**Literature review plan**
Plan out your research with this helpful literature review plan, apply these strategies to your own work by filling out your answers to the questions below.

**Themes**
What central themes have you identified in the field of research?

* Interactive visualisations are generally good for presenting information.
* Eliciting prior beliefs of users can be a fruitful new avenue for research.
* Bayesian learning studies suggest interactive visualisation might be good for learning.
* Data prediction visualisations are likely to be used more in the future.

**Debates and disagreements**What are the main debates and disagreements in the research?

* Whether interactive visualisations help or hinder learning.
* Whether Bayesian learning is possible through data prediction visualisations.

**Research chronology**Show how the research field has development over time.

* Visualisations and how they impact cognition.
* Interactive visualisations and how they impact cognition.
* Development of Bayesian learning theories (suggest people use prior information to actively influence future actions and decisions).
* Impact of data prediction through interactive visualisations on Bayesian learning.

**Key researchers** Who are the key researchers in the field? What was their contribution?

* Aisch – did the first ever data prediction task in the New York Times.
* Heyer et al. – first to quantitatively and qualitatively ask participants how they felt after predicting data and viewing actual data.
* Kim et al. – one of the first researchers to prove that interactive visualisations can help recall and learning.

**Gaps in the research**What gaps or weakness are there in the research field?

* Data prediction is very new, so there is not much data on it.
* Difference between Bayesian reasoning and Bayesian learning – terms are used interchangeably in the literature.
* Not many studies use multiple trials to see if there is an effect of predicting data on learning.