

Don't let data get in the way of a good story?

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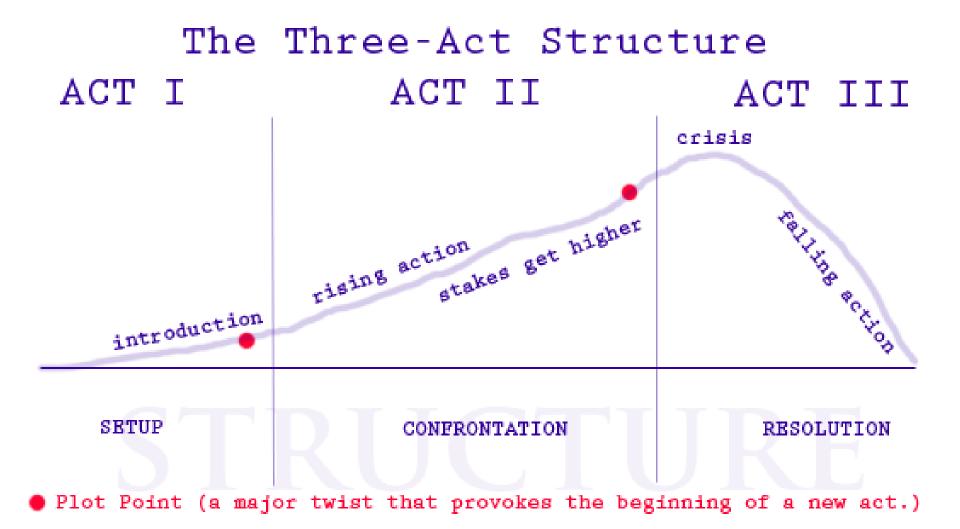


The problem with bad framing

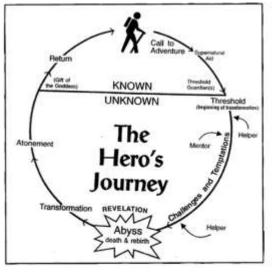


Leads to bad assumptions about use, inappropriate features, poor understanding of substitutability and the impacts it will have.

"Story" often devolves to discussions about this



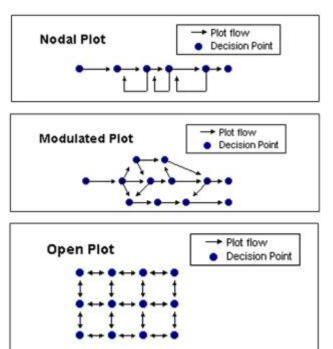




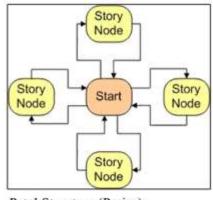
The Hero's Journey Structure (Wikimedia)



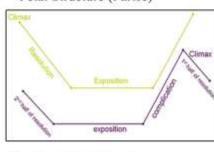
Plot Map for a Choose Your Own Adventure Story (Ragan)



Alternative Plot Structures: Nodal, Modulated, and Open Plots (Meadows)



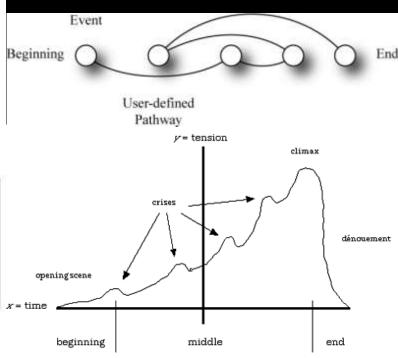
Petal Structure (Parise)



Flashback Plot Structure (Muliawan)

There can be many structures, as many as there are tellers.

