1. **Links to the Dataset**
   https://www.kaggle.com/unsdsn/world-happiness

2. **Description of audience (User, Problem, Scenario)**

   User
   A team of visualization designers are responsible for showcasing the various findings from the World Happiness Report 2017, in the United Nations Summit held on the International Day of Happiness.

   Problem
   The World Happiness Report ranks 155 countries based on six different factors such as - GDP per capita, health (in terms of years of life expectancy), social-support/family (as measured by having someone to count on in times of trouble), trust in the Government (as measured by a perceived absence of corruption in government and business), freedom to make life decisions and generosity.

   A good visualization on the happiness report can help in identifying the key factors contributing to the overall happiness score of every country and help Governments that rank low on the report, to identify where they lack compared to other countries and implement necessary changes to improve the overall happiness of its citizens.

   Scenario
   The same dashboard will be presented at the United Nations meeting for all the Government officials attending from each country and the same will be hosted in the UN website for the general public to view.

   A discussion based on how and why the Top 20 countries have secured their respective happiness scores can take place and the countries that have lower ranks can be encouraged to make better living conditions for its citizens. A healthy debate can be encouraged, where the lower ranked countries can analyse how the higher rank countries manage to have happy populations.

3. **Link to the Dashboard from Tableau Public**

https://public.tableau.com/profile/sangita.sriram#!/vizhome/Sangita_Sriram-Visualization3rdAssignment/Dashboard-WorldHappinessReportVisualization

Explanations for the worksheets –

- The sheet with the title “Top 10 Happy Countries (Yellow color) and Least 10 Happy Countries (Grey color) in 2017” is self-explanatory, where the top 10 happy countries are represented by yellow color and the least 10 happy countries are represented by grey color.
- The sheet with the title “Countries with high Trust in Government and high Economy(GDP per capita)” shows that totally 36 countries have scores higher than the means of the columns Trust in Government and Economy(GDP per capita).
- The sheet with the title “Countries with low Trust in Government and high Economy(GDP per capita)” shows that totally 36 countries have scores higher than the means of the columns Trust in Government and Economy(GDP per capita).
- The sheet with the title “Measures of Social Factors of - Family, Freedom, Generosity and Health Life Expectancy” shows us that around more than half of the countries have a dominant score in the Health Life expectancy and Family categories, contributing much to their overall Happiness score. This is a continuous bar graph that has Family, Freedom, Generosity and Health Life Expectancy scores together on the y-axis.
- The sheet with the title “Countries in the second half of happiness ranks with Dystopia Residual scores - greater than the average score” considers only the second half of the world rankings i.e, 78^{th} rank to 155^{th} rank. Among these, 22 countries have Dystopia residual scores more than dystopia’s mean score of 1.85, contributing to much of their happiness score.
  Dystopia is a hypothetical country, so named because it has values equal to the world’s lowest national averages for 2014-2016 for each of the six key variables. Dystopia is used as a benchmark against which to compare each other country’s performance in terms of each of the six factors. This choice of benchmark permits every real country to have a non-negative contribution from each of the six factors.