Data Visualization

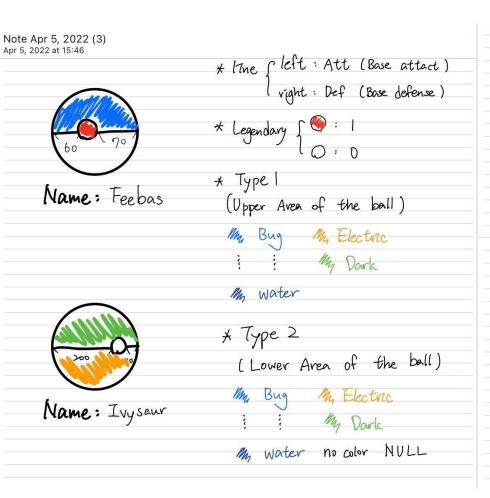
Group 9

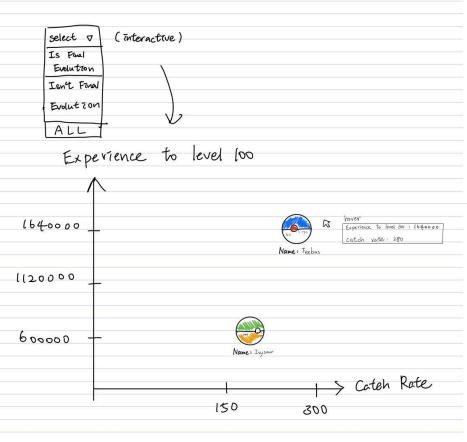
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Why did we choose the Pokémon topic?

- Because the datasets for Pokémon are more comprehensive.
- We' re more interested in the Pokémon topic.
- We can maybe extend to more interesting questions.





Graph 1 - question

!!The character of "A" is repersent any type, like dark, poison, etc.
!! "selection list" could be "final evolution" or " not final evolution".

- The distribution of Legendary in type1, type2?
- If the Pokémon is a legendary, will it require more experience points?
- What is the relationship between Type 2 A-type Pokémon and Experience to level 100 and Catch Rate?(Which area is it mainly distributed in?)
- Among the Pokémon in the "selection list", which Type 1 with high Experience to level 100 and Catch rate?
- Pokémon with higher experience to level 100 have higher Catch rate?
- Among the Pokémon in the "<u>selection list</u>", what is the relationship between Type2 with Legendary, Experience to level 100, and Catch rate? (Where are the coordinates?)
- Among the Pokémon in the "selection list", which Type1 mainly has a higher Catch rate?

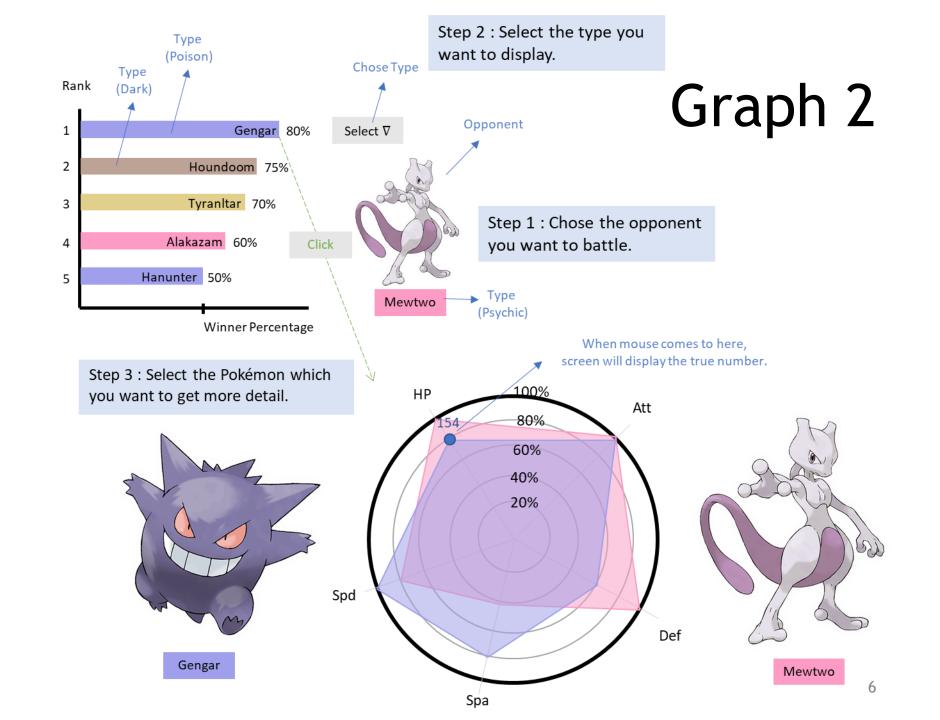
Graph 1 - critique

pros:

- We can easily compare between ATT and DEF.
- Very interesting design to use Pokéball to visualize the Pokémon which sticks to the Pokémon theme.

cons:

- The Pokéball might overlap on the Experience to level 100/Catch Rate graph when we plot all the Pokémon.
- It left out some stats like Spd, Spa and Spd.
- The length of the line is adjusted according to the scale, not the actual value.



