

Test Cricket Journey 1877 - 2021

Overview & Messaging

Cricket is the main sports played and followed by billions of people in India sub-continent although it found its roots in England, thousands of kilometers far. At the moment, there are 12 internationally recognized teams, playing various formats of Cricket - Test match, One day (ODI) and Twenty-Twenty (T20). Test match is the longest and oldest format and spans over up to 5 days. ODI and T20 were introduced later and are shorter version of the game, finishing in a day and four hours respectively. Given more than hundred years of Test Cricket history, it is apt to track the journey of Test Cricket and its playing nation teams.

Narrative Structure

To present the journey, interactive slideshow has been selected to take the users through the overview of the Test Cricket, teams playing the game and their journey over time since their affiliation as Test Cricket playing nation using various data points - total runs scored, matches played and the performance of the teams in any given year.

Interactive slideshow uses following main scenes to communicate the test journey of over hundred years.

- Team's journey through scored runs, cumulated over playing years
- Journey through number of matches since 1877
- Team's historical performances - wins, losses and draws (undecided)

The first two scenes offer an overview of various teams' journeys in terms of runs scored and matches played using one slide per scene. However, the third scene going into the performance details of each team, uses one slide per team and focuses on important aspects of the teams during their individual journey.

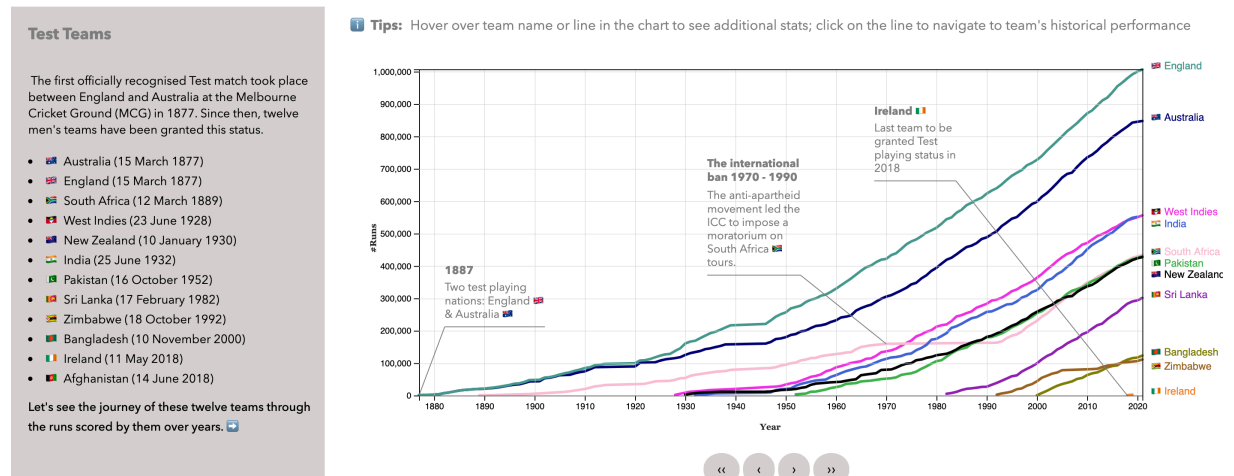
In addition, the slideshow offers drill-down option on the first two scenes to directly take the users to the historical performance of the selected team.

Visual Structure

The interactive slideshow is structured in a very informative way. All the scenes follow same approach to allow users to focus on the content, rather than spending time to understand the scene layout.

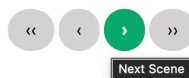
Test Cricket Journey 1877 - 2021

Team's journey through scored runs, cumulated over playing years



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- Most screen real estate is dedicated to the chart and text description.
 - Text description in the left side prepares the users with information related to the Test cricket,
 - Chart in the right side presents the journey of the teams over years.
 - This approach helps the users to understand a bit background of the Test cricket and track the journey of various team through years.
- Overall title "Test Cricket Journey 1877 - 2021" captures the essence of the slideshow. Scene
- Scene title e.g., "Team's journey through scored runs, cumulated over playing years" sets the expectations, what a user may expect from the given scene.
- On each scene, noteworthy information has been annotated to bring user's focus on the important events or milestones during the journey.
- In addition, custom tooltip is enabled on the chart to allow user interaction with the data.
- Tips is readily available on the top of the chart, which helps the users understand available and possible interaction mechanism.
- To transition across the scene, four buttons have been placed right below the chart. The buttons use very familiar and user-friendly icons to help the users understand the purpose of the buttons and by switching color on mouse over, they attract the user to interact with the buttons and transition to next scenes. Furthermore, tool tips are available for each button to explain the purpose of the buttons.

