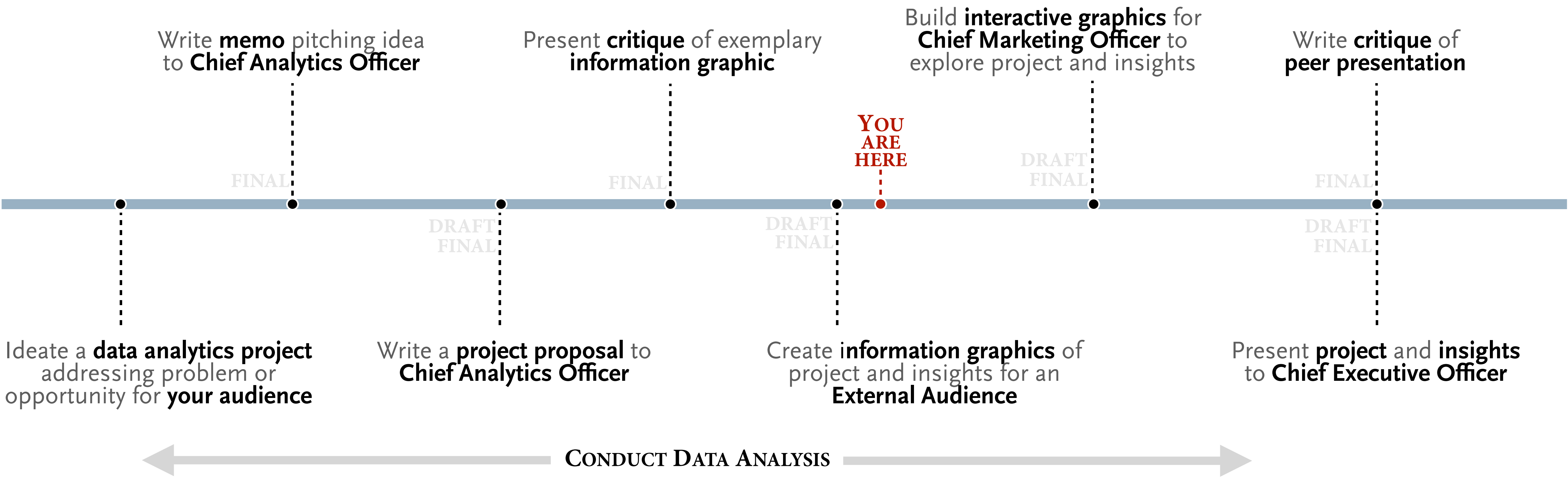


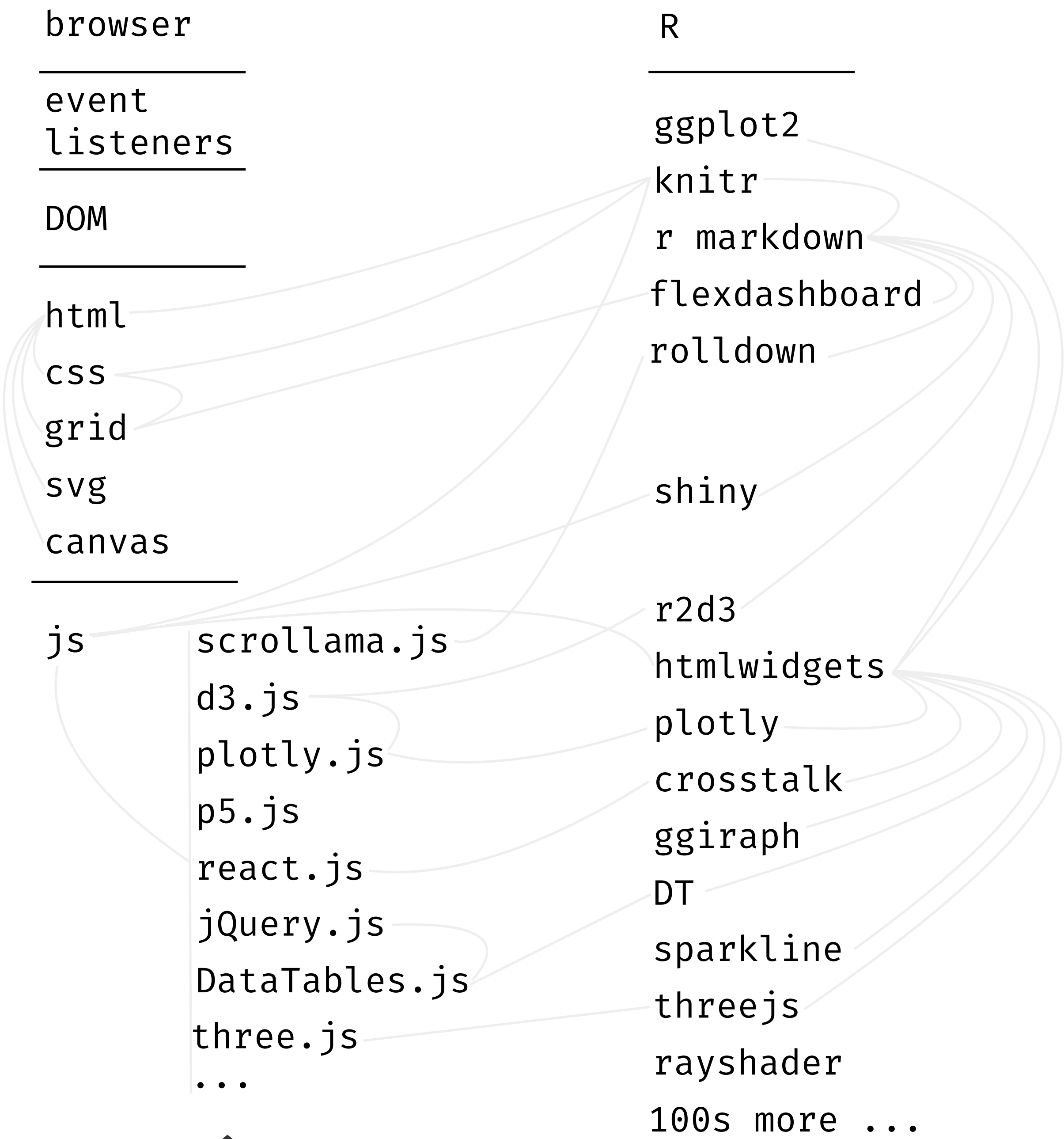
# Storytelling with data

## 10 | Technologies and tools of interactive data-driven, visual design

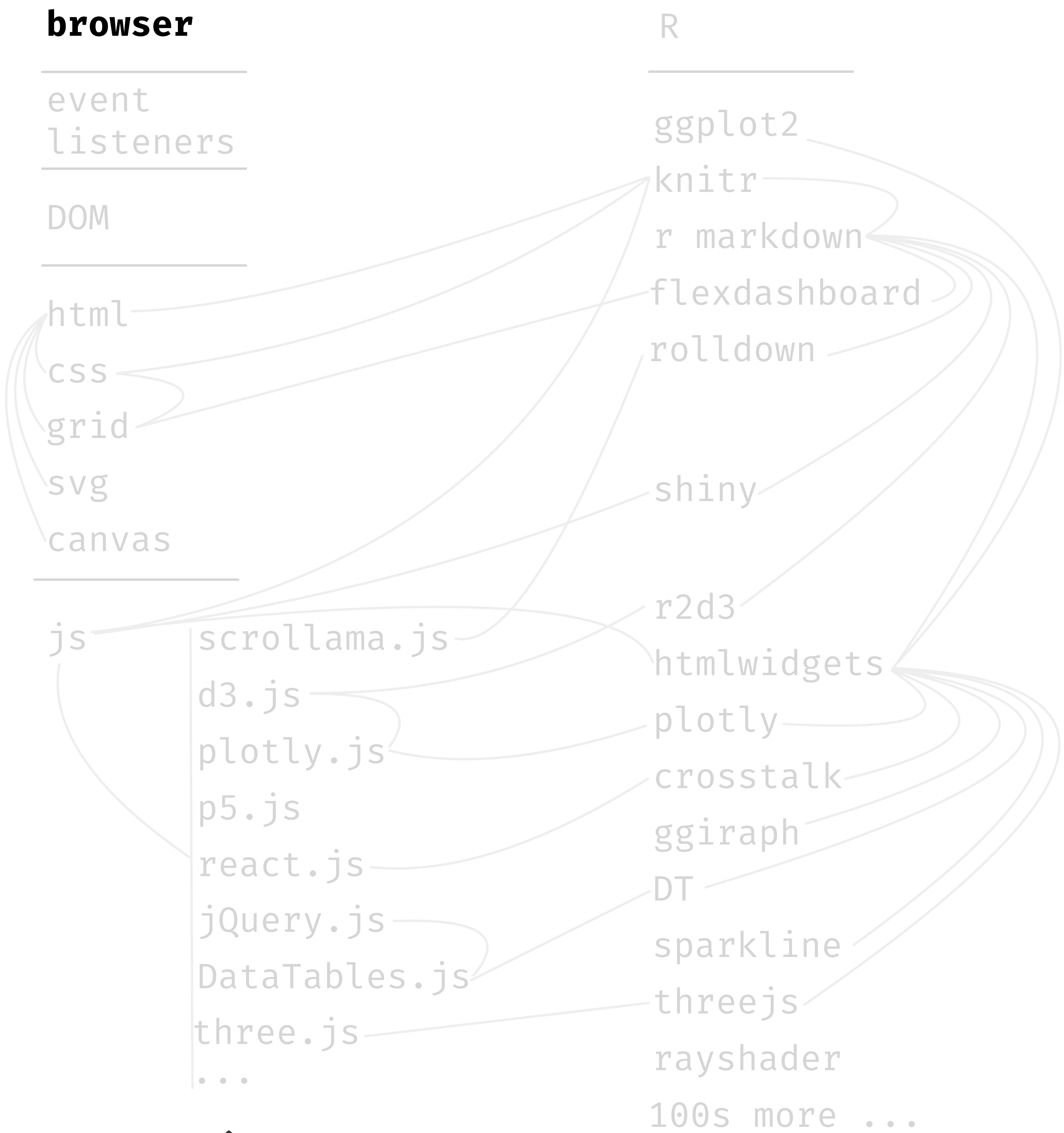
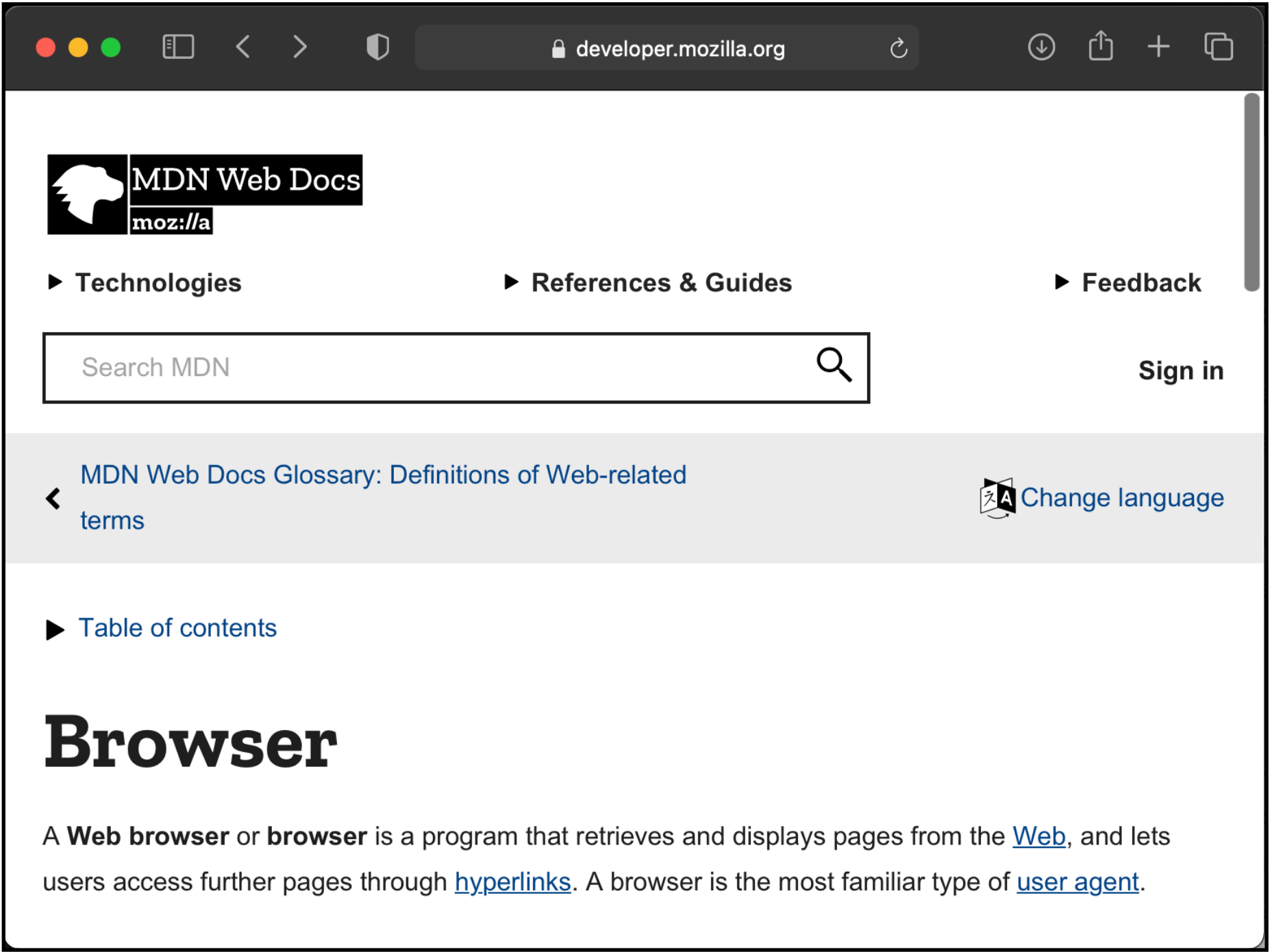


**open-source technology stack for  
interactive, data-driven graphics**

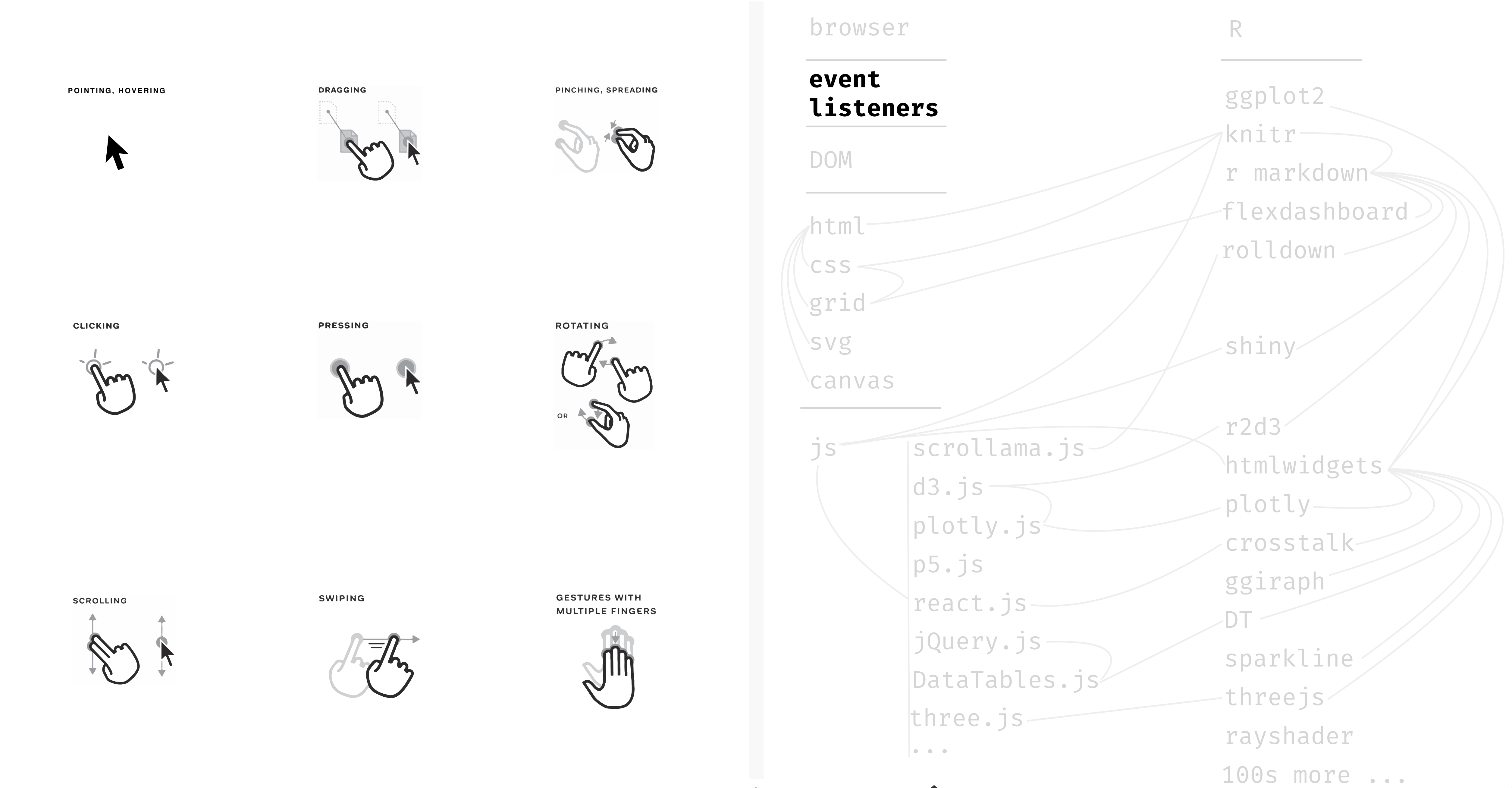
interactive technology stack, components and relationships — *click a technology below to learn more*



