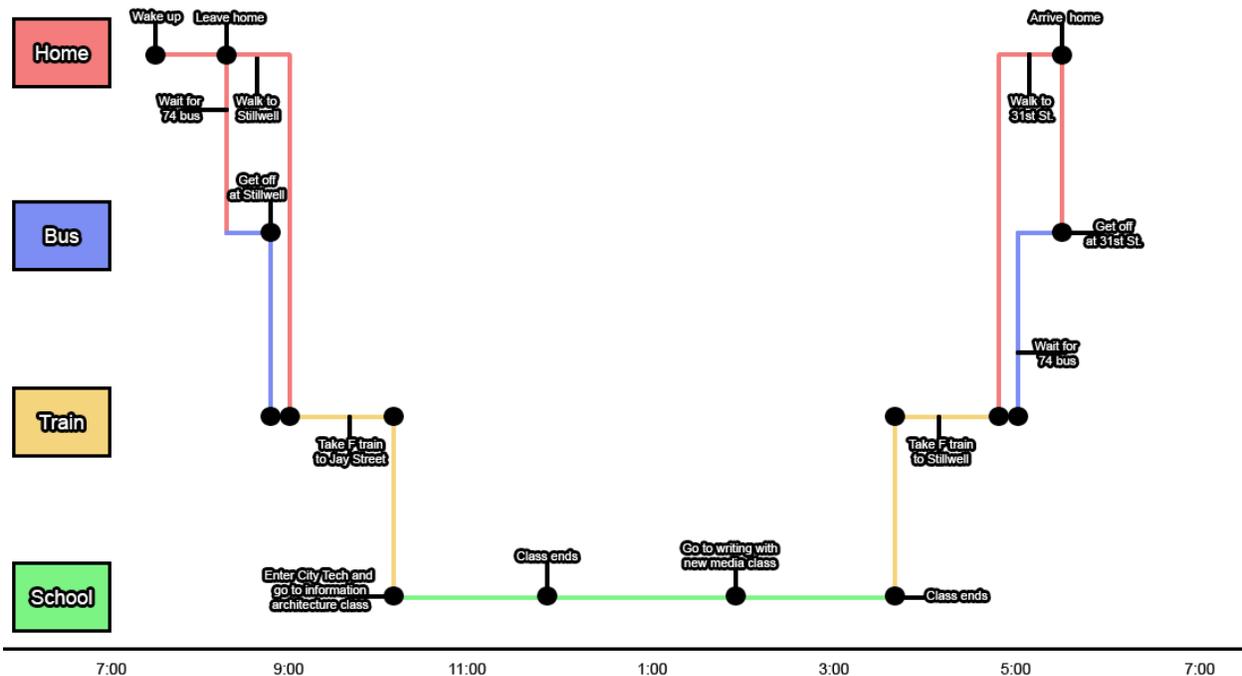


Old Visualization Graphic 1

This visual graphic is a flowchart diagram that revolves around choices and time. Choices are placed inside boxes of varying colors to indicate difference. Boxes not in color, however, are not different and must always be chosen in order to proceed.

Time is used to inform the user how many minutes or hours each choice will take. Because of this, users can see which choice is the fastest and possibly the best to decide on.





Old Visualization Graphic 2

This visual graphic is a journey map with the addition of time and color. Color is used to indicate where the user is located and to differentiate each route easily. A legend, located on the left-hand side, is given to illustrate what these routes/colors are identified as. Red is marked as home, blue is bus, yellow is train, and school is green.

