VizItCards – Tennis Vis

Mission Statement:

Your goal today is to design an interface for **Visualizing a tennis match.** There are many questions one could ask about a match (and from different perspectives: is the match over? is the match in progress? are you a fan? a player? a coach?). *You will not address all of these in your visualization*. While you may visualize as many facets of the match or players as you want, the "structural piece" must be present (this is a lab on hierarchical data, after all). Please make sure that the overall structure of the match is captured. If you don't know the rules of tennis, we are providing you with a sheet describing the key aspects.

Recall that a match is composed of sets (3 or 5 where a majority wins), sets are composed of games (6+ games to win a set with 2 more than opponent), and games are composed of points (at least 4 to win the game, and 2 more than opponent)(See the ruleset page for more detail).

Things to think about:
1. The hierarchy is points -> games -> sets -> matches
2. Not all points have equal importance
3. Points are actually composed of serves and returns (ball is passed back and forth).

Dataset (Feel free to add your own):

- the winning player for each point
- the number of points played in each game
- the number of games played in each set
- whether a point played includes a volley or not.
- the intensity of volley
- the trajectory of the ball
- the trajectory of the player
- certain events (e.g., aces, faults, net points, etc.) in each point played
- the length of time used for each point
- the speed of the ball
- the name of the serving player for each point
- certain events (first-serve, breakpoints saved, second server return, etc.) for each player in each point.