### Project Update and Workshop

Visual Analytics for Plant Pangenomes (VAPP)

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# Agenda

- Project update
- Introduction of the workshop
- Demo and exploration of prototype
- Workshop creative part

**Current focus** 

Exploring sequence variation of a target gene across multiple accessions and with multiple references

What is the challenge? \*

Translating variant information between assemblies and (re)sequencing data

What is the challenge? \*

Translating variant information between assemblies and (re)sequencing data

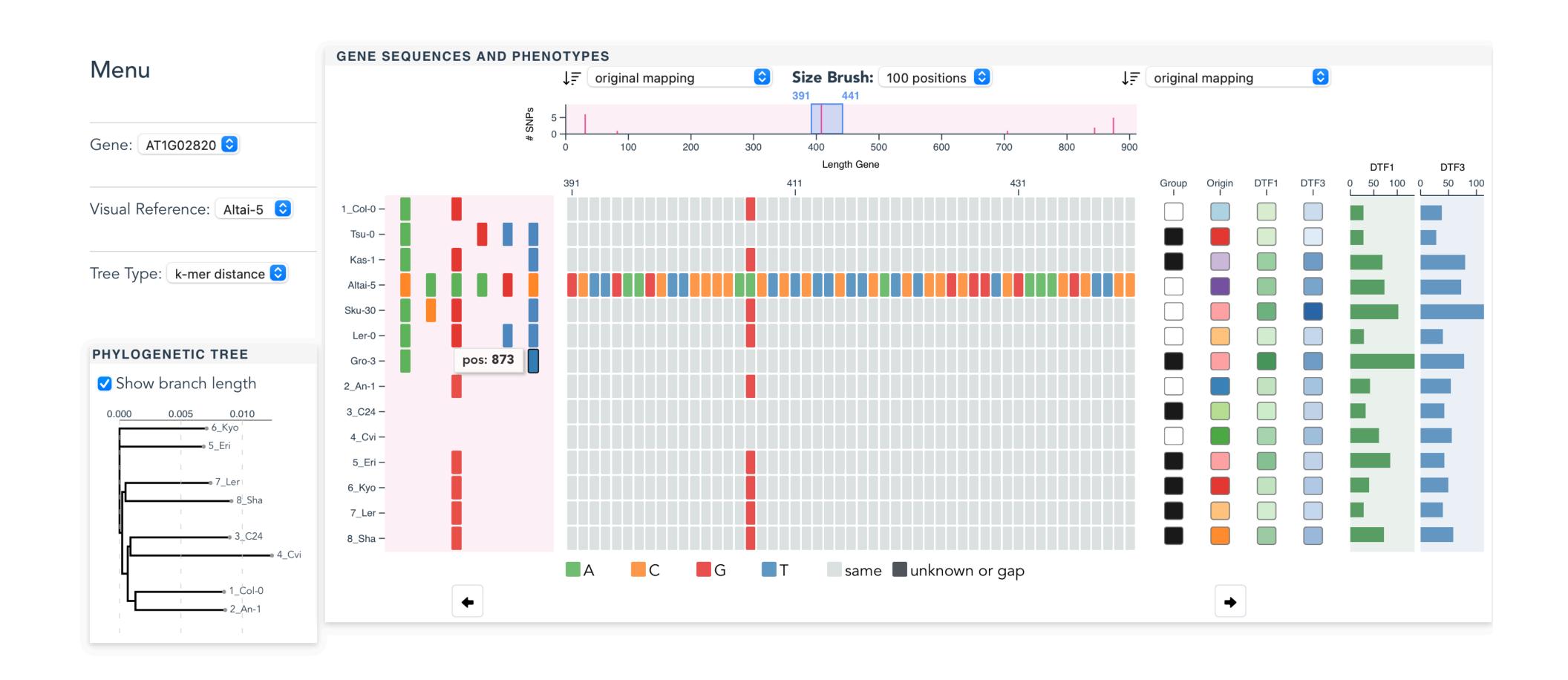
\* No intuitive display of the variants within their genomic and phenotypic context

Why is it important to \* solve?

