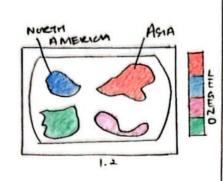
# IDEAS (1) CHLUROPLETH MAP VIC INT I NSW D WA @ QLD @ SA FACTURS: GLOBAL AUSTRALIA SCATTER PLOT DOT MAPS



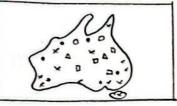
100%

1.3 Quo

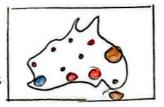
- STATES OF AUSTRALIA "
- SATURATION INDICATES
- FREQUENCY OF DISASTER

THE LEVEL OF HARM CAUSE BY DISMITER

B) CIEWLAR BIN MAPS



- DISASTER TUPES - AMOUNT UF CASUACTIES

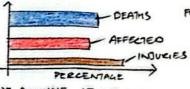


MIZE: willim! : O O : Smiller willim os : O

a - WILDFIRE . (4) BAR PLOTS

e.g: K- Fwon

(5) RADIAL PWIS.



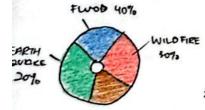
HAILSTORM

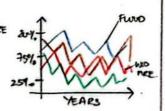
\* AMOUNT OF INJURIES. DEATHS AND CAMPLTIES.

AMOUNT AND PER CENTAGE

6 DONUT CHART

LINE CHART





& OVERALL PERCENTAGE OF MAJOR

DISMSTER .

& FREGUENCY OF EACH DISASTER OVER THE YEARS.

AUTHOR: BEANDON LAM.

DATE: 16/9/2024

SHEET : 1

TARE : PLANNING VISUALISATIONS.

### FILTERS:

#### 1.1 CHLOROPLETH MAP:

- IT IS NOT AESTHETICALLY APPEALING BECAUSE THERE COULD BE 700 MANY LOLOUR USED. SOME AREA LOULD EITHER BE TWO LARGE OR TO SMALL TO SEE,

#### 4. BAR ROTS:

- 17 MAY NOT BE FEASIBLE, BECAUSE 17 WOULD BE 70 DIFFICULT TO IDENTIFY EACH DISASTER TYPES THROUGH BAR PLOTS.

## COMBINE & REFINE:

- 4 BAR PLOTS CAN BE OPTIMIZED BY CATEGORIZIN SIMILAR DISHSTER TYPE TOLETHER.
- (3) + (2) THESE TWO PLOTS CAN BE COMBINE TOGETHER TO MAKE IT MORE AESTHETICALLY VISIBLE.

### QUESTION

- 13 THERE A WAY TO PRESENT EACH DISACTER IN THE FORM OF MAP FURMAT?

- 13 THERE A WAY THAT USER LOULD CHUOSE THE YEAR RANGE?

#### CATEGORISE.

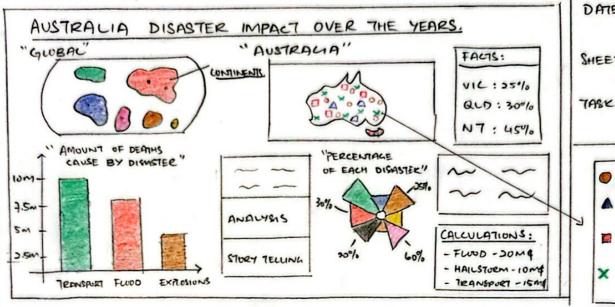
#### CATEGORICAL

- DISASTER TYPES
- AUSTRALIA STATES.
- TYPES OF CASUALTIES.

#### QUANTITATIVE:

-No. OF CASUALTIES.

YEARS.



AUTHOR: BRANDON LAM

DATE: 16/9/2024

SHEET: 2

TASK: PLANNING VISUALISATION.

- O NATURAL DISASTER
- A INDUSTRIAL DISASTER
- TRANSPORTATION DISASTER
- X SHIPWRECKS.

### OPERATIONS.

#### \* FILTERWA UPTIONS:

- ALLOW USERS TO USE FILTERING WOLS
SUCH AS CONTINENTS
AND YEARS.

e.g:

ANA DI



- \* ANNOTATIONS USING SPECIFIC

  SHAPE MARK TYPE AS A

  POINT. "O, X, D"
  - 2.9 : 1 : FwoD

X : WILDFIRE

1 : EARTHQUAKE.

TO FILTER OUT DISASTERS
THAT ARE IRREVEVANT.