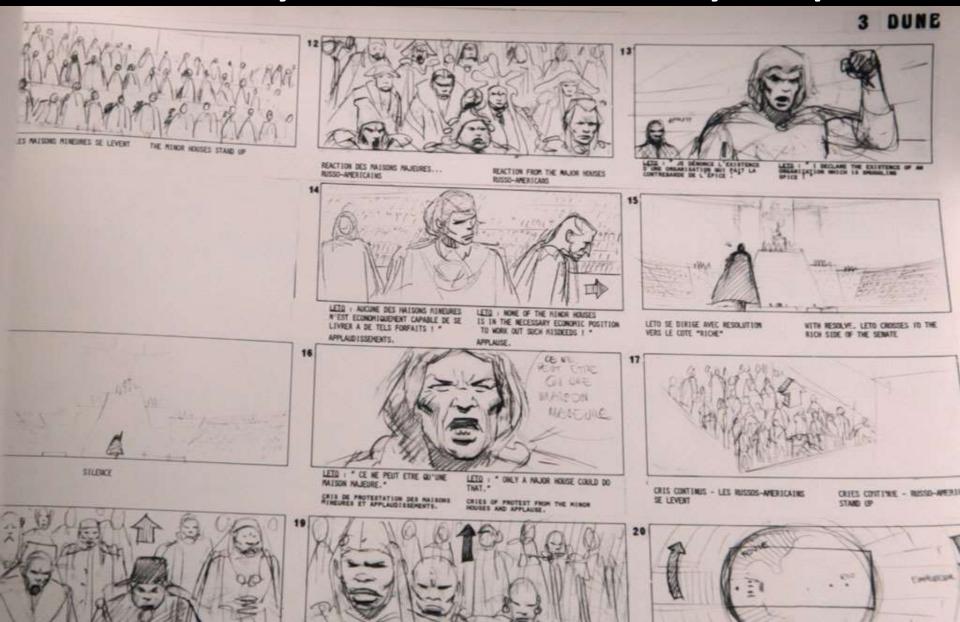
"Story" is one form of narrative, a specific sequence of events what happens.

