

About myself

- Kamran Sedig (come-run se-deeg)
 - Joint appointment between Computer Science & Information and Media Studies
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- MC 420

My research

- Interdisciplinary, at the cross-roads of
 - Human-centered computing
 - Information & data science
 - Cognitive science
 - Systems theory
 - Design (interaction, visualization, cognitive, game, motivation)
- Investigate how to
 - Design of interactive software tools that support data-intensive complex human tasks
 - Data analysis & interpretation, investigation, problem solving, planning, decision making, ...

Sub-areas and applications of my research

- Human-data interaction & human-steered analytics
- Design of interactive visualization tools
 - Data/information visualization
 - Data and visual analytics
 - Geospatial visualizations
- Data-intensive complex activities
 - Health & medical informatics
 - Decision-support tools
 - Design of cognitive games
 - Cyberlearning
 - Interactive reasoning
- Interface design
- Information artifacts and tools
- ...

New book



MORGAN & CLAYPOOL PUBLISHERS

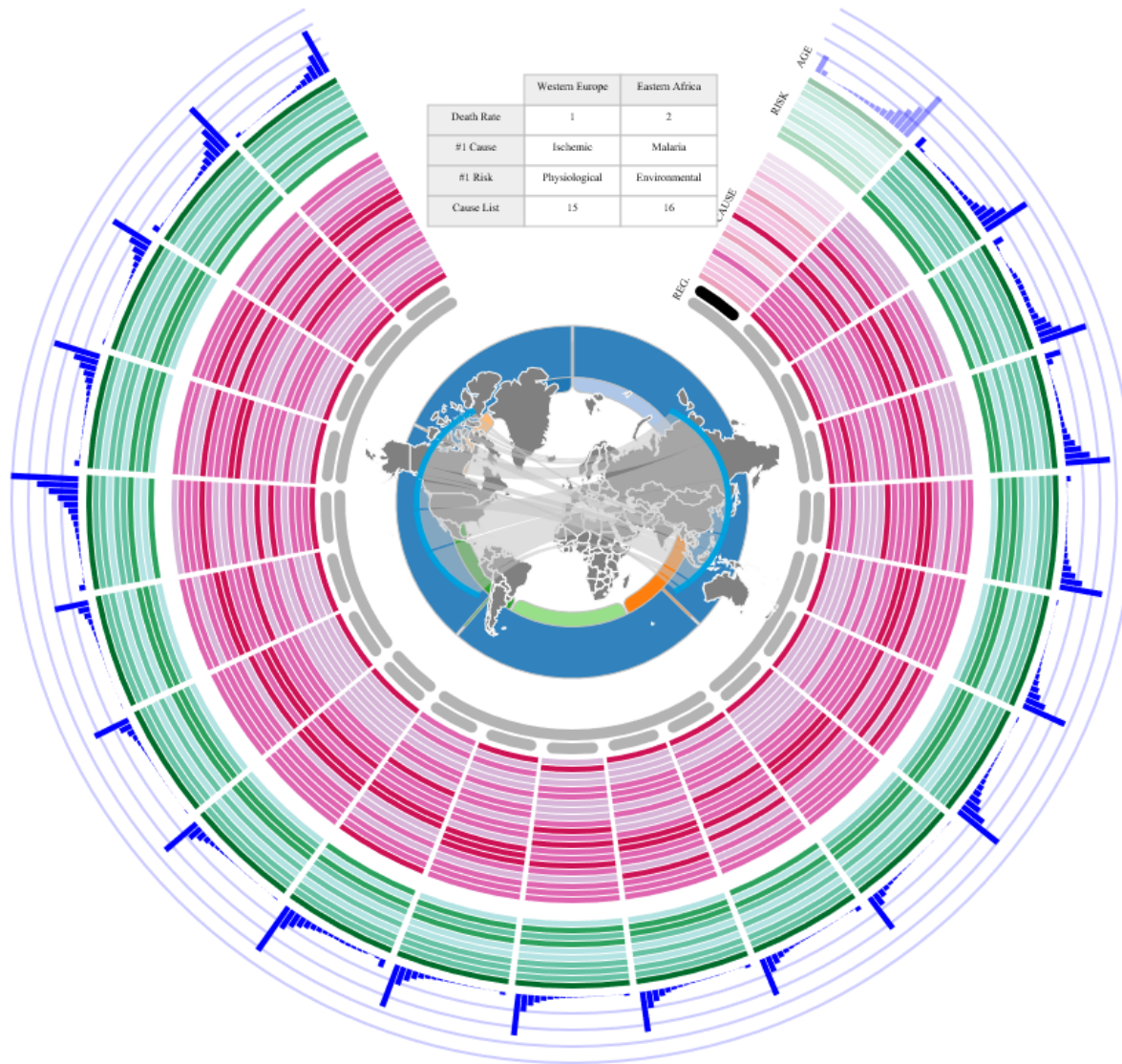
Design of Visualizations for Human-Information Interaction