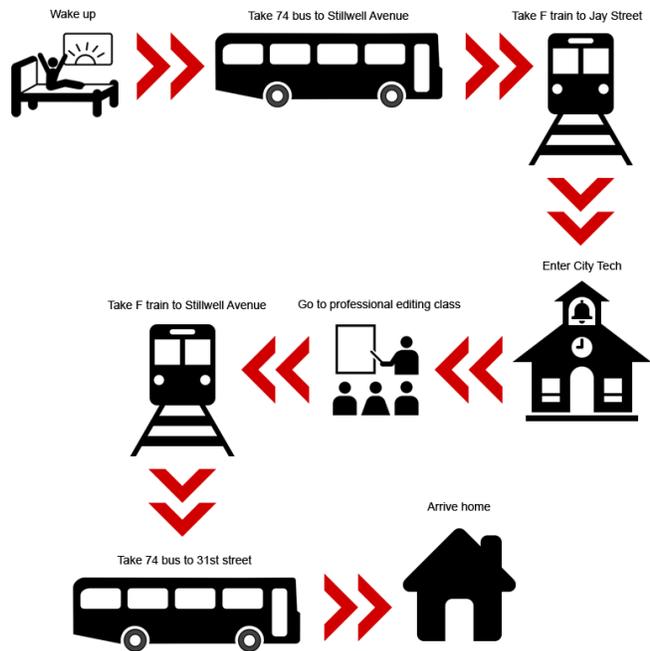
Time shows where the user should be located during certain points of the journey map. This is clearly pinpointed on the map, with a black dot and short description of where the user is or will be. Because time increases every two hours on the timeline, the black dots give a rough estimation rather than an exact number.

Old Visualization Graphic 3

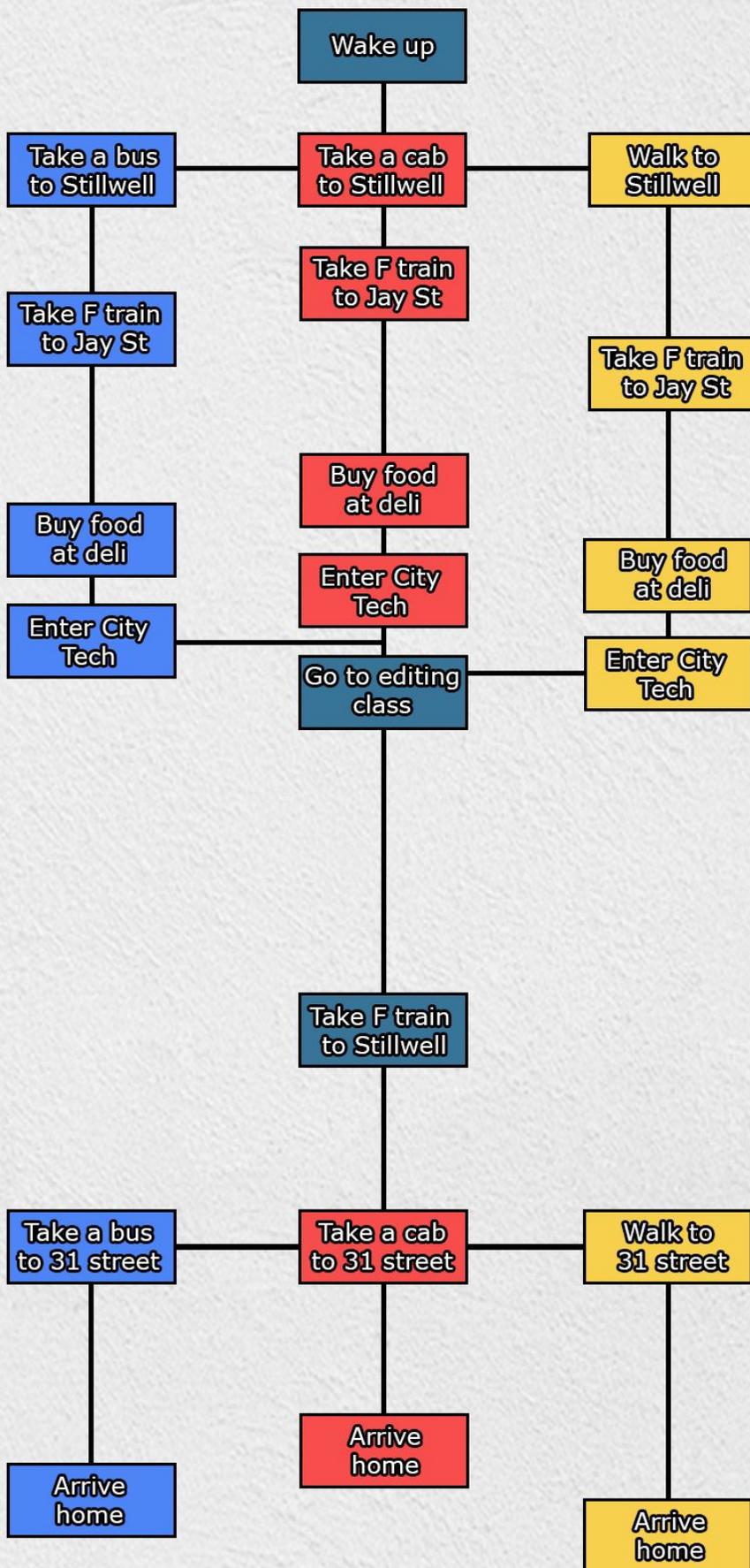
This visualization graphic mainly uses simple, easily identifiable images to visually show what the user will be doing. Arrows are placed before and after these images for clear directions.

