Final project:
Interactive component

- What is the justification for using interactivity (or animation)?
- Would a static graph, or collection of graphs, work just as well, if not better?

Keep it simple

this…

not this…

11 functions to elevate your cooking

- Pressure cook
- Steam
- Slow cook
- Sear/Sauté
- Air Crisp
- Bake/Roast
- Broil
- Sous Vide
- Yogurt
- Dehydrate
- Keep warm

General Advice

Don't overdo it.

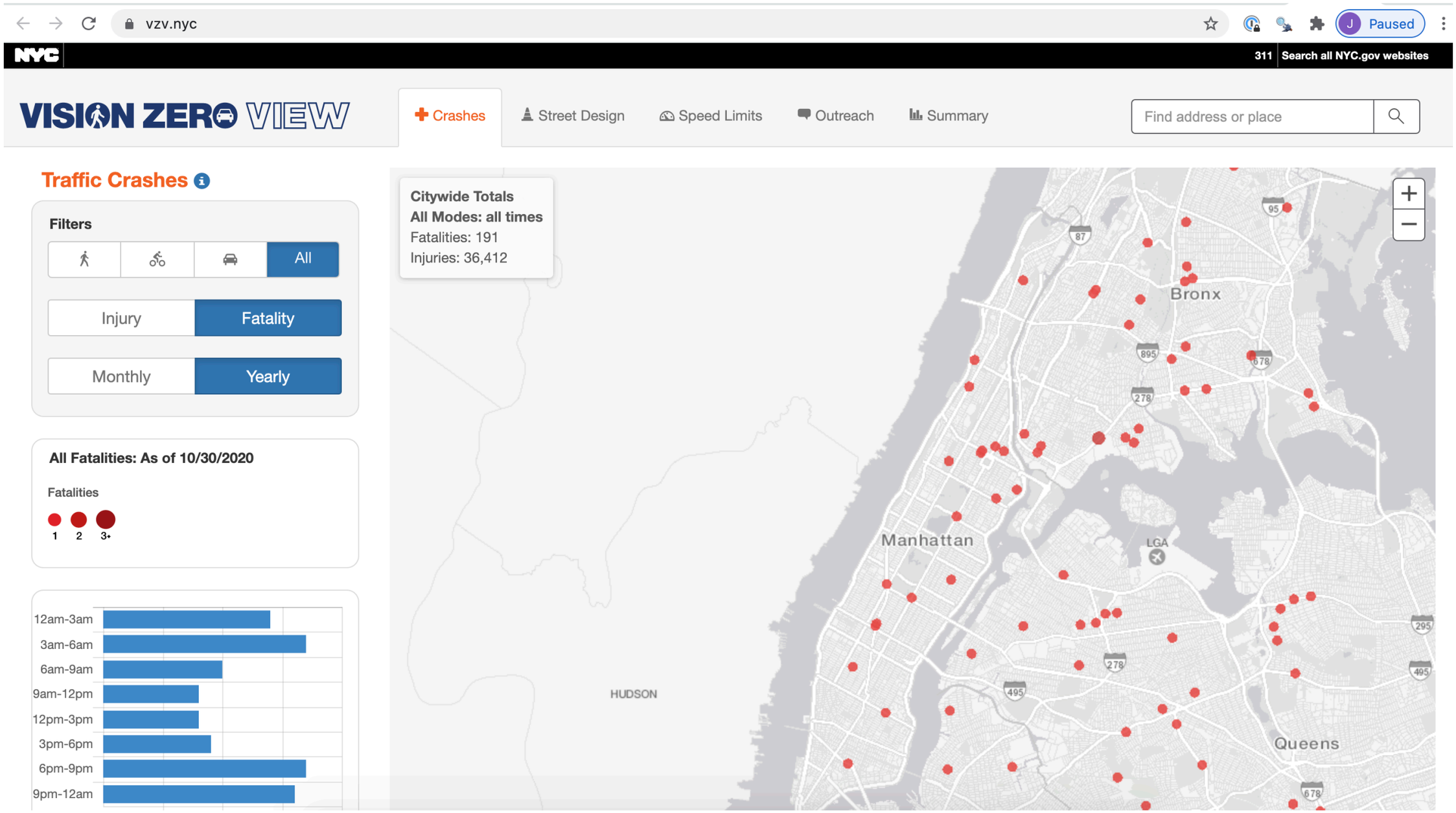
General advice

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

Do one thing well

- https://jtr13.github.io/D3/BestFittingLine.html
- https://jtr13.github.io/D3/CorrelationCoefficient.html
- https://jtr13.github.io/D3/Boxplot.html

Don’t build the user a GUI for the data



- https://vzv.nyc/

Show process (A to B)

- Giant 6ft Water Balloon - The Slow Mo Guys https://youtu.be/j_OyHUqIlOU?t=200
- 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

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