Creative data visualization

# ILO’s

1. How to collect, classify, and encode data
2. Apply analog and digital techniques for making visualizations
3. Describe (and apply) the basics of drawing with D3.js / SVG
4. Reflect, using metaphor, visual relationships, and interaction to make meaning out of data
5. Design a data visualization experience

# Exam

Your exam includes a final prototype and a short academic report of the process you took to get to the final prototype.

The final prototype can take any form that you find appropriate for your function including a static visualisation, an animation, and-or an interactive visualisation to explore data (e.g. a website), a poster. It should include secondary information, such as text descriptions, labels, legends, where the data came from, axes.

You will document your project work in an academic report. The report should be in English, 5 pages with images embedded in the text as needed (if you have more images or figures, you can put the extra ones in the appendix), citing literature when and as needed. In the report, **include the sketches, how you considered visualisation options, alternative and incompatible interactions, inspirations**. It should contain:

* Explanation of topic choice and how your work addresses that choice
* Audience, context and function of visualisation (as indicated at bottom of Design Brief)
* Design principles and inspiration
* Design process’ sketches, research, reflection
* Produced visualisation prototype(s)
* Briefly, your own programming level
* If relevant, feedback from tests
* Contributions of each group member

The exam should be handed in like this:

* The code in a zip folder with the index file (index.html) and javascript file (index.js)
* A video that demonstrates the prototype that you created (up to five minutes). You can narrate the screen recording
* A report that describes your process and prototype

# Grading points

* How your project aligns with your choice of topic (as indicated in the Design Brief)
* How you scoped the work and project management
* The variety of visualisation design ideas
* How your final design choices met your audience needs
* The data visualisation experience itself
* Design details and care
* Your communication of the above points through writing and-or diagrams

A screenshot of a computer

Description automatically generated

A table of text with different symbols

Description automatically generated with medium confidence

A screenshot of a computer

Description automatically generated

# TO-DO

* Add ”where did the data come from” in the visualization.
* Add legend to the visualization. (Everything that’s plotted should have a legend)
* Mayhaps, an annotation

# Extra To-Do

* Add labels to some top points, that appear on hover. Mayhaps an arrow that points at low point, when clicking, etc.