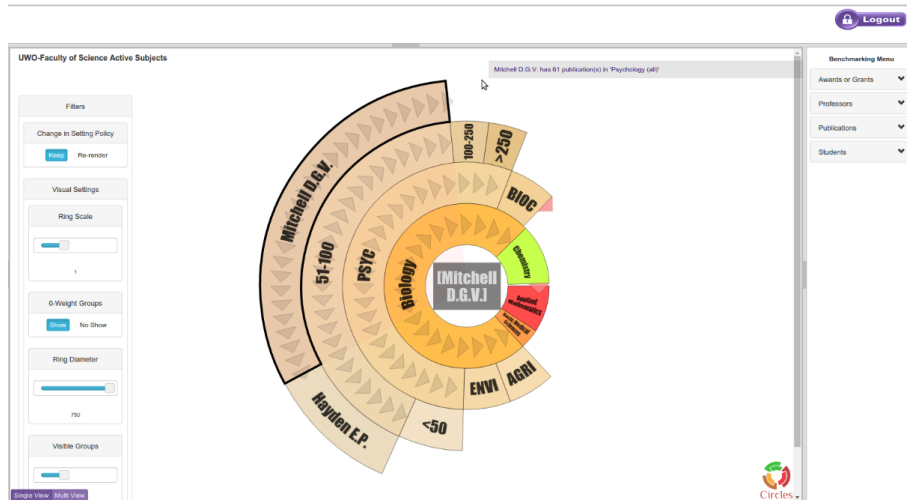
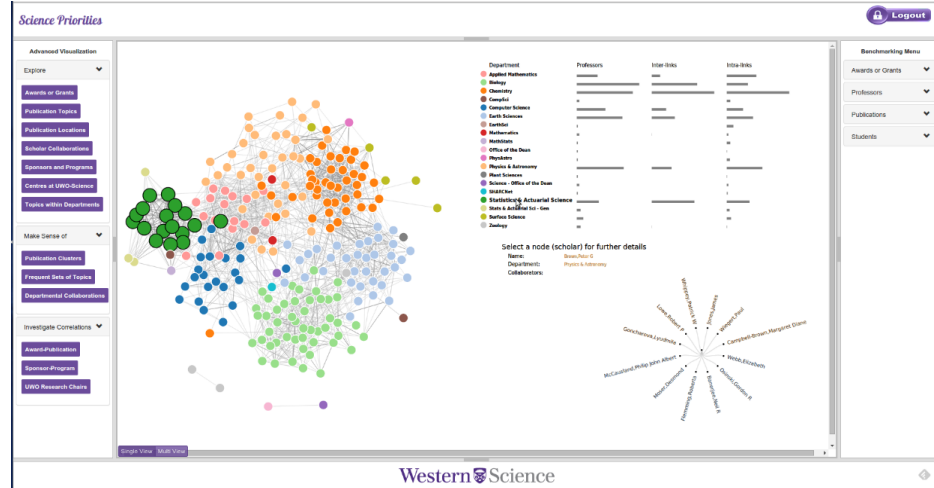
A Pattern-Based Framework

