

# informatik-Kolloquium

The Department of Computer Science of Johannes Kepler University Linz<sup>1</sup> together with the Austrian Society of Computer Science (ÖGI) invites to the following talk:

**Topic:** **Visual Analytics as a Design Science Discipline**

**Presenter:** **Wolfgang Aigner, St. Pölten University of Applied Sciences**

**Date:** **June 5th, 2018, 13:00pm CET**

**Location:** **JKU, Physics Building, P215**

**Abstract:** Design science research is a problem-driven approach characterized by the systematic analysis, design, creation, and evaluation of digital artefacts. Visualization and Visual Analytics aim to amplify cognition, but simply producing images is no guarantee that complex visualizations will be understood and are useful for gaining insights. Therefore, a human-centered approach is essential and should follow four main principles: early focus on users and tasks, design for human perception and cognition, continuous evaluation, as well as iterative design & refinement. But merely producing artefacts is not the only aim of design science research. To generate knowledge, models, and theories is as important in order to generalize insights and make them explicit and systematic for others to build on top of it. In this talk, several research projects will be presented to exemplify different aspects of Visual Analytics as design science discipline.

**Short Bio:** Wolfgang Aigner is scientific director of the Institute of Creative\Media\Technologies (IC\M\T) at St. Pölten University of Applied Sciences, Austria and adjunct professor at TU Wien, Austria. In 2013 he received his habilitation in computer science for his work on “Interactive Visualization and Data Analysis: Visual Analytics with a Focus on Time” from Vienna University of Technology, Austria. Wolfgang is an expert in Information Visualization (InfoVis) and Visual Analytics (VA), particularly in the context of time-oriented data. He performs research on concepts, methods, and software prototypes that support humans in dealing with large and complex information structures, to make them more comprehensible, facilitate exploration, and enable knowledge discovery. Wolfgang has authored and co-authored more than 125 peer-reviewed publications and he was involved in the acquisition and execution of a number of funded basic and applied research projects at national and international levels. His main research interests include visual analytics and information visualization, human-computer interaction (HCI), and user-centered design.

**Organizer:** Prof. Dr. Marc Streit  
*Institute of Computer Graphics*

The department consists of the following institutes:

Application Oriented Knowledge Processing (FAW), Bio Informatics, Computational Perception, Computer Architecture, Computer Graphics, Formal Models and Verification, Networks and Security, Integrated Circuits, Pervasive Computing, Software Systems Engineering, System Software, Telecooperation, Signal Processing