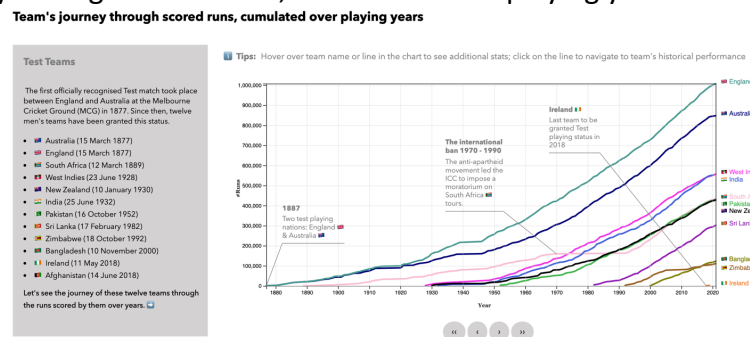


- Using the button, it is also possible to directly transition to the first scene or last scene, instead of following a sequence in case user has clicked a team from the first scene.

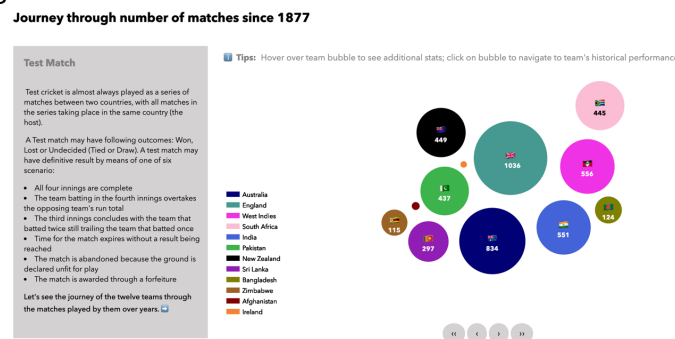
Scenes

Interactive slideshow uses following scenes to communicate the test journey of over hundred years. Scenes are structured in a way to take the user from high-level journey to individual team's journey.

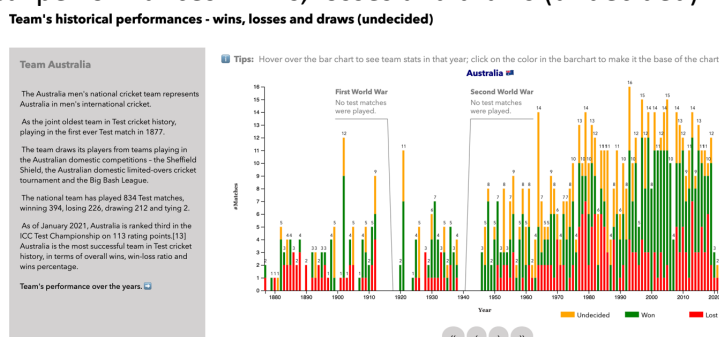
- Team's journey through scored runs, cumulated over playing years



- Journey through number of matches since 1877



- Team's historical performances - wins, losses and draws (undecided)

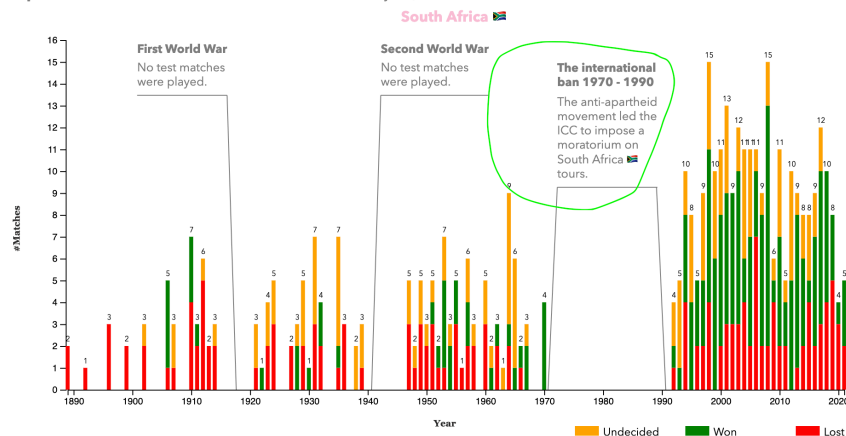


The first two scenes offer an overview of various teams' journeys in terms of runs scored and matches played using one slide per scene. However, the third scene going into the performance details of each team, uses one slide per team and focuses on important aspects of the teams during their individual journey.

