IDEAS

•) Games made per State (In total year 2020→2024) 2020-2024

Number of Games

Choropleth map of
Games developed in Australia
by State.
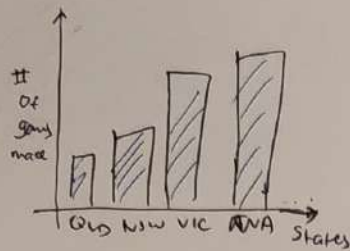
# of games made

Bar Chart.
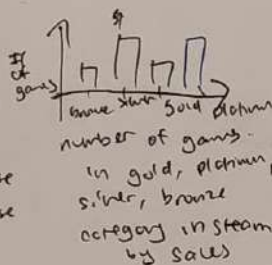States : x axis
Quantity of games made: y-axis

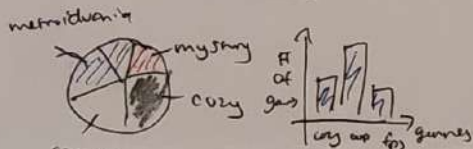**•) Revenue / profit** (Games through 2020-2024)

Profit / revenue made
per year
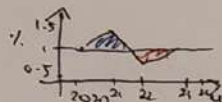
profit / revenue
increase / decrease
compared to base
year

number of games
in gold, platinum,
silver, bronze
category in steam
by sales)

•) Most popular Game by
State

Hollow
Knight

→) Genre of Games :

pie chart / genre
number of games

Combine & Refine

Games made per State

FILTER

Games made per State

# of games

Categorize

Revenue/ profit:

change in revenue
compared to a base
year

Genre of Game :

pie chart
of game
genre

Games made
per State

↓

The profit /
revenue of the
video game market
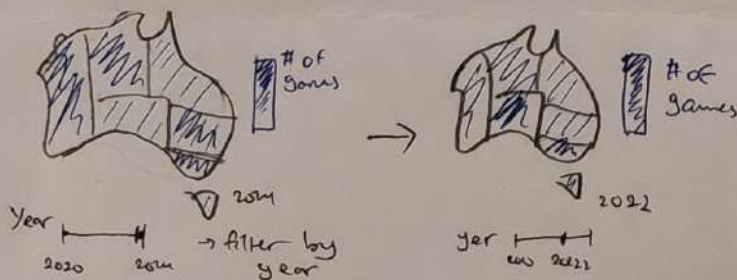in Australia

↓

Genre of Games
produced in
Australia

Questions

•) Is there enough charts?

•) Is the data conveyed
properly?

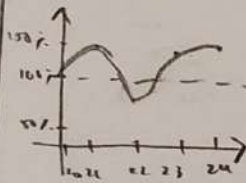•) Does the visualization
tell a cohesive story?

Layout

Operation:

The year filter slider, by sliding, the map shows data for that certain year

FOCUS

•) The biggest focus is the map of games developed in Australia by state per year (using slider filter)

•) Sub focus: the revenue and genre charts share the same weight of focus

Discussion:

•) More text / explanation might be better

•) Is the message conveyed enough?

•) More interactivity could be good

•) easy to implement

LAYOUT

Game Development in Australia

- - text - -

year:

text

Operation:

filter slider:

year: ——o 2024

↳ year filter slider on map visualization
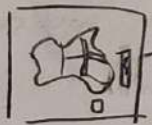
Hovering on visualization:

