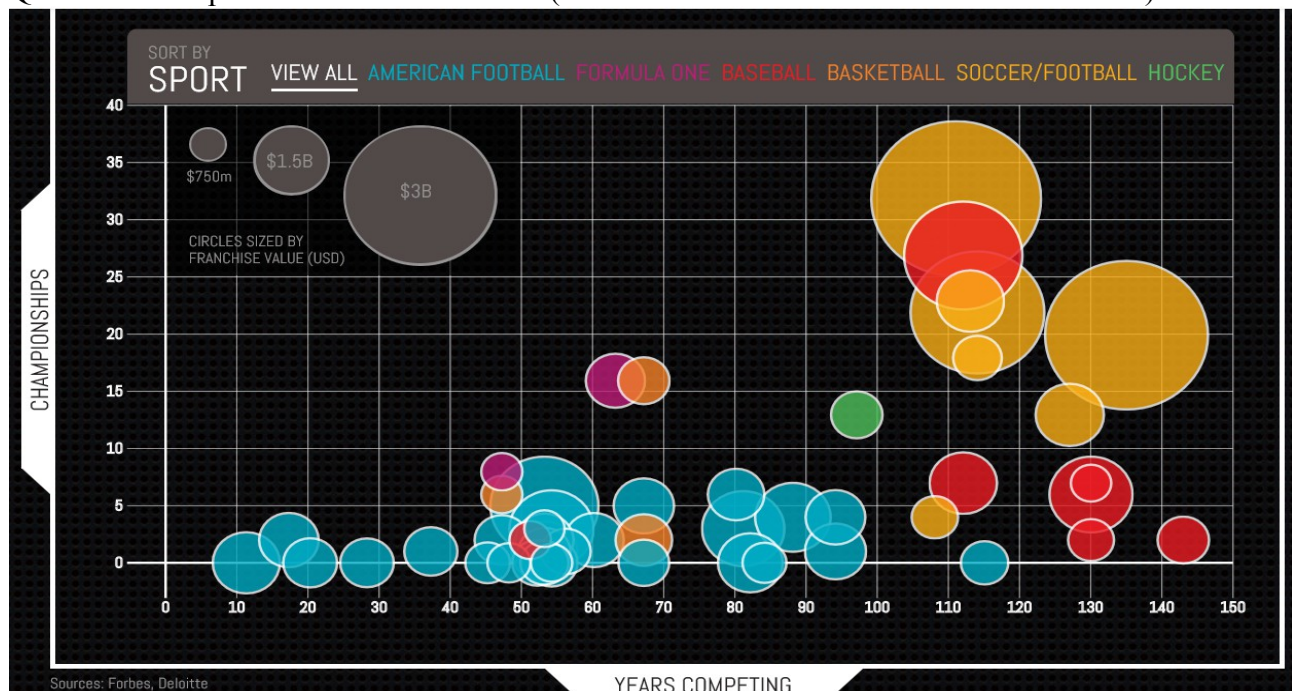


Questions based on the following interactive visualization, with as topic sports franchise in the US:
<http://snip.ly/YILR#http://www.columnfivemedia.com/work-items/interactive-most-valuable-sports-franchises>

Question 1: snap-shot of the visualization (is interactive on the website mentioned above)



Questions

- Two visual variables in Bertin's characterization, are position and size. In the visualization I have chosen, these two characteristics are used. The position of the circles in the graph, represent on the y-axis the number of championships the team has participated in and on the x-axis the number of years the team has been competing. The other variable, size, represents the amount of franchise value the team has obtained that specific year.
- Domain problem characterization: The problem for this visualization was investigating and presenting the top 50 sport franchises in terms of longevity and succes.
Data/operation abstraction design: The top 50 sport franchises were obtained by using the total amount of franchise per player/team in USD. The longevity of a player is shown by the years of competition and the succes was labeled as the amount of time a player was active in championships.
- The visualization I chose embodies reasonably good practices. The position of the circles are along a common scale, which is the most accurate elementary task. Yet the size of the circles is less accurate for people to see. This, the elementary task 'area' is positioned at number 4 in order from most to least accurate elementary task in Cleveland and McGill. Yet, what the size visualized is clear from the visualization. Additionally, the colours are easy to interpret, even though this is not specifically mentioned in Cleveland and McGill. They namely only talk about shading and color saturation (position nr 6), and not specifically the difference in colours (which is mentioned in Carpendale).

5. I agree that visualization is a functional art. Visualization is functional as it can be used to understand, explain and represent certain concepts, ideas and data. Additionally, visualization can have such degree of creativity and use of colours, shapes, forms that visualization can definitely, in my opinion, be seen as an art.

6. The title of the visualization is 'Most Valuable Players – visualizing forbes'top 50 sports franchises by longevity and success.

So the goal of the creator of this visualization is to visualize the most valuable players in terms of the amount of sports franchises in USD these players create, and connecting this with the years the players competed and the success they had due to participation of championships.

The visualization achieves all these tasks (except for presenting which year is presented in the visualization). The years competing and the competition in championships are represented on the x and y-axis. The amount of franchise is presented using the size of the circles. The type of sports is represented by the colour of the circles. And when you move over the circle, the amount of franchise is represented, together with the ranking.

Additionally, the information of the x and y-axis is presented in numbers as well.

All together, you can clearly see correlations in this graph, regarding sports franchises success, and longevity and championship success.