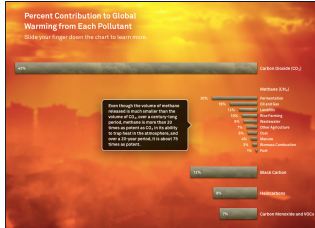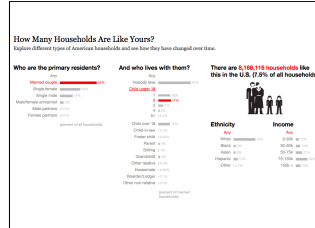# DYNAMIC DISPLAYS

Summary & Detail
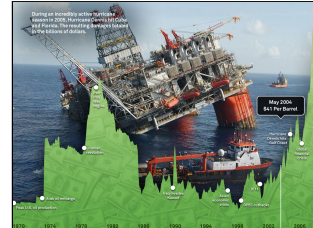

Our Choice, ch 1

Slice & Filter
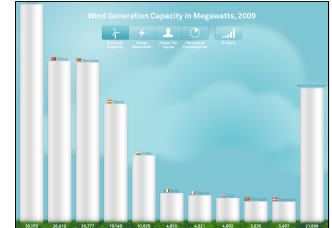

How Many Households

Narrative Context
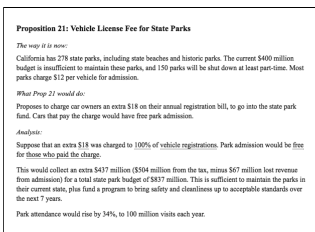

Our Choice, ch 15

Emotion

Our Choice, ch 4
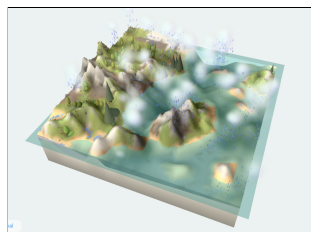
DYNAMIC DATA

Black Box — Explanations of System Behavior
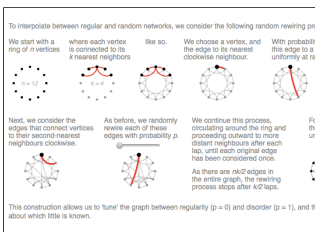

Explorable Explanations
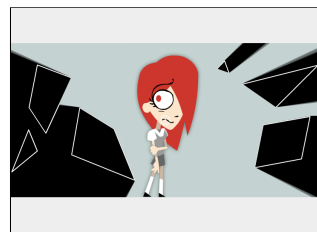

Our Choice, ch 9

Earth, a Primer (Chaim Gingold)

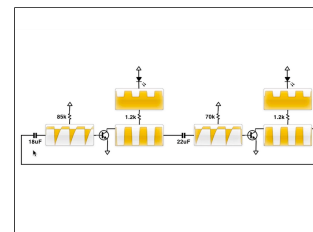## *Open Box* — Explanations of System Structure

*Scientific Communication
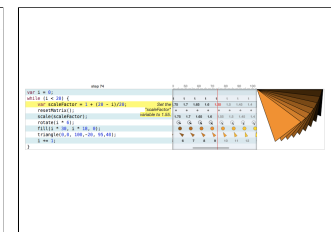As Sequential Art*

Sight and Light (Nicky Case)

Representations for System Design

Inventing on Principle, 23:22

Learnable Programming

LADDER OF ABSTRACTION

control the parameter   *abstract over the parameter*   *step down from the abstraction*

See also — Steven Wittens (acko.net), Amit Patel (redblobgames.com)