Graph 2 - question

- What is the stats of the Pokémon?
- What are the differences between the stats of the Pokémon?
- Which of the two Pokémon will win if they fight?
- If no type is selected, is it possible to see which type the top few with a higher winning rate belong to through rank sorting?

Graph 2 - critique

pros:

- Can easily compare the stats between both Pokémon through Radar plot.
- Winner percentage chart reflects a balance, a proportion, a sense of relevant scale (Tufte1 P.56)
- Radar chart displays an accessible complexity of detail
- Integrate text, chart, graphic, map into a coherent narrative (Tufte1 P.44)

Graph 2 - critique

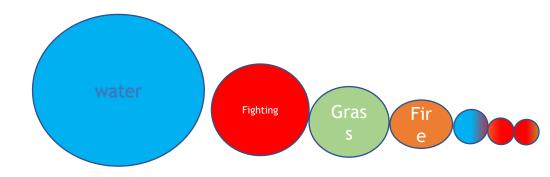
cons:

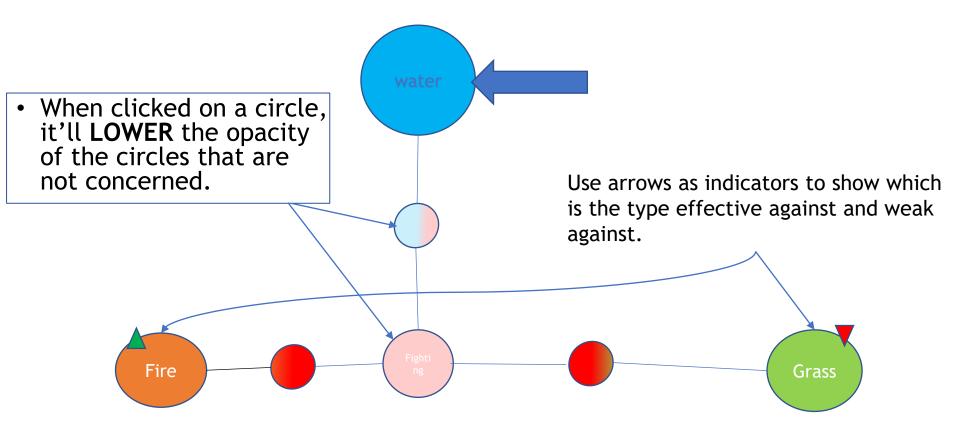
- If Pokémon are two types, it is difficult to determine its representative color.
- If the two Pokémon selected belong to the same type, it will be difficult to distinguish in the radar chart.
- Can only show the top ranked Pokémon instead of all.
- Because there are too many types in Pokémon, it is difficult for users to see immediately the type represented by the color.

- Size of circle represents the number of Pokémon.
- The types are labeled on the circle.

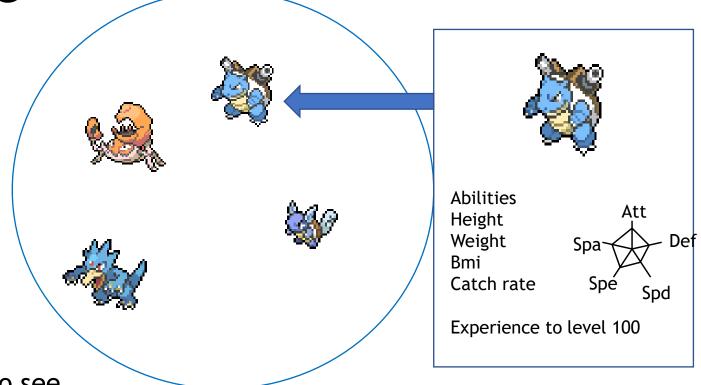


• We can also sort the circles.



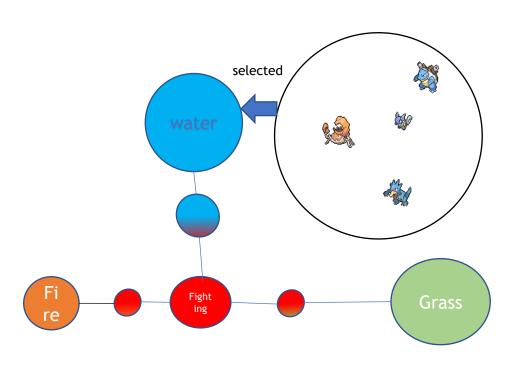


Hover over Pokémon will show its details.