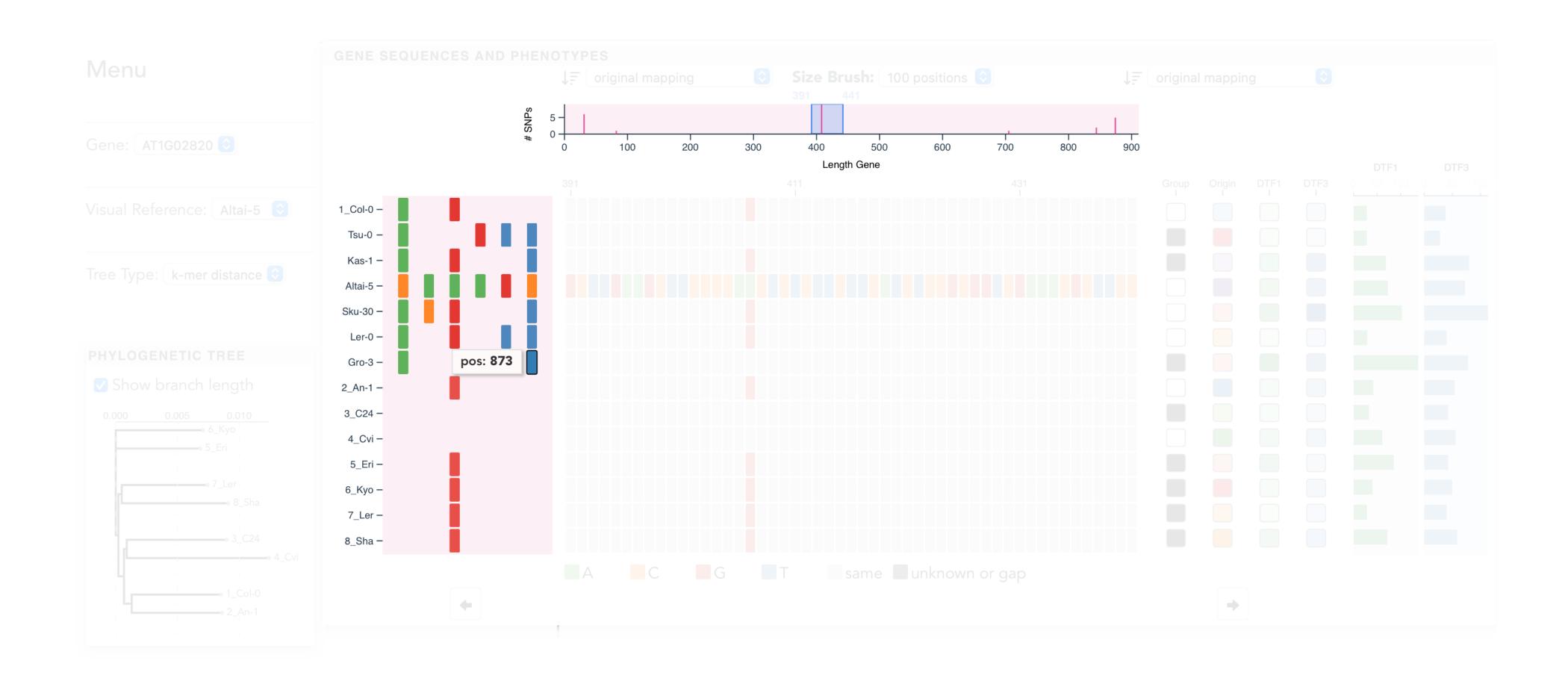
- To allow genome scientists to study a more complete picture of the variants and traits at several levels of the biological context
- \* To discover interesting variant phenotype relations

### Tasks (currently supported)

- Explore sequence variation with respect to a chosen (visual) reference
- 2. Locate variable positions within the gene and inspect details
- 3. Discover phenotype patterns