| state: .. / Number of gm: | .map tooltip |

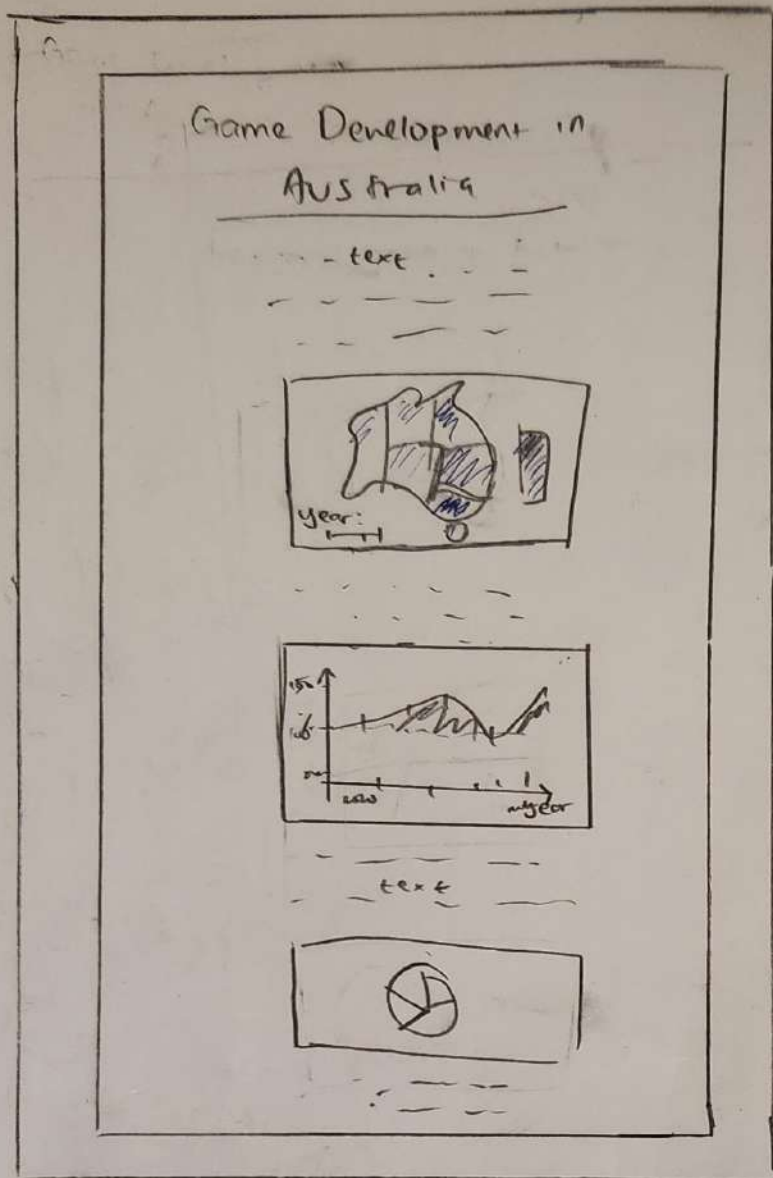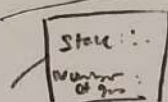| Gue: .. / num: .. | .pie chart tooltip |

| year: .. / percentage change: .. | .line chart tooltip |

Focus:

•)
 → Colour scheme is change in luminence to indicate different quanty

•) The visualization is center aligned throughout, creating the sense of evenness

•) colour would be used to highlight the charts, to showcase information

•)

- blue to show positive / increase in revenue
- red to show negative / decrease in revenue.

Discussion:

•) Might be too boring?

•) It's too centered, might be not that interesting

•) the positive point is how organized or neat the layout looks

•) using css to center align everything is feasible.

Layout

Game Development In Australia

Games Developed by State

Year: 2022

Australia produces many games every year....

Across the games produced some are even popular titles such as.......

Games by Genre

Change in Revenue per year
- 112%
- 100%
- 50%
- 2020 2021 22 23 24
- year

Not only that, the industry has been growing significantly

Title: Game Development in Australia

Name: Angela Carnie Fortuna
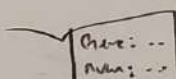
ID: 32767358
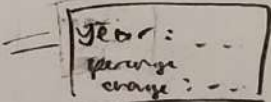
Sheet 4

