IDEAS

1.) Economic Indicator

a.) Index Value

→ Year

b.) Index Value

→ Year

2.) Productivity

a.) Growth

→ Year

b.)

agriculture
mining

3) Trade
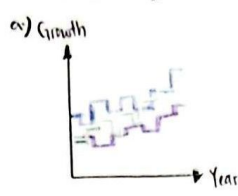
a.) Percentage of GDP

→ Year

b.) Percentage of GDP

→ Year

c.) Percentage of GDP

→ Year
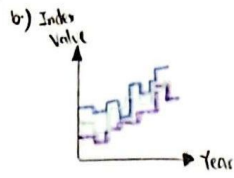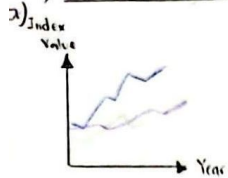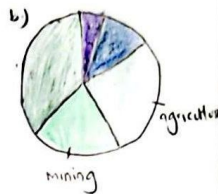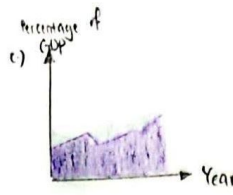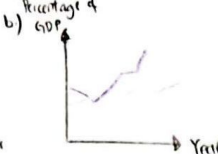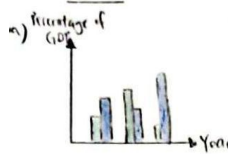
4.) Seaports and Airports in Malaysia

a.)

• port location

b.)

5) GDP and GNI

a.) Value

→ Year

b.) GNI

→ Year

c.) GDP

→ Year

d.) Area

→ Year

e.) Area

→ Year

f.) GDP changes

→ Year

g.)

National Income Indicator
Year

6.) Employment

a.)

Excellent
Good
Poor

b.) melaka
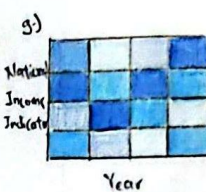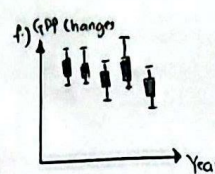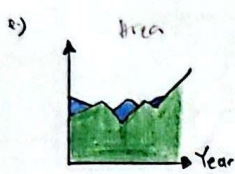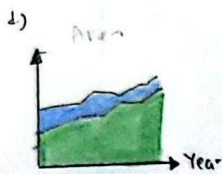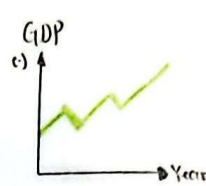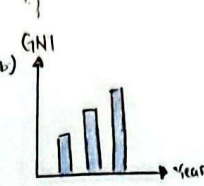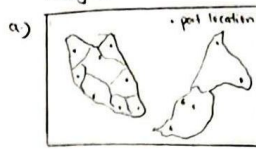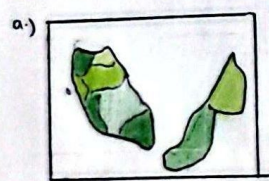
→ Employment Ratio

Productivity Continuation

c.) Year

→ % of merchandise

FILTER

1.) b.) Index Value

→ Year

- step charts are only useful if values are inherently discrete
- economic values are continuous

5.) f.) GDP changes

→ Year

- GDP and GNI values are singular while candlestick chart needs 'open', 'close' and intra year values

---
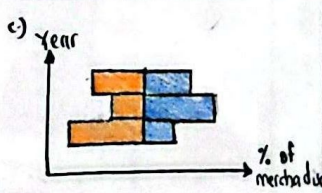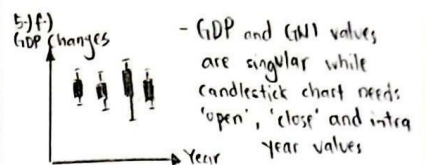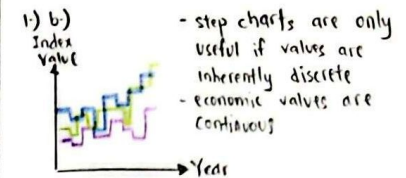
CATEGORIES

Economic Indicators
↓
Productivity
↓
Trade
↓
GDP and GNI
↓
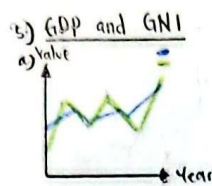Employment