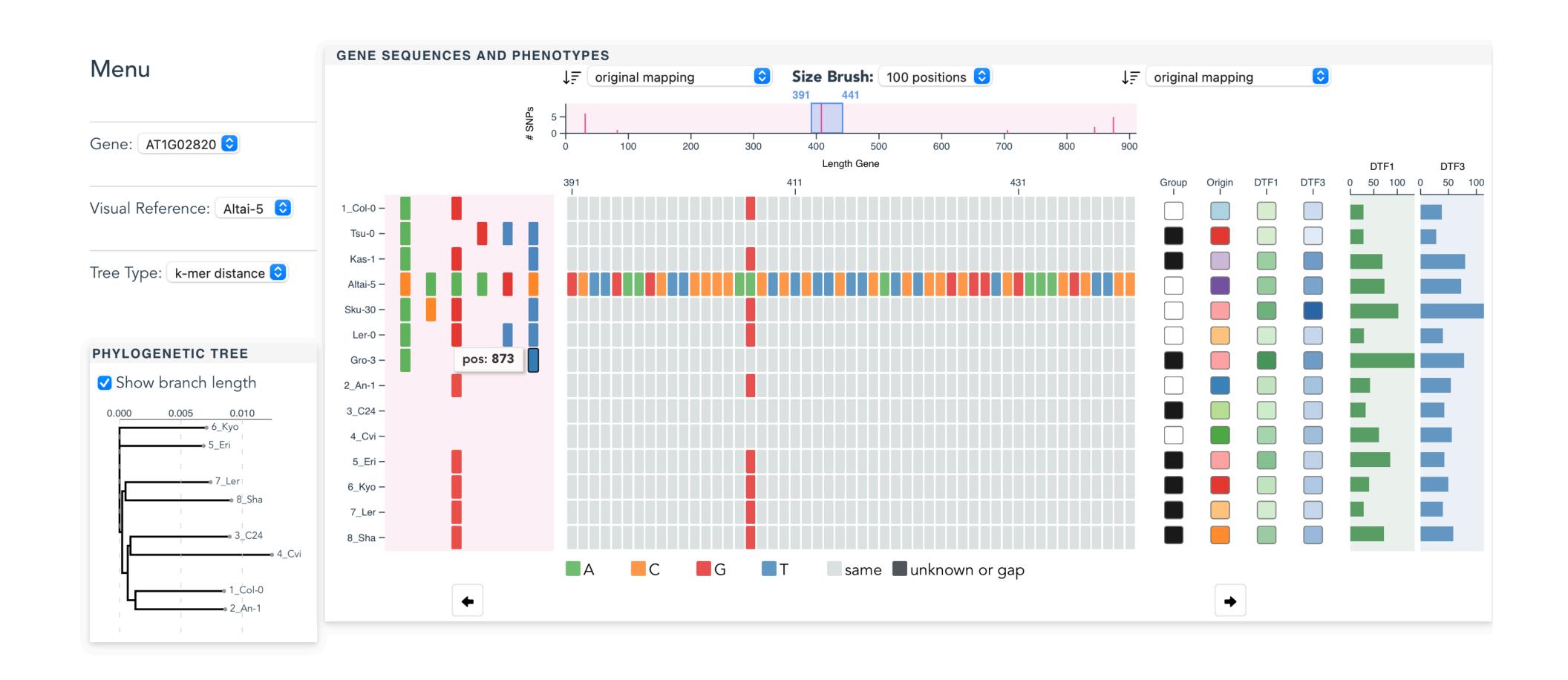








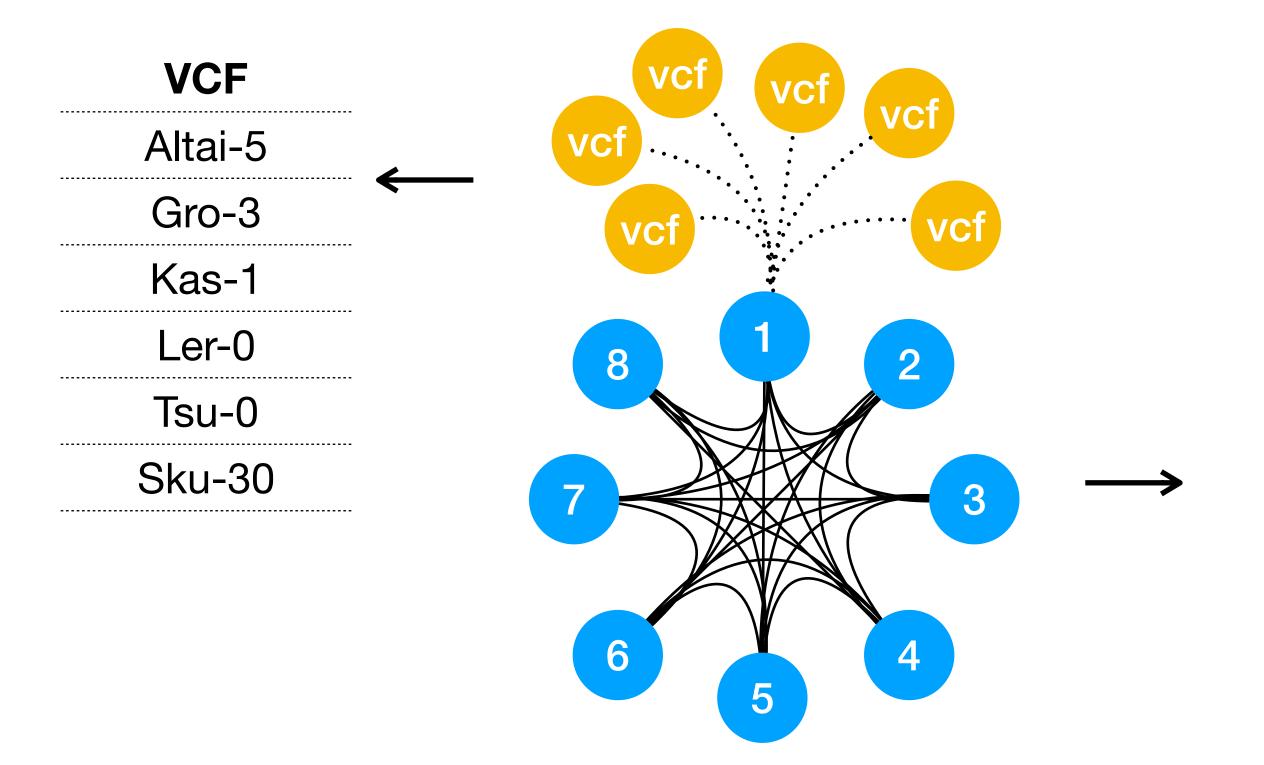




#### Data

(for development current prototype)

