

15.10.2015 Methods-Workshop

[Introduction to VISIONE](#)

Prof. Ulrik Brandes (University of Konstanz)

Place:

Guesthouse, University of Bremen
Auf dem Teerhof 58
28199 Bremen

Time:

8:15 a.m. - 12:30 p.m.

Contact Person:

[Prof. Dr. Betina Hollstein](#)

Lecture Series:

Method Lectures of the Bridge Professorship

Semester:

WiSe 2015/16

Ulrik Brandes holds a Chair of Information Science at the University of Konstanz. Ulrik is a leading scholar in Social Network Analysis. His research interests are centered on graph drawing and information visualization, efficient graph algorithms and experimental algorithms. He is one of the editors of "Network Science" (Cambridge University Press) and serves as board member of the International Network for Social Network Analysis (INSNA). Currently he is conducting a Reinhart Koselleck project on the algorithmic foundations of network theory, a project in cooperation with the social sciences.

Abstract:

Visone (ital. *mink*) is a free software tool that combines comprehensive means for analysis with unique visualization capabilities. It can also be used as a graphical frontend to R, RSiena, and KNIME.

This is a hands-on introduction to visone. After a brief overview of its design and features, we will explore some of its core functionality. Using exemplary network analyses, we will produce presentations of findings step-by-step, starting from data input to arrive at publication quality information visualizations, including time-coherent animations of longitudinal networks.

It is advisable to bring a laptop running Windows, MacOS, or Linux. The software is written in Java and can be installed from www.visone.info. It features many standard and non-standard methods for analysis and visualization of networks, and a powerful graphical user interface. Its native file format is GraphML, allowing for arbitrarily many attributes of nodes, links, and networks, but other formats such as CSV tables, UCInet DL, Pajek .net, etc., can be imported. Visualizations can be exported as pdf, png, tiff, animated svg, or Windows metafiles.