

# Analysis and Critique of Interactive Data Stories

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## Visualization

### - **Narrative Structure:**

- *Introduction:*

- Own Page, choose between two paths
- Also a random function
- Explains how project came to be
- Not too long

- *Body:*

- Very clearly separated between cats and dogs
- Both easily accessible
- Unconventional

- *Conclusion:*

- Unclear and short
- Can switch to other page

### - **Visuals:**

- Mainly Bubble Diagrams
- Animations (sometimes distracting)
- Bubbles could use more space
- Everything is optically pleasing -> nice color palette

### - **User Interaction:**

- laptop -> hovering = info, clicking = googling
- phone -> tapping once = info, tapping twice = googling
- unique text for phone and laptop
- hyperlinks on bold text (underlined)
- click to reveal with nice graph ("sentence tree")
- search scrolls with user

- can always change page from bottom right corner
- very nice interactive graph at bottom of cat page
  
- **Enhanced Understanding:**
  - Not a lot of complex concepts except sentence tree (explained nicely)
  - A more playful way of showing data (bubbles are not the best for human perception)
  - Nice interactive graph at the end
  
- **Increased Engagement:**
  - Hovering over elements give enough info (if not you can click)
  - Overwhelmed by too much text
  
- **Improved Decision-Making:**
  - Information based -> No decisions to be made by the user except starting page
  
- **Personalization:**
  - Bubbles here are not optimal
  - Search option later is good
  - You have to look for your country on the last graph