### Arabidopsis pangenome



	Accession
1	Col-0
2	An-1
3	C24
4	Cvi
5	Eri
6	Kyo
7	Ler
8	Sha

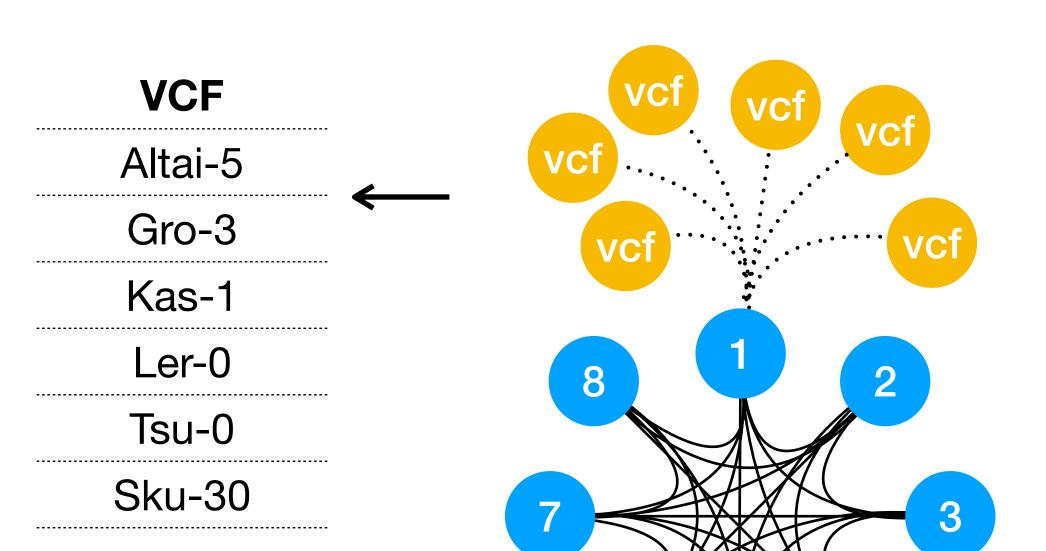
#### Data

(for development current prototype)

Arabidopsis pangenome

+ Phenotypes

+ Phylogenetic trees



	Accession
1	Col-0
2	An-1
3	C24
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#### Next steps

- \* Further develop prototype to include more advanced functionalities needed for real crops
- \* Prototype evaluation sessions (individual)
- \* Use case development and evaluation
- \* Backend (API) development

Workshop Introduction

### Workshop Introduction

### Workshop goal:

- demo and evaluate first design
- enerate new ideas guided by specific use cases

### Workshop Introduction



All ideas are valid: express and record them



Be supportive of others



# Think aloud!



Speak in headlines and follow-up with detail

<sup>\*\*</sup> This workshop will be audio recorded \*\*

### Workshop Schedule

#### 11:00 - 11:30

11:30 - 12:00

12:00 - 13:00

13:00 - 13:35

13:35 - 13:45

### Opening

Part 1: Wishful Thinking Activity

Lunch Break

Part 2: Storyboarding Activity

Closing

Demo and Exploration of the Prototype

### Demo of the Tool

If you'd like to follow along, please go to: http://vapp1.win.tue.nl

### For an optimal experience:

- I please use Chrome or Safari as browser
- l open your browser in full-screen mode
- I please press CRTL+R when it's loaded full-screen

### Explore the Tool Yourself (7 min)

#### Materials:

- evaluation handout
- markers / pens
- •link tool: <a href="http://vapp1.win.tue.nl">http://vapp1.win.tue.nl</a>

Activity Positive (+) Negative (-)

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Part 1: Wishful Thinking

### Workshop Schedule

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<del>Opening</del>

Part 1: Wishful Thinking Activity

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Closing

## Part 1: Wishful Thinking (30 min)

- 1. Individual Assignment (7 min)
- 2. Group discussion (15 min)
- 3. Presentation of major themes (8 min)