---

COMBINE AND REFINE

5.) GNI

→ Year

+

GDP

→ Year

⟹

Value

→ Year
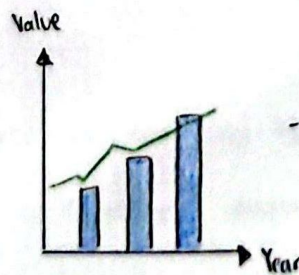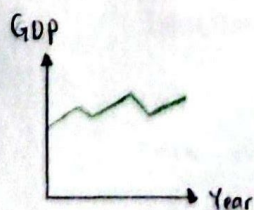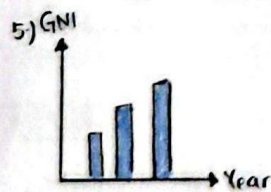
- Combines both GDP and GNI into one readable idiom

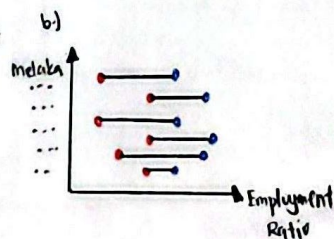- GDP and GNI use distinct marks that make it easy to analyze and identify

---

Questions

1.) Are these plots feasible to create in vega-lite?

2.) Does 'employment' portray the positive impact of the economy on the country properly?

3.) Will the idioms guide the viewer properly through the intended story?

LAYOUT

The Economy of Malaysia

Economic Growth of Malaysia

Legend
- Coincident
- Lagging
- Future

Productivity of Malaysia

Legend
- manufacturing
- mining
- electronics
- ~

Trade

- Imports
- Exports

Seaports of Malaysia

- Port Location

Employment

- Excellent
- Average
- Poor

OPERATION

Legends

- manufacturing
- mining
- agriculture

:click

- all attributes except selected reduces opacity

Year Slider

1994   2024

1980 2022

1991   2025
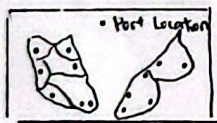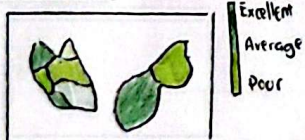
Focus

- the focus will be placed on the narrative
- viewer will be guide through the story starting from the top and end at the bottom
- left side will have main focus on visualizations
- right side will focus on text explanations
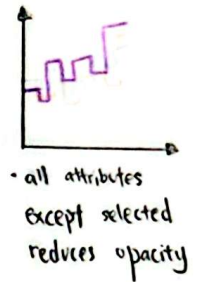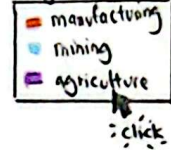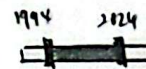
Discussion

* will only have employment metrics allow user to properly understand the positive economic condition?

* will the visualization be too long length wise?

* will there be too much white space?

