PROPOSAL FEEDBACK

https://github.com/DavidJMiller/VOEIS

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Feedback given by: Paul Wissler, Michael Northrup, and Leo Kell

Their project: Which Gaming Community is Most Loving?

GENERAL FEEDBACK

- Are the objectives interesting to the target audience?

  The target audience will be very interested in using this tool. Leo is not interested in Number Theory but was still interested in using this tool.

- Is the scope of the project appropriate? If not, suggest improvements.

  The other group voiced concerns about the amount of work. They believe it is too ambitious, even just the must have features.

- Is the split between optional and must-have features appropriate? Why?

  Yes, the proportion is good and the must have layout is a good foundation for the project.

- Is the visualization innovative? Creative? Why?

  The complexity and scope seemed to be very large, which means there is a lot of creative content. There was no mention about innovative, but, to our knowledge, no working visualization for investigating sequences and integers exists at the time of writing this.

- Does the visualization scale to the used dataset? Could it handle larger but similar datasets?

  This was a big worry as some sequences may grow large very fast. We discussed how we scale based on number and how to deal with large sequences. An example is change of base and scale (for example log scale). We also want to implement zoom levels to deal with this (optional features).

- Is the project plan detailed enough? Is a path to the final project clear?

  The project plan was detailed enough, but each step contains a lot of work to do. The final product is clear what it should be, but they expect few features features implemented.

- Is an interesting story told?

  The Sloane's Gap story is an interesting narrative.

VISUAL FEEDBACK

- Does the visualization follow the principles used in class?

  We didn't receive any feedback on this point.

- What is the primary visual encoding? Does it match the most important aspect of the data?

  The visualization is simple yet effective, which is what we wanted since we want the focus to be on the analysis of the data. We have many ideas of how to represent the data visually which will incorporate many visual encoding, such as color, area, height, and relative size.

- What other visual variables are used? Are they effective?

  We only had simple charts displayed, such as bar or line charts, but they agreed that it got the point across. We plan on adding more visually capturing charts/animations.

- Is color sensibly used? If not, suggest improvements.

  There were some concerns about how some visualizations will be implemented to deal with multiple elements per graph, such as too much color going on.

INTERACTION AND ANIMATION FEEDBACK

- Is the interaction meaningful? If not, suggest improvements.

  They seemed to have loved our ideas of using tool-tips across all charts to show more data about focused objects. They also liked the potential for us to have different charts linked and highlighted according to user-interactions. They reminded us, though, that we need to be careful about the arrow-chart in the Local View since we did not have a clear plan on handling many selections.

- If multiple views, are they coordinated? If not, would it be meaningful?

  They were very convinced how each of our modules will all be coordinated according to the user's selections, which is great because that's one of our project's main points. However, they expressed how they thought it'd be very ambitious for us to get everything correctly in sync, with regards even on the zoom level.

- Is there any animation planned? Is it clear? Is it intuitive?

  The other group questioned the way we're handling the arrow-chart in the Local View: they mentioned that the arrows will look messy when there are many selections. They also suggested that we should re-think how to put the Y-axis to use, and it might be hard to make arrow-chart intuitively understood by any user.

The feedback we received was fair since a portion of the feedback was critiquing how we can improve our visualizations or what they believed might be too much work. The feedback we received was also helpful as it helped us frame questions on how we would effectively visualize numbers and sequences, especially when information would become dense on the screen. However, we believe the re-iteration of "too much work" was not helpful as it took time and focus from the session. Besides this one complaint, the feedback sessions was overall a positive one.

Regarding the feedback, we plan to focus on (i) how to effectively visualize the data and (ii) maintain a proper schedule. Specifically, we will address the first point by carefully picking how to visualize our data so that it communicates important details about the data while still being easy to interpret and discern different numbers and sequences within the same visualization. The second point will be address with bi-weekly meetings. The first meeting will be to assign tasks where the second

meeting will be a check up on the status of our project. WE will add any additional meetings if whenever needed.