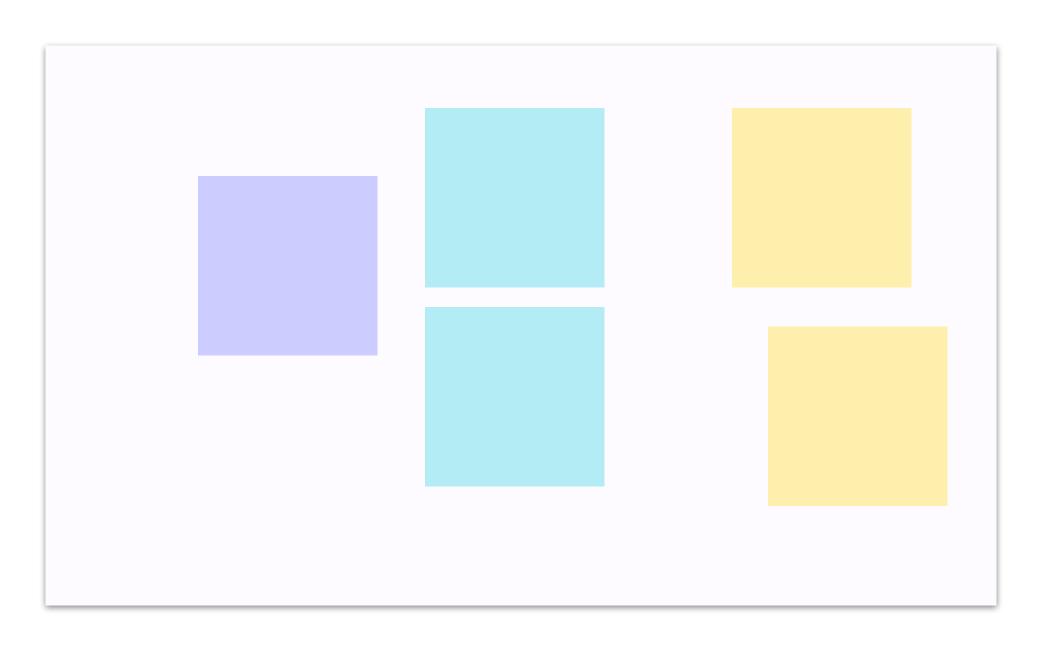
## Part 1: Wishful Thinking

1. Individual Assignment (7 min)

"Moving to real crops, what is needed in order to analyse sequence variants?"

Think about the analysis tasks that you want to perform.

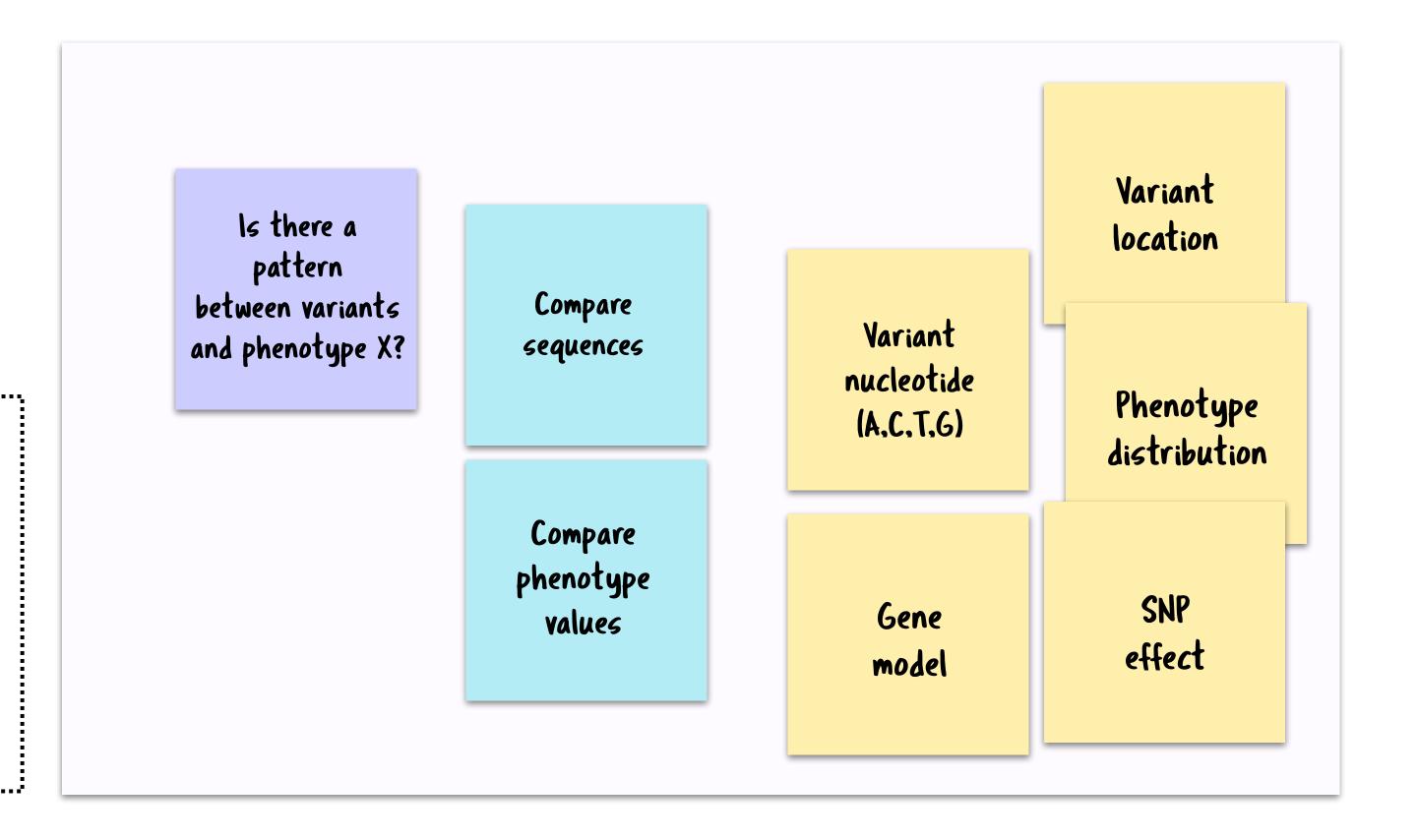
- what would you like to know?
- what would you like to be able to do?
- what (information) would you like to see?
- ! Handout serves as inspiration
- Details can be resolved in the group



### Part 1: Wishful Thinking: example

- what would you like to know?
- what would you like to be able to do?
- what (information) would you like to see?