DYSMSTEK TYPES
FLUOD Q
EAKTHGLAKE []
WILDFIRE Q

### FOCUS:

#### 1 (MOROREH MAP:

- \* EACH COLDUR SHOWING DIFFERENT CONTINENTS.
- OF USING DOT PUNTS TO INDICATE MATTER DISASTER
- FUR USER TO IDENTIFY THE EXACT LOCATION OF PARTICULAR DISPASSER EVENTS.

### @ BAK PLUIS

Y-AXIS: DISPASTER TYPES
Y-AXIS: NUMBER OF CARNALTIES.

# DIFFERENCES IN COLOUR INDICATES

EACH DISMSTER TYPE CATEGORY.

### 3 RADIAL ROS

EACH DISASTER TYPES USING PERCENTAGE.

#### DISCUSSION:

#### ADVANTAGE:

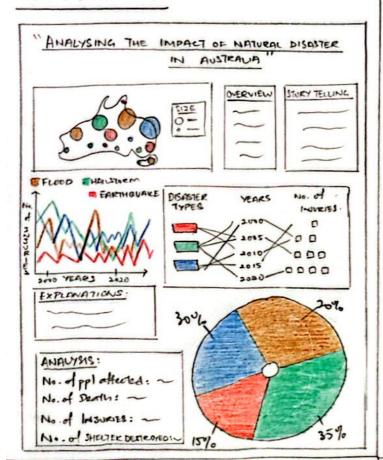
- PRESENTATION IS CLEAR & WINCISE.
- 70 INTERACT & FITTER

#### DISADVANTAGE:

- THERE COULD BE
  TWO MANY DISASTER
  FACTUR IN BARAUS.
- \* RADIAL DUTS MAY

  BE TO DIFFICUT TO SPOT

  THE DIFFERENCES.



### OPERATIONS:

- (1) By HOVERING OVER PARTICULAR GRUE IN THE AUSTRALIAN MAP, IT SHOWS THE NUMBER OF PEOPLE AFFECTED BY THAT DISMSTER EVENT.
- @ By USING " TO A SPECIFIC NUMBER OF PEOPLE. THROUGH THE PANKEY DIAGRAM USER ARE ABLE TO SPUT THE RELATIONSMIP OF DISASTER TYPES, YEARS & NO. of INTURIES. 2.9: : | million
- (3) A WOLTIP WHICH ALLOW USERS TO FILTER DISMSTER TYPE.

### FOCUS:

- CHLOROPLETH + BUBBLE MAP
- & EACH COLOUR REPRESENTING DIGHSTER EVENT
- \* EACH CIRCLE 912E INDICATE NUMBER OF CASUACTIES.
- (1) LINE CHART.
- IF FREQUENCY OF EACH DISMSTER TYPE .
- of Namber of INJURIES CAUSED THROUGH THE YEARS.
- (3) SANCEY TIMEUNE GLART:
  - \* REPRESENTING EACH BOX AS NUMBER OF PEOPLE AFFECTED IN RELATION TO YEARS AND TYPES OF DISASTER!
- (4) DONUT CHAPT.

OF REPRESENTING NUMBER OF PEMPLE AFFECTED.

### DISCUSSION:

ADVANTAGE:

AUTHOR: BRANDON LAM

DATE: 16/7/2024

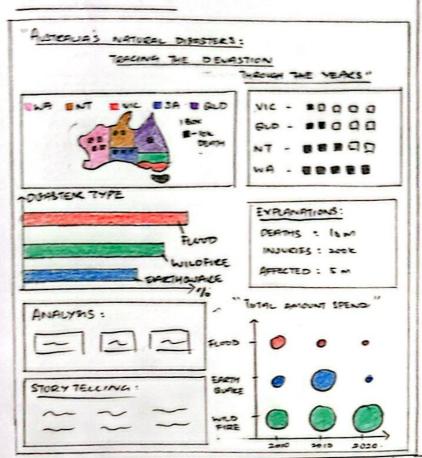
SHEET: 5

TASK: PLANNING UISLAUGHTHON

- # IT IS WELL STRUCTURED CONCISE, AND AESTHETWAWY APPEAUNG.
- of CONSIST OF USER INTERACTIONS. ( TUDITIPS & FUTERING)
- & LEGEND INCUMDED TO IMPROVE INTEPRETABILITY,

### DISADVANTAGE:

- \* THE BUBBLE MAY OVERLAP WHICH CAUSES FOME MINOR EVENT TO DISSAPPEAR.
- of MANY TYPES OF DISASTER MAY CAUSE THE UNE CHART TO BE OVER COMPLEX.
- \* SANKEY CHART COULD BE DIFFLULT TO BUILD,



### OPERATIONS:

# USE TO TUDLTIP TO REPESENT SOXES IN EACH STATE.

eg: ONE BOX "■" EQUAL
TO 10,000 INJURIES.