Kamran Sedig
Paul Parsons

SYNTHESIS LECTURES ON VISUALIZATION

Niklas Elmqvist & David Ebert, Series Editors

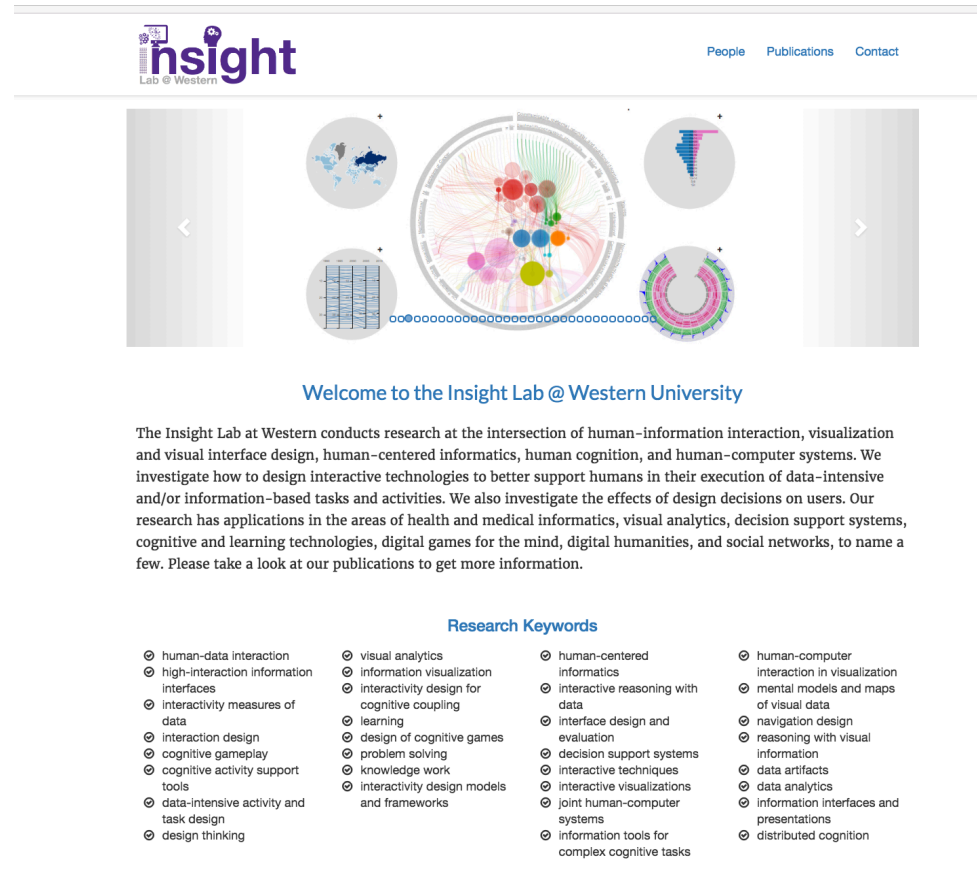




My research

- Visit our research lab:

insight.uwo.ca



insight
Lab @ Western

[People](#) [Publications](#) [Contact](#)

Welcome to the Insight Lab @ Western University

The Insight Lab at Western conducts research at the intersection of human-information interaction, visualization and visual interface design, human-centered informatics, human cognition, and human-computer systems. We investigate how to design interactive technologies to better support humans in their execution of data-intensive and/or information-based tasks and activities. We also investigate the effects of design decisions on users. Our research has applications in the areas of health and medical informatics, visual analytics, decision support systems, cognitive and learning technologies, digital games for the mind, digital humanities, and social networks, to name a few. Please take a look at our publications to get more information.

Research Keywords

- ⊗ human-data interaction
- ⊗ high-interaction information interfaces
- ⊗ interactivity measures of data
- ⊗ interaction design
- ⊗ cognitive gameplay
- ⊗ cognitive activity support tools
- ⊗ data-intensive activity and task design
- ⊗ design thinking
- ⊗ visual analytics
- ⊗ information visualization
- ⊗ interactivity design for cognitive coupling
- ⊗ learning
- ⊗ design of cognitive games
- ⊗ problem solving
- ⊗ knowledge work
- ⊗ interactivity design models and frameworks
- ⊗ human-centered informatics
- ⊗ interactive reasoning with data
- ⊗ interface design and evaluation
- ⊗ decision support systems
- ⊗ interactive techniques
- ⊗ interactive visualizations
- ⊗ joint human-computer systems
- ⊗ information tools for complex cognitive tasks
- ⊗ human-computer interaction in visualization
- ⊗ mental models and maps of visual data
- ⊗ navigation design
- ⊗ reasoning with visual information
- ⊗ data artifacts
- ⊗ data analytics
- ⊗ information interfaces and presentations
- ⊗ distributed cognition