- ! Handout serves as inspiration
- Details can be resolved in the group

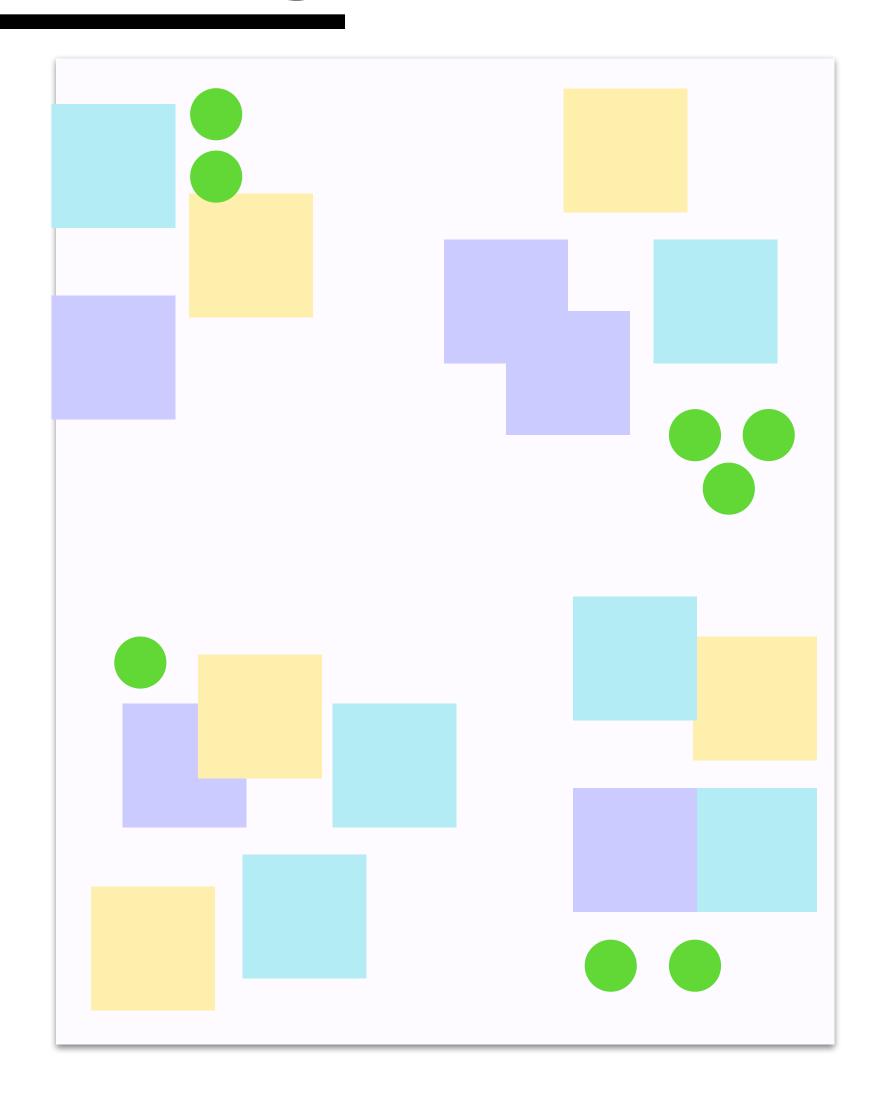


## Part 1: Wishful Thinking

### 2. Group Discussion (15 min)

### Within your group:

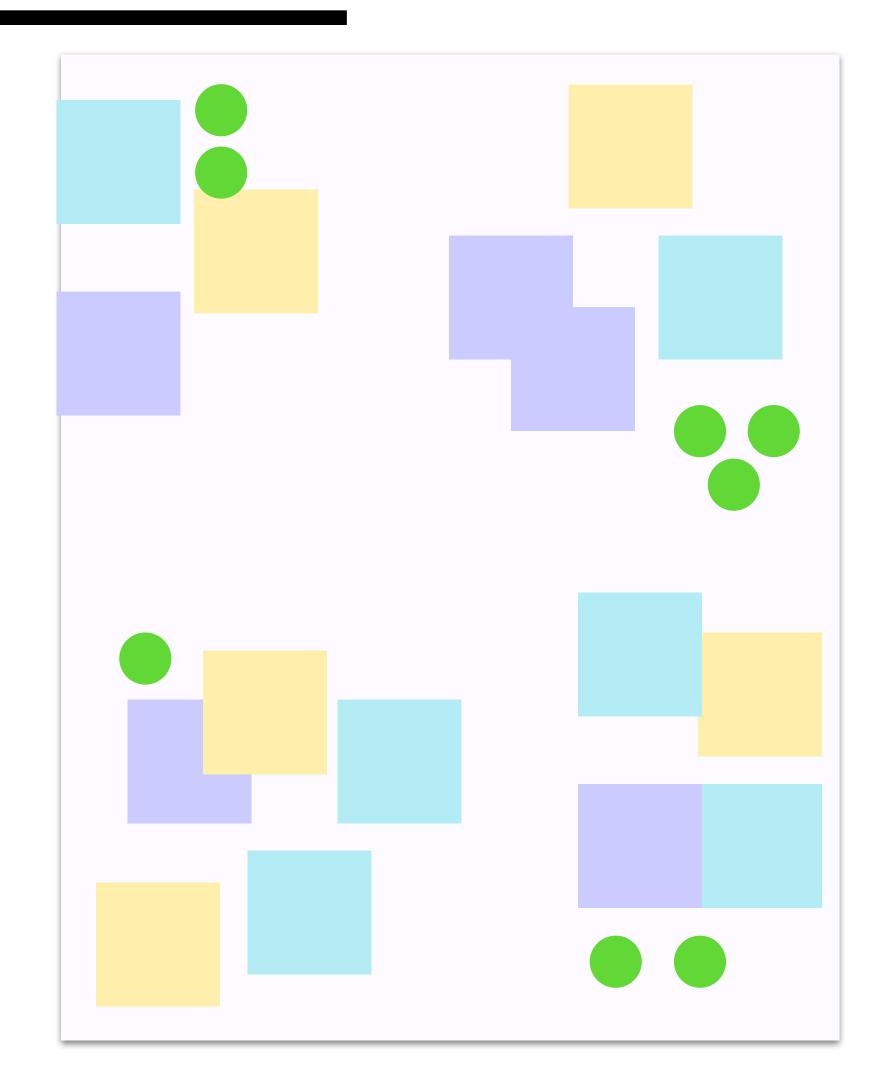
- try to group the tasks by topic
- rank them by importance