FIT3179 Assignment 2
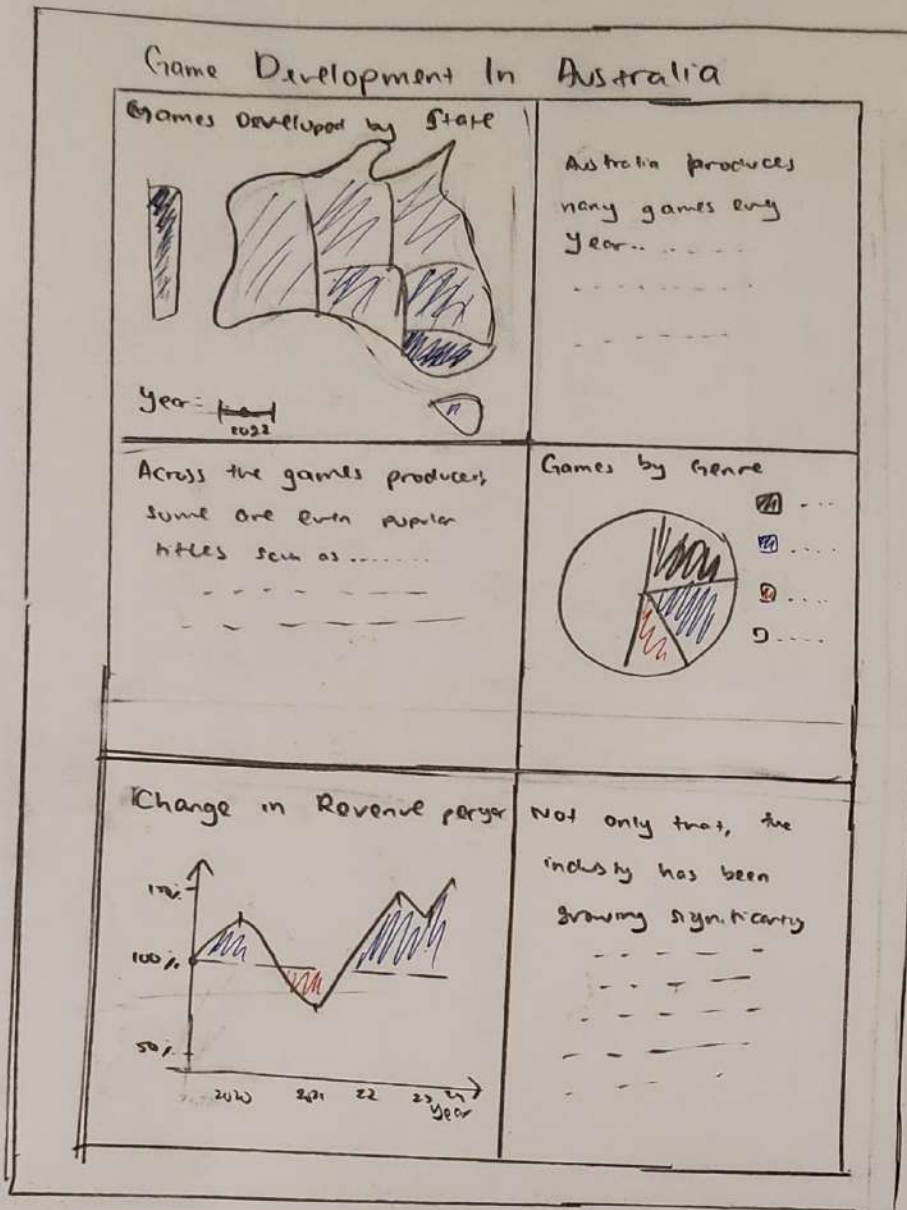
Operation:

Filter:

Year (slider), 2022

year filter slider, year: 2023

2022 → 2023

Hovering:

