

JOKE, SOFTWARE

BETTER FIGURES

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A [recent paper](#) identifies 10 rules for better pictures. As I have also given several lectures on that topic, I was excited what the authors think...

1. [Know your audience](#). This is trivial as you never know your audience.
2. [Identify your message](#). True and not true at the same time. True as it makes your findings more evident – not true if you are allowing a reader to find his own message.
3. [Adapt the figure to the support medium](#). Trivial. May be very time consuming.
4. [Captions are not optional](#). Absolutely true, I also support good captions – mini stories for those who can't read the whole text.
5. [Do not trust the defaults](#). Trivial. No one does.
6. [Use color efficiently](#). Not really, avoid colors for those of us who are colorblind and to avoid expensive page charges.
7. [Do not mislead the reader](#). Why should I?
8. [Avoid Chartjunk](#). Absolutely. Most frequent problem.
9. [Message trumps beauty](#). Sure, form follows function.
10. [Get the right tool](#). Maybe correct while the further recommendations look like a poor man's effort to make his first graphic at zero cost: Gimp, Imagemagick, R...