Exploring the Infographic: Designing our Digital Selves

1. INTRODUCTION

The objective of this demonstration is to show how the design of an infographic, a visual representation of information, can evolve. This process will begin with raw data and through some analysis & sculpting of that data make patterns and relationships visible.

Information visualisation enables us to visually illustrate information in meaningful ways. It allows the creation of graphical imagery that tells a story by highlighting connections between information and ideas that may not be explicit in any other form. Through the use of infographics, it becomes possible to analyse & explain abstract ideas and makes complex ideas clear and accessible.

2. OUR DIGITAL SELVES

The subject for the infographic will be our digital selves. The aim is to show visually, who we have become in this post-human world, where and how we co-exist with shared networks and devices in evolving connections that increasingly define us. It is hoped that the infographic will provide an overall picture of who we are, where we are headed and the nature of our interactions in the production of this multi-layered reality.

The purpose of the infographic is to provide clarity on what constitutes our digital selves. It will help show how our reliance on networks is providing opportunities for growth and enrichment in the areas we apply them. The infographic will graphically uncover these areas to analyse and deconstruct them in order to demonstrate how the digital self permeates all aspects of our lives such as work, education and leisure. Its objective is to map how our use of media is relative to our motivations. In particular, it will attempt to emphasize the growing use of technology in the lives of students and how they integrate it into their learning.

The demonstration will interrogate the processes behind the creation of the infographic. It will explain the source of some of the data, decisions that were made to shape the data and how connections were made between data sets. The resulting infographic
will be deconstructed to elucidate how the design of graphical elements was achieved.

3. REFERENCES


Yau, N. (2011) Visualise This. John Wiley & Sons