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Public Art Installations Around Vancouver

Geography 472

A close up of a map

Description automatically generated

Link to Map: <https://tristanl88.github.io/Lab-2/Index.html>

In terms of collaboration, I relied on previous knowledge gained through the course with the help of Dr Bergmann. As well as the feedback and general design tips from my classmates and colleagues. Advice ranged from code changes to simplistic design choices such as colour scheme. Data was collected by the City of Vancouver and is therefore a reflection of their data and not something that was generated individually for this project.

This map was created with the intent of allowing tourists or residents of Vancouver to experience the beauty of this city in its entirety, for free! To do this, I am using a dataset highlighting all of the public art installations in the city so as to allow people to go visit them. The art installations are denoted by bright fuchsia (chosen due to its contrast with the rest of the map) circles centered on their location. There is a very slight opacity to the points so as to allow stacking to be visible due to the sometimes clustered nature of public art. The points are projected onto a fairly visually dense base map, this is due to the nature of the goal of the map. Streets and buildings are clearly denoted in order to allow users to spatially understand their whereabouts. Parks and beaches are coloured differently and allow users to see other important visual landmarks when travelling with this map. Artificial ocean barriers like jetties and quays are also included, which is important as art installations are in some cases built on this infrastructure. All the points on the map can be incorporated when the user clicks the “show public art” button that was coded in. This allows users to reset the map as well after filtering is conducted.

For more interactivity I included a search function. Due to the complex nature of art, and its naming, and the likely barriers present to that type of knowledge being prevalent for the targeted map user, the search function is regionally based. That is to say, that depending on what neighbourhood is entered in that search function different installations will be highlighted. This allows individuals who are using the map to sort the art that they visit by the region where it is located. This proximity search function allows people to plan their trips based on what art installations are close to one another. Furthermore, to really give the users as much information about what they are visiting as possible, scrolling over point produces a description of the work. This allows individuals to scroll over multiple points to read a description of what that specific art pieces consists of in an effort to decide which ones are going to be worth their time.

I attempted to make the text in that highlight function wrap at the edge of the screen through the use of arrays and splice functions with <br> functions inserted. But, ran into coding error that I was not able to work through entirely on my own. This is one area where the map could obviously be improved to better suit user needs.