Guest Editorial Preface

Special Issue on Some Information Visualisation Techniques

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The exponential growth of data propagation by various means, especially from the internet, has led to the refinements in tools for extracting the underlying information. The sheer diversity of the sorts of information available from computer-generated data sources is staggering. It spans many disciplines, the sciences and arts. As an example of the sorts of efforts undertaken to make sense of this burgeoning mass of information this special edition highlights a few techniques that may inspire others to look even further.

The articles in this special issue bridge the sciences and arts by: literally mapping art history using a plethora of visualisation techniques – showing the various movements, artists and their interconnectedness; visualising music as a source of big data – ordinarily the domain of scientific data; automation of railway map labelling schemas – typically too difficult to automate; computer-generative logotypes with meanings attached; and, visualising the design process itself – in an architectural context from ideation to its physical manifestation.

While far form a comprehensive collection of visualisation schemas, this particular group of papers delightfully highlights to ever evolving need for visualisation as a tool for making sense of complex data-related systems. It is hoped that by including these articles in this special edition of the international journal of art culture design and technology, non-traditional computer programmers will be encouraged to explore their own possibilities. By making visual the otherwise dense abstraction that is raw data, we can know more and share more of what goes on around us. We can know more about the interconnectedness of the data that is generated by our own activities, historical, or the automated productions from computer algorithms.

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