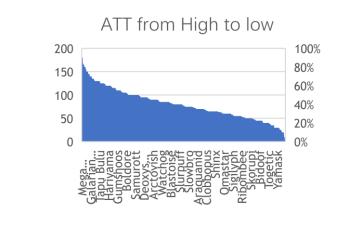


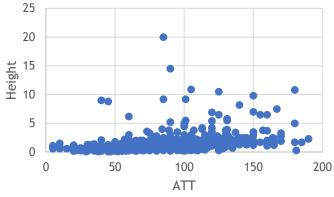
 We can zoom in to see what Pokémon is in the circle.





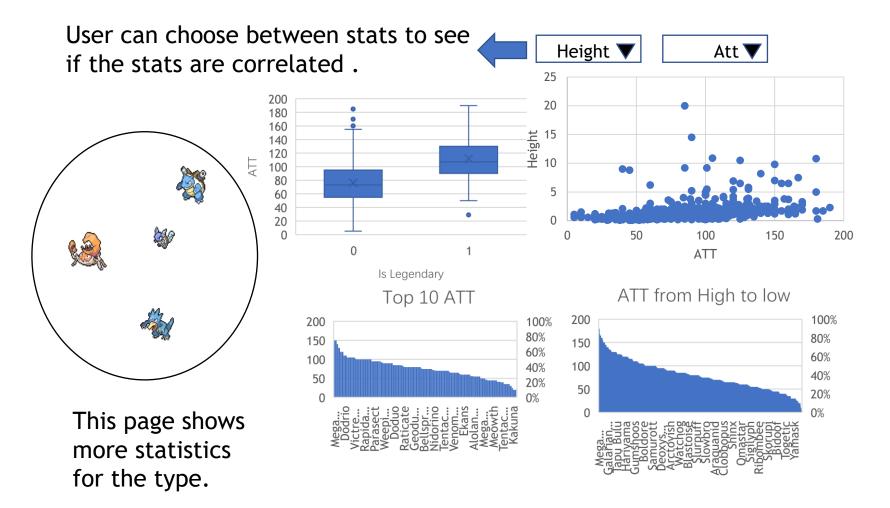
The statistics of currently selected type. When not selected it shows the whole population's statistic.

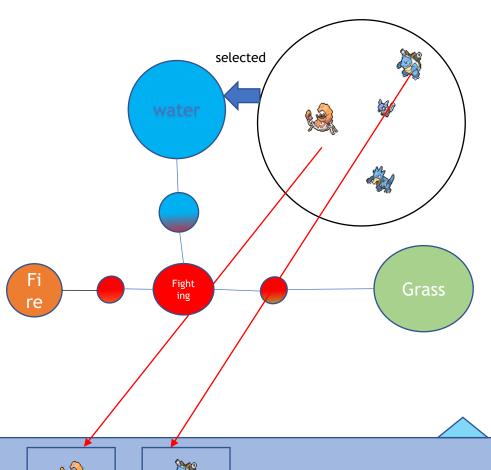




Click to see more.

Show more





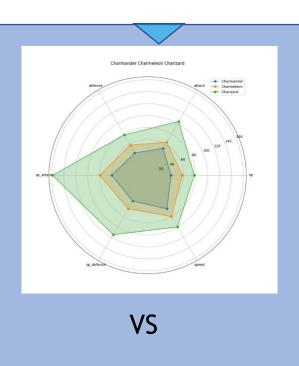
When dragged Pokémon to the comparison table below, it'll show the details of the Pokémon.





Click here to pull out the comparison to see more clearly.







Blaustoise wins against Krabby

Graph 3 - question

!!The character of "A" is repersent any type, like dark, poison, etc.

- What is the distribution of Pokémon in types?
- Which type has the most Pokémon?
- What is type A strong against? What is type A weak against?
- What kind of Pokémon is in type A?
- What are the details(stats, ability, etc.) of a Pokémon?
- What are that stats distribution in type A?
- Is ATT and DEF correlated? What other stats might affect ATT?(We can choose any stats to compare.)
- Which Pokémon will win when Pokémon X and Pokémon Y fight each other?

Graph 3 - critique

pros:

- Graphical excellence consists of complex ideas communicated with clarity, precision and efficiency (Tufte1 P.3)
- graphical excellence requires telling the truth about the data (Tufte1 P.4)
- Integrate text, chart, graphic, map into a coherent narrative (Tufte2 P.44)
- Utilizing zooming to show different angles to look at data(zoom out to see the distributions of Pokémon in different types, zoom in to see what Pokémon is in it).

Graph 3 - critique

cons:

- When plotting the whole population, the circles might get a little overwhelming.
- It's hard to find a specific Pokémon in the circle when there are a lot of Pokémon.

Contribution

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Reference

- THE PROJECT Dear Data (dear-data.com)
- https://kenziemurphy.github.io/vinyl/?q=spotify:artist
 :4dpARuHxo51G3z768sgnrY
- https://www.susielu.com/data-viz/abstractions