STATES AND DISASTER TYPE.

\* USING FILTERING OPTION TO EXCLUDE OR INCLUDE DISPISTER
TYPES.

E.g DISHATER

\* ADDING TEXTBOXES FOR ANALYSIS
AND EXPLANATIONS.

### FOCUS:

- CHLOROPLETH + QUANTITY BOXES
- \* BOXES THAT REPRESENT CONSISTENT NUMBER OF DEATH
- 4 LOLOUR THAT DEFINES EACH STATES .
- 2) BAR CHART
  - # 12-AXIS : PERCENTAGE OF EACH
    DIBASTER TYPE .
- of Y-AXIS: DISMSTER TYPES,
- 3 BUBBLE CHART.
- HAMOUNT OF MONEY SPEND BY GOVERNMENT TO REBUILD THE INCIDENT CAUSED BY OBASTEK.

### DISCUSSION:

AUTHOR: BEANDON LAM

DATE: 16/9/2024.

SHEET: 4

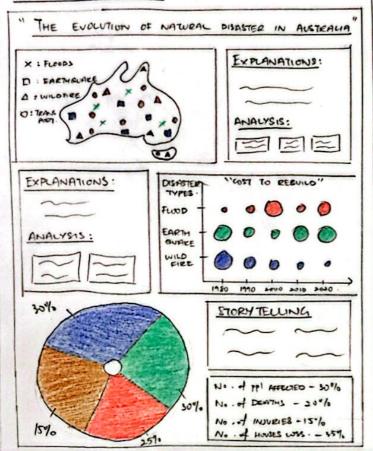
ADVANTAGE. 74

7ASK: PLANMING USVALLENALLE

- # THE GRAPH PROVIDES A CLEAR
  AND CONGISE PRESENTATION BY HAVING
  GOOD USE OF TEXT BOXES, SPACING AND
  SIZE OF CHARTS.
- STATES AND REPRESENTATION OF NUMBER UF DEATHS. TO PROVIDE AN EASIER UNDERSTANDING TO THE USER.

### DISADVANTIGE:

- OF REPETITIVE CONCEPT OF USING LEVEND.
- \* IS THERE A BETTER FURM UP CHART TO REPRESENT THESE INFORMATION.
- & LANDSMAPE LOVED BE BETTEK.



### OPERATIONS.

T SHOWS THE DETAILS FUZ PARTICULAR DISASTER EVENTS.

YEAR: 2011
DISPANEK: FLUDD
HPE
NU. of DEMTH: LOK

\* USING BUBBLE CHARTS TO
INDICATE THE AMOUNT SPEND AND
ADAPTING DIFFERENT SIZE TO
PROVIDE BETTER UNDERSTANDING.

#### & TWOLTIPS

- USE FOR ALL GRAPHS IN TERMS UF COWERS.
- AMAN SPEUFIC SIZE TO PARTICULAR VALUES.

### FOCUS:

- 1 NO MAIN CHART ALL GRAPHS & CHARTS ARE ERVALLY IMPORTANT.
- DIFFERENT LOIOMS, AND CREATING

  A MAP CHART PROPERLY.
- 3) PROVIDE LEGENDS TO IMPROVE READABILITY AND UNDERSTANDING.
- (4) MAKING SURE COLOURS ARE
  USE IN DIFFERENT VARIETY.
- 6) POTRAIT IS BETTER THAN
  LANDSCAPE WHEN HAVING MUDIFIE
  IDIOMS & SURPYTELLING.
- 6 Fows on TEXTROXES & STACING.

### DETAILS:

AUTHOR: BEANDON LAM

DATE: 16/9/2024.

SHEET: 5

\* DEPENDENCIES:

TASK: PLANNING WOURD

- O USING VEGALITE, JAVA, CSS,

  R-STUDIO TO CREATE PLOTS, GRAPHS,

  AND CLEANING DATA.
- \* ESTIMATED TIME (2) 3-4 DAY TO \$\frac{1}{2} \text{LEARN HOW TO} EFFORT WODE AND VILUSED DATA.
- 3 2 DAYS TO DESIGN AND TRY
- (2) 3 DAYS FOR FINAL DESIGN.
- 6) Specific REQUIREMENTS.
  - MAIGING SURE ITS WELL PRESENTE!
  - USING I DAY TO FINAUSED!