LAYOUT
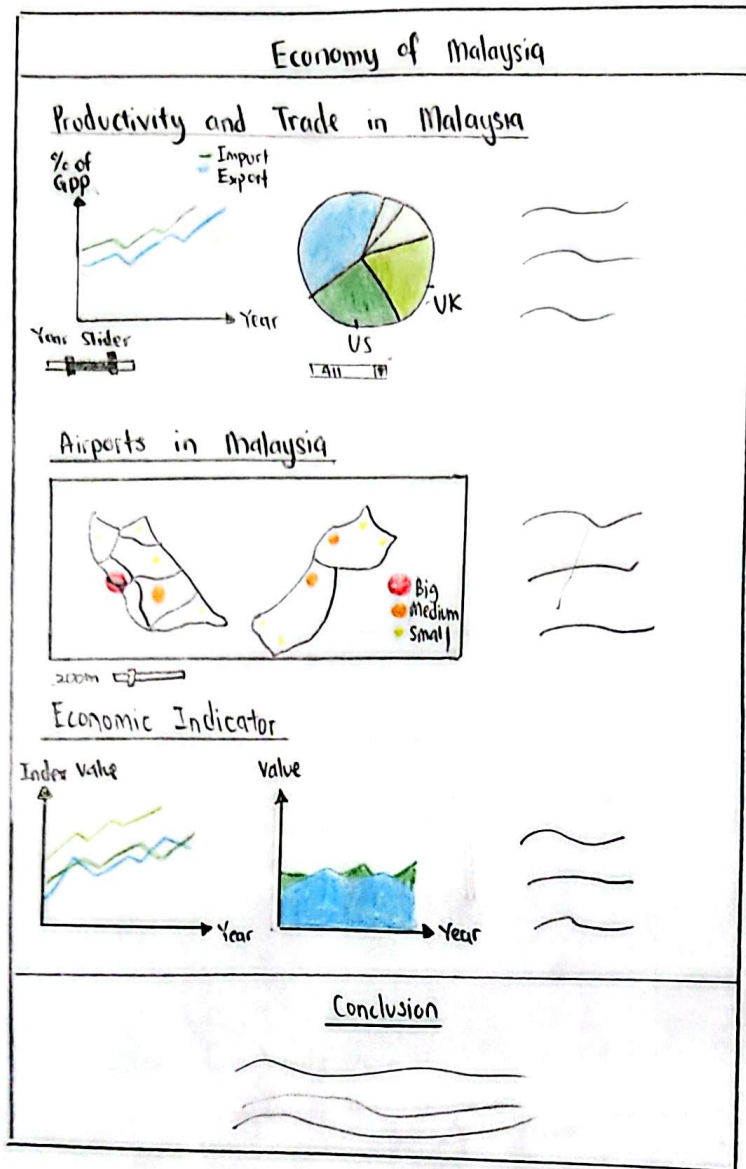
Economy of Malaysia
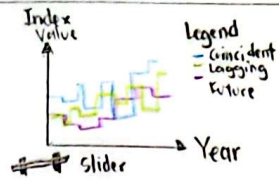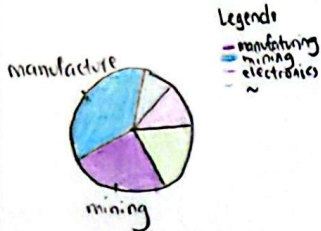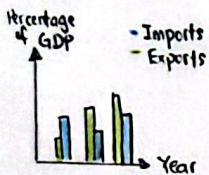
Productivity and Trade in Malaysia

Airports in Malaysia

Economic Indicator

Conclusion

OPERATION

Year Slider
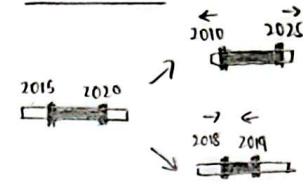
Dropdown selector

Zoom Slider

zoomed in

Focus

- Focus will be placed on all of the idioms on the right

- more interactive element would also be added to allow for further analysis

- a conclusion will be added at the very bottom to allow for viewers to form a proper concluding statement

Questions

1.) Would the conclusion actually be necessary in this scenario?

