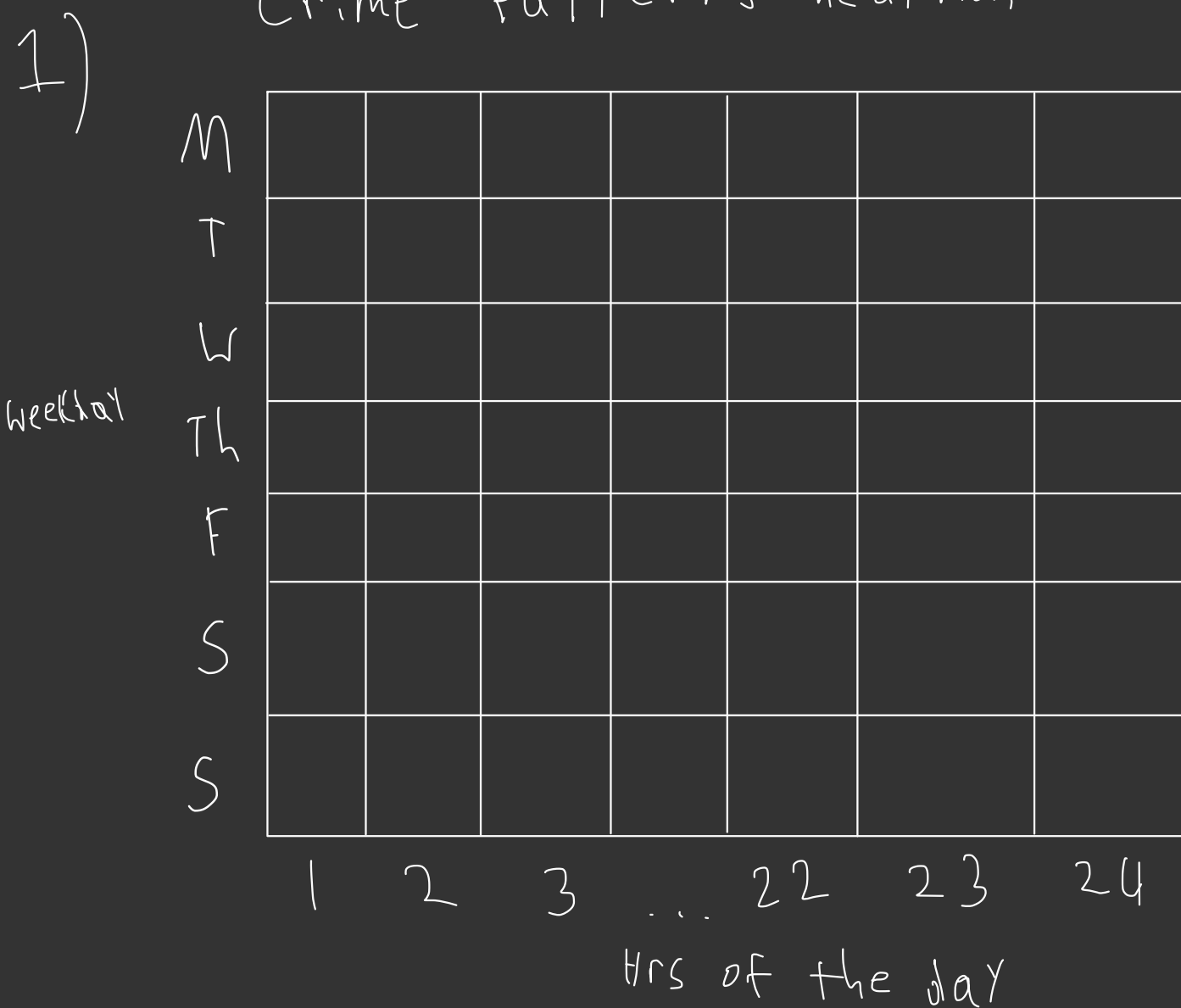


Candidates

Crime patterns heatmap



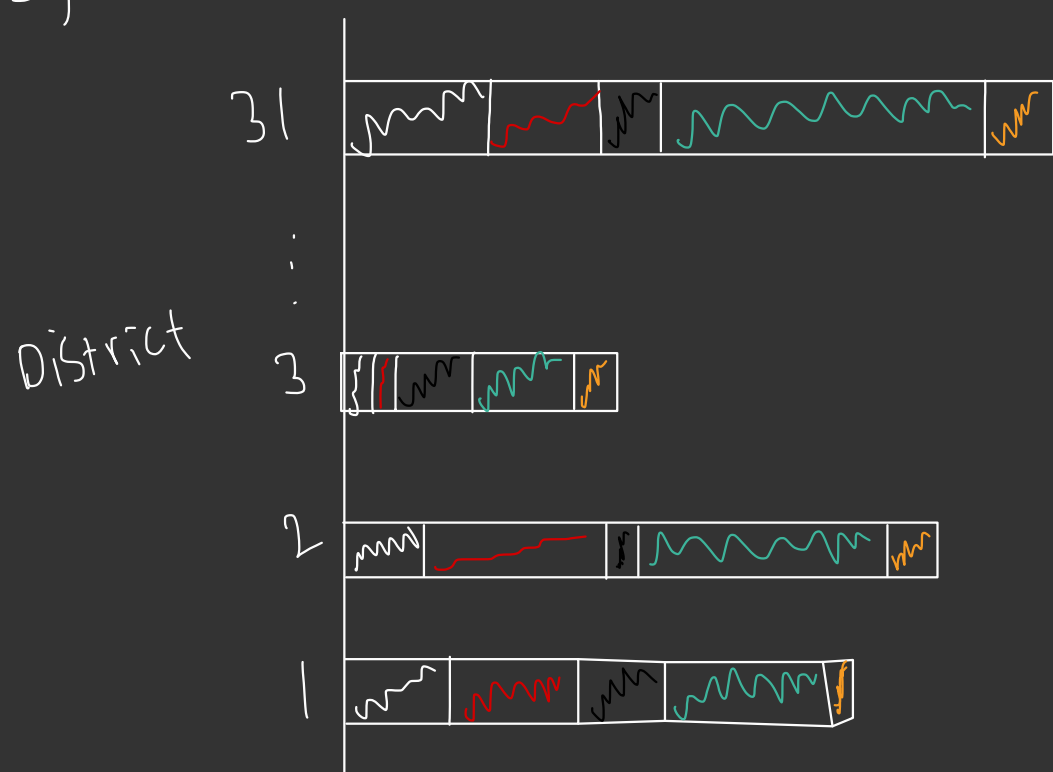
Marks: rectangles

Channels: color
darkness

Interactions:
hover shows num

Each cell in the heatmap will be lighter or darker depending on the average number of crimes in that hour of that weekday

2) crime patterns by district



Legend

White: Theft

Red: Battery

Black: Assault

Green: Motor vehicle theft

Gold: Criminal damage

Marks: Horizontal bars

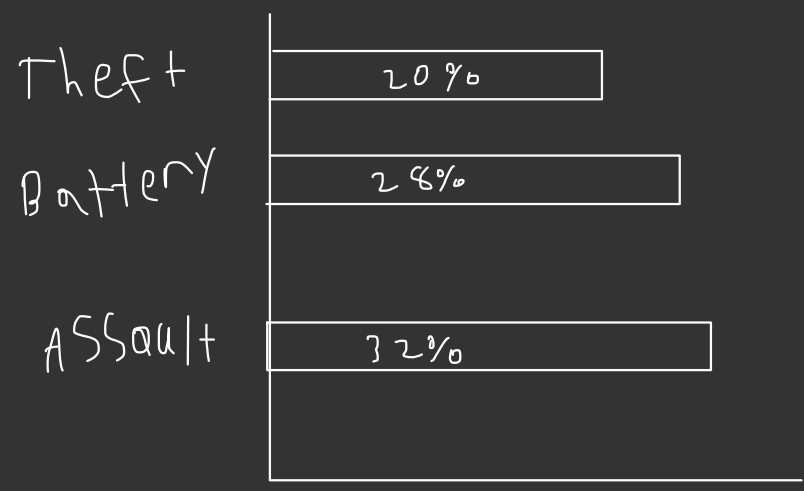
