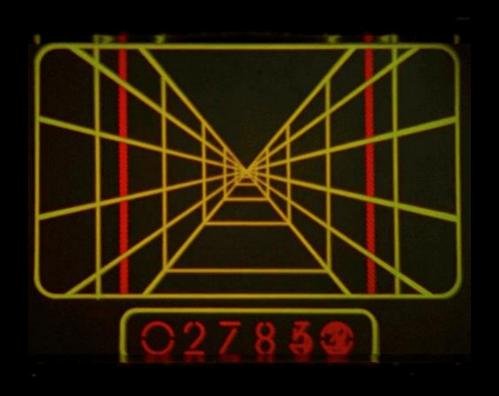


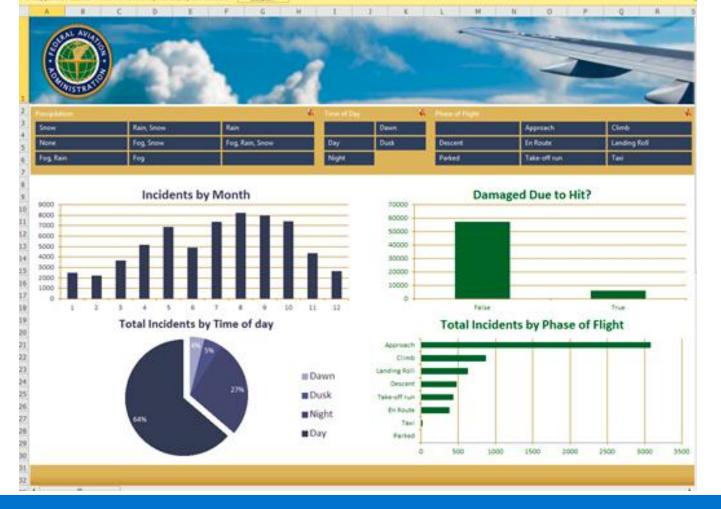
Building Great Dashboards

Presented by Lonnie A. Bowling, DST Controls

Laurent Garrigues, OSIsoft









Overview

- What is a dashboard
- Steps to create a great dashboard
- Design Concepts
- Demo
- Closing



What is a Dashboard

- A visual display of information
- Contained on a single display
- Can be analyzed with a glance
- Achieve some objective



Steps to design an effective dashboard

- 1. Define a purpose and goal
- 2. Measure the goal
- 3. Provide context
- 4. Build Test Repeat



Design

Visual Perception

94090592127498093825 20308370285025908804 27750099889629098485

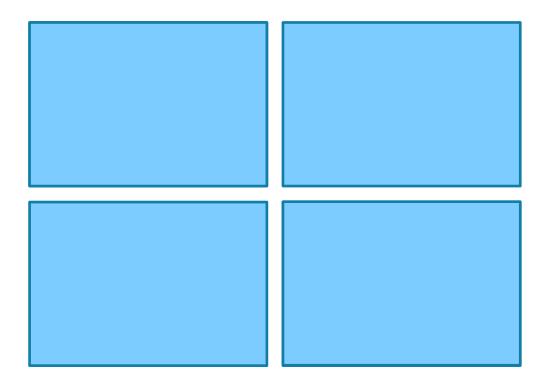


Visual Perception

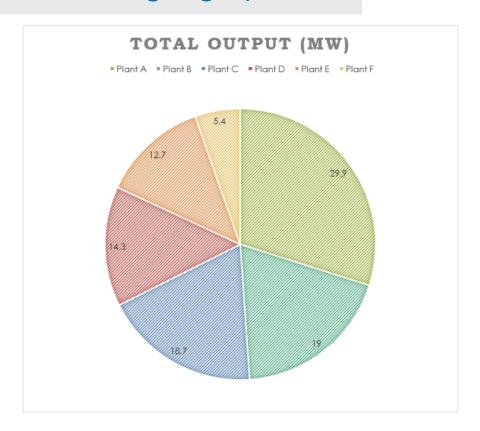
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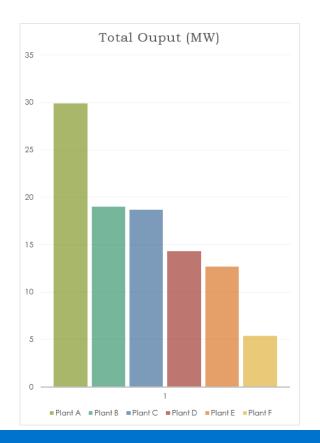


