Guidance Context

Describes prior knowledge of users and thus determines to what extent *guidance* is needed.

- **Zero knowledge** – What to do?
- **Goal is known** – Which is the path?
- **Path is known** – What will be reached?
- **Full knowledge** – No guidance please, I know!

Guidance Domain

Specifies the matter on which *guidance* shall provide the necessary support.

- **Data** – Which part to show?
- **Views** – How to show it?
- **Infrastructure** – On which device?
- **Users** – Who operates?

Guidance Target

Defines how the entity or situation that is of interest is made known to the *guidance* mechanism.

- **Direct** – Take me to X!
- **Indirect** – Take me to all Y_s that are like X!
- **Inverse indirect** – Take me to all Y_s that deviate a lot from X!

Guidance Degree

Captures how much *guidance* is provided on a continuous scale.

Orienteering – You are here.
Steering – You should go there.
Storytelling – This is the story.
Annotated Animation – Here are all the details.

Towards a Characterization of Guidance in Visualization

Hans-Jörg Schulz[1]   Marc Streit[2]   Thorsten May[3]   Christian Tominski[1]