Feedback we received:

- Objectives seem interesting to target audience.
- A reasonable amount of scope - lots of optional choices exist in case of extra time.
- Amount of optional vs must-have seems good
- Overloading could make things more creative. Maybe highlighting top 10 with all 150 on the chart could be really cool
- Differentiate by role, class, etc to decrease size
- A searchable table with all champs (refer to Sunny's project) that connects to lines
- Cool-looking spider chart
- Detailed enough
- Interesting enough
- Link to patch notes
- Follows the visualization design strats in class
- Properly encodes the data
- Pie chart seems viable, especially for pick/ban rate
- Two "connected" visualization seems good

Major feedback we gave:

- 2012-13, now. How to use time in the dataset.
- Comparing websites and comparing teams
- Matchup lines
- Consider the playoff vs regular season data - is the transformation viable?
- Box and whisker to demonstrate different gambling sites for one game?

Tyler Gaul, Archie, and Mark

Major feedback:
Above, we provide a bulleted list of all the feedback we received from Tyler Gaul, Mark Patterson, and Archie Menon. Here, I will summarize the most important feedback that they gave us and how they have changed our approach. First, they gave us feedback for our visualization over time. They said that adding an additional feature could be nice, but that we do still need some way to filter down lines. They gave us two ideas for this: either that we could turn down the opacity of lines that don't show in the filter, or that we could remove them entirely. We have decided to try both of these out and determine which we like better. Either way, this will help narrow down data which is over 150 champions and is therefore too much to look at at one time.

Archie, Tyler, and Mark told us that the idea of two charts makes sense and should be cool. They also enjoyed the idea of connecting one chart to another and provided additional ideas on what to connect to our visualizations. For example, they really liked the idea of connecting a table to one of the visualizations, as tables tends to work well with large amounts of data. Then, we could use the table as a way to filter the data. For example, perhaps we could allow a user to click on any data value in the table. Then, they could swap between filtering for values larger

than the value and smaller than the value. This is still a consideration, as this could result in most of the data appearing. We will have to mess with things to see how these ideas work out. However, we are nearly certain that some kind of ineractivity and filtering with a table would look good and make things intuitive for the user.

Secondary feedback:
Another idea they gave us was to use a spider chart to encode certain statistics about each champion. This is an idea which seems okay to us, and we are considering it as a secondary feature. It could be cool to see this for one champion, but I'm not sure how much sense it will make in the grand scheme of things. For something like pokemon data or fire emblem character data this makes perfect sense, but here we are not 100% sure.

Another idea they gave us which seems cool is to add links to each worlds patch for each year of worlds to give more context. This idea does seem cool and allows the user to create a story for themselves. We are considering how we would like to add this feature, and whether or not it makes sense to link to all patches for that year, or simply the worlds patch. Perhaps if there is some summarized view of all changes in one year, this would make the most sense here. Viewing many patches in a summarized way would be a really cool way to tell what changes were made and why the meta changed from one year to the next.

Archie, Tyler, and Mark really liked the rest of our ideas and seemed excited for our project. We hope to deliver on their hopes and create a really cool representation of league worlds data!