

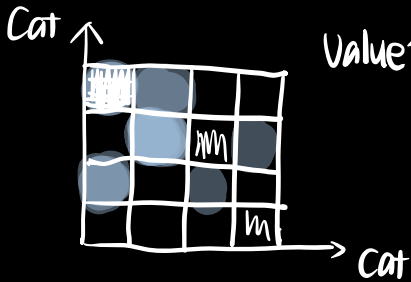
Stage 1



Ideas:

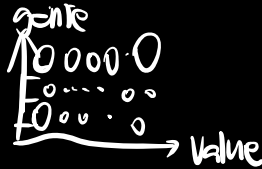
combine Categorical data and Ordered data

3 attribute



• heat map

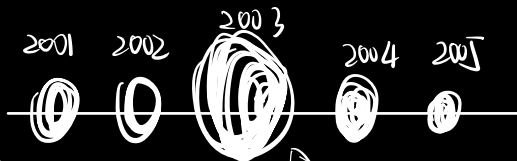
Value ↑ brightness ↓



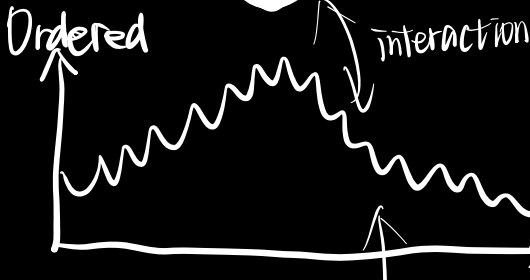
↑ : value ○ : category



• combine bubble chart



year over year rate (filter)

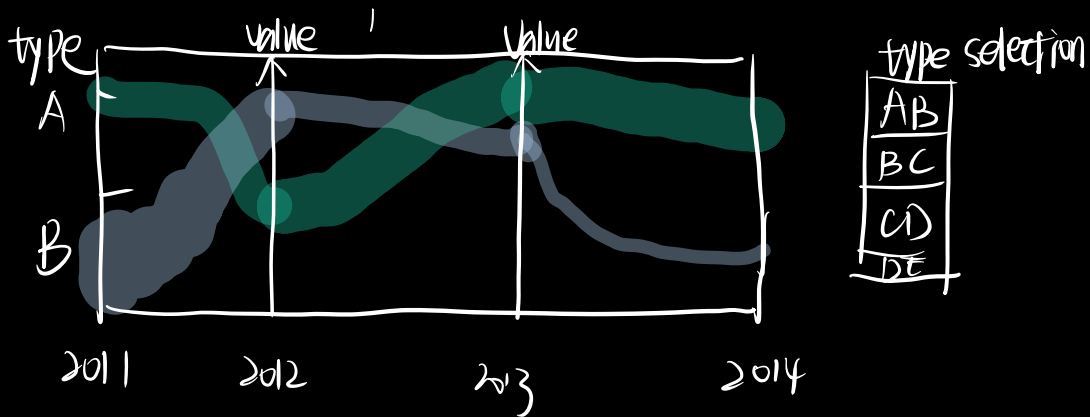


act different corresponding to years

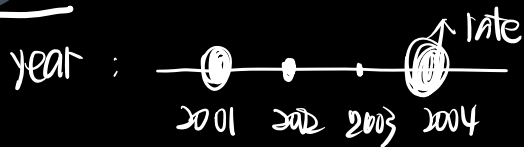


act different when pointing years

↓ : interaction



filter



type: platform / genre / publisher / area (EU, NA, ...)

categorize

platform + genre

publisher + area

platform + area

.....

$$4+3+2+1=10$$

Combine Refine

categorical + categorical \rightarrow genre + platform

categorical + area \rightarrow $\left\{ \begin{array}{l} \text{global sales + gente} \\ \text{global sales + area} \\ \text{area sales + gente} \\ \text{.....} \end{array} \right.$