Graduate students (13)

- 1 Post Doc
- 7 PhD in Computer Science
- 3 PhD in Health Information Science
- 1 PhD in Information Science
- 1 MSc in Computer Science
- Areas:
 - Visual analytics; medical visual analytics; human-data interaction; visualization design; role of information & cognition in evidence-based medicine; text visualization; public health; ...

Fall 2016 (CS 9855a)

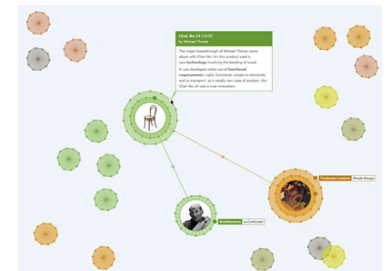
- Topics in data presentation, analytics, and human-centered informatics in healthcare
 - will examine topics related to health informatics—with particular emphasis on health informatics tools, big data in healthcare, presentation of health data, analytics methods and their role in healthcare, and the importance of human-centeredness of tools
 - cross-listed (CS & Information Science & Health Information Science)
- Mondays, 9-12 (Rm. MC 16a)
 - Start date: September 12 (be on time)

Evaluation scheme for CS 9855a

- Paper presentation 20%
- Tool presentation 15%
- Research paper 40%
- Participation 25%

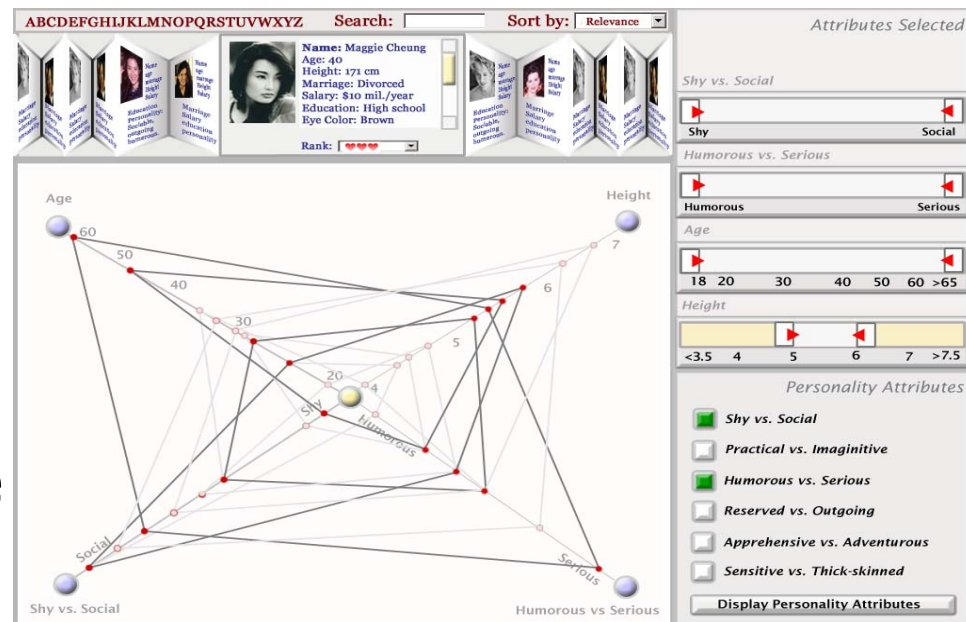
Winter 2017

- Information Visualization (9639A)
 - 1 cross-listed course (CS & Library & Information Science)



- Human-Computer Interaction (9521B)
 - Conceptualization, design, and evaluation of computational tools that support and facilitate human activities

Dating software



Winter courses

- Evaluation for CS9639b & CS9521b will be decided later on