# interactive technology stack, browsers parse various code to render content and respond to actions



# interactive technology stack, actions trigger events, for which page elements can be bound to listen



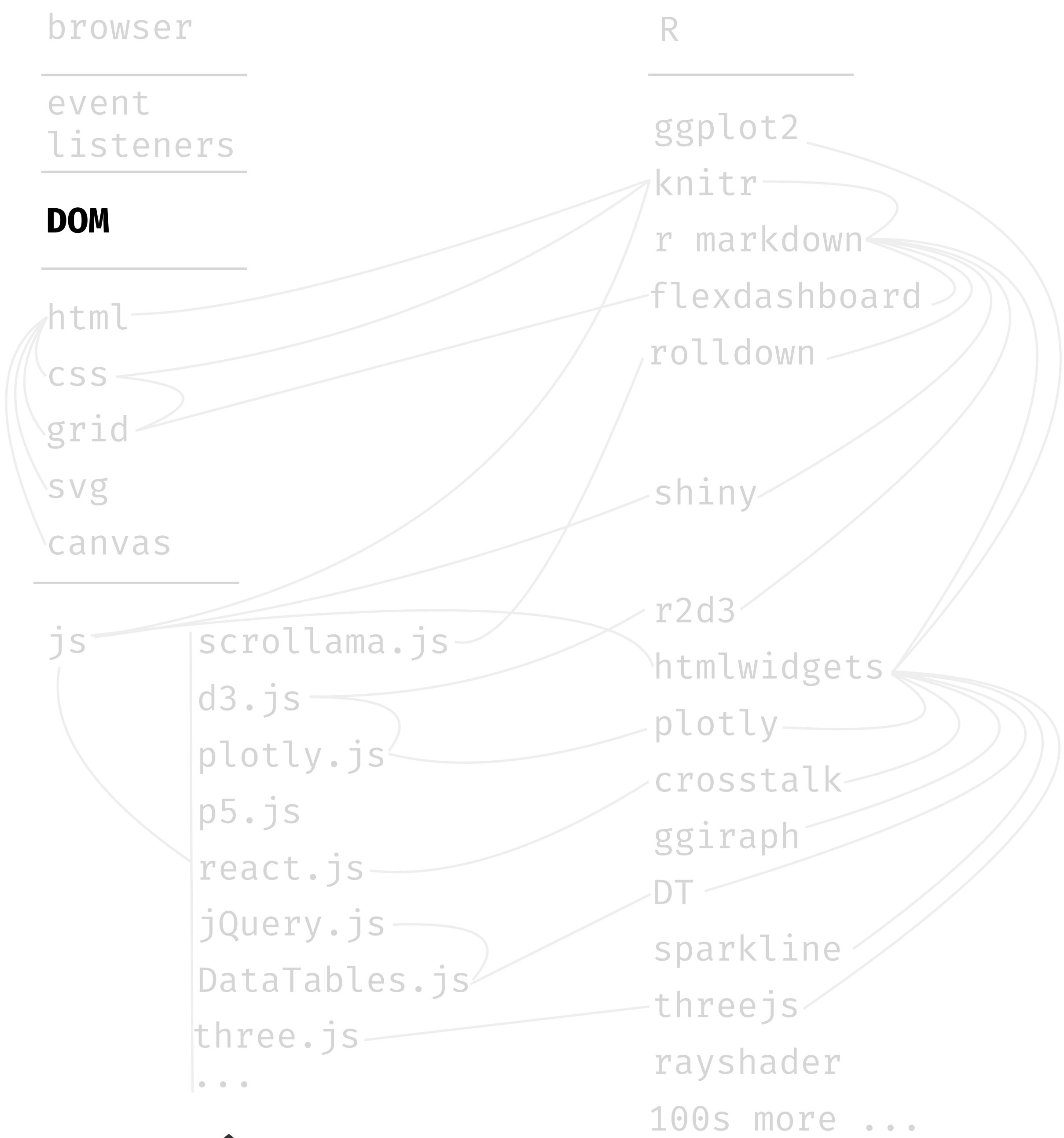
# interactive technology stack, a web page includes several languages, each has a purpose

## web page structure

(Interactive) web **pages** all begin and end with `<html>` and `</html>` respectively. contain a **head** and **body**. Content between `<body>` and `</body>` is shown inside the main browser window Before the `<body>` element you will often see a `<head>` element. This contains information *about* the page, rather than infor-

mation that is shown within the main part of the browser window. You will usually find a `<title>` element and `<script>` (not shown below) element(s) inside the `<head>` element. Notice how tag enclosures create a *tree-like structure* we can traverse — that’s the Document Object Model, or **DOM**.

```
<html>
  <head>
    <title>This is the Title of the Page</title>
  </head>
  <body>
    <h1>This is in the Body of the Page</h1>
    <p>Anything within the body of a web page is
      displayed in the main browser window.</p>
  </body>
</html>
```



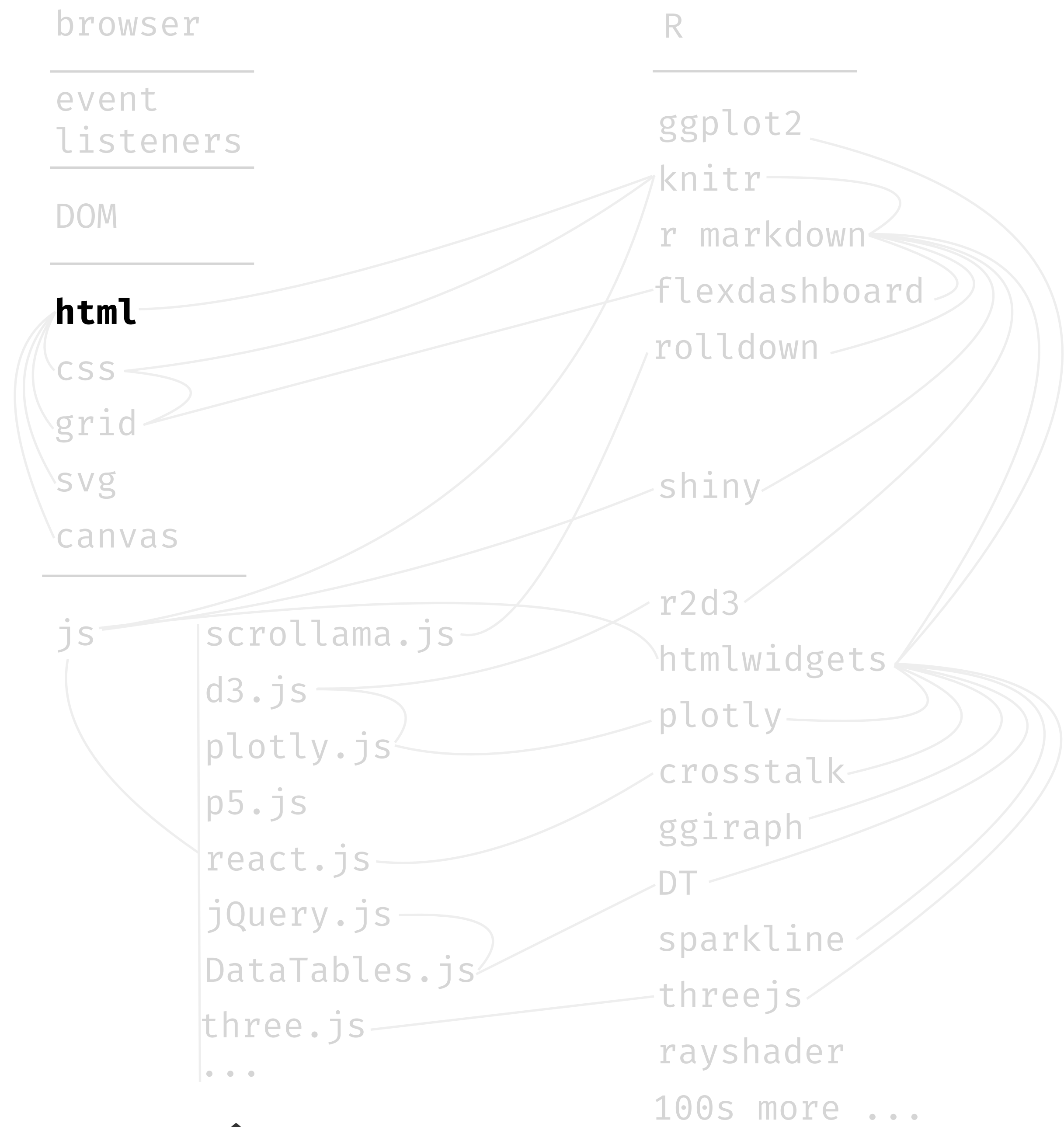
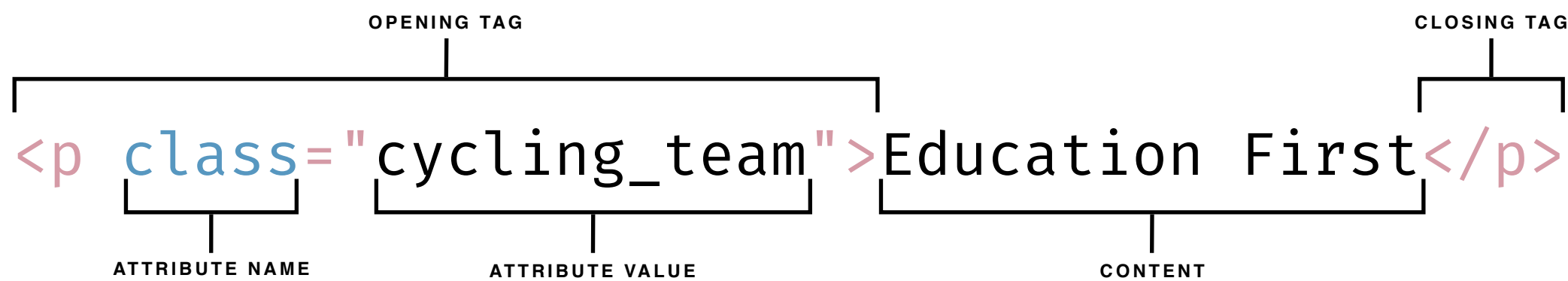


# interactive technology stack, place content in html elements, a content layer

## html elements

Added to the content of a **page** to describe its structure. An element consists of an *opening* and *closing tag* and its **content**. Opening tags can carry **attributes**.

The `<p></p>` below instructs the **browser** to structure the content as a paragraph. There are **many** pre-defined **tag types** and attributes, and we can define our own.



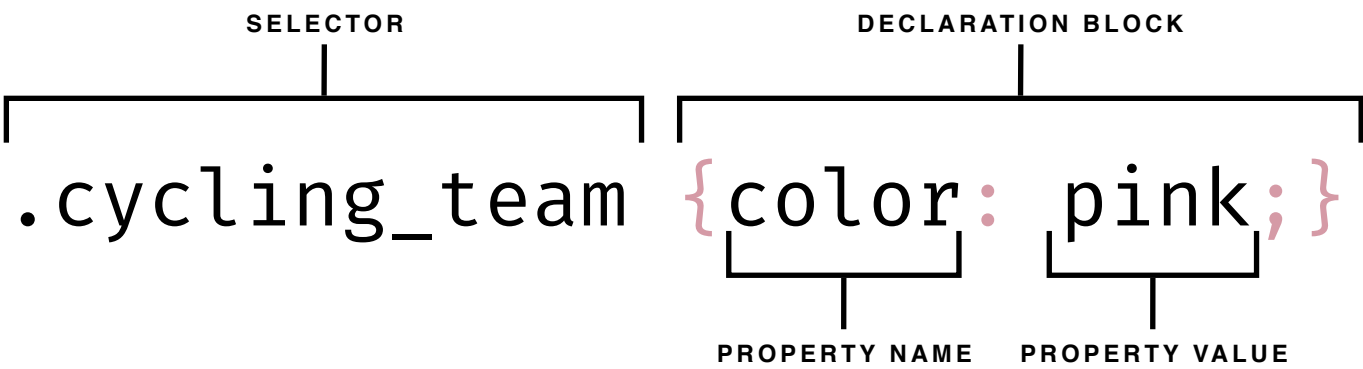


# interactive technology stack, style the html elements using CSS, a presentation layer

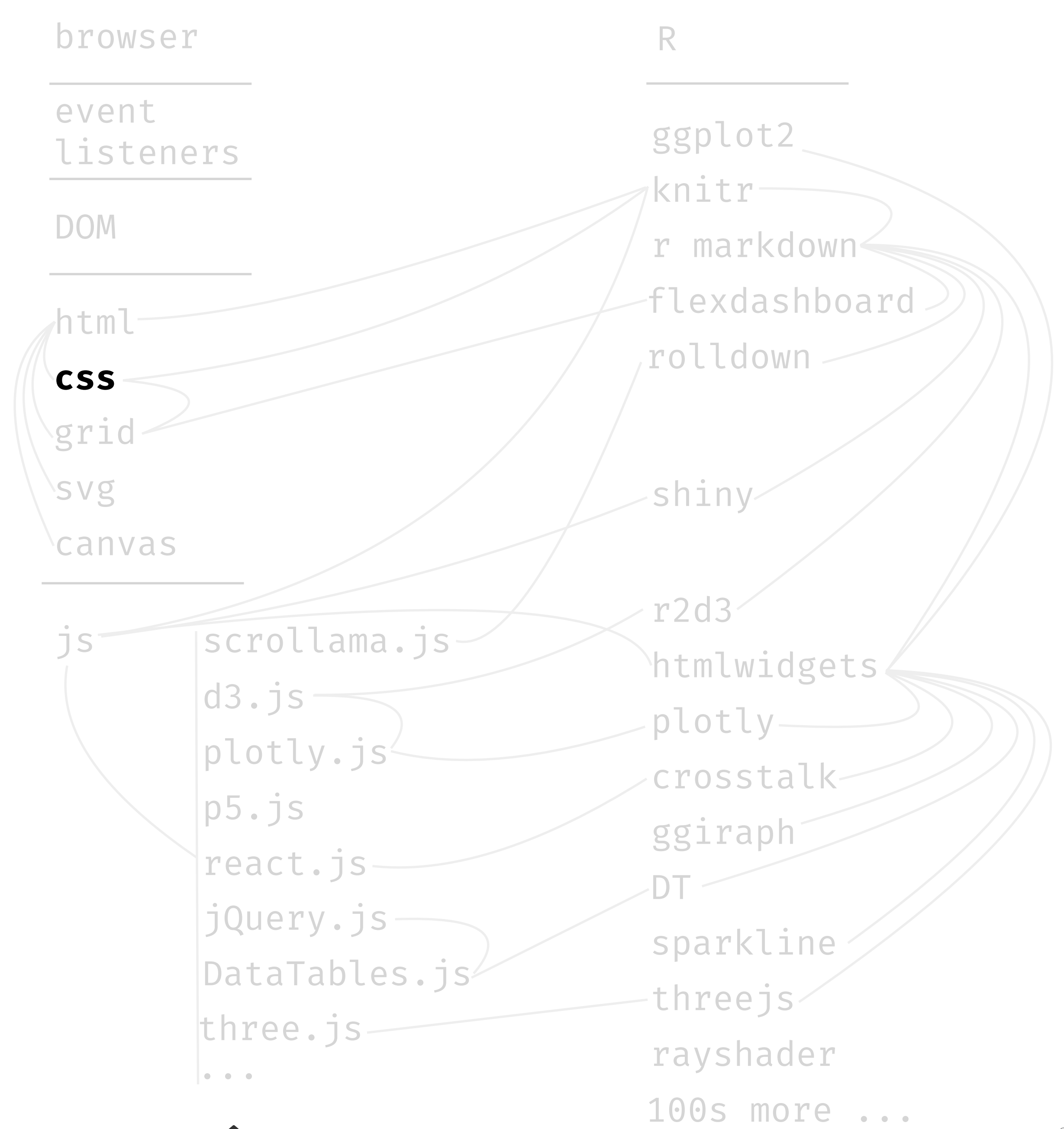
## CSS rules

Indicates how the contents of one or more elements should be displayed in the browser. Each rule has a selector and a declaration block. The **selector** indicates to which element(s) the rule applies. Each **declaration**

block specifies one or more properties and corresponding values. Below, applying the **class .cycling\_team** to a tag as an attribute, it will **color** the text a **pink** hue. CSS rules are specified within `<style>` elements.



```
<style>
.cycling_team {
  color: pink;
}
</style>
```