Annotations

Annotations are created as text (header followed by description) with line connected to the given data point and uses same template (shape, font, color, line etc.) through-out various scenes. Annotations are created using D3 library <https://d3-annotation.susielu.com/> which allows consistent look and feel.

Tips: Hover over the bar chart to see team stats in that year; click on the color in the bar chart to make it the base of the chart



The annotations are used to show important events, milestones etc. through the test journey to highlight the ups and downs faced by various teams. Within a single scene, annotations are fixed and are not changing.

Parameters

For the interactive slideshow, following parameters are used.

1. Scene Id
To transition across various scenes, scene id is determined which helps in navigating to next or previous scene in case user chooses to do so.
2. Current State
In addition to the scene id, current state in terms of team data presented on the chart is calculated for scene three when chart for a particular team is shown. Based on the team data, next team or previous team data can be presented if user chooses to do so.
3. Team Name
In case of first two scenes, team name needs to be calculated when users click on a given team line or bubble. The team's name is required to create team specific performance chart and show it to the user in case he has clicked on a team line chart or bubble chart
4. User selected bar chart color
When the user clicks on a bar chart section color in team's performance chart, the bar chart color needs to be identified so that chart could be recreated using the user

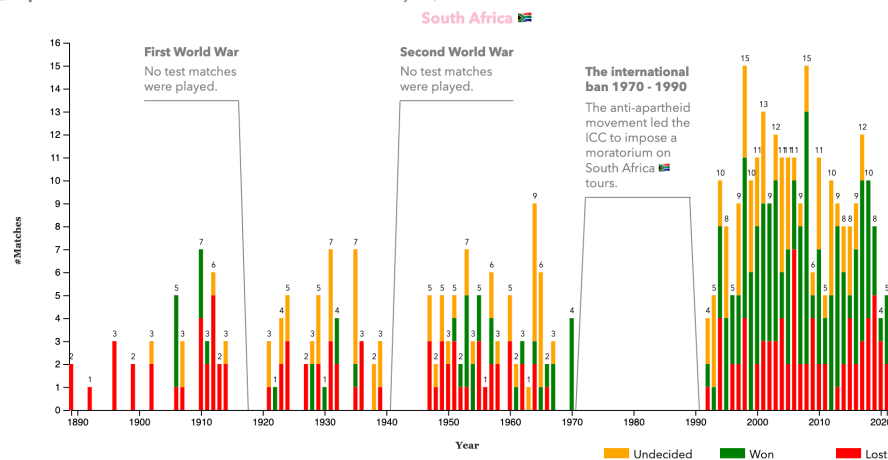
selected color as base of the stacked bar chart. This is to help users see the journey of teams with same data point (wins, losses or undecided) as the base.

Triggers

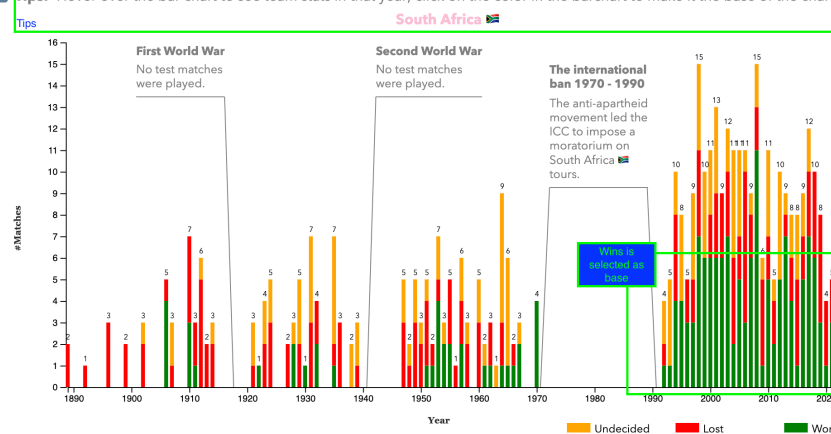
Following triggers are provided to allow users interaction with the data:

1. On the first two scenes, users may choose to select a team from the line chart or from the bubble chart and directly jump to the historical performance data of the selected team.
2. On the team historical performance data, users may click on a bar chart section to select the color the selected section and apply it as base of the stacked bar chart. This allows the user to select wither Wins, losses, or undecided as the base of the bar chart and allow him to easily follow through the journey of various team using same parameters.

Tips: Hover over the bar chart to see team stats in that year; click on the color in the barchart to make it the base of the chart



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To help the users easily identify the available triggers, Tips is provided on the top of chart in each scene. The tips quickly point the users to the available options.