

Grants & Funding

- Strategic Initiative Grant**
- Faculty Fellows**
- Jump Start Grant**
- Invited Speaker Grant**
- Grant Archive**
- Fellows Archive**

Training & Office Visits

Consulting

Materials Development

Duke Digital Initiative Support

Labs & Equipment

Graduate Student Training

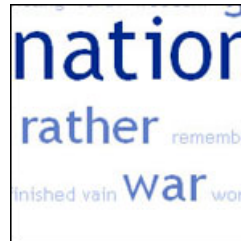
Spring 2007 Visualization Grant Information

This page was the informational web page published in Spring 2007 to explain the "idea" behind the Visualization Grants, and to provide examples and ideas for those who might want to apply.

What is "visualization"? It's many things, but all involve new ways to imagine and interact with information. At the most general level, visualization is a method for using visual materials, particularly interactive materials, to help people better understand concepts and ideas, and make better sense of data. Visualization helps students picture processes and see patterns that they might not otherwise, if they were just reading about a topic. Visualization can help answer questions, support analyses, and spur discussion in your class.

Examples of visualization projects

Analyze novels, speeches and other text-based material in new ways with tools that sort and display textual information.



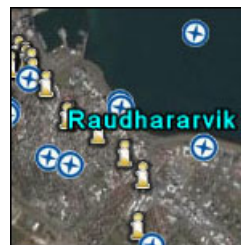
TagCrowd

Explore relationships among historical events with an interactive timeline.



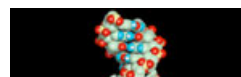
Simile

See the connections between geography, population, pollution, species distribution and other factors using overlays in Google Earth.

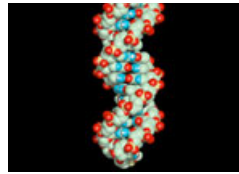


Google Earth

Using Google Earth in education

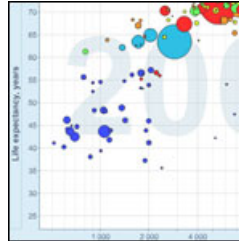


Use animations to show a complex process or structure.



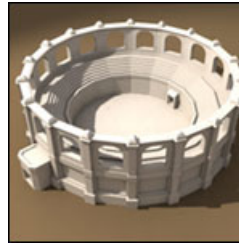
One example: DNA animation

Explore relationships between variables such as population, GDP and life expectancies, with tools that interactively plot and sort complex data.



Gap Minder

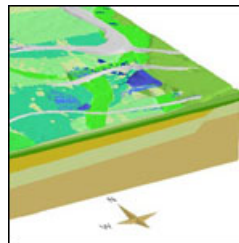
Create or use a 3D model of a historic structure to understand complex spaces and objects.



Turbosquid

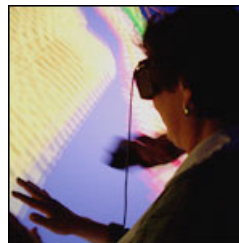
3D Warehouse

Analyze and explore questions about city planning by creating a 3D simulation that shows the relationships of elevation, proximity to water and city growth.



Geosum 3D

Create a 3D “virtual reality world,” into which students might actually “walk” and with which they can interact.



Duke Immersive Virtual Environment (DiVE)

CIT would like to support faculty in exploring how visualization could be used effectively in their courses. Through our visualization exploration grant, CIT can provide funding, personnel and consultation to help you realize your project ideas.

Here are five ways to learn more:

- consult with CIT staff (send email to cit@duke.edu to schedule a consultation)

- view our visualization example pages: [visualization of concepts and processes](#), [interactive data visualization](#), and [3D object and data modeling](#) for more ideas
- attend a visualization workshop session on 2/21
- attend one of the DiVE Open Houses being offered weekly by Dr. Rachael Brady, Director of the DiVE (Thursdays 4:30–5pm in room 1617A CIEMAS).
- arrange an individual consultation with Dr. Brady

Already have an idea?

If you already have a project idea, go to [our grant page](#) to apply.

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