

Editorial

Information design research in a global dialogue

This year marks the 20th anniversary of InfoDesign's launch, and as a timely coincidence, the journal has achieved a significant milestone with its inclusion in the Scopus database. This indexing marks a pivotal moment in the journal's history, enhancing the visibility and impact of published papers and opening up a global dialogue. As expected, this major shift also brings new challenges, such as publishing papers in English only and adapting the editorial workflow. To meet the challenges and opportunities of this new phase, we have significantly expanded and diversified our team of associate editors. We warmly welcome our new associate editors, whose varied expertise and global perspectives will be instrumental in guiding the journal as the field of information design evolves and broadens.

Infodesign's second 2024 publication features papers exploring information design topics such as data visualization, education, health, inclusion, accessibility, activism, outdoor media and mobility.

Opening the edition, the paper *Origins of information visualization in corporate bullet points: an archaeology of the graphic configuration paradigm in data visualizations (1979–1995)* by Guilherme Ranoya and Rafael de Castro Andrade explores the origin of the current paradigm of data visualization design and the logic of creating charts and presentations, which emerged with the personal computer revolution. By framing the problem with the archaeological method adapted to design, the authors present and reflect on the genealogy of softwares for creating spreadsheet calculations, business graphics and desktop presentations, highlighting the tensions between computer science, corporate ethos and the craft of information design.

Data visualization tools can help promote public policies for women, to influence informed decisions based on evidence. The aim of the study *Data visualization for the promotion of women's rights: an analysis of the charts from the Woman Violence and Femicide Observatory*, authored by Helena Callaça Gadioli Farage, Dara Costa Rattes, Lourdes Yamila Quintero Rojas, Virgínia Tiradentes Souto and Tiago Barros Pontes e Silva, was to analyze whether the graphics provided by the observatory are adequate to promote gender equality and women's rights. Based on a literature review on data visualization, data humanism and data feminism, critical parameters were proposed to evaluate the material. The results point to improvements and opportunities for evolution in data visualization in public policies, contributing to a more humanistic approach focused on the people represented by the numbers.

Also related to data visualization, the paper *Democratization of data visualization: a case study of an interactive urban intervention* by Neily Baeza Manteiga, Tâmer Arantes Venancio, Thais Andrade Vivas, Virgínia Tiradentes Souto and Tiago Barros Pontes e Silva explores a collaborative

process of data production and visualization through an interactive urban intervention in the public transport system. This empirical study was based on the collection of personal experiences of citizens spatialized in a collaborative map. The results indicate the potential of participatory design methods and creative practices for meaningful social change.

On the topic of education, teaching materials are at the core and unveil avenues for information design research. The paper *Design contributions to the preparation of teaching materials suitable for children with ADHD*, by Fernanda Pozza da Costa, Ricardo Triska, Giselle Schmidt Alves Diaz Merino aims to develop guidelines for creating teaching materials for ADHD students. The presentation of information helps spark interest, retain attention, and improve learning. Through an analytical look at school tests applied to a second-grade elementary school student, the result presents guidelines for the visual structuring of teaching materials that help direct the attentional focus of students in the initial grades, contributing to universal design for learning.

Also dealing with specific user needs and learning disorders, the study *Facilitating reading for people with dyslexia: a narrative review of recommendations for text formatting* by Murilo Crivellari Camargo, José Angelo Barela, Letícia Faria Teixeira and Luis Carlos Paschoarelli conducted a narrative literature review addressing text formatting recommendations for people with dyslexia, and compared to those established by the Dyslexia Style Guide. The authors provide accessibility guidelines for typography, layout, colours, media and images to address reading difficulties.

Silvio Bernardino de Oliveira and Angélica de Souza Galdino Acioly applied mixed-methods to analyse the user interactions of virtual learning environments in the paper *The use of the Moodle platform by visually impaired students: an interaction analysis based on usability assumptions*. Through usability testing and statistical analysis, recommendations were made for designing the Moodle interface for distance learning to improve the interaction of visually impaired students.

