Final project:
Interactive component

- Most important question:

- *What is the justification for using interactivity (or animation)?*

The cost

- Time to create
- Potentially low rates of engagement
- Missed opportunity to make a point

Ask yourself

- Would a static graph, or collection of graphs, work just as well, if not better?
- Would *you* use the interactive component you're creating?
- Counterexample: https://www.nycvzv.info/

Best use cases

- Show process
- Explain a concept
- Truly engage users
- Solve a problem, meet a need

Show process (A to B)

- https://www.bloomberg.com/graphics/2015-whats-warming-the-world/
- https://beta.observablehq.com/@k8borst/the-space-between

Explain a concept

- http://mfviz.com/central-limit/
- http://stanford.edu/class/ee103/visualizations/kmeans/kmeans.html

---

- PSet5-B

Solve a problem / meet a need

- https://rpubs.com/jtr13/vis_package
- https://joycerobbins.shinyapps.io/packageexplorer/

Engage

- https://www.nytimes.com/interactive/2017/04/14/upshot/drug-overdose-epidemic-you-draw-it.html
- https://www.nytimes.com/interactive/2018/03/27/upshot/make-your-own-mobility-animation.html

General Advice

Don't overdo it.

General advice

- All of the principles we've covered for static graphs apply to interactive graphs and animation
- Keep it simple
- Don't give the user too much choice
- For the grade: 50% vision, 50% execution

bl.ocks.org, blockbuilder.org

Bl.ock Builder

QUICKLY CREATE, EDIT AND FORK D3.JS EXAMPLES

Are you learning d3 or trying out new ideas? Bl.ock Builder is an in-browser code editor built for creating and sharing d3.js examples. Check out this short video for an overview of how it works!