2.) Is it alright to neglect discussing about the country's sea faring trade

LAYOUT

The Economy of Malaysia

Productivity
Productivity Index

Legend:
- Manufacturing
- Mining
- Agriculture

_____ .
_____ .
_____ .

→ Year

2020   2021   2022   2023

- Import
- Export

Select Sector : Manufacturing

- Seaport
- Airport

_____ .
_____ .
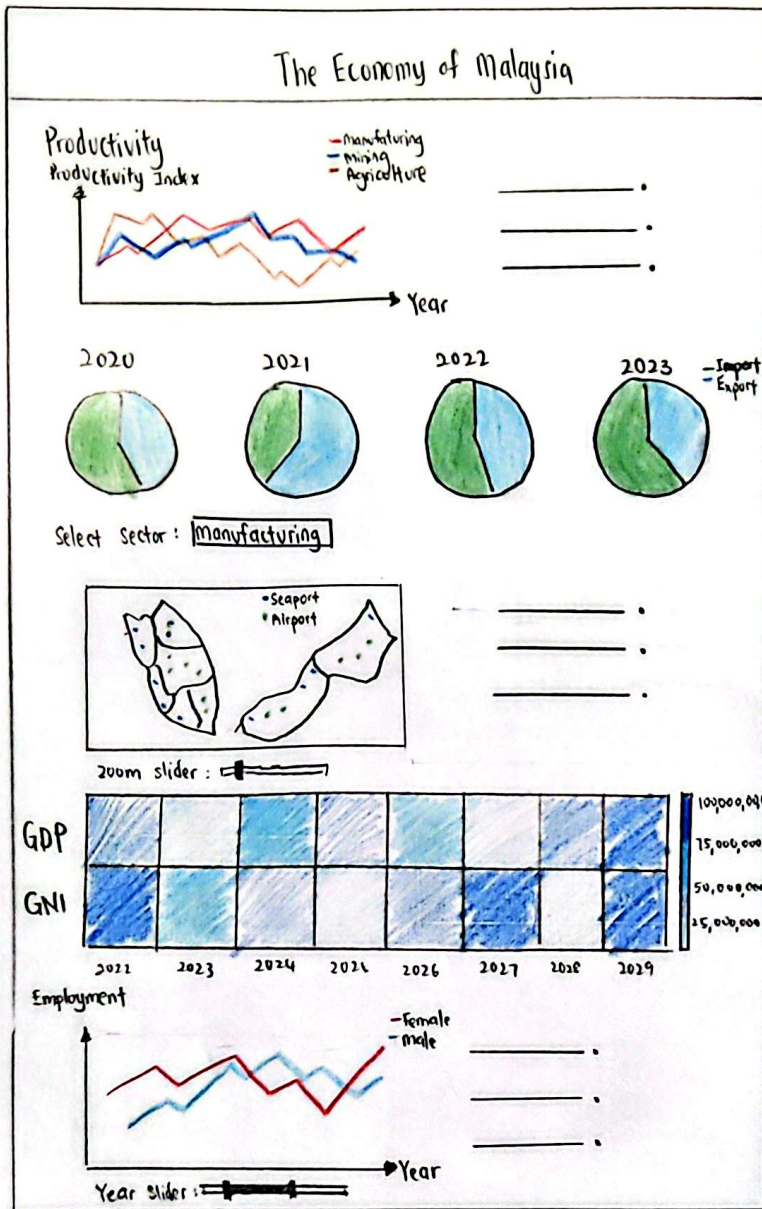_____ .

Zoom slider : ▭———▭

GDP

GNI

100,000,000
75,000,000
50,000,000
25,000,000

2022 2023 2024 2025 2026 2027 2028 2029

Employment

- Female
- Male

_____ .
_____ .
_____ .

→ Year

Year Slider : ▭——▭———

OPERATIONS

Dropdown - box selector

Select sector :
| Manufacturing |
| Mining |
| Agriculture ✓ |

Zoom Slider

Zoom : ▭———→

Zoomed In

Year Slider

2010   2020
▭——▭

2012 2018
▭——▭

2008   2022
▭——▭
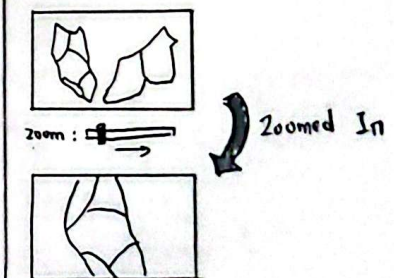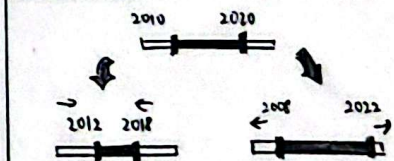
FOCUS