# interactive technology stack, organize the html elements using CSS GRID, a presentation layer

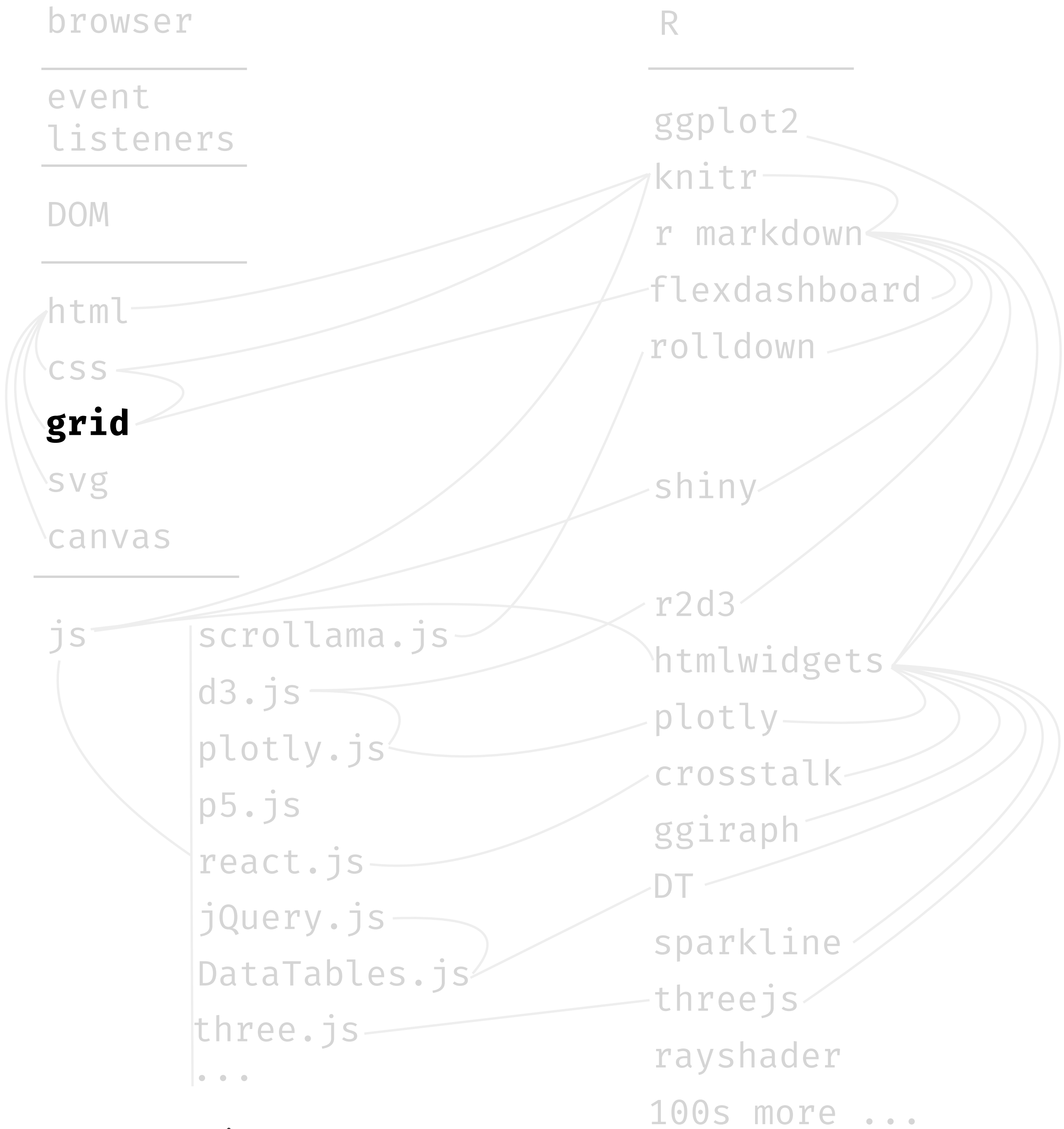
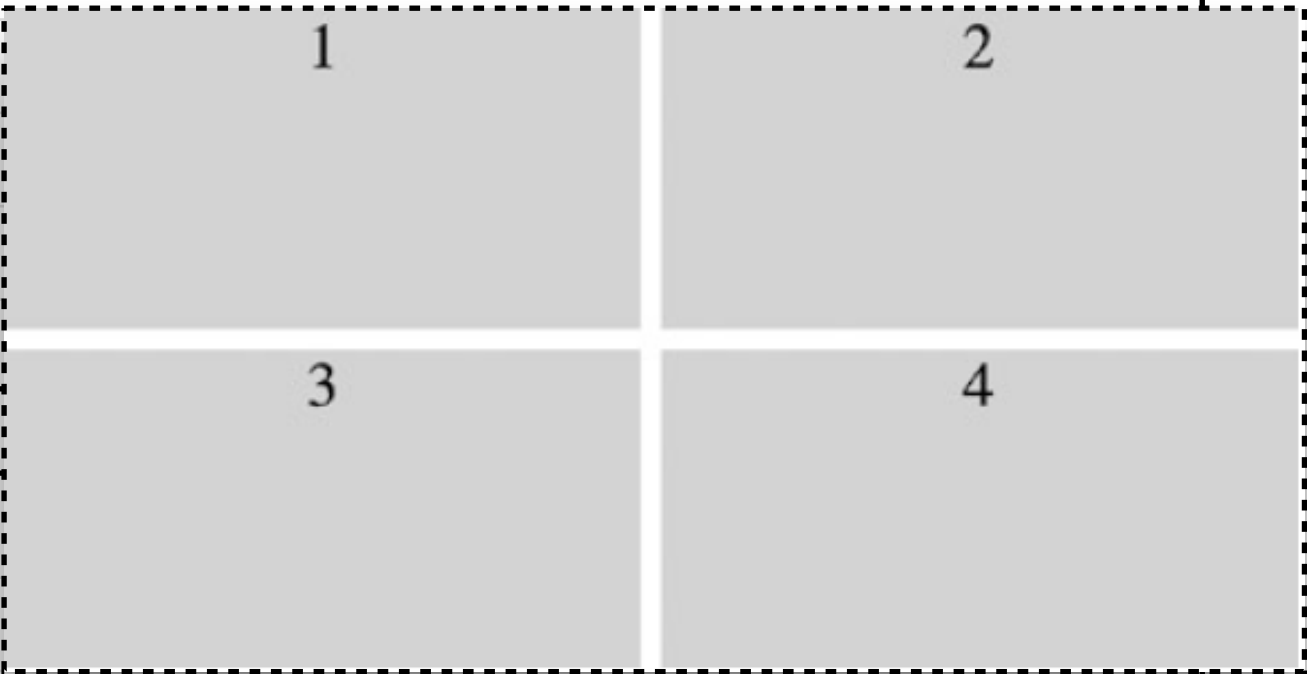
## CSS grid

We've discussed and practiced using **grids** earlier in the semester to help us organize text and data graphics for memos, proposals, and information graphics. The `html` language includes grids we can specify using **tags**.

Below, we define a **class** `.container` and in that specify `{display: grid;}` and related properties. Then, we use the class attribute on **divider** tags `<div></div>`. The example below displays a 2 x 2 grid of **cells**, each with a size specified and placed in row major order.

```
<style>
.gridlayout {
  display: grid;
  grid-template-columns: 1fr 1fr;
  grid-template-rows: 5rem 5rem;
  gap: 5px;
}
.item {
  background: lightgray;
  text-align: center;
}
</style>

<div class="gridlayout">
  <div class="item">1</div>
  <div class="item">2</div>
  <div class="item">3</div>
  <div class="item">4</div>
</div>
```

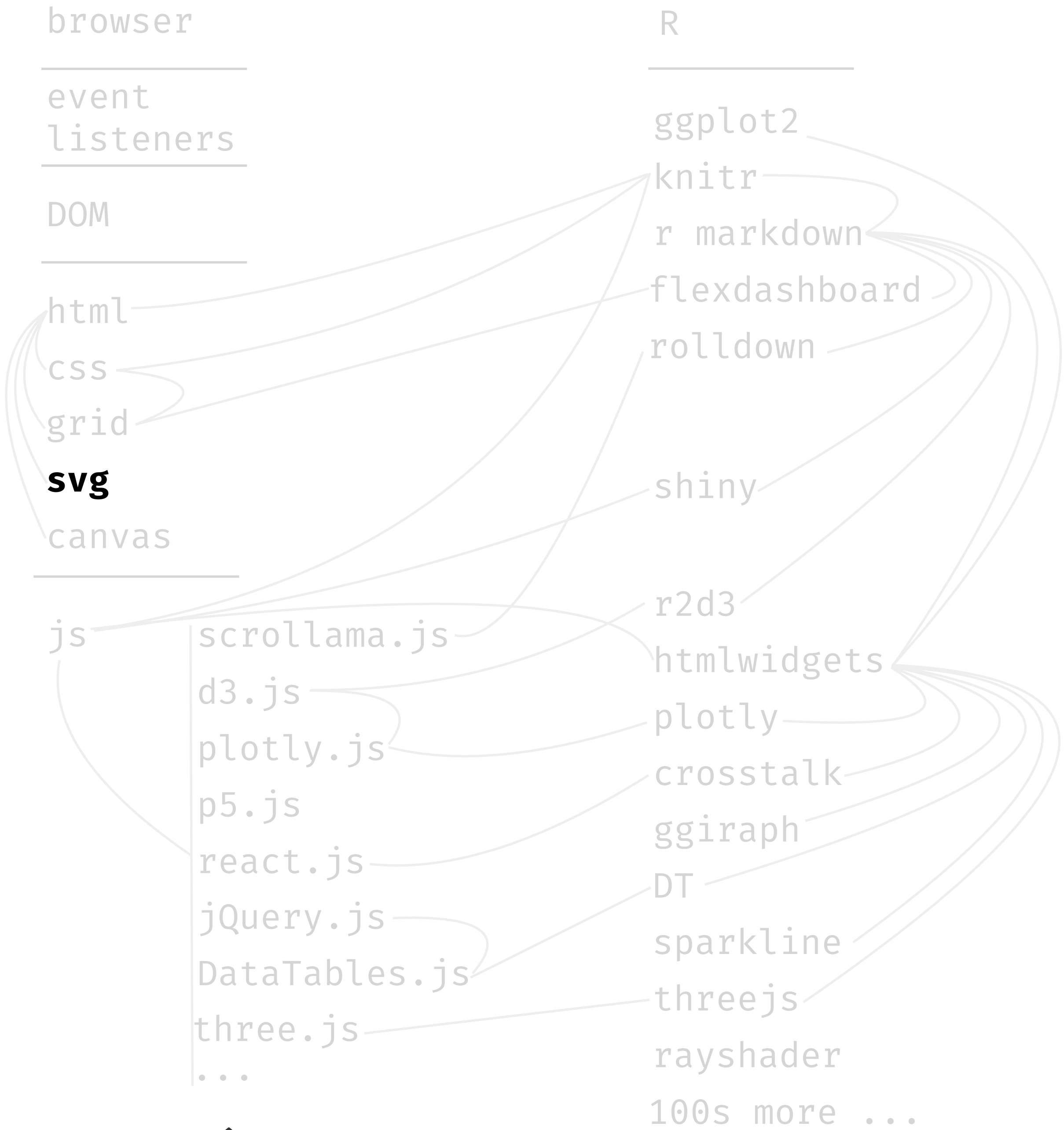
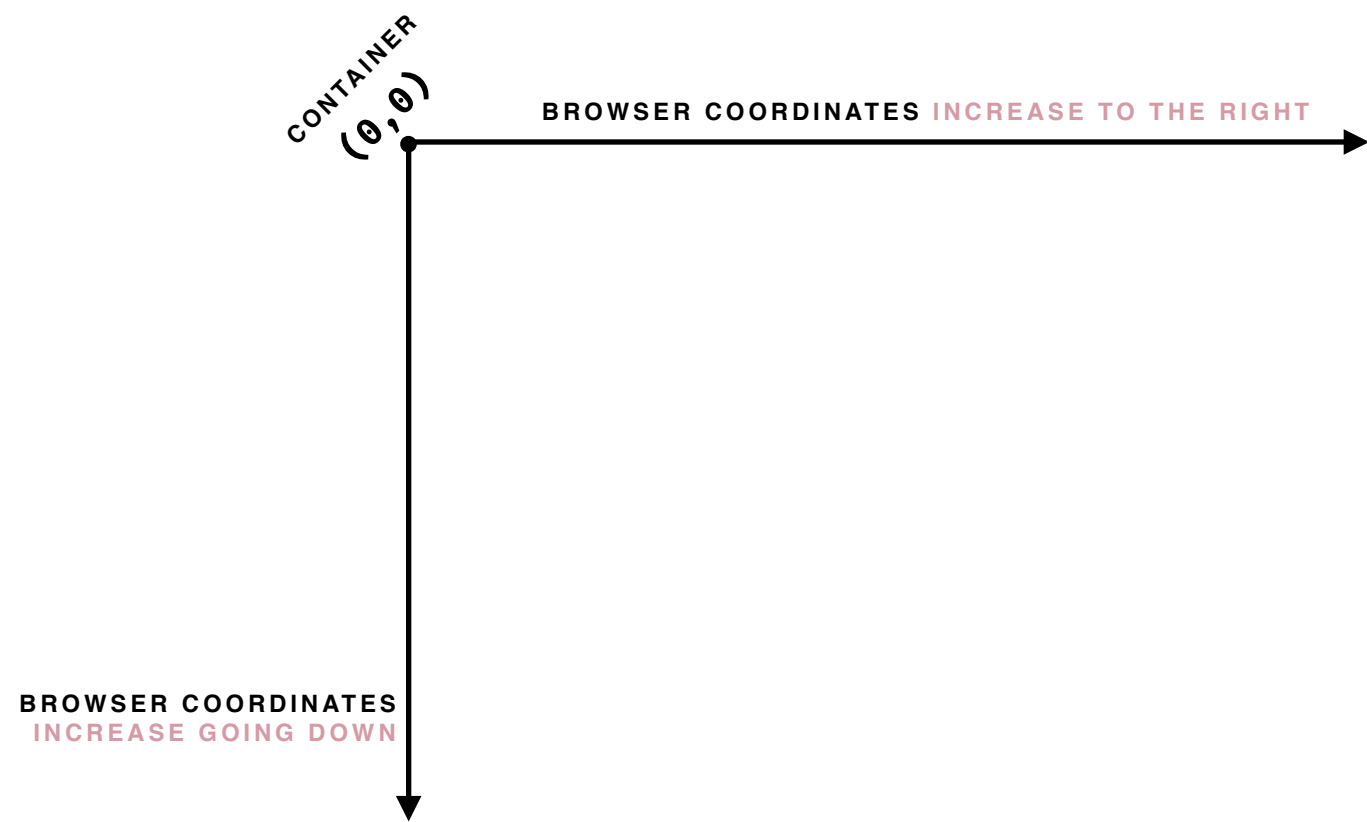
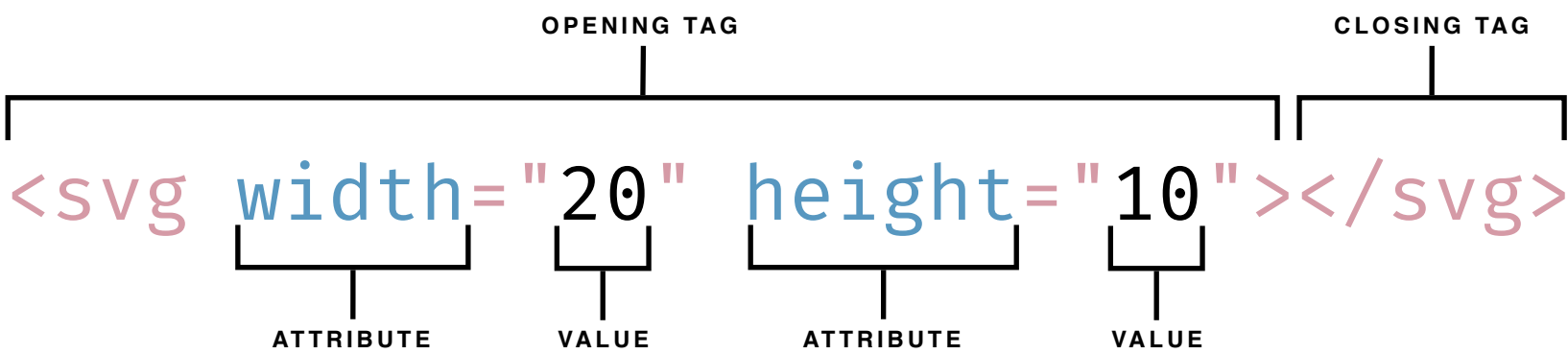


# interactive technology stack, draw shapes within svg tags, a content layer

## svg

Scalable vector graphics — **svg** — are human-readable descriptions of **shapes** or **paths** that the browser can display. As we've discussed, *enlarging vector* graphics, unlike raster-based graphics, will not reduce **resolution**. Together these paths and shapes comprise a graphic.

We put them in the html document body between **svg** `<svg>` and `</svg>` tags. Shapes I commonly use include the circle `<circle>`, rectangle `<rect>`, text `<text>`, path `<path>`, and group `<g>`. We can edit vector graphic shapes using software like Adobe Illustrator or Inkscape, too.

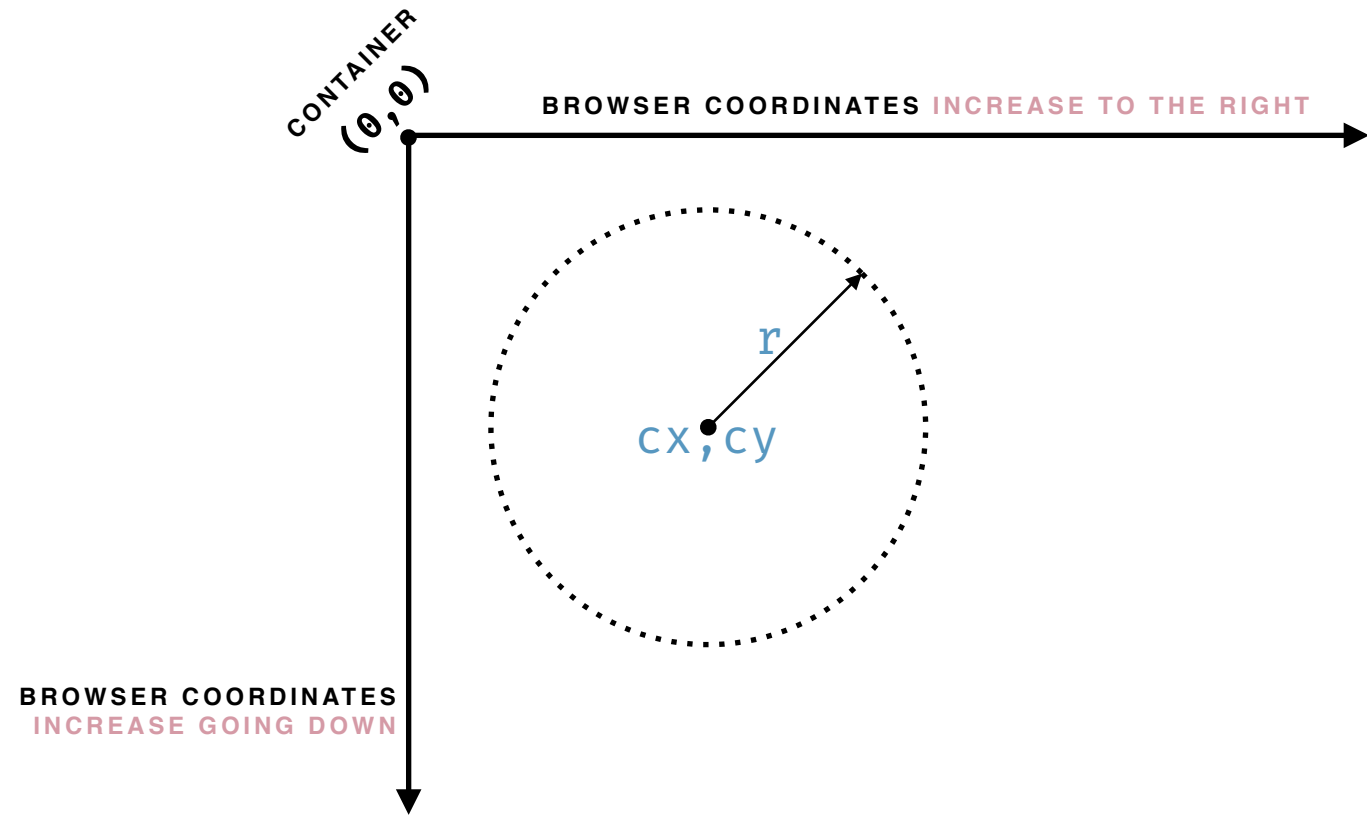
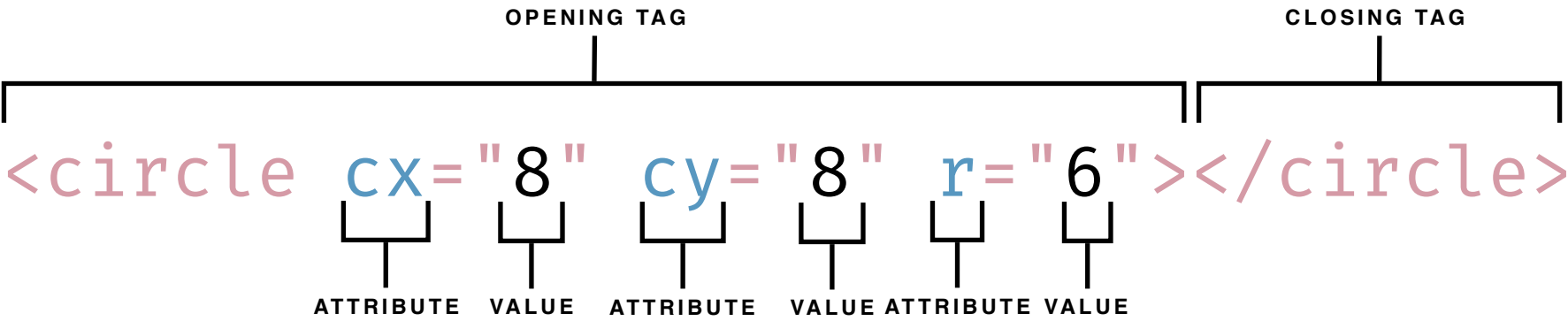