Tooltip: Map: → state: # of games

Pie chart. → Genre: ... number of games: ...
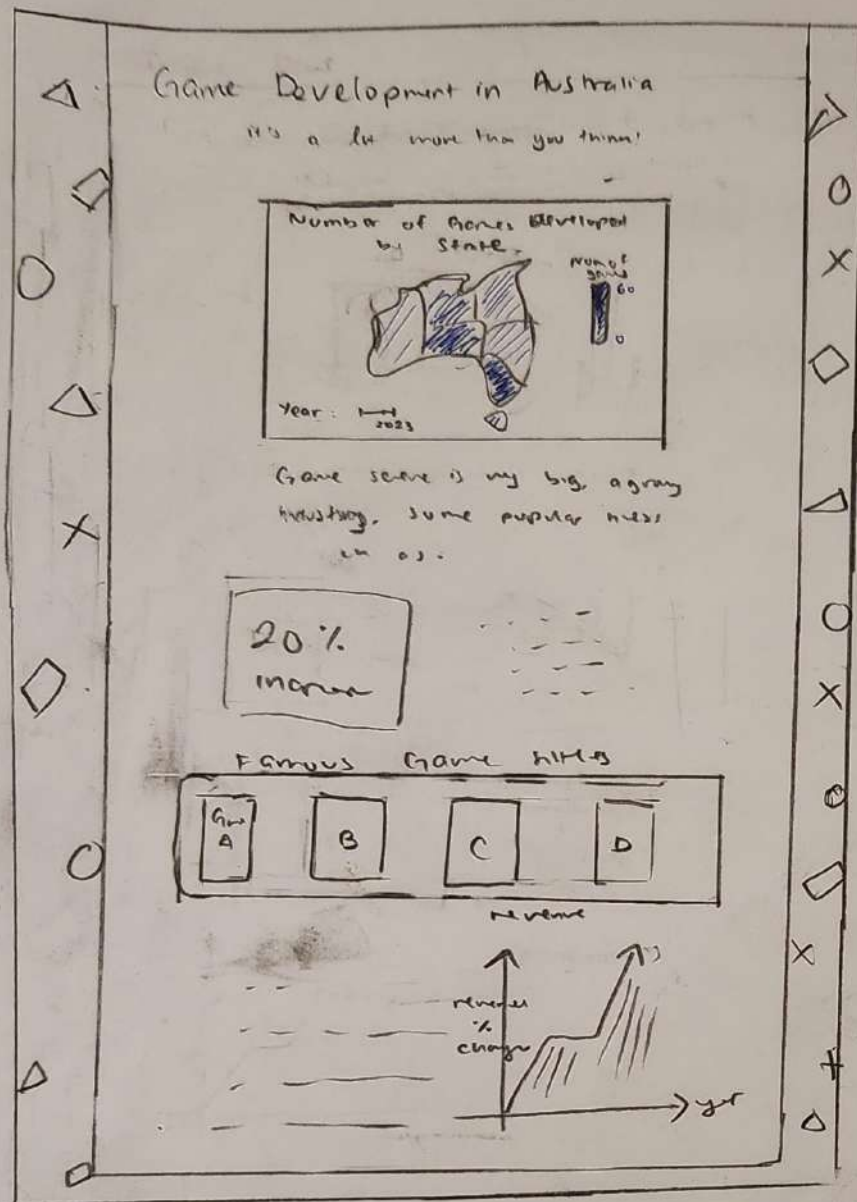
line chart → year: ... change: ...%

FOCUS:

1) There isn't a particular main focus, all of the sections are divided evenly, giving each visualization idiom an even weight.

•) will be using a stockimage that's gaming themed, light background.

•) will be blue coloured (increase / positive)
will be red coloured (decrease / negative)

•) The texts next to the visualization idioms will be relevant to the graph next to it.

Discussion:

•) With the alternating layout of text and visualization, it's easier to read and makes it more interesting

•) Might be good to add more sections

•) have to ensure the size of each area doesn't feel awkward and even.

LAYOUT:

Game Development in Australia

it's a lot more than you think!

Number of Games Developed by State

No. of game 60 / 0

Year: |—H| 2023

Game scene is my big agrary industry, some popular ness in os.

20% increase

Famous Game Titles

| Game A | B | C | D |

Revenue

revenue % change → yr

OPERATION:

1) Year slider

Year: |—H| 2023   year |H—| 2021
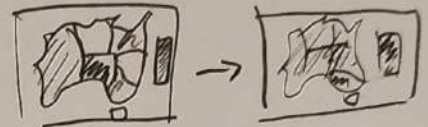
Tooltips: hover with mouse

| sam: - -
| H.of
| gams: . .   (map)

DETAILS

o) Map visualized using Vega-lite

•) visualization to be made with html and styled with css.

o) Data gathering: 2 days

•) Creating vis idioms: 3 days

•) layout everything: 2 days

FOCUS

o) Map is the main focus.

Perhaps could be decorated like a computer screen

o) Page background decorated by gaming icons

o) Main colour scheme will be blue.

-)