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## High Density Visualizations

*Friday, 9 November 2007 10:00 (30 minutes)*

“GUIs don’t scale” has long been one of my mantras. I will demonstrate some recent work I have done in trying to overturn this limitation. By using very high density display techniques such as treemapping and pixel charts, I have been able to create some displays that show the status and history of thousands of machines without abstracting all of the meaningful detail out of them.

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