## Part 1: Wishful Thinking

### 3. Presentation of Major Tasks (8 min)

Each group presents their major tasks and which one(s) have priority



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Part 1: Wishful Thinking Activity

**Lunch Break** 

Part 2: Storyboarding Activity

Closing

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Part 1: Wishful Thinking Activity

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# Part 2: Storyboarding (35 min)

- 1. Introduction of tasks (3 min)
- 2. Group discussion: workflow and data (12 min)
- 3. Group brainstorm: visualization use cases (12 min)
- 4. Presentation of use cases (8 min)

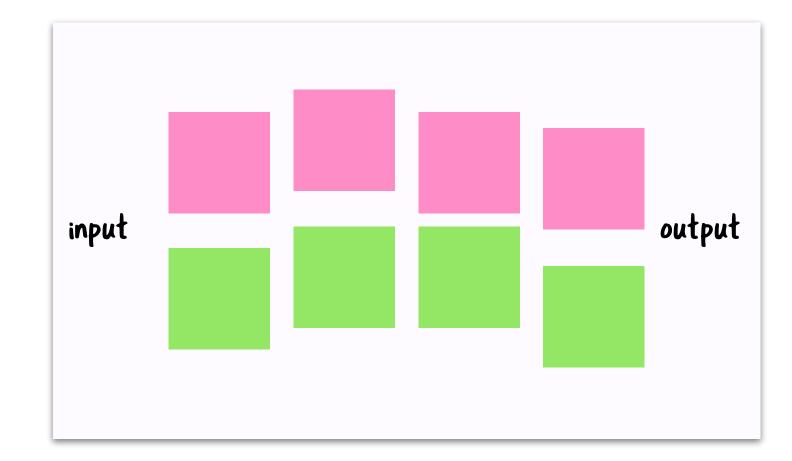
Marker design:

from trait and QTL —> haplotype analysis —> SNP marker

### 2. Group exercise: workflow and data (12 min)

#### Think about the task

- What is the general workflow/ which steps does the user take from input to output?
  - → use post-its to generate a workflow / sequence of steps



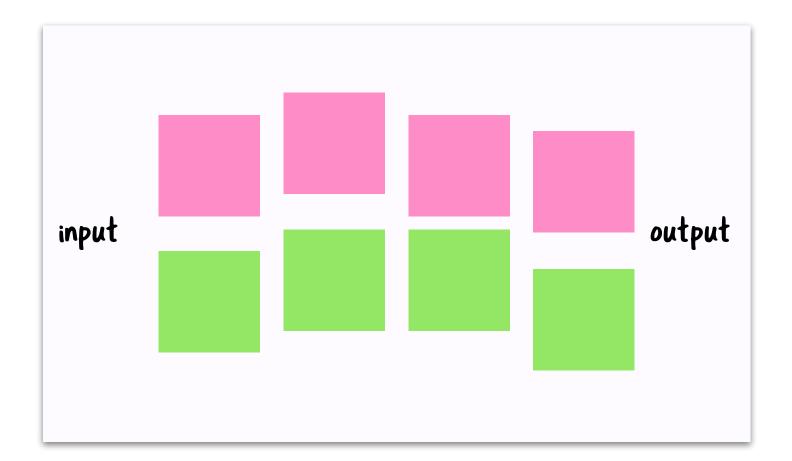
### 2. Group exercise: workflow and data (12 min)

#### Think about the task

- What is the general workflow/ which steps does the user take from input to output?
  - → use post-its to generate a workflow / sequence of steps

