Feedback

Feedback from Sean
Meeting on Nov.2

1. Make sure your data is clean, well-structured, and complete.

One of the most important thing is that good data visualization is in the strength of its data, and your will need to understand its relationships, codes, and the mechanics of accessing it. Whether you plan to create your visualization internally or use an external partner, the better organized and more complete your data is, the better your results will be.

2. Whether you plan to do your visualization work with your partner, the success of your project will depend on how well you define your requirements.

Your project's definition will largely be informed by your data analysis, because what your data reveals will influence how you present it. Identify your target audiences, your goals for each, your organizational and technical requirements, key internal milestones, and set a budget. The more definition you can provide, the easier it will be to develop an effective solution for NBA player visualization.

3. You might need to ask specific questions to prompt the reader.

Focus on a very specific visualization element and design based on the certain question.

4. The radar chart can be redesigned

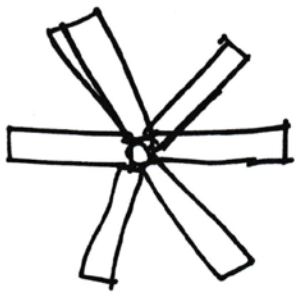
There is nothing prohibiting axes representing performance of players wildly different scales since they are nominally independent. Also, comparison in radar charts requires conscious thought to mentally project a sort of arc of rotation to map a value from one axis onto another, something we are not particularly adept at.

5. Do some research about how to make a good timeline

Make sure the timeline visualization shows how activity time intervals or discrete events for a resource set.

Meeting on Nov.9

1. Carefully use radar chart.
2. May use a chart like figure below to visualize performance balance.



3. Think another way which may keep both benefits of current two ranking charts design.