Interface usability is also addressed by the following paper *Focus Group as a method for evaluating the usability of the Runway video editing platform*, authored by José Guilherme Santa Rosa, Isis Tatiane de Barros Macêdo Veloso, Gustavo André Falcão Peixoto, Diego Ygor Silva e Santos and João Pedro Morais Guedes. The authors delved into the user experience feedback during video editing workshops. As a formative assessment method, the focus group brought relevant interface qualities and improvements.

How can creative design techniques – namely visual brain dumping, forced connections and semantic differential matrix – facilitate the generation of ideas in the creative process of novice designers? This question was explored by Caroline Reichow Tuchtenhagen, Thiovane da Rosa Pereira, Jocelise Jacques de Jacques, Fabiano de Vargas Scherer and Eduardo Cardoso in the paper *The use of design techniques in the creative process of new designers*. The experiment was conducted with a group of 8 participants, guided by a protocol of application of the three aforementioned techniques. The study showed that intentionally combining these techniques was very helpful for new designers, aiding in idea generation, self-critique, and teamwork.

With the advancement of technology, the use of applications to monitor health and engage in self-care has become increasingly common. However, for these tools to be effective, it is essential that users, especially the older adults, possess the necessary digital skills. This topic is addressed in the paper *Information design challenges for digital inclusion of older adults from the perspective of health literacy: a scoping review* by Thaís Branquinho Oliveira Fragelli, Junior Arthur Campêlo de Oliveira, Vitor Pedra Machado, Kerolyn Ramos Garcia, Leonardo Costa Pereira, Margô Gomes de Oliveira Karnikowski and Camila Alves Arede. The study aimed to identify the types of digital literacy that are most important for older adults to use health applications.

The paper *Problem-driven visualization design of health and pollution big data* by Julia Giannella, Ximena Illarramendi, Renato Mauro, Lucas Barcellos Oliveira, Igor Falconieri, Claudio Esperança and Doris Kosminsky presents an innovative project to visualize datasets that were not originally intended for combined analysis. The aim is to explore the relationship between air pollution and maternal and neonatal health. Given the challenges in establishing a direct link between these two factors, data visualization plays a crucial role. The project integrates various heterogeneous datasets, such as pregnancy data and pollution levels, to identify potential correlations.

“Being a black woman in Brazil is a challenging role to assume, as they are burdened by the legacies of racism, sexism and economic vulnerability.” With this statement, the authors Vanessa Suellen Arcoverde Moreira, Flávia Zimmerle da Nóbrega Costa and Maria Alice Vasconcelos Rocha open the paper *Between Afro-Brazilian fashion and aesthetic-politics: a digital information analysis carried out in the daily struggles of black activist from Caruaru*. Based on documents collected from digital social media published by black women activists from Caruaru, a city in the state of Pernambuco, in northeastern Brazil, the discourses were analysed using Foucauldian inspiration to uncover the statements and their synchronous relationships and incidents.

The urban landscape in historic heritage centres is the subject of this paper *Reflections on out-of-home media in preserved landscapes* by Liriane Baungratz and Vanessa Casarin. The authors present an investigation with a geographical focus established within the context of the Heritage Site of Laguna, Santa Catarina State, a seaside town in southern Brazil. The aim was to evaluate outdoor media with advertising messages installed on buildings and the perception of different users, bringing up discussions on current regulatory policies.

Tactile maps for orientation and mobility assist in spatial orientation, allowing for the prior recognition of space or a specific route. *The different types of tactile maps for orientation and mobility: a reflection* by Ana Paula Geraldo Coutinho, Isabela Guesser Schmitt, Vanessa Casarin and Lizandra Garcia Lupi Vergara seeks to identify the different typologies of tactile maps used in buildings and public open spaces in Brazil. The results show specific uses for different typologies, such as simplified tactile maps represented by tactile routes and tactile maps represented by floor plans.

Please note that this is the last issue of InfoDesign accepting Portuguese submissions. As of next year, only English submissions will be considered.

We would like to express our sincere gratitude to all authors, reviewers, and editors for their valuable contributions to the journal this year. We hope you enjoy reading this issue.

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Managing Editor and Editorial Secretary