# interactive technology stack, draw shapes within svg tags, a content layer

## svg

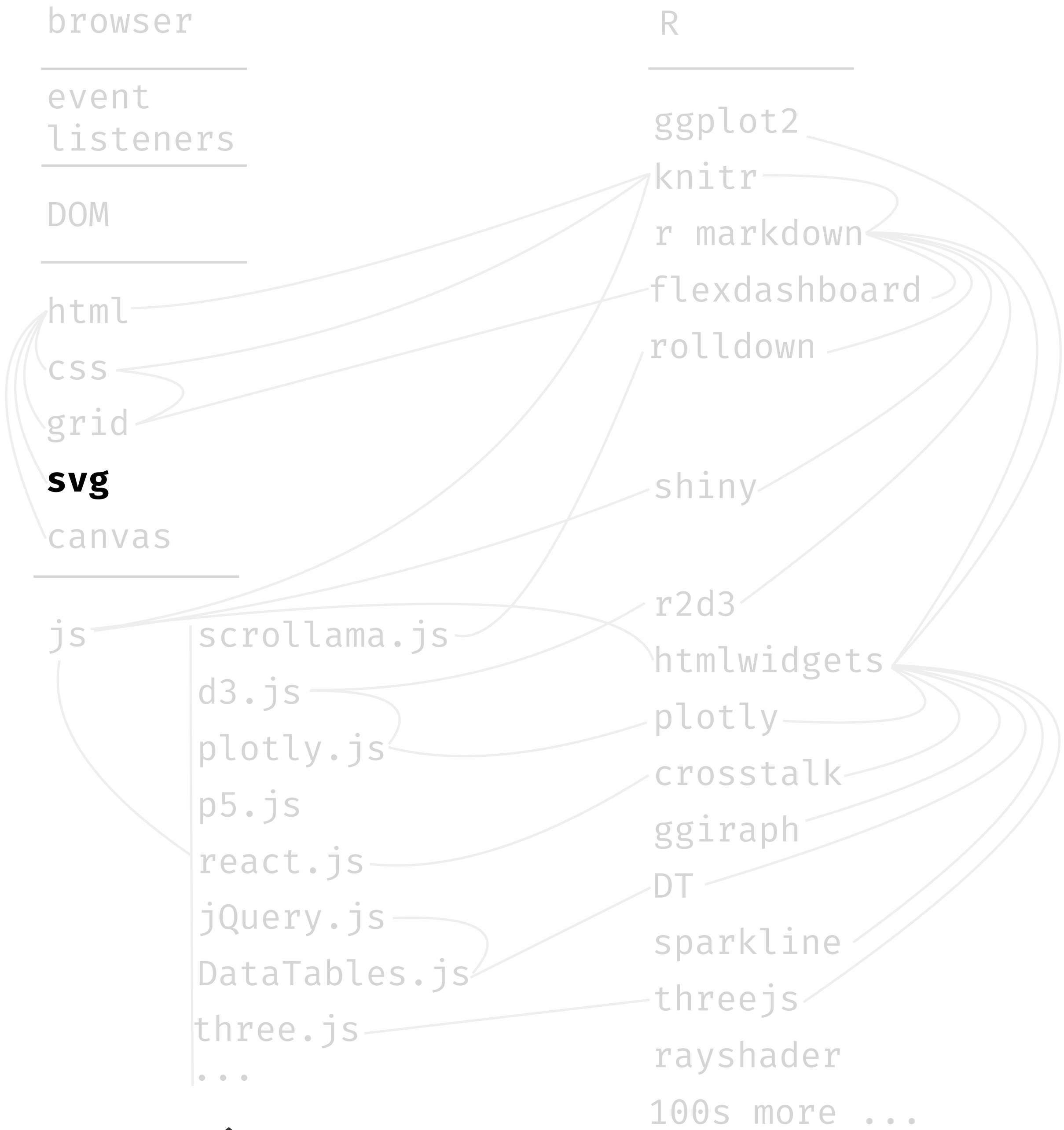
Scalable vector graphics — **svg** — are human-readable descriptions of **shapes** or **paths** that the browser can display. As we've discussed, *enlarging vector* graphics, unlike raster-based graphics, will not reduce **resolution**. Together these paths and shapes comprise a graphic.

We put them in the html document body between `svg <svg>` and `</svg>` tags. Shapes I commonly use include the **circle** `<circle>`, rectangle `<rect>`, text `<text>`, path `<path>`, and group `<g>`. We can edit vector graphic shapes using software like Adobe Illustrator or Inkscape, too.



### OTHER COMMON SHAPE ATTRIBUTES

- `stroke`
- `stroke-width`
- `stroke-opacity`
- `fill`
- `fill-color`
- `fill-opacity`



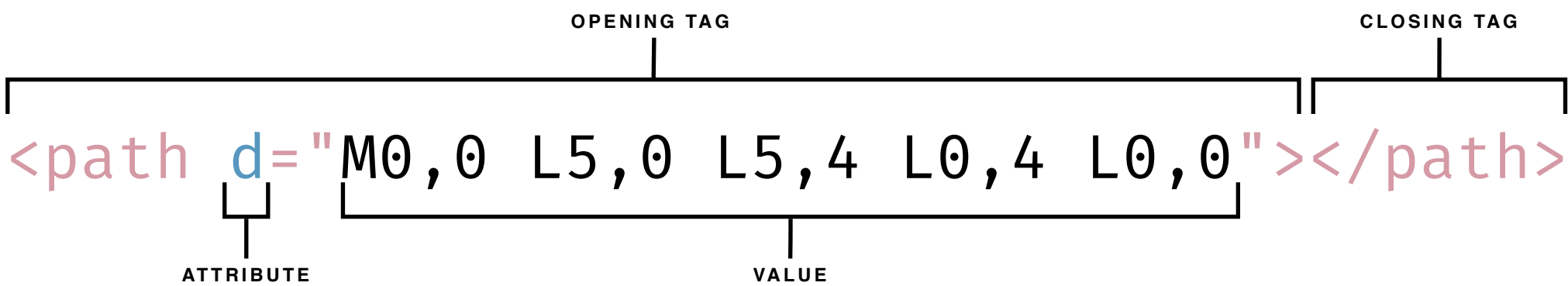


# interactive technology stack, draw shapes within svg tags, a content layer

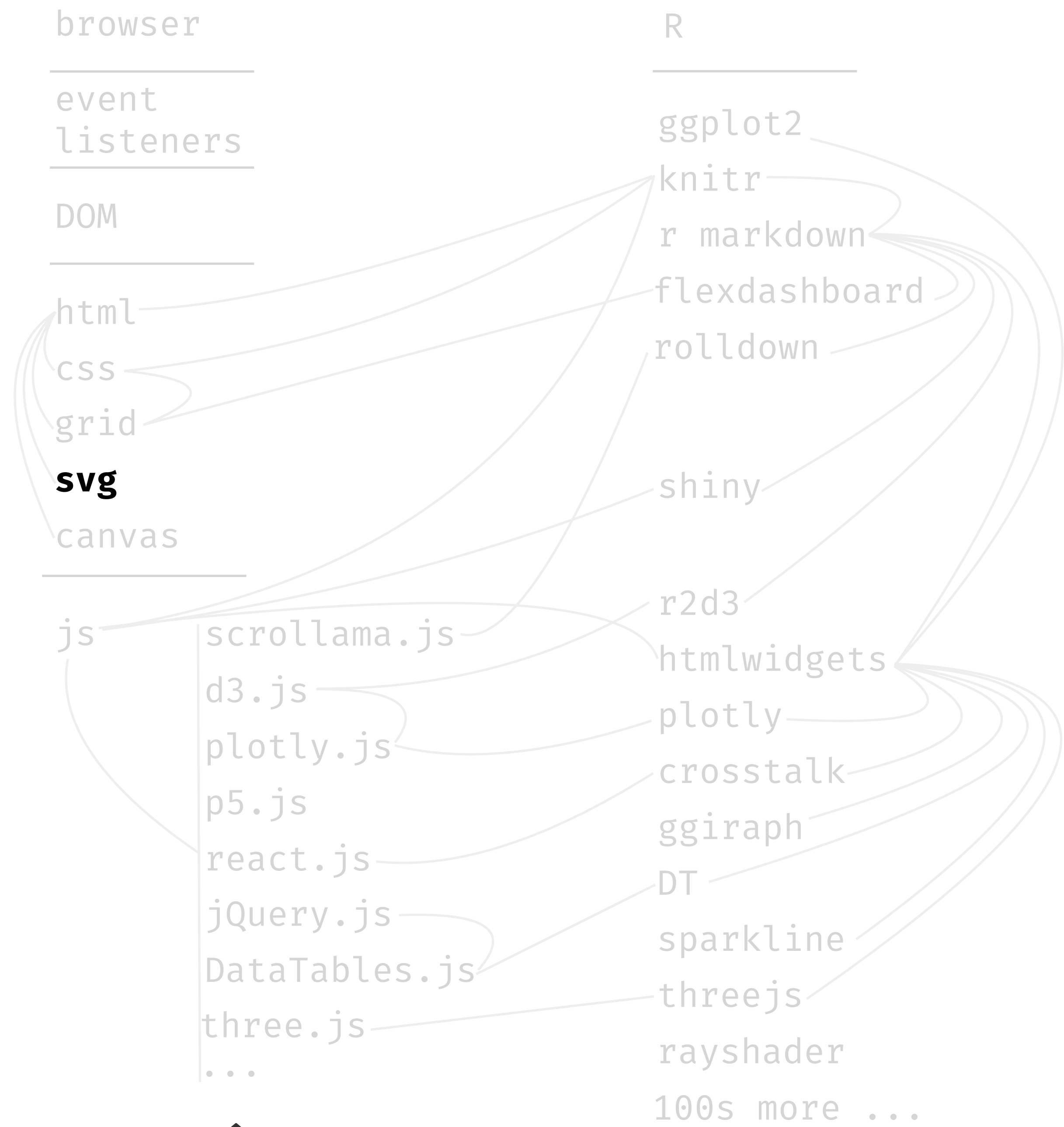
## svg

Scalable vector graphics — **svg** — are human-readable descriptions of **shapes** or **paths** that the browser can display. As we’ve discussed, *enlarging vector* graphics, unlike raster-based graphics, will not reduce **resolution**. Together these paths and shapes comprise a graphic.

We put them in the html document body between svg `<svg>` and `</svg>` tags. Shapes I commonly use include the circle `<circle>`, rectangle `<rect>`, text `<text>`, **path** `<path>`, and group `<g>`. We can edit vector graphic shapes using software like Adobe Illustrator or Inkscape, too.



COMMAND	SYNTAX	MEANING
MOVE TO	$Mx,y$	location coordinate $x,y$ where the drawing starts.
LINE TO	$Lx,y$	draw straight path from previous coordinate $x,y$ to this coordinate $x,y$ .
CURVE TO	$Cx,y\ x,y\ x,y$	draw curve path from previous coordinate $x,y$ using two control points $x,y$ and $x,y$ to this coordinate $x,y$ .

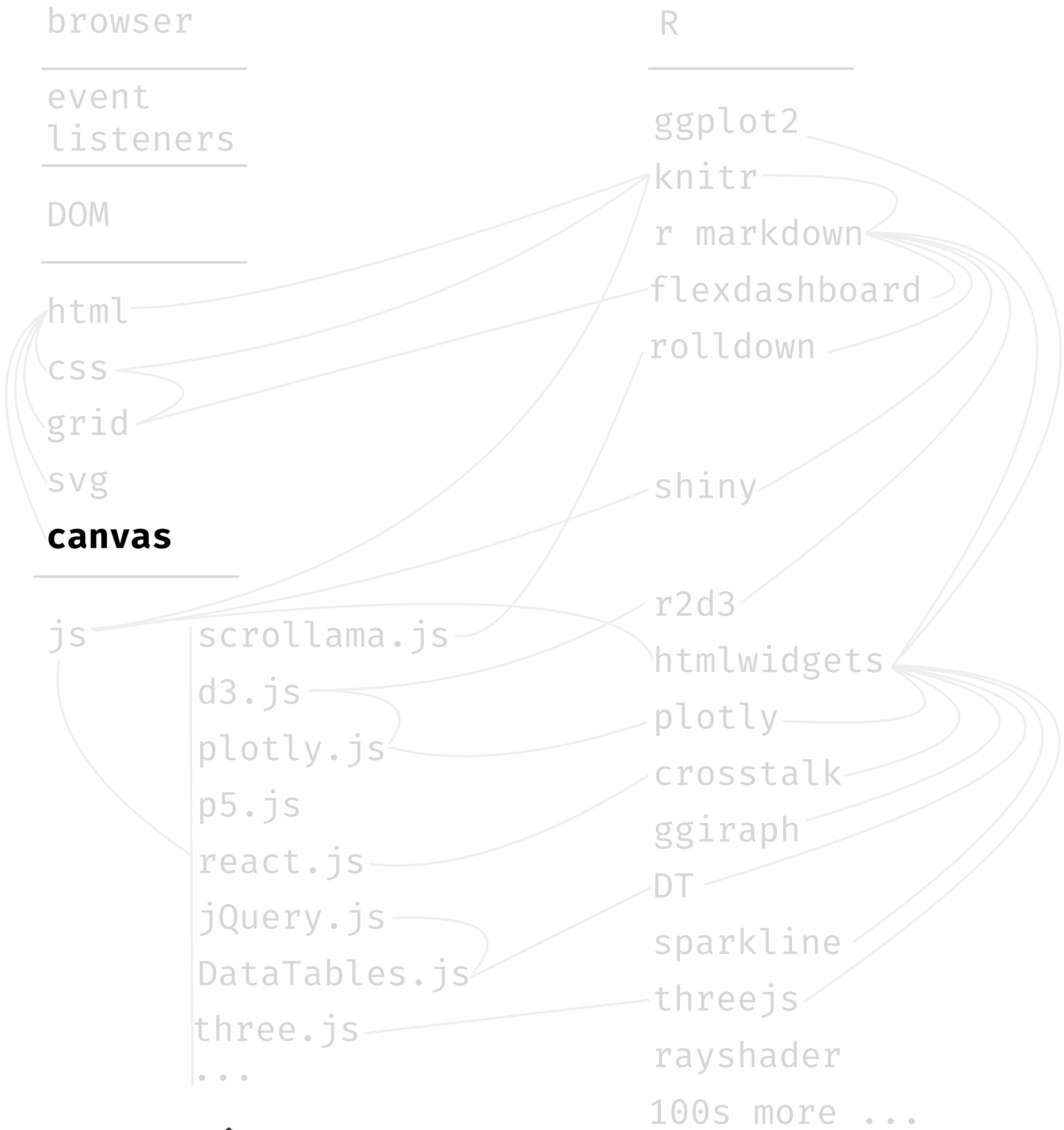
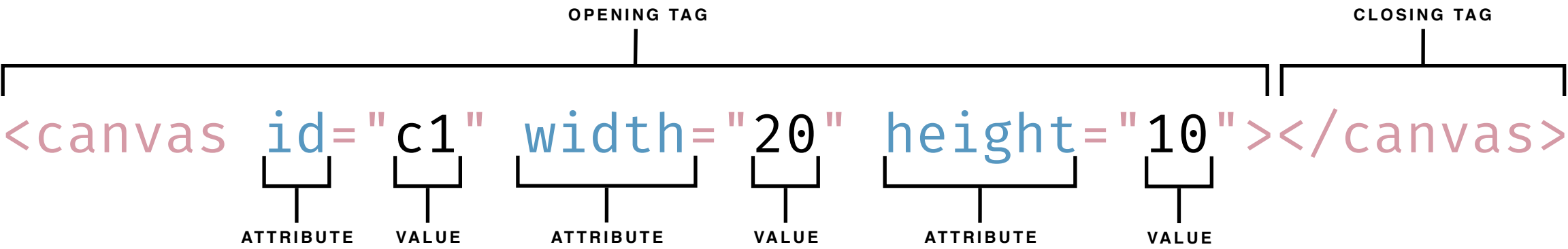


# interactive technology stack, draw pixels within canvas tags, a content layer

## canvas

When **performance** drawing svg shapes becomes an issue—which may occur on slower computers with 1,000 to 10,000 shapes, more with today’s computers—we gain performance by switching to **raster** graphics. For raster graphics, we draw **pixels** on **canvas**,

which we specify within html using the `<canvas></canvas>` tag. From pixels, we cannot select shapes or paths like we can with svg graphics, and **resolution drops** upon **zooming** into the canvas. To edit rasters, we’re better off using something like Photoshop.