Location



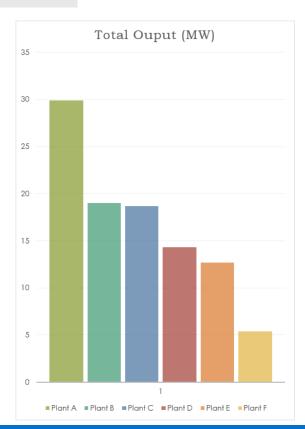
Use the right graphic

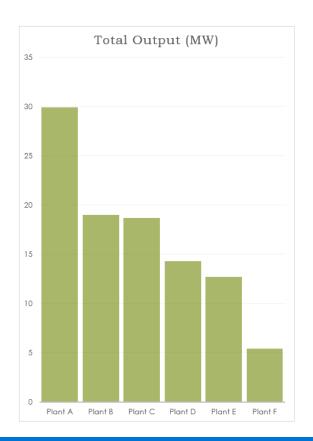




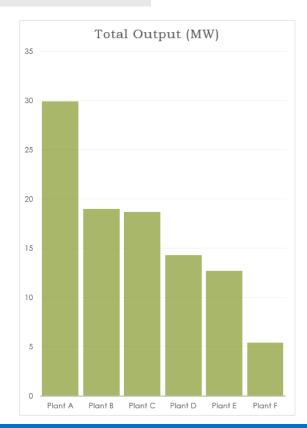


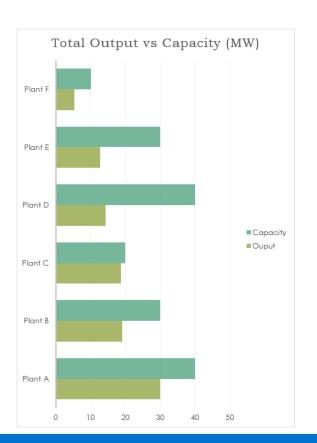
Colors





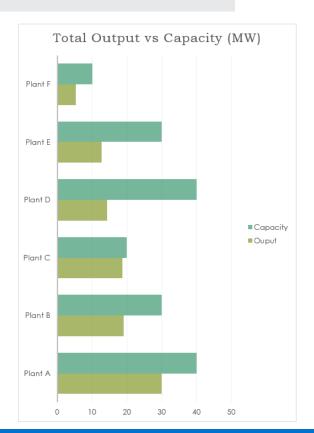
Refinement

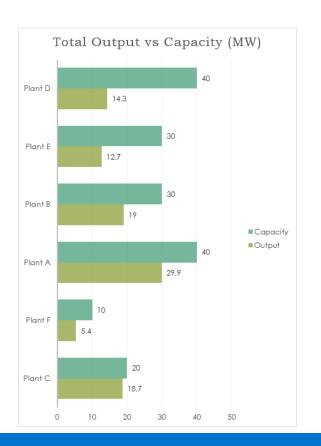






More Refinement











OSIsoft Data and Visualization Options

- PI ProcessBook
- Pl DataLink
- Pl Coresight
- PI OLDB Enterprise
- PI Web API
- AF SDK



Demo – The Ingredients

HTML/JavaScript Anyone can Access

Bootstrap Simple and Responsive

JQuery Working with the DOM

D3 Data-Driven Documents

C3 D3 Based Chart Library

PI Web API Bringing Data to the Game



Demo

References

Information Dashboard Design - Steven Few Creating More Effective Graphs - Naomi B. Robbins Any book by Edward R. Tufte



Summary

- What is a dashboard
- Consider your purpose
- Visual perception
- Design pointers
- Getting started demo





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... and may the force be with you