

Messaging: In the slides, I show how the GDP of the whole world grows per year, and then present the most common factors that largely harm the GDP growth. And at last, I leave reader free space to investigate the GDP growth of any interested country.

Narrative Structure: My structure is martini glass. In the first three slides, i present the story in the author-driven approach, where almost no user interaction is present. In the last slide, I leave enough space for reader to drill into any interested data.

Visual Structure: The page has four parts from top to bottom.

The first part is four green buttons serving as the guide of slide number, where user can click to switch slide. When reader hovers over the buttons, the mouse changes shapes, which indicates that the button is clickable.

The second part is paragraphs to tell the story. I use big fonts to convey my ideas, and center-alignment to help reader well view the page. For example, no matter reader uses big screen (say PC), or small screen (say mobile phone), reader can easily understand the content.

The third part is the figure. I use rectangles to display the GDP vs year. I also use a tool-tip to help reader reveal the details. Also the rectangles will change color when hovering.

The forth part is an appendix to tell where the data comes from, and how I handle the missing data.

In addition, I use the same 'style' like font size, alignment, margin, across different scenes, to achieve visual consistency.

Scenes: There are four scenes in total.

Scene 1: I present the GDP of the whole world.

Scene 2: By an example, I show how war harms GDP.

Scene 3: By an example, I show how financial crisis and virus pandemic affect GDP.

Scene 4: There is a drop down menu for reader to freely investigate the GDP of interested country.

I organize these scenes in martini glass structure, where I tell the story first, and let reader free at last.

Annotations: I place annotations at top of the figure in each scene. These annotations are organized this way because it's easier for reader to read texts first, and then view the figures. Also, this ways, reader can better understand my story instead of being distracted by figures.

Each annotation mainly conveys my idea in a logical order.

The annotations don't change within a single scene.

Parameters: The core parameter is 'i', the slide number.

I use this 'i', plus a javascript function 'setSlide' to set the content in each scene.

In each scene, the major states are the annotation contents and svg contents. For example, different scene has different GDP arrays to plot.

Triggers: The triggers are the "onclick" functions of four buttons at the very beginning of the page.

By clicking, user can switch between different slides/scenes.

I offer lots of affordances, like setting the buttons green, marking buttons with sequential numbers, setting mouse behavior when hovering. At the forth slide, I provide a selection box to help user enter interested country. All of these tell reader that the corresponding options are available.