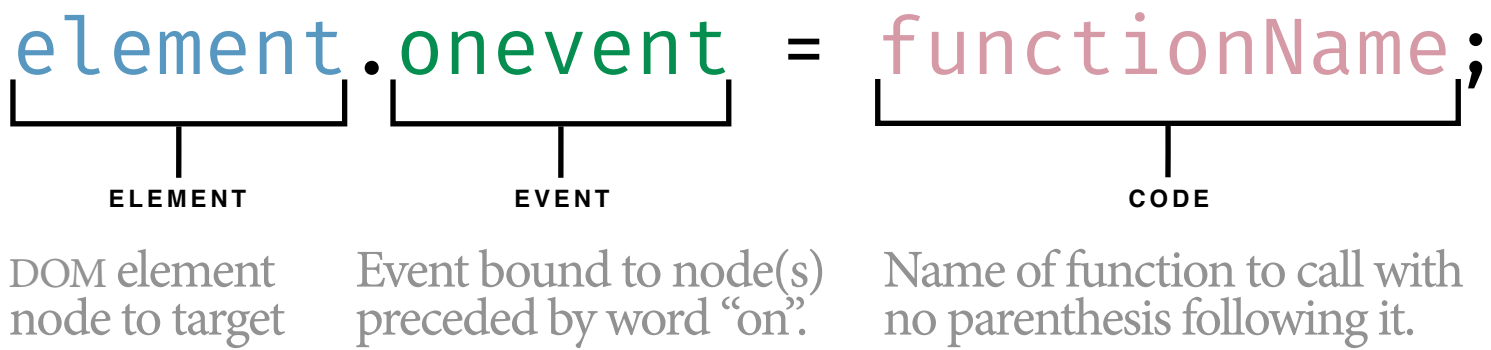


# interactive technology stack, respond to events by changing content or style with js, a behavior layer

## JavaScript

We can *bind* **elements** to **events** that, upon happening, *trigger javascript code*, which in turn can modify content: html elements and attributes, svg or canvas, or css styles. Really it **can modify anything in the DOM**. As with R packages that abstract and ease our application

of specialized functionality, easing the burden of writing code, many **javascript libraries** are available to do the same. Those listed to the right are particularly important for interactive data visualization, but many more not listed are also available.



```
function functionName() {  
  // code to do something  
}
```

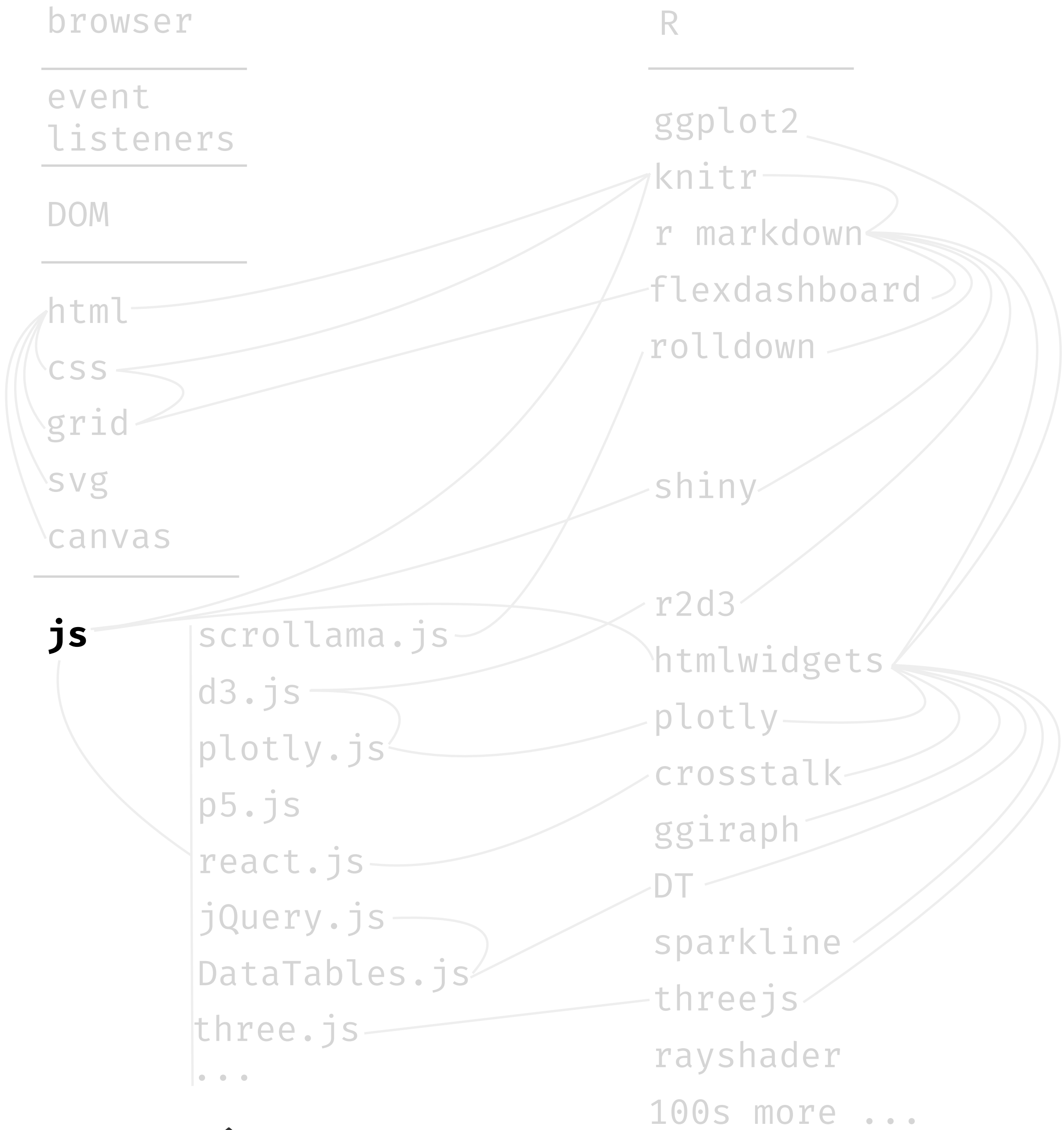
THE CODE STARTS BY DEFINING THE NAMED FUNCTION.

A REFERENCE TO THE DOM ELEMENT IS OFTEN STORED IN A VARIABLE.

```
var el = document.getElementById('element');  
el.on_____ = functionName;
```

THE EVENT NAME IS PRECEDED BY THE WORD "ON".

THE FUNCTION IS CALLED BY THE EVENT HANDLER ON THE LAST LINE, BUT THE PARENTHESIS ARE OMITTED.





**content creation for this  
interactive technology stack**

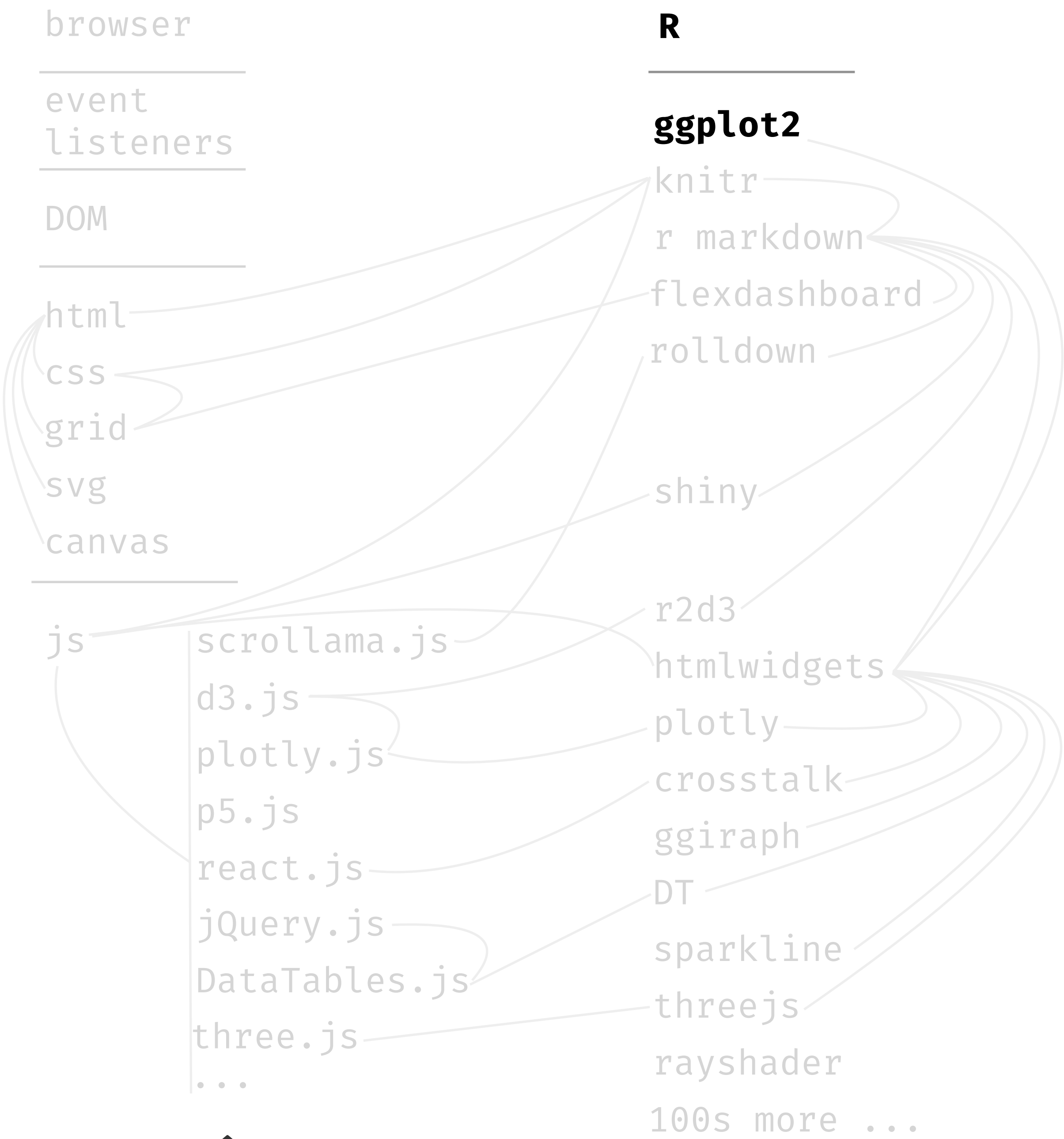
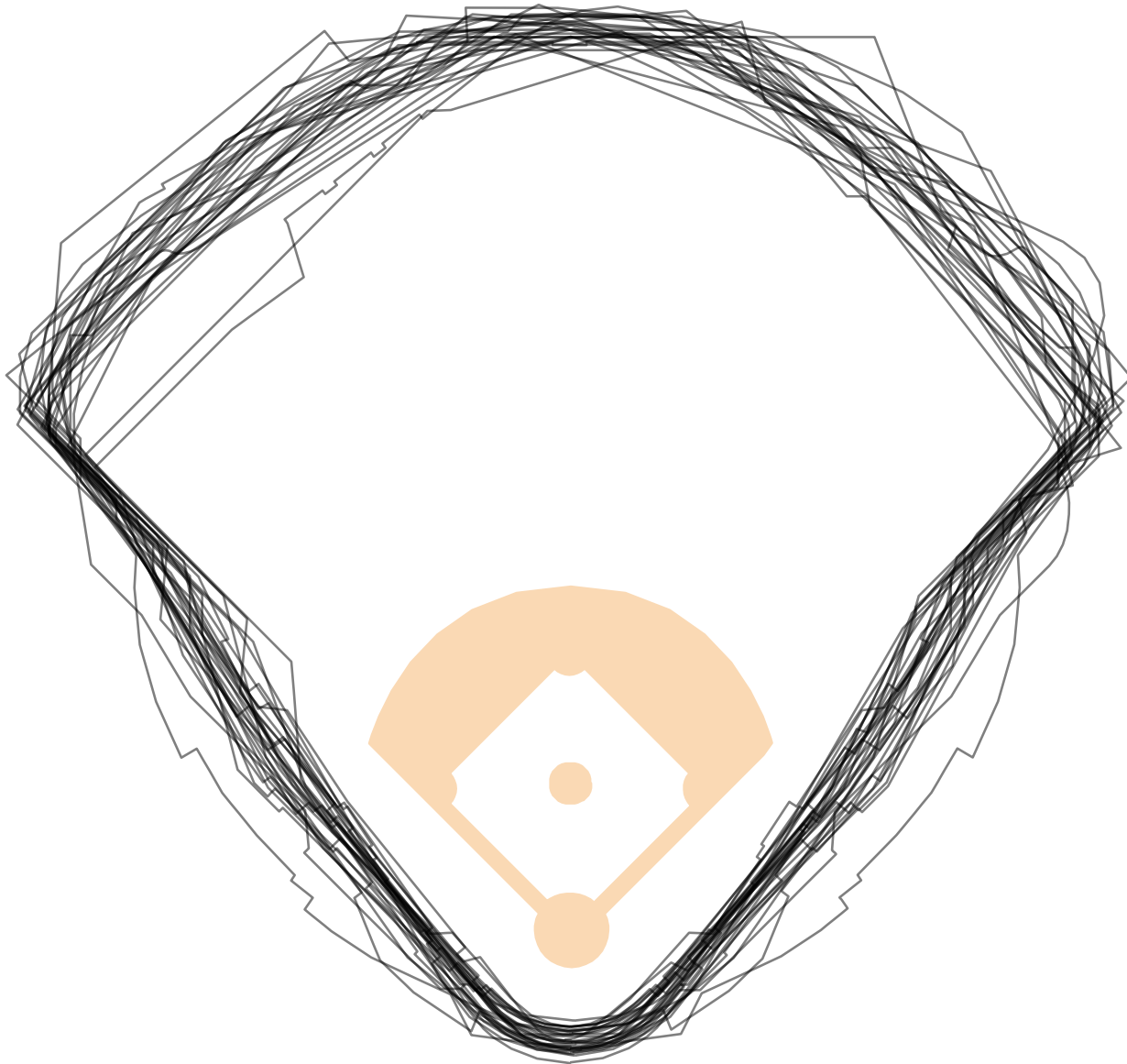
# tools for interactive content, several R packages transform ggplot2 into interactive graphics

## ggplot2

The **grammar of graphics** — implemented in R as `ggplot2` — is among the most powerful coding libraries for creating static graphics. We've already seen how to use a complementary package with `ggplot2` to add animation:

`gganimate`, a grammar of animated graphics. With similar complementary packages, we can specify **interactivity**. Let's see a static version of a class example, the 30 baseball outfields, then make it interactive using `ggiraph`.

30 baseball outfields — *static* version



# tools for interactive content, several R packages transform ggplot2 into interactive graphics

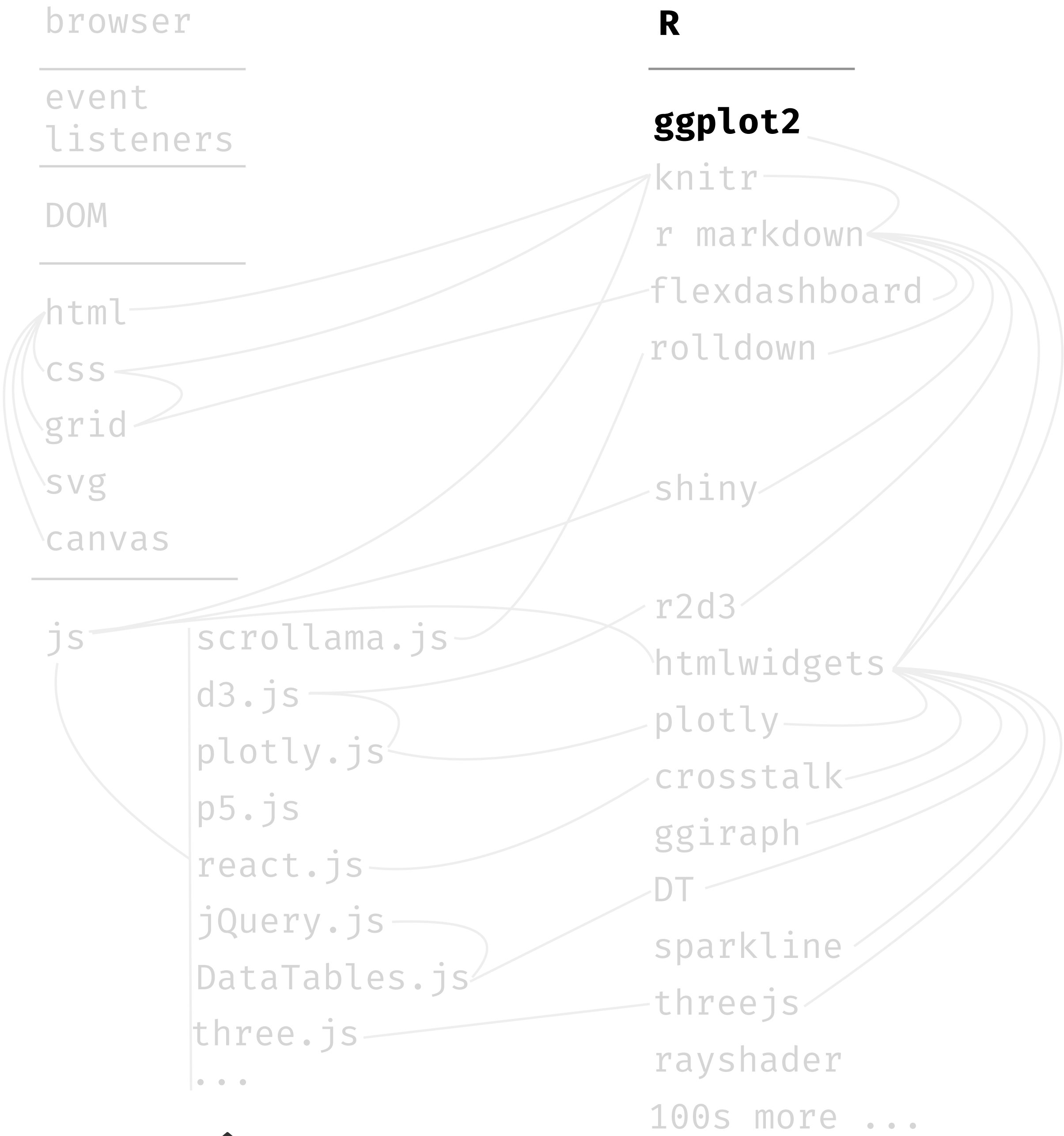
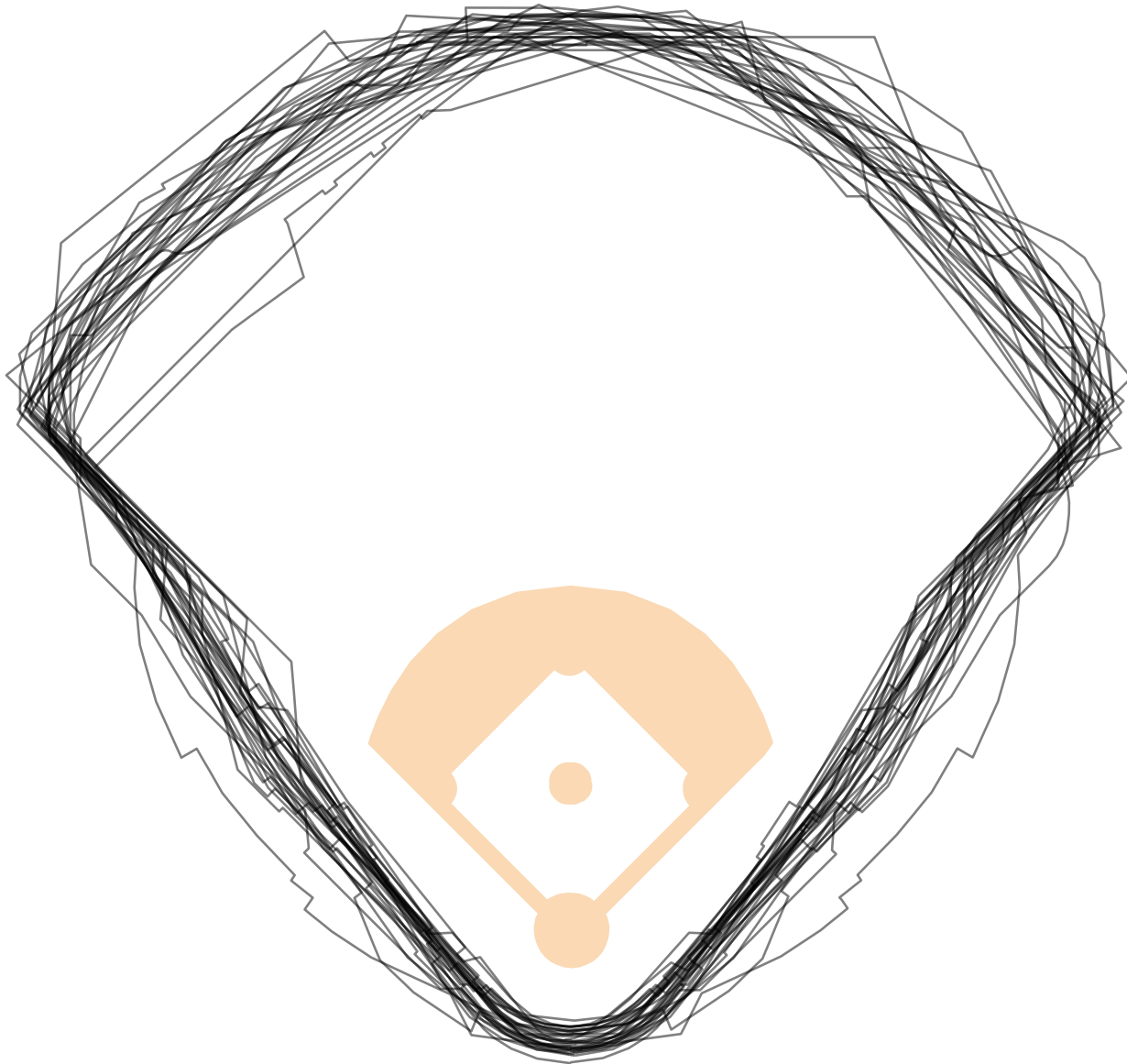
## ggplot2

