**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.

* **Messaging.** What is the message you are trying to communicate with the narrative visualization?
* **Narrative Structure.** Which structure was your narrative visualization designed to follow (martini glass, interactive slide show or drop-down story)? How does your narrative visualization follow that structure? (All of these structures can include the opportunity to "drill-down" and explore. The difference is where that opportunity happens in the structure.)
* **Visual Structure.** What visual structure is used for each scene? How does it ensure the viewer can understand the data and navigate the scene? How does it highlight to urge the viewer to focus on the important parts of the data in each scene? How does it help the viewer transition to other scenes, to understand how the data connects to the data in other scenes?
* **Scenes.** What are the scenes of your narrative visualization? How are the scenes ordered, and why
* **Annotations.** What template was followed for the annotations, and why that template? How are the annotations used to support the messaging? Do the annotations change within a single scene, and if so, how and why
* **Parameters.** What are the parameters of the narrative visualization? What are the states of the narrative visualization? How are the parameters used to define the state and each scene?
* **Triggers.** What are the triggers that connect user actions to changes of state in the narrative visualization? What affordances are provided to the user to communicate to them what options are available to them in the narrative visualization?