Channels: position $y \rightarrow$ district, Length $x \rightarrow$ crime count

color \rightarrow crime type.

Interactions: hover \rightarrow specific numbers

3) Arrest rate dashboard

Panel 1 - arrest rate by crime type



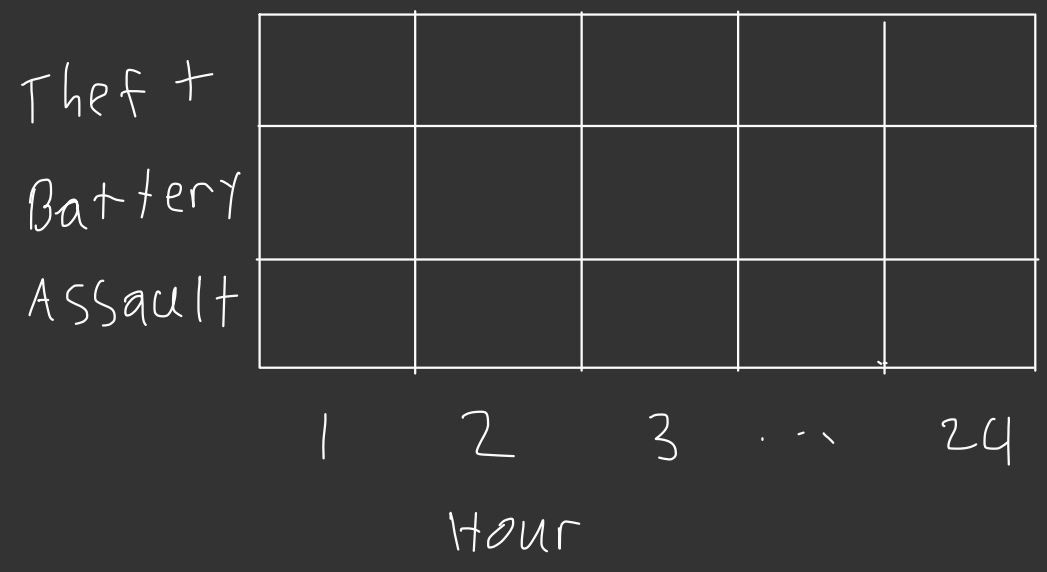
Marks: rectangles

Channels: position y = type

Length x = arrest rate

$$\text{Percentage} = \text{arrests} / \text{total incidents}$$

Panel 2 - Heat Map: arrest rate by hour + crime type



Legend:

darker = higher arrest rate

Marks: rectangles

channels: position x = hour

position y = type
color darkness
= arrest rate