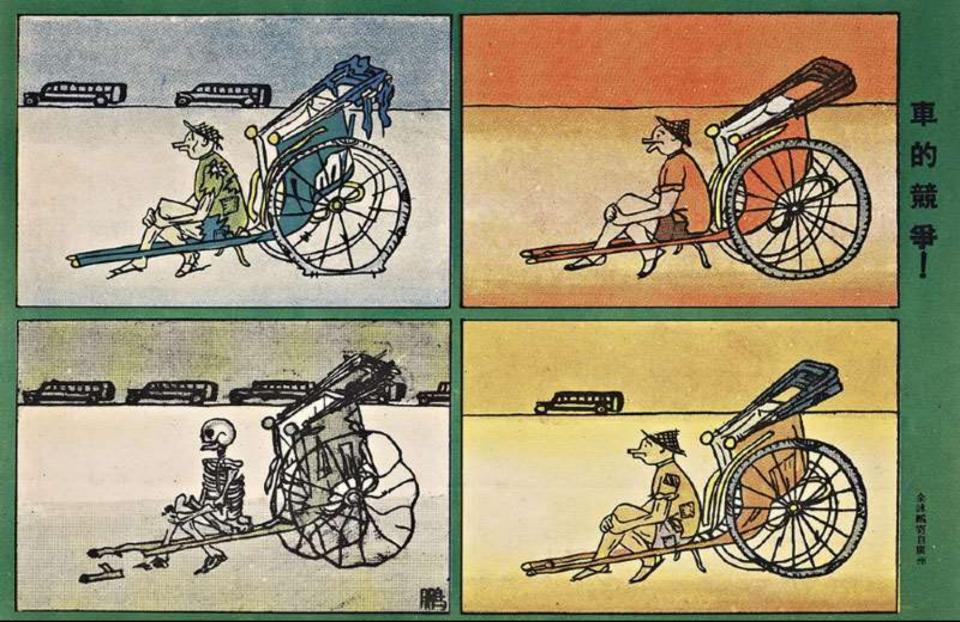


Visuals vs words: a narrative, without story



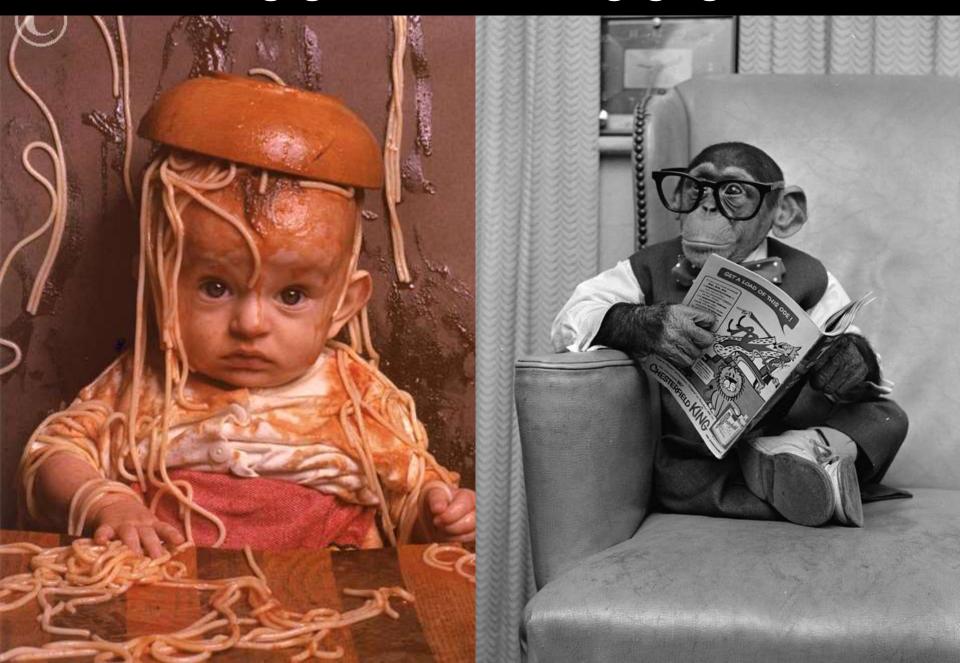
Borrowing from film: fabula and syuzhet, the story and the way it's told; similar to story and plot



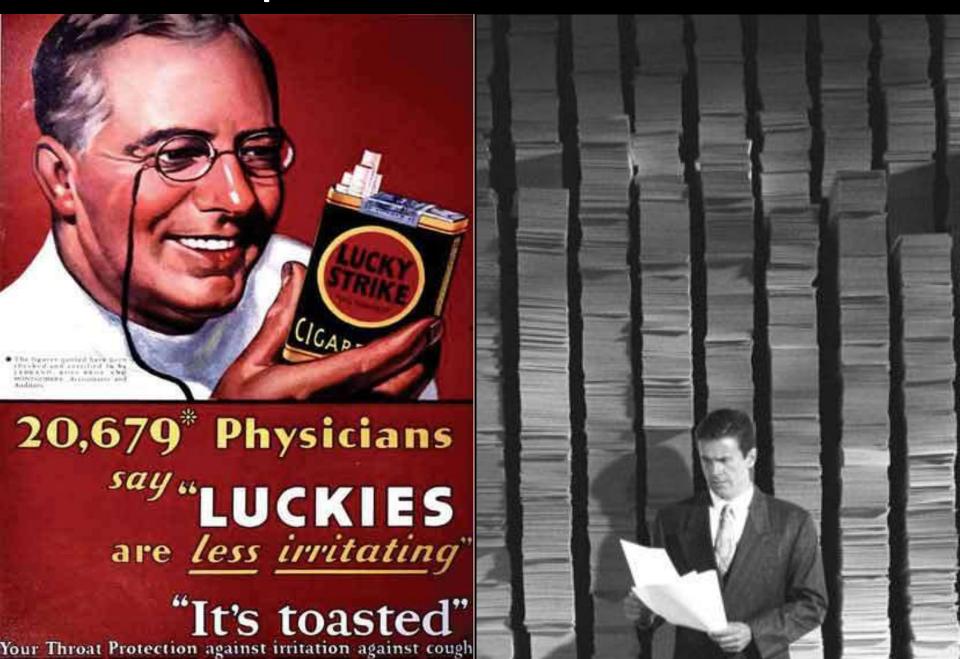


The purpose of a story is to raise your blood pressure, not your IQ.

