What a Save! - Tyler Allen and Dallon Haley, feedback by Ben Malohi and Austin Kelley

General Questions

- Are the objectives interesting to the target audience?
    - Yes, for the people that play Rocket League the information you get could be interesting
- Is the scope of the project appropriate? If not, suggest improvements.
    - We think that for what they are trying to do, the scope is appropriate. Maybe they need more interactions though, as well as a clearer image on what they want to make. We think that refining the scope a little more could improve the project as well
- Is the split between optional and must-have features appropriate? Why?
    - Yes, because the optional features include more hands-on work outside of making visualizations, the split between them is appropriate. Including the optional feature would be cool but can be done without
- Is the visualization innovative? Creative? Why?
    - Though some of the visualizations are innovative and creative, they are similar to those on ballchasing.com. However, some of the visualizations they plan to make are unique
- Does the visualization scale to the used dataset? Could it handle larger but similar datasets?
    - The visualizations they plan to make seem to be able to scale to large or small datasets, but without more sketches or more information we are unsure if it scales
- Is the project plan detailed enough? Is a path to the final project clear?
    - The project plan seems detailed, though the schedule could be more fleshed out to make the path to the final project more clear. They also don't seem to have all of the ideas they want to make clear, so putting more thought into what parts of their proposal they want to include would be beneficial
- Is an interesting story told?
    - Yes, they are trying to display stats about Rocket League in a unique way that will be interesting to see completed

Visual Encoding

- Does the visualization follow the principles used in class?
    - Yes, the visualizations include scales, colors, etc. that will make them effective
- What is the primary visual encoding? Does it match the most important aspect of the data?
    - They have a few primary visual encodings, from pie charts to line charts to other types of charts that all represent aspects of a Rocket League game
- What other visual variables are used? Are they effective?
    - N/A
- Is color sensibly used? If not, suggest improvements.
    - Color is used to represent the two main colors of Rocket League games, orange and blue. These colors are used meaningfully to represent the two team colors in

a variety of ways

Interaction and Animation

- Is the interaction meaningful? If not, suggest improvements.
    - The interaction is meaningful because it allows users to filter or see data they want which is effective interaction
- If multiple views, are they coordinated? If not, would it be meaningful?
    - Currently, the views don't seem like they are coordinated much. The views seem to be independent of one another, and though they are detailed, do not coordinate with each other. We think that there are opportunities to include coordination between the views, and that with it, would create more meaningful views.
- Is there any animation planned? Is it clear? Is it intuitive?
    - They did not plan for any animation, but they said they would include animation wherever it seemed appropriate

Analyzing Feedback

- We found the feedback to be rather useful. Coming into this process we did not know how much we might get from another group, but they pointed out some components lacking in our prototypes that might make implementation easier. Specifically, they pointed out that we did not show how visualization would interact with each other. We spent a lot of time coming up with unique things to visualize such that we ignored the overall page and interactive design. Next, we want to finish mock ups that show these things so we have a more clear plan before implementation.