- Focus will be on portray the narrative through annotations on the idioms

- Text on the right will serve as extra short explainations for the idioms around it
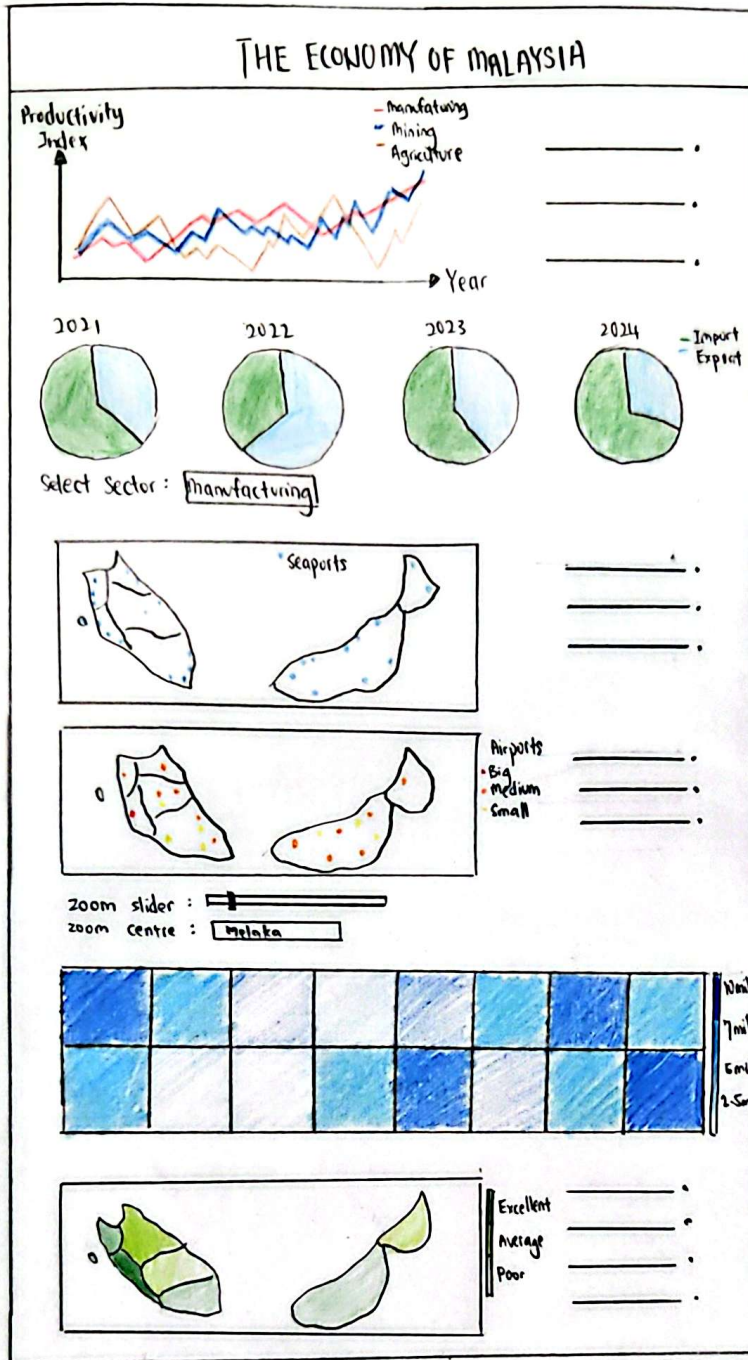
Questions

1. Would the small amount of text be enough to help with narrative ?

2. Would the large amount of idioms overwhelm the viewer

LAYOUT

THE ECONOMY OF MALAYSIA

OPERATIONS

Dropdown - box selector

select sector :

Mining
Services

Zoom Slider

Zoom

Zoomed in

Year Slider

2010   2020

2012 2018   2008   2022

On Legend Selection
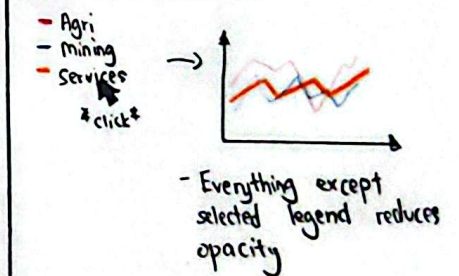
- Agri
- mining
- Services

click

- Everything except selected legend reduces opacity
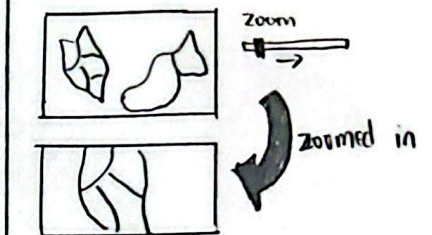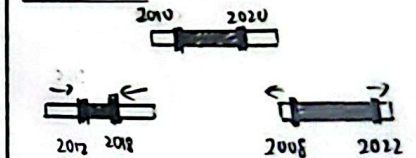
FOCUS

- Focus will be placed on idioms and their annotations

- Interactions will be scattered wherever needed

- Text will elaborate on the annotations and add extra insight

Details

1.) Idioms are made with Vega-lite

2.) Page is built and formatted with HTML and CSS

3.) Time-to-built : 2 days

4.) Page hosted by Github