Ideate New Design of Compare View.

#_____

goal: generate good concepts and ideas for supporting some of the project's design requirements

artifacts: ideas & sketches

generate

1) select a design requirement

how might we address the challenge using the requirement? which questions would a user ask? revisit this worksheet for each important design requirement.

Compare two players' performance in their career.

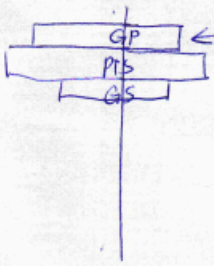
!! revisit this worksheet for all important design requirements for your project

2) sketch first idea

show how to address this requirement using an informal sketch. focus on the big idea not the details.

3) sketch another idea

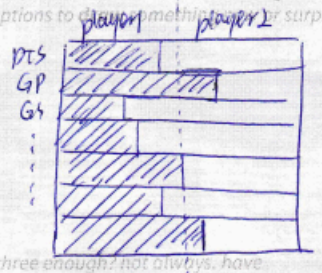
try another sketch. think of a new perspective. be different, do not build off of your previous sketch.



legend. different scale

4) sketch a final idea

think of a different abstraction. challenge constraints and assumptions to design something truly surprising!



different scale, based on specific proportion.

!! is three enough? not always. have other ideas? fill out another worksheet!

evaluate

5) compare and relate your ideas

*for each sketch, break apart **what works well** (+) and **what doesn't** (-) in the **table** below. make connections. reflect on best parts. can you **combine ideas**? review the table with a partner or group.*

sketch #1	sketch #2	sketch #3
-Simple -Seperate each attribute -easy to compare.	- Hard to code different scale -Not easy to compare the length of bar horizontally.	- ~~Easy to~~ fix the problem of different scale. - easy to compare two player's performance based on the middle of whole rect? position

!! combining ideas and sketches is not easy. sometimes it may open up new possibilities and ideas - guess what. ideate again!

U / I / M

Make Compare View

#____

goal: concretize ideas into tangible prototypes which are approximations of a product in some aspects

artifacts: prototypes

generate

1) set an achievable goal

*what should the prototype **achieve**? what are the specific **criteria for success**? break a larger goal into parts with clearer feature sets.*

① show two players basis information view.

② compare two player's performance in whole career.

!! break a goal apart into multiple and create a worksheet for each sub-goal

2) plan encodings & layouts

what are good visualization encodings & layouts for which data? use the ideas you just brainstormed, and remember to justify for each and with reasons.

3) plan support for interactions

***what can the user do?** what is required given the chosen encodings? **justify** your design decisions.*

① when hover the header, like "PTS", show a tool tip which contains the full name, as "Points".
Another example: GS → Game Started.

② hover on bar should show tool tip like player name, season, Attribute, Value

4) sketching additional views

what other parts of the data must be seen? brainstorm how to show this data in the tool.

!! if you are thinking up new ideas to visualize, go back to the Ideate activity!

evaluate

5) build the prototype and check-in

*are your **goals met** by the prototype? test with users if possible. are design decisions properly justified? do any need to be revisited? were any new constraints or limitations discovered? write down your progress and additional justifications below. review this progress and the prototype with a partner or your group.*

① Revisit color.

② Resize window. change svg size.

Design requirements are achieved.

!! did the prototype meet its goal/s? measure its success. make sure you have addressed the design requirement. does the prototype try to do too much?

U / I / M / D

Deploy

#_____

goal: bring a prototype into effective action in order to support real world users' work & goals

artifacts: visualization system

generate

1) pinpoint a target audience

who are you deploying to? what are their goals? what will qualify this deployment as a success?

- basketball fan who are interested in player's performance statistics
- To find information of their interested players, could know player's performance in different skill.

!! does this audience match your users back on the Understand sheet? if not, revisit previous sheets!

2) fix usability concerns

can the tool be easier to use? what elements & interactions can be tweaked to avoid frustration?

- enough tooltip to explain.
- may contain some description text
- clear legend.
- reasonable color.

!! is this a new kind of interaction? should you ideate on the idea here instead?

3) improve points of integration

integrate data/tools. maximize algorithmic or storage efficiency. how does this fit in a user's workflow?

our design is not slow when interact,

a little slow when first load.

4) refine the aesthetics

is the use of color and typography consistent? what about the layout or use of whitespace? make it look pleasing!

evaluate

5) consider a method to evaluate your system

take a look at the provided supplement of possible methods. how would you test your system? what would be a successful test of this system? write an evaluation plan here. talk through this plan with a partner or your group.
if you have time: test with one or more users, summarize your findings, insights, and recommendations below.

- tested should be done by selecting different players to check ~~the~~ whether the information is correct.
- No crush. / No data error. / all functions could work.
/ users understant the view designs and how to use the tool.

Testing should be done by different users. and collect feedback

!! did any of the usability, integration, or aesthetic changes result in new ideas or requirements? revisit earlier worksheets as needed!

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