### Think about the data involved in each step

- What does the data consist of?
- How are different types of data related?
- How do you combine them to answer questions?
  - → use green post-its to generate sequence of data transformations



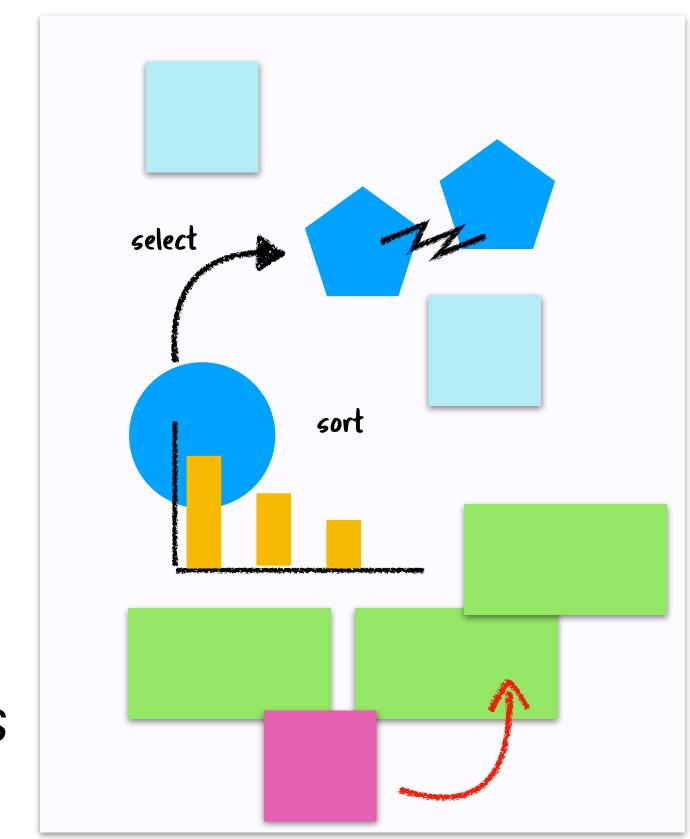
!! Handout and questions are for inspiration

3. Group exercise: possible visualizations (12 min)

"How could a visualization of your data look?"

Sketch a visualization or a feature that would help us address the workflow

- → you can make use of all materials
- → connect words, post-its & sketches to explain your ideas

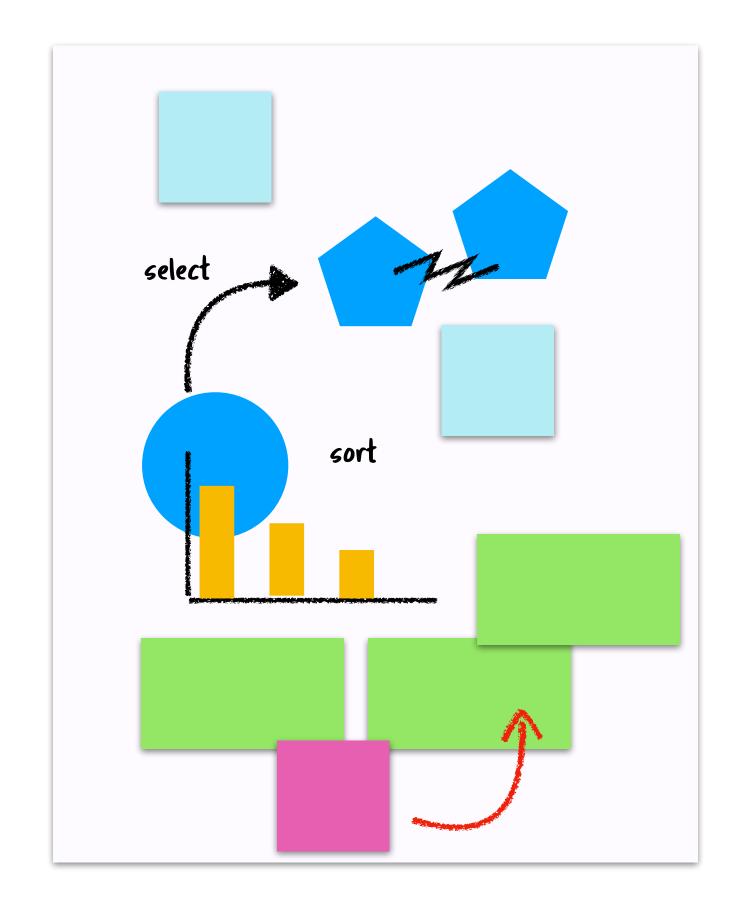




All ideas are useful: express them

### 4. Presentation of use cases (6 min)

Each group shortly explains the workflow and the main visualization ideas



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<del>Opening</del>

Part 1: Wishful Thinking Activity

Lunch Break

Part 2: Storyboarding Activity

Closing

## Closing and Next Steps

### Thank you very much for participating today!

\* Please fill out the evaluation form here: <a href="vapp1.win.tue.nl">vapp1.win.tue.nl</a> (yellow button)

\* Individual feedback sessions