The **grammar of graphics** — implemented in R as ggplot2 — is among the most powerful coding libraries for creating static graphics. We've already seen how to use a complementary package with ggplot2 to add animation:

```
gg_boundaries <-  
  ggplot() +  
  theme_void() +  
  coord_equal() +  
  geom_path(  
    data = subset(  
      fields,  
      is_infield == FALSE),  
    mapping = aes(  
      x = xsh,  
      y = ysh,  
      group = id),  
    color = '#000000',  
    alpha = 0.5) +  
  
  geom_polygon(  
    data = subset(  
      fields,  
      is_infield == TRUE),  
    mapping = aes(  
      x = xsh,  
      y = ysh,  
      group = id),  
    fill = '#FAD9B4',  
    color = '#FAD9B4')
```

gganimate, a grammar of animated graphics. With similar complementary packages, we can specify **interactivity**. Let's see a static version of a class example, the 30 baseball outfields, then make it interactive using ggiraph.

30 baseball outfields — *static* version





# tools for interactive content, several R packages transform ggplot2 into interactive graphics

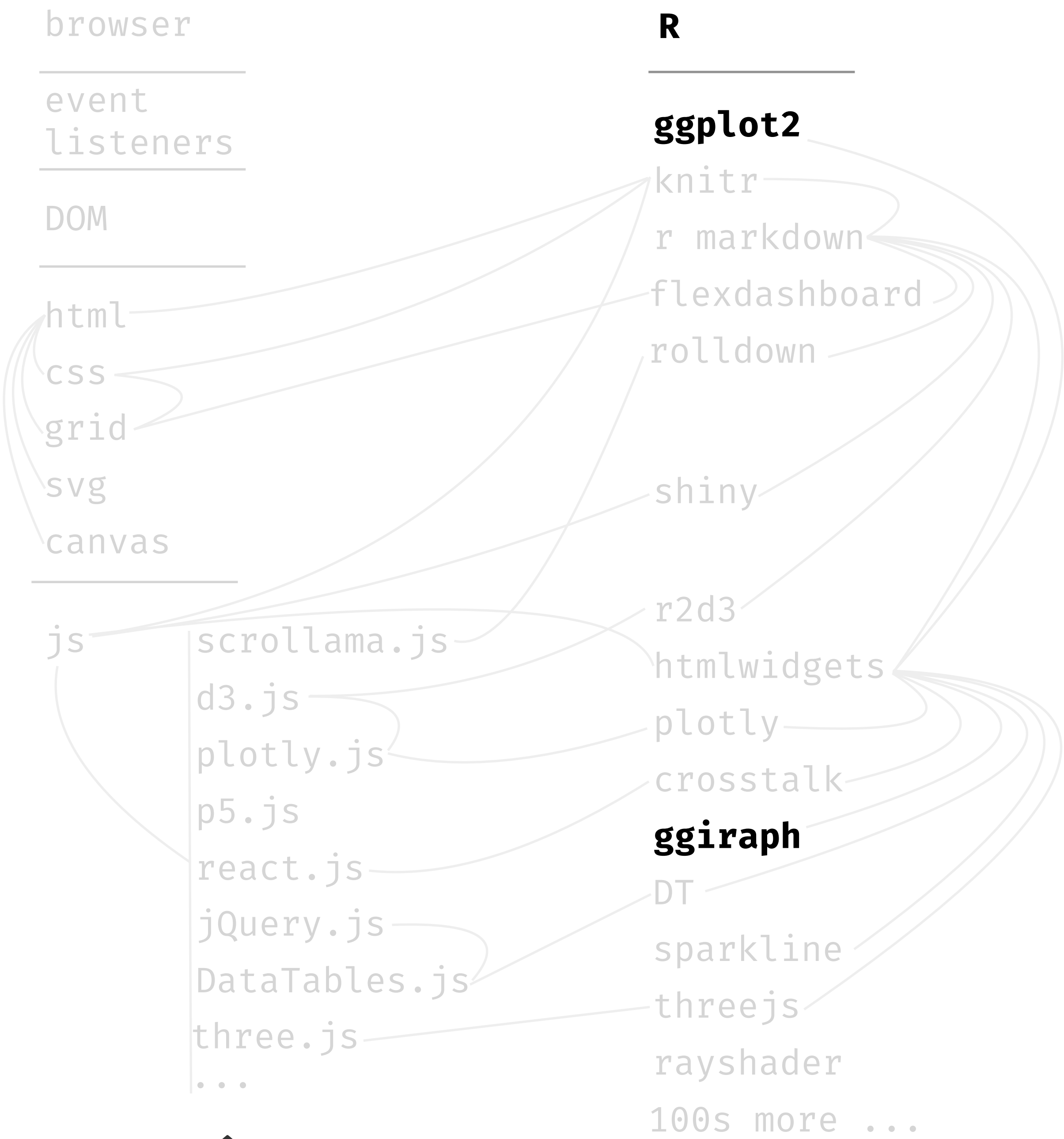
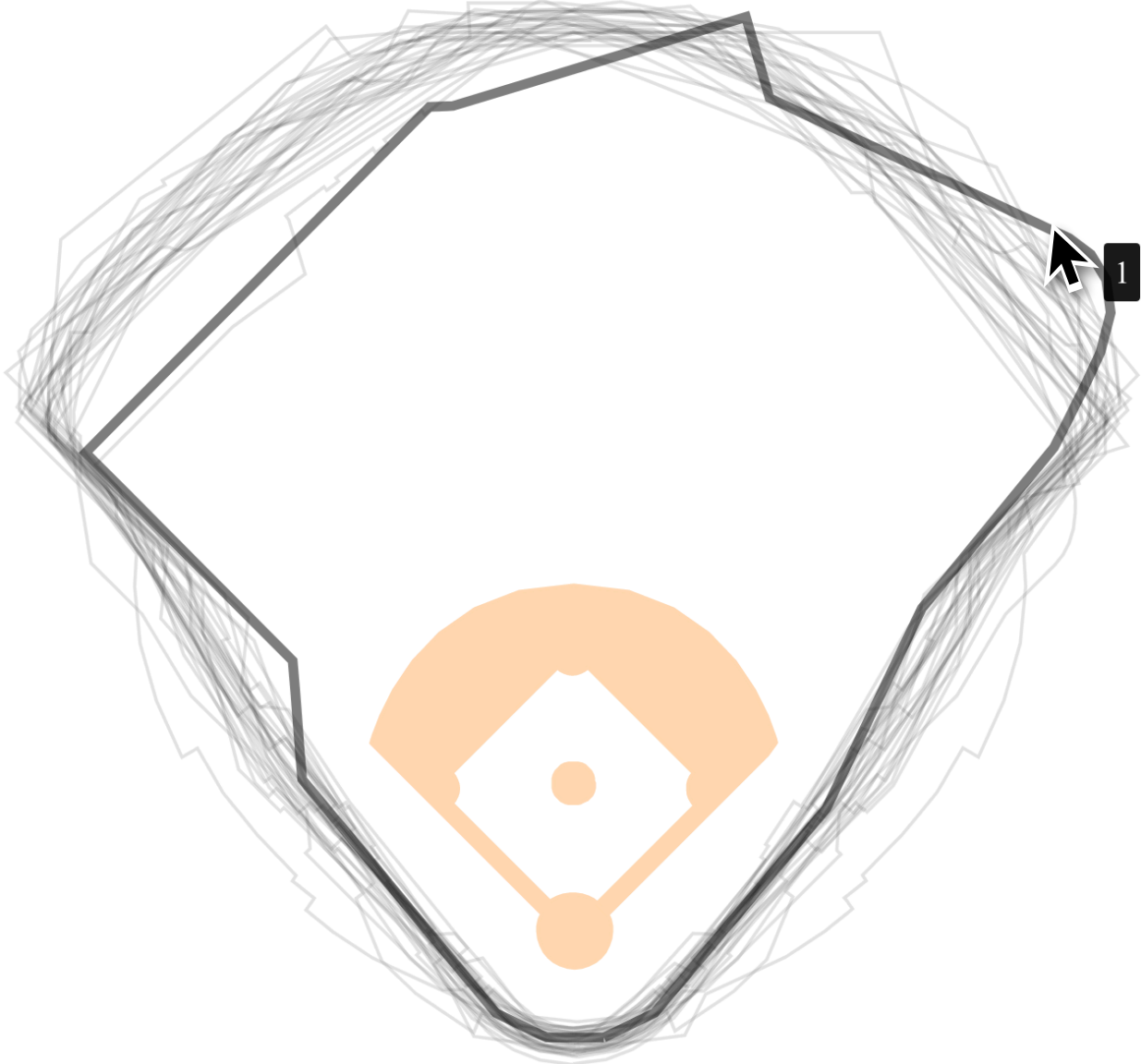
## ggplot2 + ggiraph

The **grammar of graphics** — implemented in R as ggplot2 — is among the most powerful coding libraries for creating static graphics. We've already seen how to use a complementary package with ggplot2 to add animation:

```
gg_boundaries <-  
  ggplot() +  
  theme_void() +  
  coord_equal() +  
  geom_path_interactive(  
    data = subset(  
      fields,  
      is_infield == FALSE),  
    mapping = aes(  
      x = xsh,  
      y = ysh,  
      group = id,  
      tooltip = id,  
      data_id = id  
    ),  
    color = '#000000',  
    alpha = 0.5) +  
  
  geom_polygon(  
    data = subset(  
      fields,  
      is_infield == TRUE),  
    mapping = aes(  
      x = xsh,  
      y = ysh,  
      group = id),  
    fill = '#FAD9B4',  
    color = '#FAD9B4')  
  
girafe(  
  code = print(gg_boundaries),  
  options = list(  
    opts_hover(  
      css = 'stroke-width:3;'),  
    opts_hover_inv(  
      css = 'stroke-opacity:0.1;')  
    )  
  )  
)
```

gganimate, a grammar of animated graphics. With similar complementary packages, we can specify **interactivity**. Let's see a static version of a class example, the 30 baseball outfields, then make it interactive using ggiraph.

30 baseball outfields — an *interactive* version



# tools for interactive content, several R packages transform ggplot2 into interactive graphics

## ggplot2 + ggiraph

The **grammar of graphics** — implemented in R as ggplot2 — is among the most powerful coding libraries for creating static graphics. We've already seen how to use a complementary package with ggplot2 to add animation:

gganimate, a grammar of animated graphics. With similar complementary packages, we can specify **interactivity**. Let's see a static version of a class example, the 30 baseball outfields, then make it interactive using ggiraph.

```
gg_boundaries <-  
  ggplot() +  
  theme_void() +  
  coord_equal() +  
  geom_path_interactive(  
    data = subset(  
      fields,  
      is_infield == FALSE),  
    mapping = aes(  
      x = xsh,  
      y = ysh,  
      group = id,  
      tooltip = id,  
      data_id = id  
    ),  
    color = '#000000',  
    alpha = 0.5) +  
  
  geom_polygon(  
    data = subset(  
      fields,  
      is_infield == TRUE),  
    mapping = aes(  
      x = xsh,  
      y = ysh,  
      group = id),  
    fill = '#FAD9B4',  
    color = '#FAD9B4')  
  
girafe(  
  code = print(gg_boundaries),  
  options = list(  
    opts_hover(  
      css = 'stroke-width:3;'),  
    opts_hover_inv(  
      css = 'stroke-opacity:0.1;')  
    )  
  )  
)
```

NOTICE THE ONE-TO-ONE MATCHUP WITH GGLOT2 GEOMETRIES

DETAILS-ON-DEMAND: ADD INFORMATION TO SHOW IN THE TOOLTIP, SHOWN WHEN HOVERING

USED TO BIND ELEMENTS TO EVENT LISTENERS

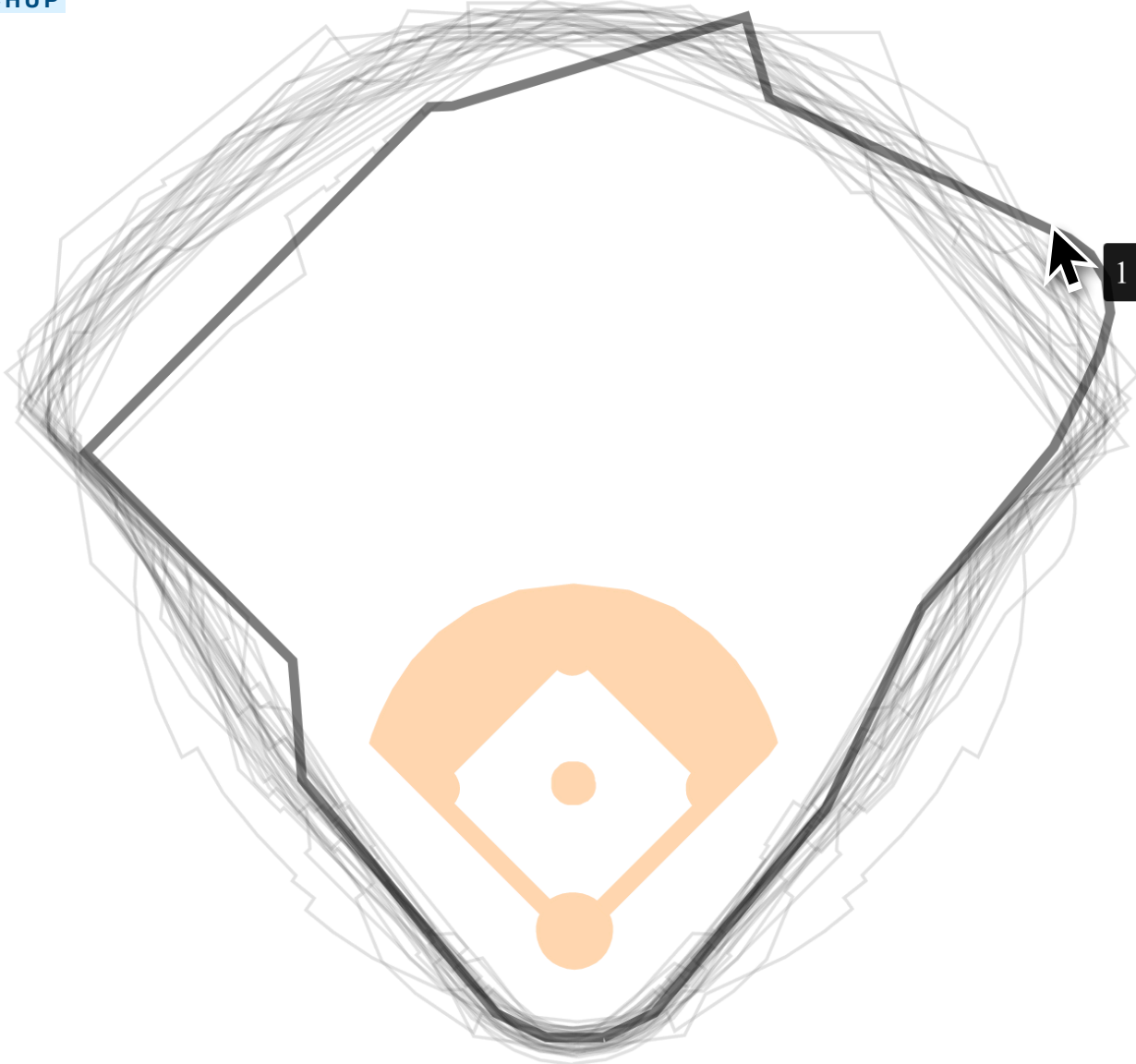
CHANGE PROPERTIES OF THINGS OF SHAPE REACTING TO HOVER

SET CSS PROPERTIES OF SHAPE; HERE STROKE-WIDTH

CHANGE PROPERTIES OF THINGS ELEMENT NOT REACTING TO HOVER

SET CSS PROPERTIES OF SHAPE; HERE STROKE-OPACITY

30 baseball outfields — an *interactive* version



browser

event listeners

DOM

html

css

grid

svg

canvas

js

scrollama.js

d3.js

plotly.js

p5.js

react.js

jQuery.js

DataTables.js

three.js

...

R

ggplot2

knitr

r markdown

flexdashboard

rolldown

shiny

r2d3

htmlwidgets

plotly

crosstalk

ggiraph

DT

sparkline

threejs

rayshader

100s more ...



