

## Ways to Visually Depict Data, Information and Knowledge

| Type                  | Description  |
|-----------------------|--|
| Chart/Graph           | Representation of tabular numeric data and/or functions that may show growth or change over time.  |
| Table                 | Matrix for organizing large quantities of numerical data   |
| Flowchart             | Hierarchical, branching structure that indicates steps in a process or procedure or decision points in diagnosing a problem  |
| Diagram               | Visual representation of concepts, ideas, constructions, relations, statistical data, anatomy etc.   |
| Mind or Concept Map   | Non-linear diagram depicting relationships between ideas and concepts  |
| Storyboard            | Graphic organizing device that depicts a sequence of illustrations or images for the purpose of planning and envisioning a motion graphic or interactive media sequence                    |
| Schematic             | Technical drawing illustrating parts of an object and their relationship to each other   |
| Blueprint             | Technical drawing documenting an architectural or an engineering design or more generic detailed plan  |
| Map                   | Simplified depiction of a space that highlights relationships between components   |
| Symbol                | Object, character, figure, sound or color used to represent an abstract idea or concept  |
| Icon                  | Image, picture, symbol or mark that signifies or represents an object or concept   |
| Signage/Label         | Graphic displaying wayfinding or identifying information   |
| Photograph/Video      | Actual object or scene captured and recorded through the lens of a camera or other imaging device  |
| Drawing/Painting      | Two-dimensional, artistic representation created using artist tools such as pencil, ink, crayons, paint, charcoals, pastels, and/or digital software.                                      |
| Illustration          | A visualization such as a drawing, painting, photograph created to elucidate or embellish something described in text  |
| Cartoon/Caricature    | Illustration that humorously or satirically depicts a current event or exaggerates a likeness  |
| Simulation            | Computerized, sometimes animated, representation or modeling of characteristics, actions or events for the purpose of running alternative scenarios and/or testing and observing behavior. |
| Immersive Environment | Artificial, interactive, computer-created scene or "world" often used in video and online games, in which the user feels like they are part of the simulated "universe."                   |