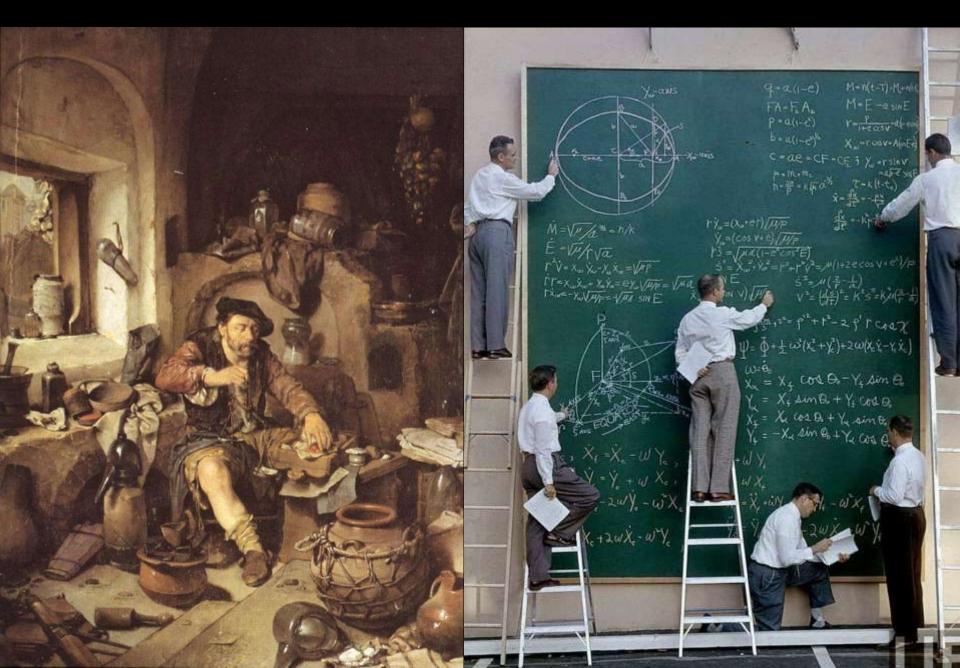
Stories engage emotion vs engaging intellect



Stories provide anecdote over evidence



Emotion and anecdote over intellect and evidence?



There are other narrative structures we could use that aren't story, and may serve better in a work context

Inverted Pyramid News Writing They could stop reading at any time Information they MUST have to know what happened Additional information that helps them understand but isn't essential Information that's interesting or nice to have

Academic paper

Abstract

The purpose and conclusion

Introduction

Broad topic to specific focus of paper

Methodology (primary)

or

Background, Review of Literature (secondary)

Results

(primary) Unbiased reporting of the experimental results

Argument, Critique, or Discussion

The main discussion, interpretation of results

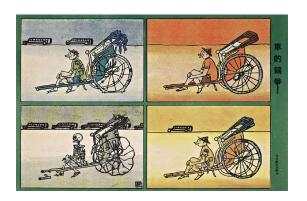
Conclusion

Significance of claim, complications, futures

Citations



You have a choice in structures and forms





Abstract The purpose and conclusion Introduction Broad topic to specific focus of paper Methodology (primary) or Background, Review of Literature (secondary) Results (primary) Unbiased reporting of the

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Story-driven

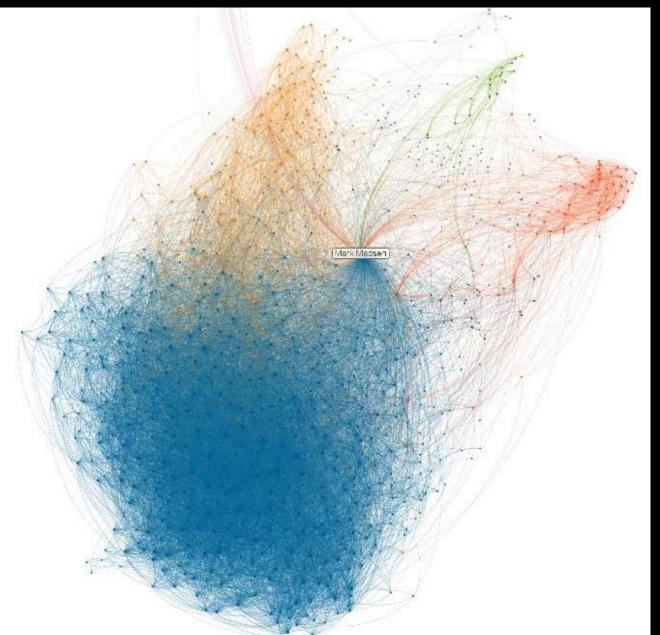
Drama, emotion

Interest, anecdote

Data-driven
Facts, process



You are an unreliable narrator



This shows the slow change of culture and practice.

There are two opposing conclusions one could draw after analyzing this, depending entirely on your perspective.