# tools for interactive content, several R packages transform ggplot2 into interactive graphics

## ggplot2 + ggiraph

The **grammar of graphics** — implemented in R as ggplot2 — is among the most powerful coding libraries for creating static graphics. We've already seen how to use a complementary package with ggplot2 to add animation:

gganimate, a grammar of animated graphics. With similar complementary packages, we can specify **interactivity**. Let's see a static version of a class example, the 30 baseball outfielders, then make it interactive using ggiraph.

```
gg_fences <-  
  ggplot() +  
  theme_void() +  
  theme( axis.text.x = element_text() ) +  
  coord_equal() +  
  scale_x_continuous(  
    breaks = c(100, 300, 500),  
    labels = c("Left Field",  
              "Center Field",  
              "Right Field")) +  
  
  geom_path_interactive(  
    data = fences,  
    mapping = aes(  
      x = xsh,  
      y = -ysh,  
      group = id,  
      tooltip = id,  
      data_id = id),  
    color = 'black',  
    alpha = 0.5)  
  
girafe(  
  code = print(gg_boundaries / gg_fences),  
  options = list(  
    opts_hover(  
      css = 'stroke-width:3;'),  
    opts_hover_inv(  
      css = 'stroke-opacity:0.1;')  
    )  
  )  
)
```

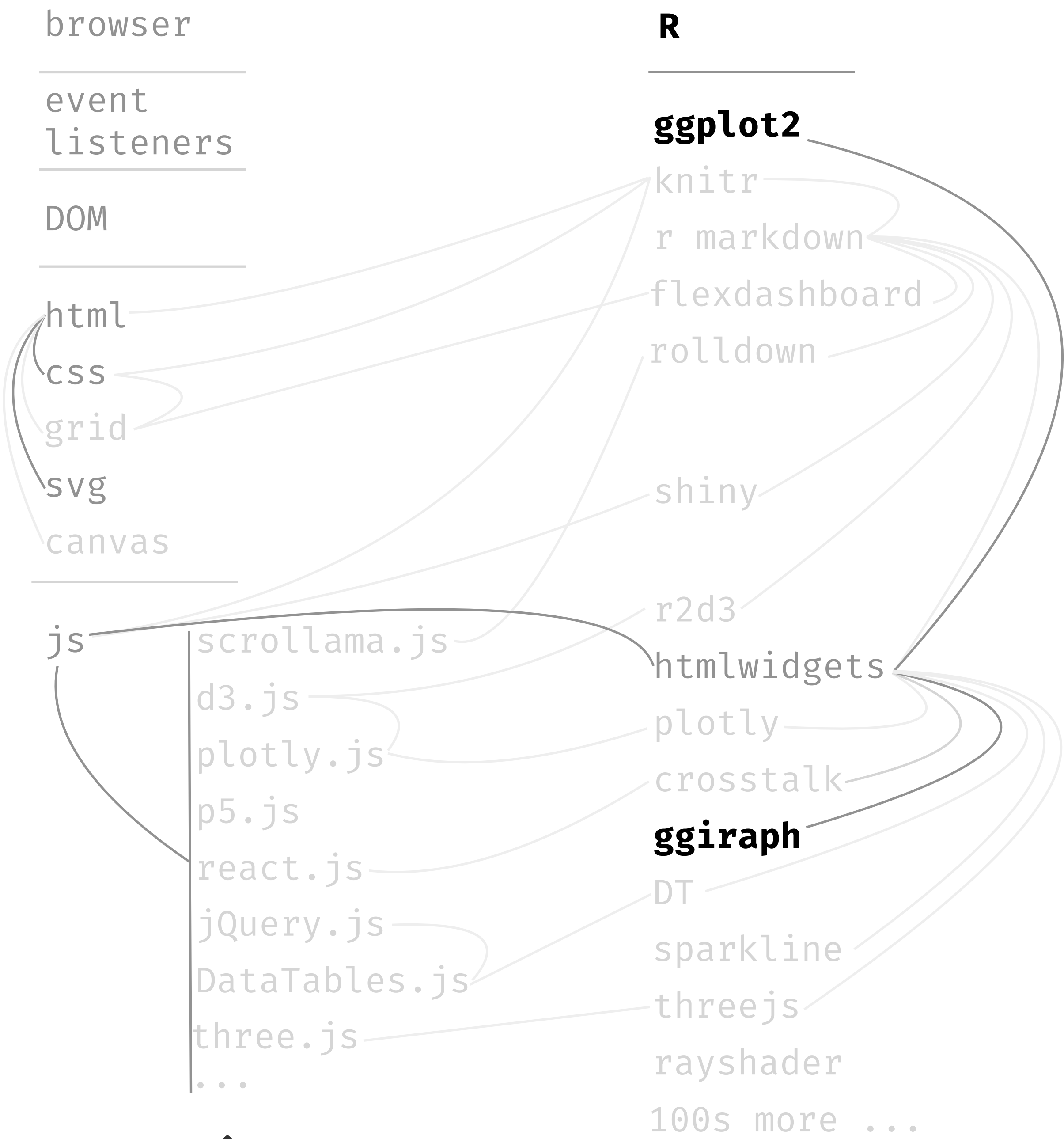
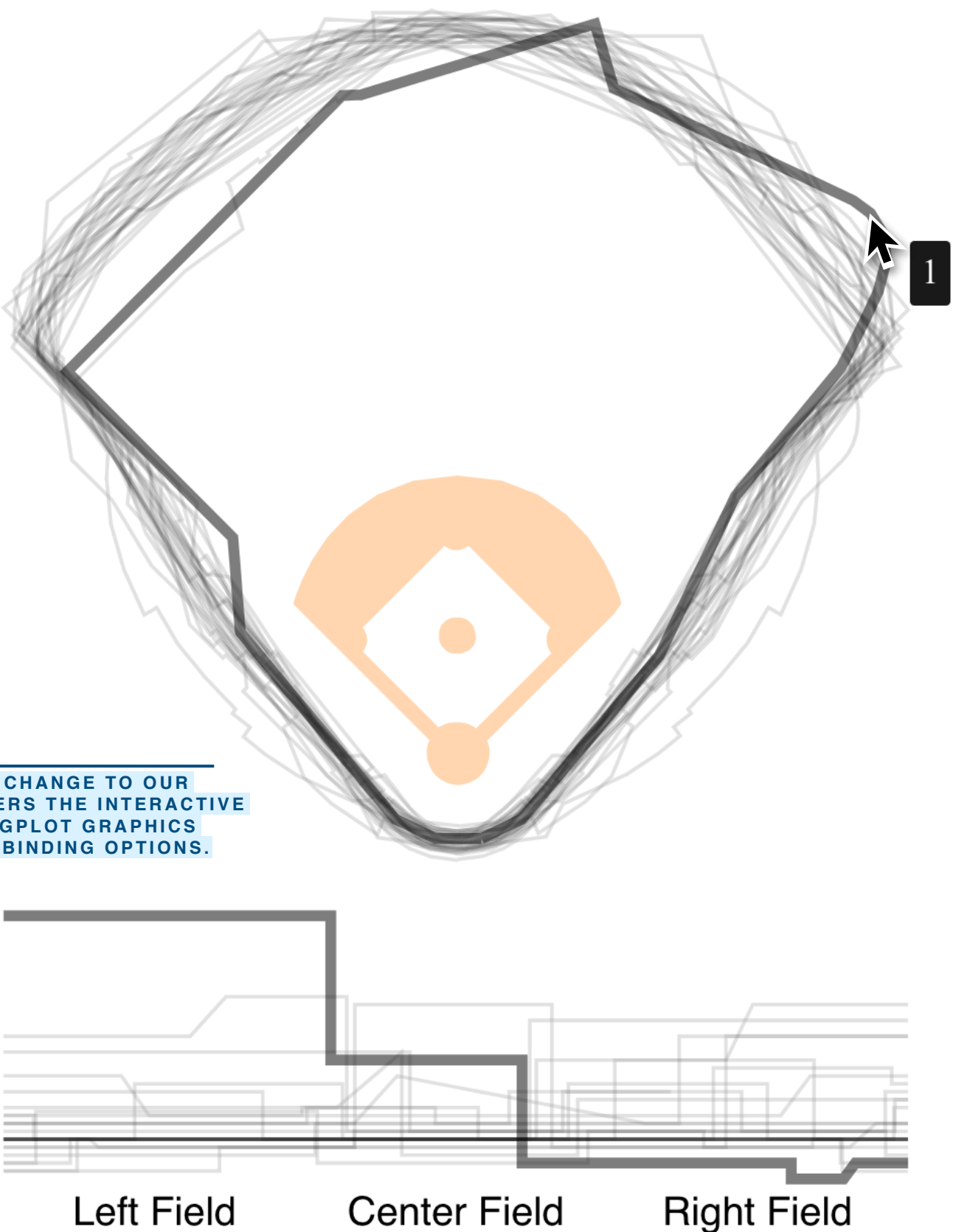
NOTICE THE SAME DATA ID USED HERE AS FOR THE OUTFIELD BOUNDARIES

THIS IS THE ONLY CHANGE TO OUR CODE THAT RENDERS THE INTERACTIVE GRAPHIC. BOTH GGPLOT GRAPHICS SHARE THE SAME BINDING OPTIONS.

IN RSTUDIO, WE CAN SAVE THE INTERACTIVE GRAPHIC AS A STAND-ALONE WEB PAGE.

OR WE CAN INCLUDE THE CODE IN AN R MARKDOWN CHUNK OR FLEXDASHBOARD AND KNIT TO HTML.

30 baseball outfielders — an *interactive* version

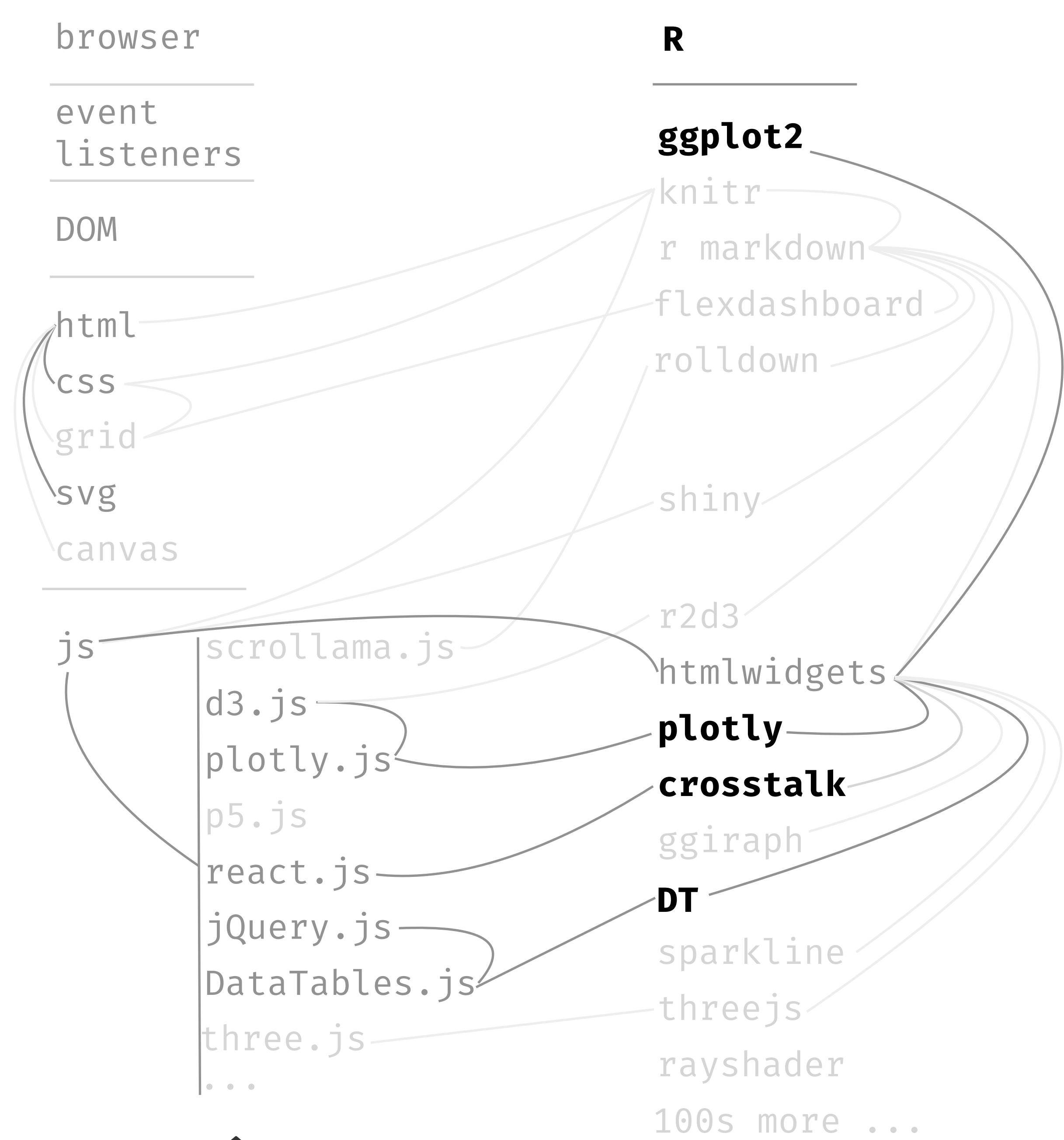
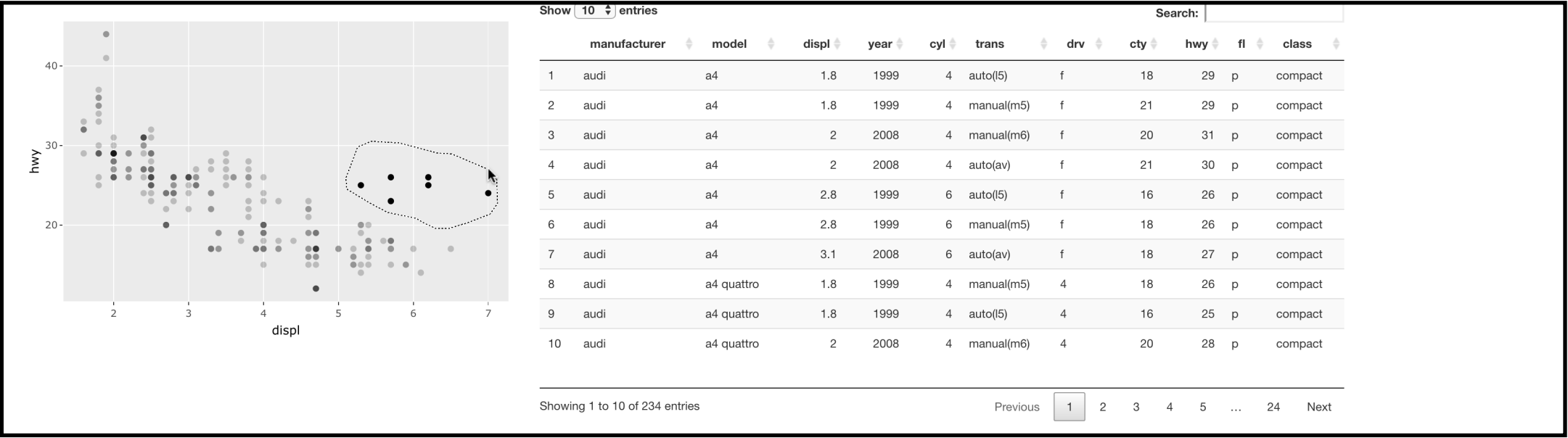


# tools for interactive content, plotly is a charting library that can bind with other htmlwidgets

## ggplot2 + plotly + crosstalk + DT

plotly is an R package for creating interactive graphics, and interfaces with the same-named javascript library, plotly.js, which in turn is based on d3.js. R's plotly has several helpful features. The first of these are it, like, ggiraph, allows **easy integration**

with ggplot2. The first function, perhaps, to learn, is ggplotly which takes as a parameter a ggplot object and makes it interactive. And combined with another package, crosstalk, it a plotly graphic **can link or bind with other htmlwidgets**. Here's an example:





# tools for interactive content, plotly is a charting library that can bind with other htmlwidgets

## ggplot2 + plotly + crosstalk + DT

plotly is an R package for creating interactive graphics, and interfaces with the same-named javascript library, plotly.js, which in turn is based on d3.js. R's plotly has several helpful features. The first of these are it, like, ggiraph, allows **easy integration**

with ggplot2. The first function, perhaps, to learn, is ggplotly which takes as a parameter a ggplot object and makes it interactive. And combined with another package, crosstalk, it a plotly graphic **can link or bind with other htmlwidgets**. Here's an example:

```
library(ggplot2)
library(plotly)
library(crosstalk)
library(DT)

m <- highlight_key(mpg)
```

