CGT 270 Data Visualization Fall 2021

Module 1

Week 4

**Lab 4: Filter & Represent**

The goal of this lab is to filter and visually represent your **Tableau Training Data**. In this lab you will list two questions you want to answer with your Tableau Training data, filter the data to extract only the data needed to answer the two questions and generate visualizations of the filtered data.

By the end of this lab you should be able to:

|  |  |
| --- | --- |
| Remember | ***Describe*** what happens in the **represent** stage. |
| Understand | ***Describe*** what stages are impacted by the **represent** stage and how. |
| Apply | ***Demonstrate*** the ability to use the appropriate visualization tool/chart/layout for the task. |
| Evaluate | ***Determine*** if the data is sufficient or if additional data is needed. |
| Analysis | ***Determine*** if sufficient data is available to visually represent the data. |
| Create | ***Plan, generate, and produce*** insightful visualizations. |

You should create two visualizations. For each visualization provide a paragraph to support the visualization. You may use any visualization tool of your choosing. Make sure you use data visualization best practices (See Data Visualization Check list).

Take a screen capture of your visualizations and save each visualization as a separate .jpg file:

LastnameFirstInitial\_Fig1.jpg

LastnameFirstInitial\_Fig2.jpg

**(PNG files WILL NOT be graded)**

Upload your supportive paragraphs in this file.

Fig1 Caption:

This is a box and whisker chart that shows all the data of: Attack, Defense, HP, Special Attack, Special Defense, and Speed values in my data set. I also modified the data set to only include these values and the Pokémon names and number. Through this visualization, you can find the median, maximum, and minimum values of each of the six types of data presented.

Fig2 Caption:

This is a bar graph showing the frequency that different evolution types occur. This data came from the evolution table in the data set with no modifications. With is figure, you can find the frequency in witch each type of evolution a=occurs among the types of: Happiness (evolves dependent on happiness value), Level (evolves dependent on level), Other (evolves dependent on other factors), Stone (evolves dependent on evolutionary items, normally stones), and Trade (evolves dependent on being traded to another person).