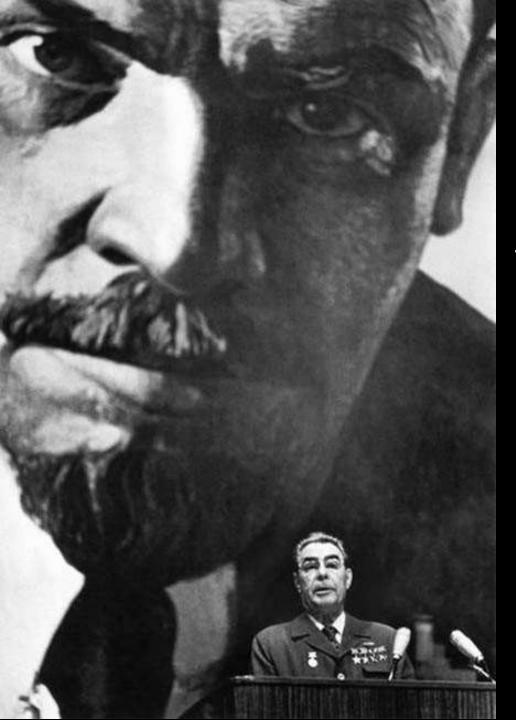


Story #1: the data warehouse market takes over



Story #2: the big data market takes over





A problem that doesn't seem like a problem:

Storytelling gives priority to authoritative, definitive voicing.

You are the giver,
everyone else is the
receiver, all the
information comes from
you, personally.





藪の中 (Rashomon)

Recall that stories are a sequence of events told in a particular order and way.

There are many stories for any situation, not just one, and they are subject to many human frailties.

Reality is consensual, not objective.

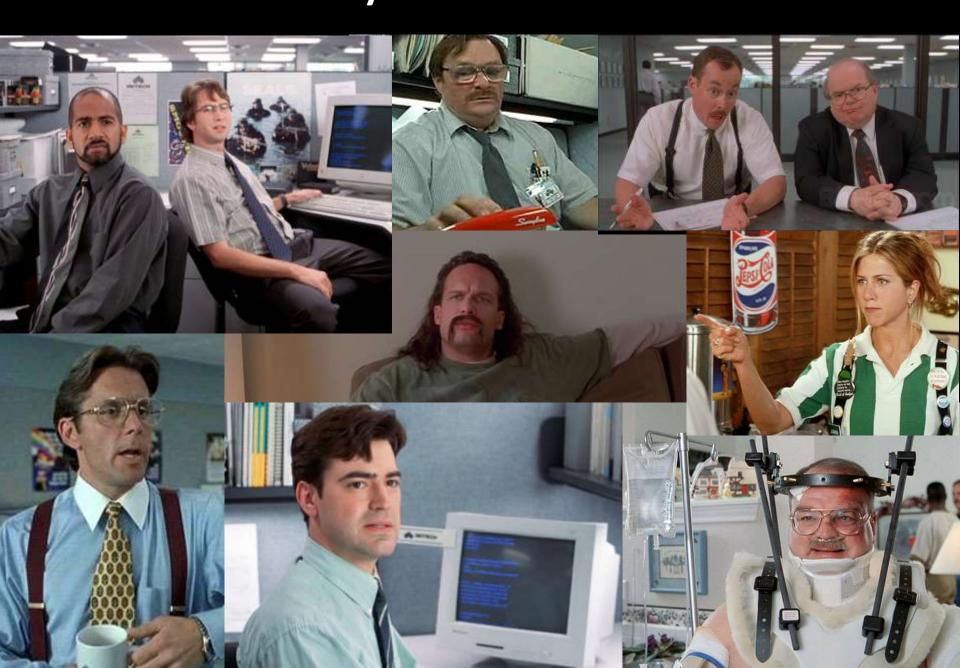
The solution is generative, via discourse.



λόγος



Audience mediates your choice of narrative structure



The context of the communication matters too











Where should you start?

"The beginning is the most important part of the work." – *Plato*



"In the Kamigata area they have a sort of tiered lunchbox they use for a single day when flower viewing. Upon returning, they throw them away, trampling them underfoot. The end is important in all things."