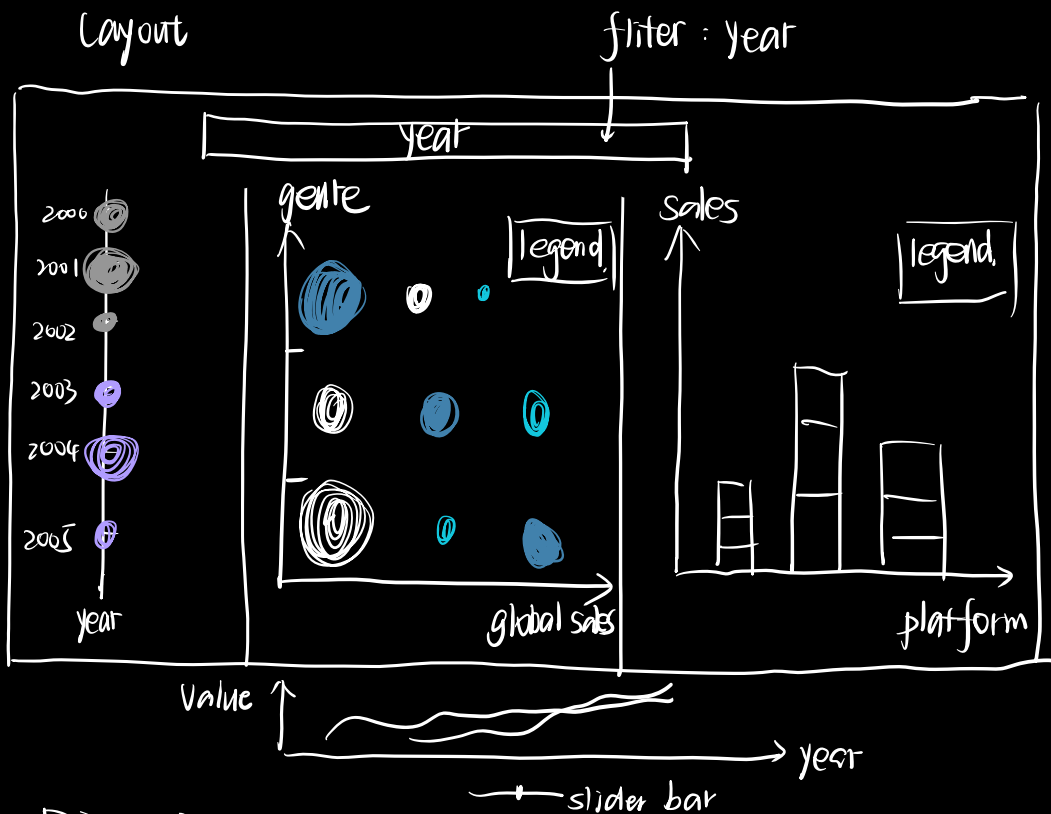
Stage 2.3.4



title: Global Video Games Sales At a glance

author: 22001107

Date: 03/04/2023



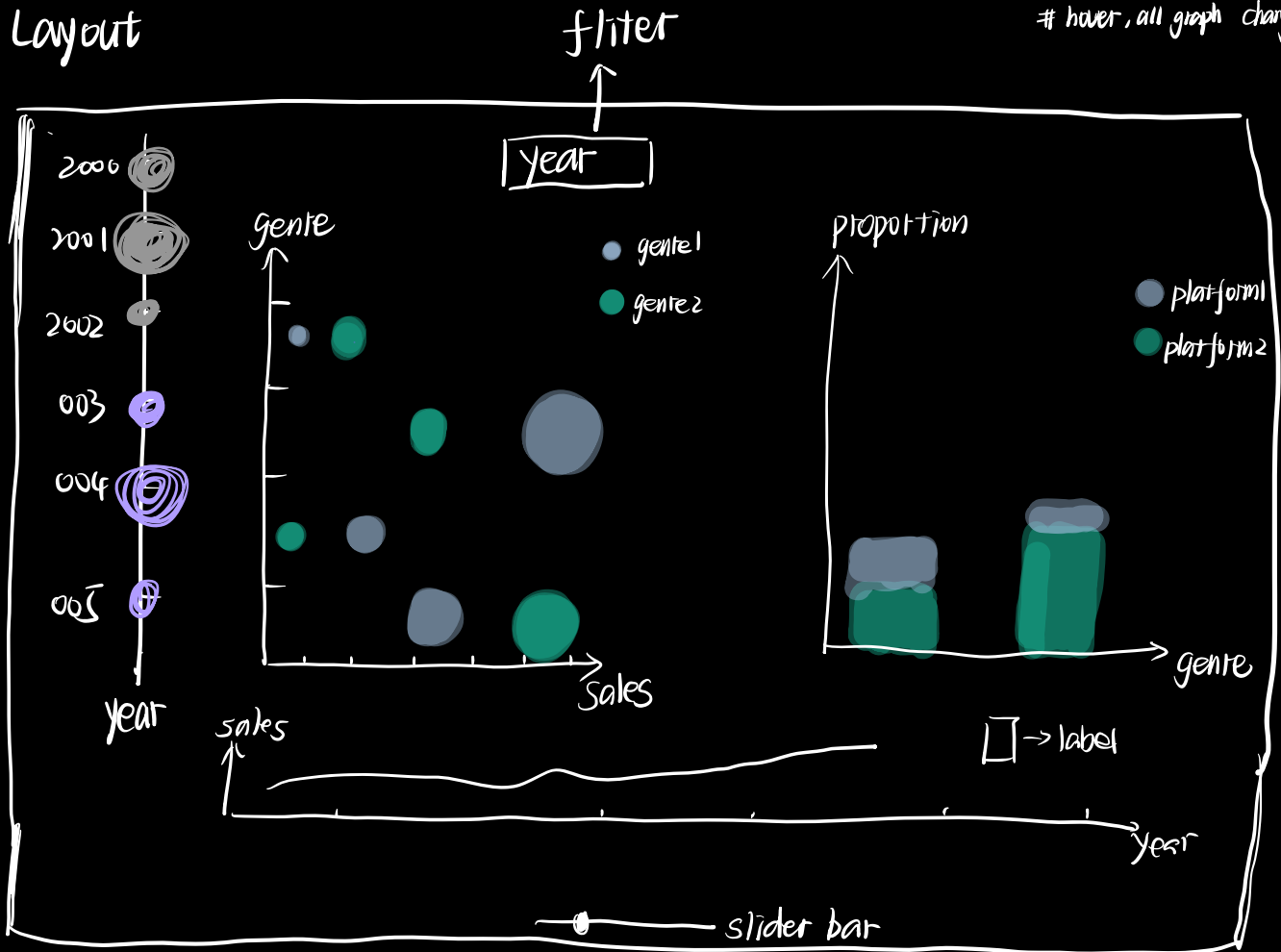
Discussion

1. Overall view of global sale by "year over year" rate
2. see How genre and values (every year)
3. see platform and areas (every year)

Stage 5

Layout

web must be adaptive
hover, all graph change



Details:

1. left most bar $\xrightarrow{\text{explore}}$ overall of global sales in video games over years.
2. year filter $\xrightarrow{\text{explore}}$ different genres' and platforms sales over years.
3. year filter $\xrightarrow{\text{explore}}$ different area and genres proportion rate over years.