FUNCTIONS FOR INTERACTIVE CHARTS

FUNCTIONS ENABLING HTMLWIDGETS TO SHARE INTERACTIVITY

FUNCTIONS FOR INTERACTIVE TABLES

```
p <- ggplot(
  data = m,
  mapping = aes(
    x = displ,
    y = hwy)) +
  geom_point()

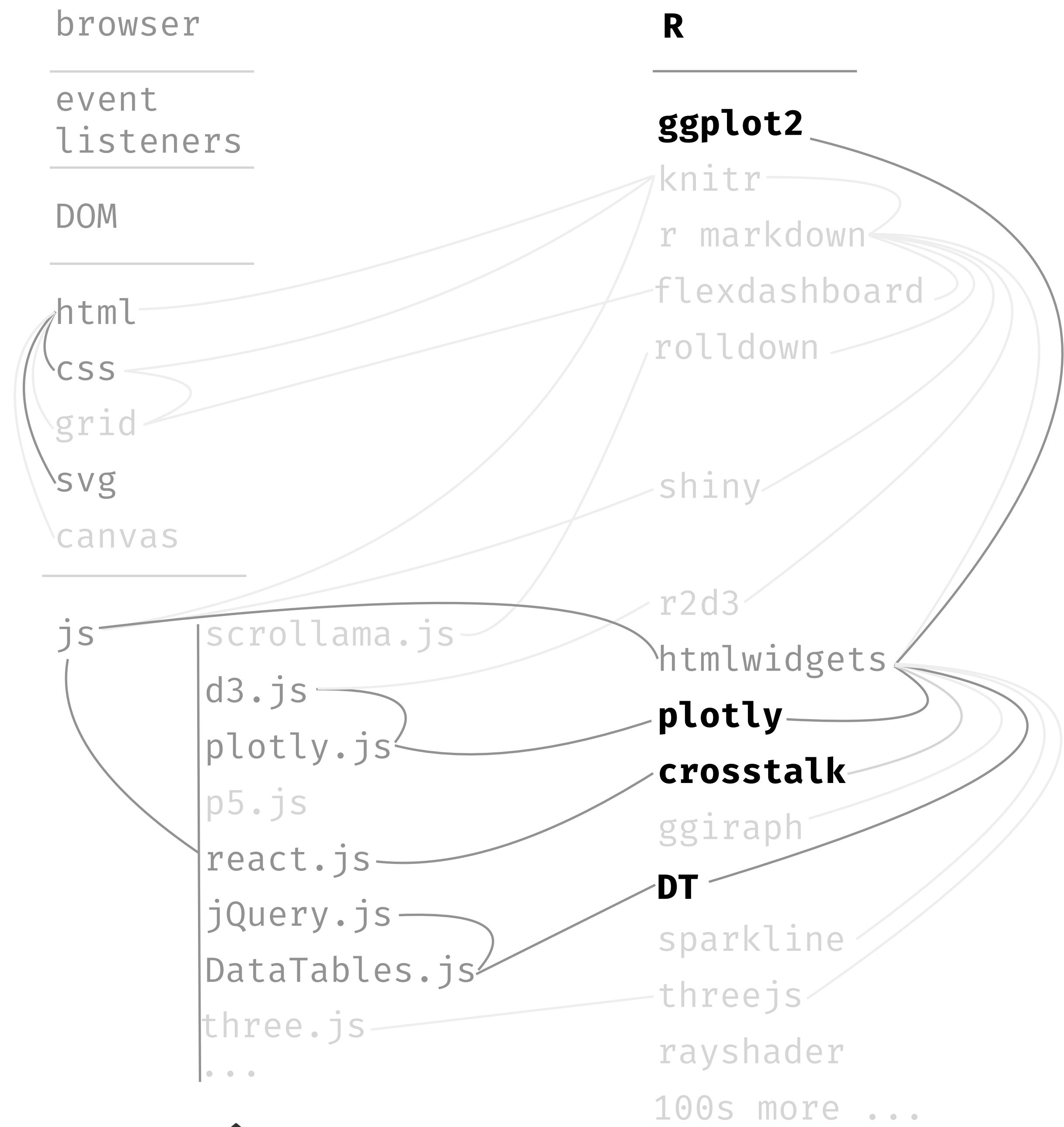
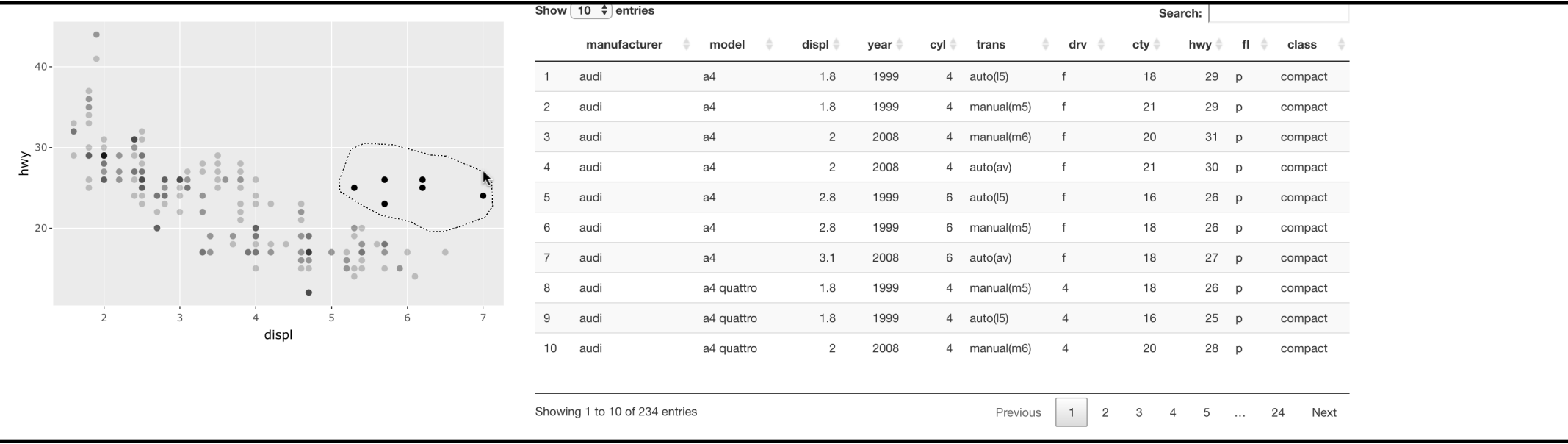
gg <- highlight(
  p = ggplotly(p),
  on = "plotly_selected")

bscols(gg, datatable(m))
```

HERE'S OUR GG PLOT OBJECT

NOW WE MAKE THE GG PLOT OBJECT INTERACTIVE

FINALLY WE LINK BOTH INTERACTIVE WIDGETS.

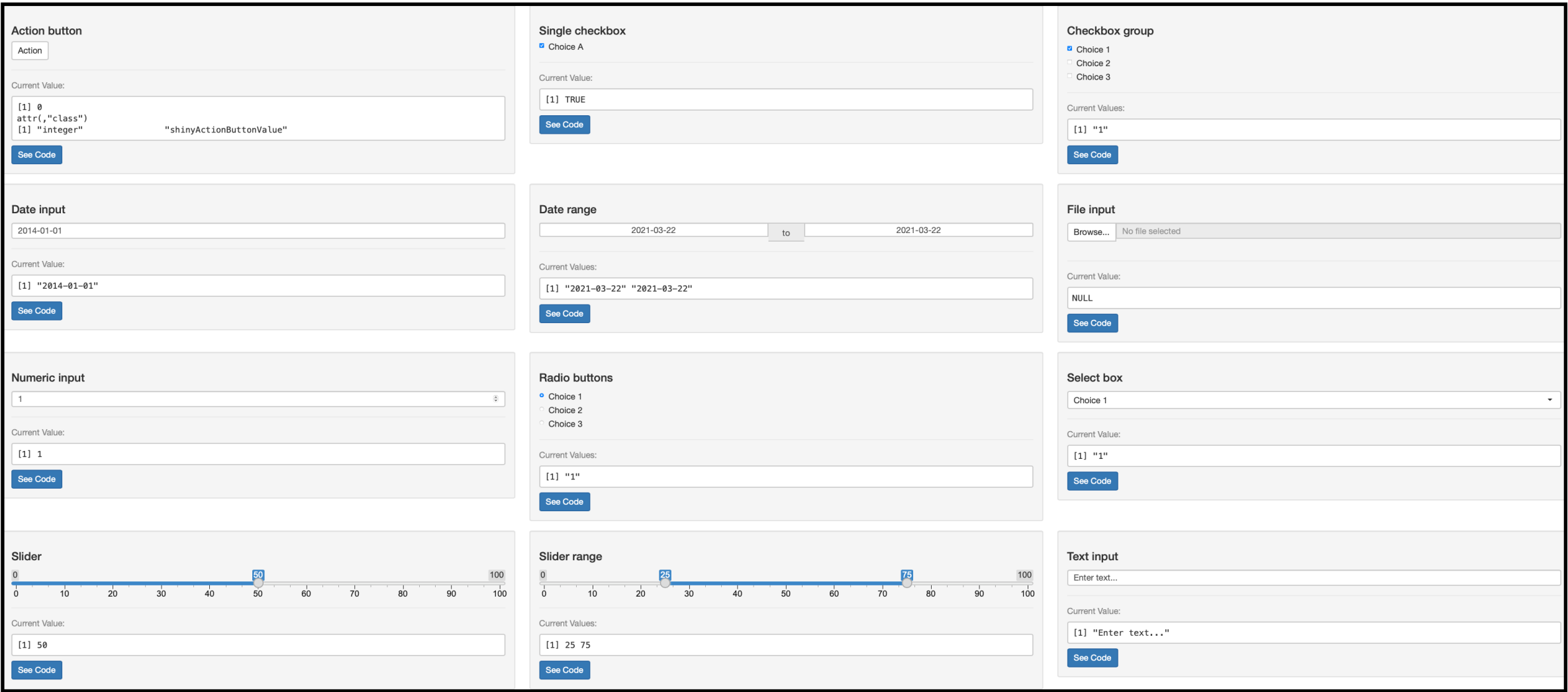


# tools for interactive content, web application tools are more complex but allow more sophisticated interactions

## ggplot2 + shiny + ...

Shiny is for developing **web applications**. This means it runs on a **web server** to enable user interface widgets on a **webpage**. Further, it **requires linking to an active R session**. Thus, unlike the previous software, we cannot share a single, standalone html file. The closest we

get is to share an r markdown file with shiny code that someone can open in RStudio and click “run” to start a server. Below are examples of various widgets we can use to create these interactive, web applications.



browser

event  
listeners

DOM

html

css

grid

svg

canvas

js

scrollama.js

d3.js

plotly.js

p5.js

react.js

jQuery.js

DataTables.js

three.js

...

R

ggplot2

knitr

r markdown

flexdashboard

rolldown

shiny

r2d3

htmlwidgets

plotly

crosstalk

ggiraph

DT

sparkline

threejs

rayshader

100s more ...

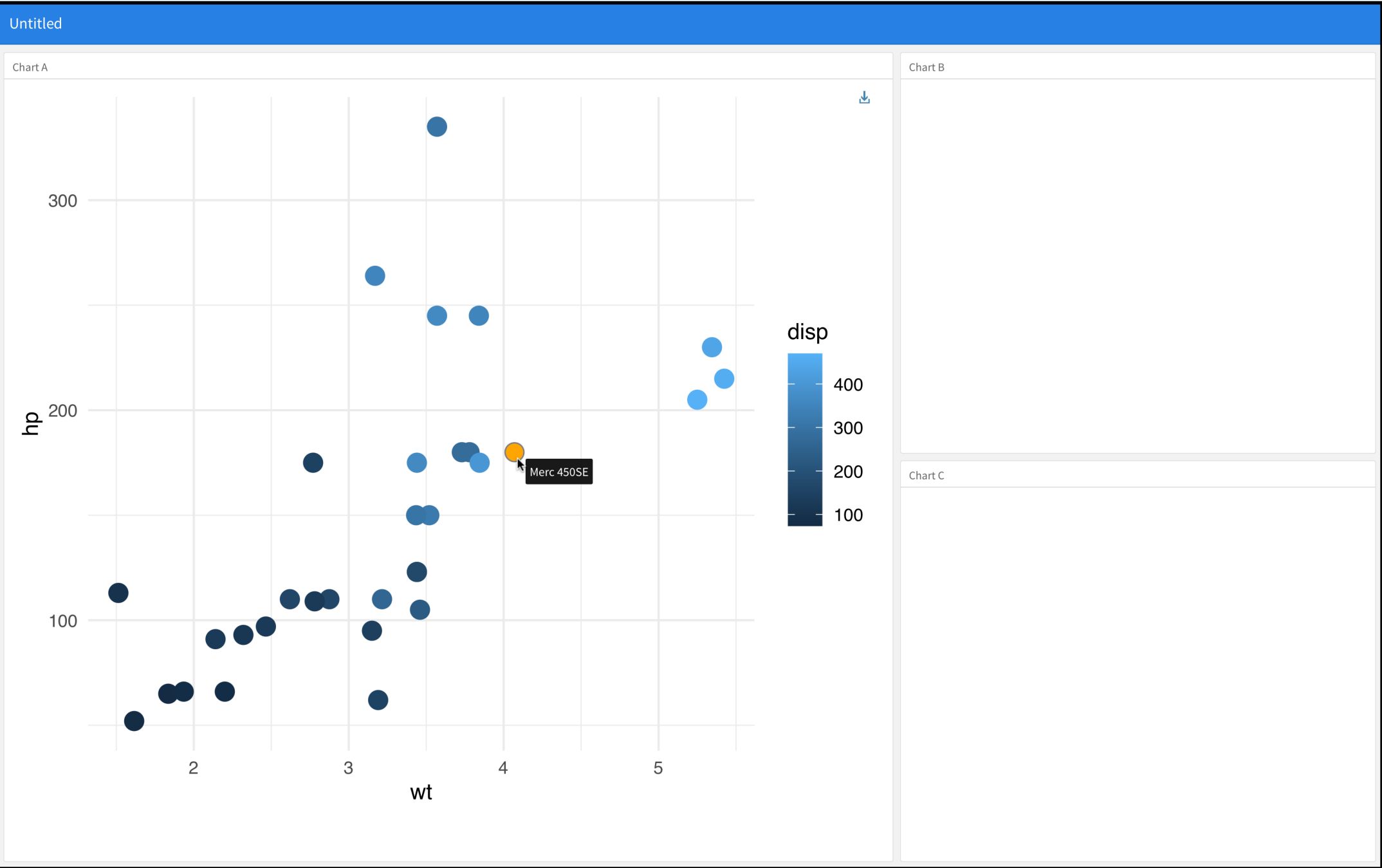
**organizing interactive graphics  
with web technologies — (for dashboards)**

## tools for interactive content, example — creating dashboards

# knitr + rmarkdown + flexdashboard

We can **organize** various widgets and enable their communication through web technologies, all placed inside an html file. Perhaps my favorite way to bring these technologies together is using **r markdown templates** like **flexdashboard** that **knitr** and **RStudio** uses

to weave together text, image, code and results. Along with markdown templates, we can roll our own with **css grid**, adding code chunks between `<div class="">` and `</div>` where we define our own css classes. Here's a screenshot of an example below:



browser

# event listeners

DOM

# html

## CSS

agric

ASvg

canvas

js

scrollama.js

d3.js

# plotly.js

p5.js

react.js

jQuery.js

# DataTables.js

three.js

• • •

# R

ggplot2

# knitr

## r markdown

# flexdashboard

roll down

shiny

r2d3

# htmlwidgets

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100s more ...



# tools for interactive content, example — creating dashboards

## knitr + rmarkdown + css grid + html

We can **organize** various widgets and enable their communication through web technologies, all placed inside an html file. Perhaps my favorite way to bring these technologies together is using **r markdown templates** like **flexdashboard** that **knitr** and **RStudio** uses

to weave together text, image, code and results. Along with markdown templates, we can roll our own with **css grid**, adding code chunks between `<div class="">` and `</div>` where we define our own css classes. Here's a screenshot of an example below:

```
<style>

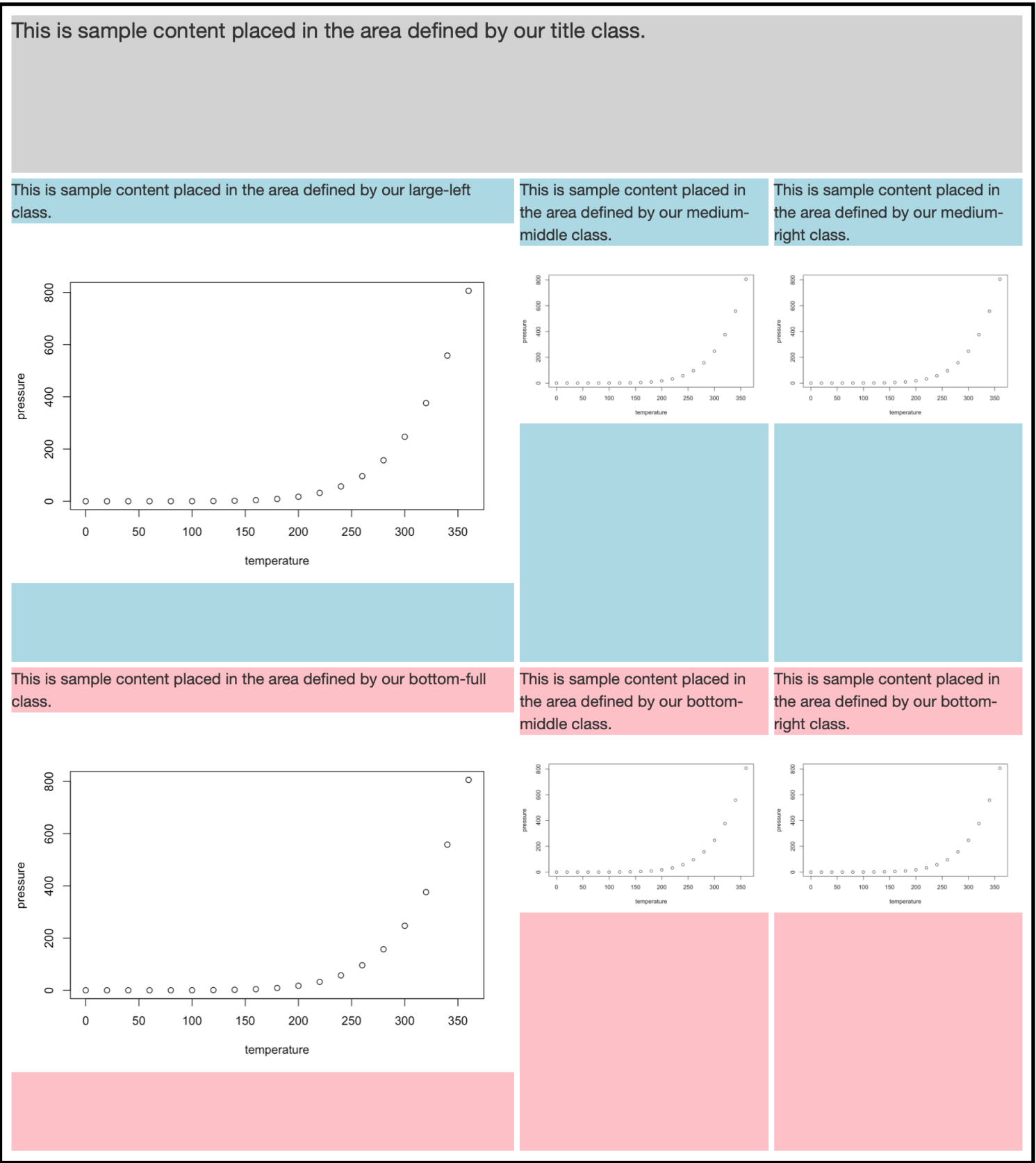
.main-container {
  min-width: 950px;
  max-width: 950px;
}

.gridlayout {
  display: grid;
  position: relative;
  margin: 10px;
  gap: 5px;
  grid-template-columns:
    repeat(8, 1fr);
  grid-template-rows:
    repeat(8, 140px);
}

.title {
  background: lightgray;
  grid-column: 1 / 9;
  grid-row: 1 / 2;
  font-size: 14pt;
}

.large-left {
  background: lightblue;
  grid-column: 1 / 5;
  grid-row: 2 / 5;
}

.medium-middle {
  background: lightblue;
  grid-column: 5 / 7;
  grid-row: 2 / 5;
}
```



browser

event  
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threejs

rayshader

100s more ...

**resources**

# References

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