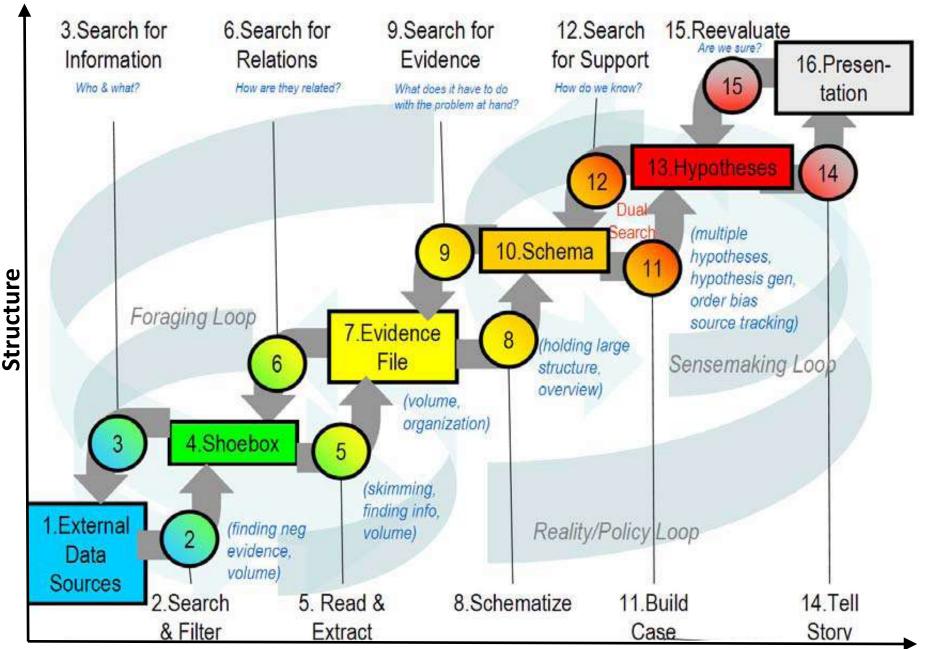
Tsunetomo Yamamoto, Hagakure, 1716

The top level goal is to *effect change* (or the opposite) by communicating data or insight from the data.

- 1. Define the change you want.
- 2. Work from this to your goal or intent in communicating.
- 3. From this, decide what narrative and techniques will work best for your intent, audience and content.



Understanding human sensemaking will help make it actionable



Effort

Figure: Pirolli and Card, 2005

Goal and Intent

To explore and understand:

- to interpret the data and the models
- to reason and build shared understanding learning causes and effects

To inform and explain:

- to inform here is an answer
- to explain the data and interpretation here is how this works
- to educate / teach here is how you can learn this

To convince and decide:

- to prompt someone to take action
- to communicate the truth*
- to convince others that this interpretation is the right one
- to make a decision or choose a course of action



In practice...

When communicating, you are at the intersection of:

- Your goal
- The type of audience
- The goals of the people in that audience
- The context in which they participate

There is a formula, just remember:

"I want to <X> the audience of <Y> in the <Z>"

where:

<X> is your goal, <Y> is the type of audience, and <Z> is format in which you will interact with them.



For example: presenting findings to a large group



Techniques vary by context. For example, meaningless charts and formulas are effective

Charts Are Persuasive

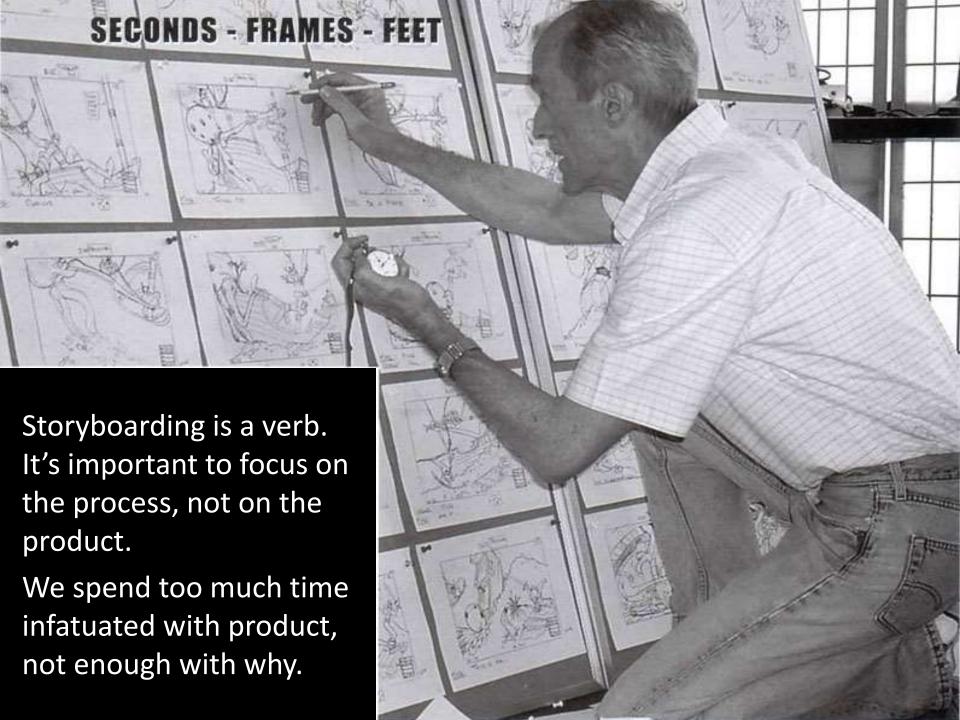
Researchers compared the share of people persuaded by a verbal description of a drug trial with the share of those persuaded when a chart adding no new information was included.