Despite not containing complex elements such as choices or time, this graphic's main point is being simple and straight to the point. Its lack of multiple colors helps in this regard because it indicates only one path can be chosen.

A Typical Monday Schedule

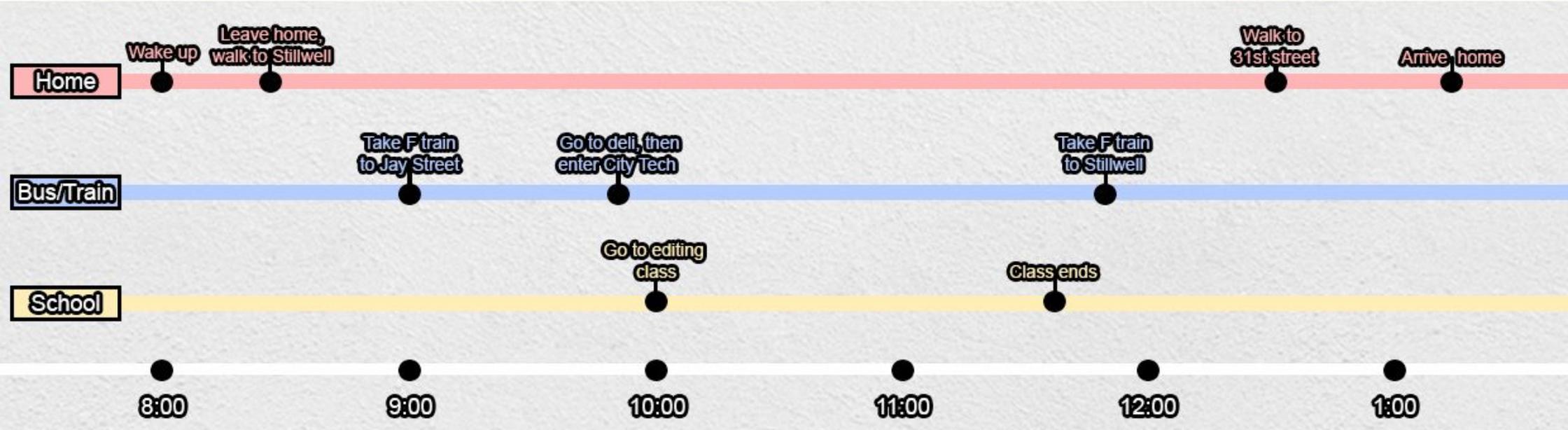


A Typical Monday

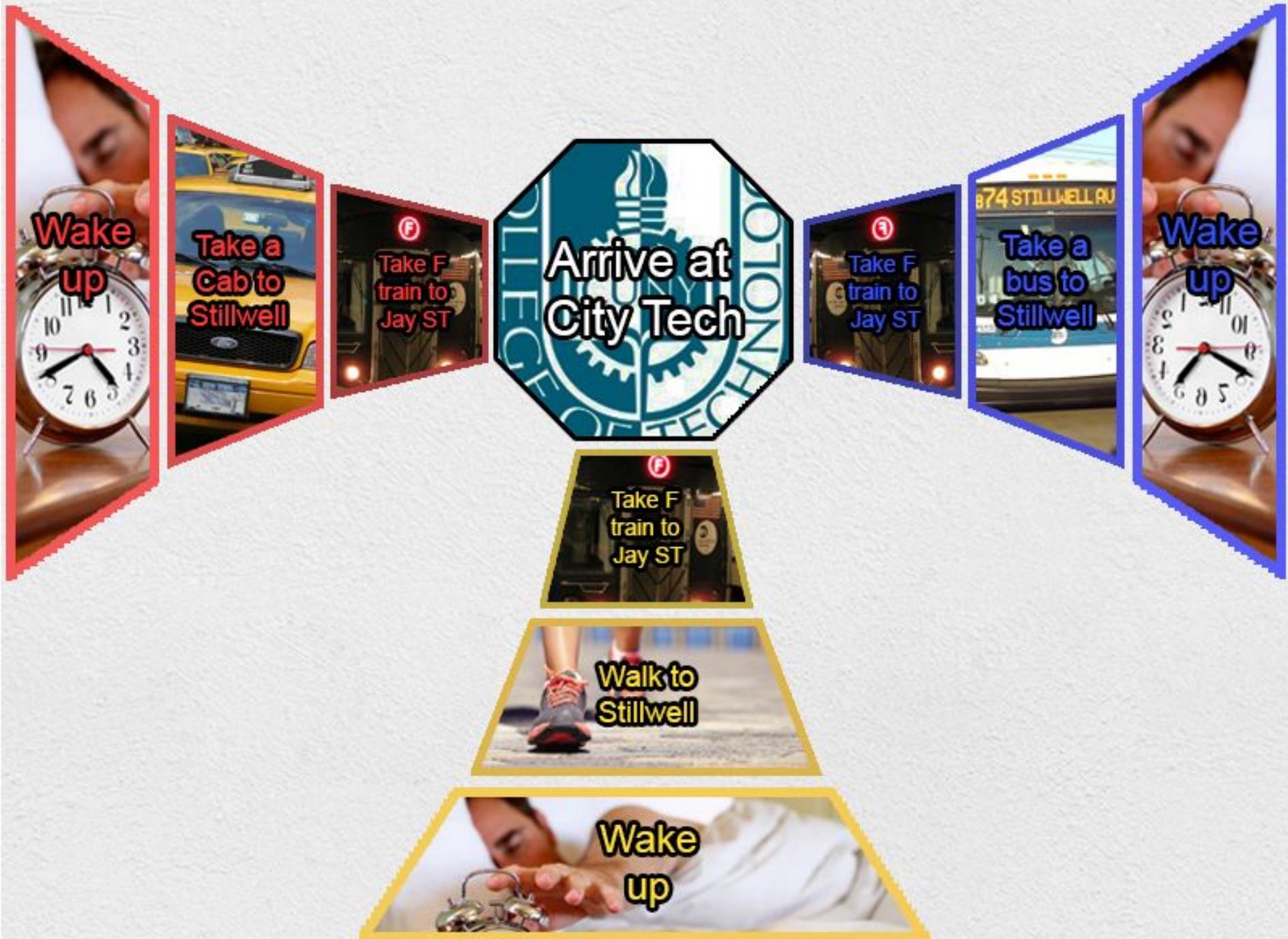


Schedule

A Typical Monday Schedule



The Different Ways to City Tech



Reflection (From the Final Exam)

The most difficult barrier I had to overcome in information architecture was understanding the design process for the visual information graphics. I had many issues throughout the visualization project, for example, I couldn't decide what problem would be reflected on the diagrams and what diagrams I would even use. However, after these complications were solved, the problems only continued.

Of the three visual information graphics I created, I was stuck on the first, the flow diagram. I created the flow diagram to have multiple routes as shown by the various colors, and numbers to tell the user how long each route would take. Unfortunately, it didn't come out as well as I wanted it to because I originally thought our visual information graphics had to be restricted to 8.5 by 11 inches. However, after I realized it could be as big as we wanted it to be I still had issues, specifically in effectively showing how long each route would take as opposed to simply saying it. I couldn't decide if I should use a certain measurement or not to show distance, for example, 1 hour would equal to 1 inch. Sadly if I did this, the diagram would become too large.

After running out of ideas and going through many days of trial and error, I decided to read our previous textbook, *The Non-Designers Design Book* by Robin Williams, and our current textbook, *How to Make Sense of Any Mess* by Abby Covet for help. I then looked at the flow diagram as a whole and tried to understand my issue. I ultimately started from scratch and changed the format of the visual information graphic. Not only does it now show how long each route takes without stating it, it is easier to look at and understand because it has less choices and takes less "turns." It also causes less confusion and distraction because I reduced the number of colors used to 3, blue, red, and yellow. Despite how long the flow diagram took to finalize, I learned more than I could have ever if I had not redid it as many times as I did.