Proportion of people who were persuaded by the information



Source: "Blinded With Science: Trivial Graphs and Formulas Increase Ad Persuasiveness and Belief in Product Efficacy" by Aner Tal and Brian Wansink

This presentation is
$$P = \sum_{i=1}^{n} a_i x_i$$
 more persuasive because I'm using charts*



For example: getting people to decide and act



It's hard to get people to take ownership

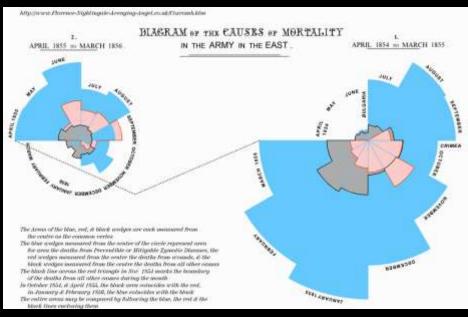


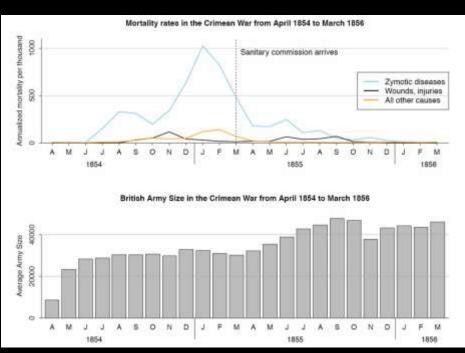
What if you want them to take ownership and do something other than eat doughnuts in meetings?

This is an important part of many analyst's jobs.

Not "nice story, when can you get that to me" but "I'll take it from here".







Which viz is better?

There is an easy first segmentation in your audience: are they analysts, or consumers of analysis?

Statistical graphics and classic visualization says the latter.

Visuals to communicate and visuals to understand, or to explore data vs explain data, will lead to different requirements, driven by different goals.

How we develop best practices: survival bias



"A story has no beginning or end: arbitrarily one chooses that moment of experience from which to look back or from which to look ahead."

Graham Greene, The End of the Affair



References

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- The nonsense math effect, Kimmo Eriksson, Judgment and Decision Making, Vol. 7, No. 6, November 2012, pp. 746–74





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About the Presenter

Mark Madsen is president of Third Nature, a technology research and consulting firm focused on business intelligence, data integration and data management. Mark is an award-winning author, architect and CTO whose work has been featured in numerous industry publications. Over the past ten years Mark received awards for his work from the American Productivity & Quality Center, TDWI, and the Smithsonian Institute. He is an international speaker, a contributor to Forbes Online and on the O'Reilly Strata program committee. For more information or to contact Mark, follow @markmadsen on Twitter or visit http://ThirdNature.net





About Third Nature



Third Nature is a research and consulting firm focused on new and emerging technology and practices in analytics, business intelligence, information strategy and data management. If your question is related to data, analytics, information strategy and technology infrastructure then you're at the right place.

Our goal is to help organizations solve problems using data. We offer education, consulting and research services to support business and IT organizations as well as technology vendors.

We fill the gap between what the industry analyst firms cover and what IT needs. We specialize in product and technology analysis, so we look at emerging technologies and markets, evaluating technology and hw it is applied rather than vendor market positions.

