* **Messaging.**

I would like to use real life data to analyze if happiness contributes to weight gain. I collected data points on weight and how happy the candidate was (categorized into five levels), from my family and friends (i.e., myself, my friend Yudu, and my pet Pika). Plotting the weight and happiness level in a time series shows the trend in an obvious way.

* **Narrative Structure.**

This visualization uses an interactive slide show. The author-directed path corresponds to the options between the different candidates, and each slide corresponds with one candidate’s (i.e., Wendy’s, Yudu’s or Pika’s) data – weight vs happiness level, plotted in a time series. In addition to using visualization to analyze the trend, at each slide, the user can explore the datapoints on the weight or happiness for the candidate by using the tooltip popup, which shows up when hovering over the data point.

* **Visual Structure.**

Visually, going from the top to the bottom of the webpage:

* 1. The scenes of the visualization share the common header, description, and instructions, which are situated at the top of the screen. It is natural for users to start reading from the top, and they will be able to obtain good context around the background, the purpose of this visualization, and then obtain the instructions on how to explore and interact with the data.
  2. There are three scenes, each corresponds with two graphs – one for weight and the other for the happiness level, both plotted in a time series – for one candidate. To navigate to one candidate’s scene, the user clicks the button with the candidate’s name, which button is then highlighted while the graphs render the candidate’s data. This makes it noticeably clear to the user which candidate’s data he/she is reviewing now.
  3. Both graphs of the candidates have titles that highlight the context of the graph. The Weight Change/The Happiness Level Change), which makes it noticeably clear for the user to understand what the data he/she sees from the graph.
  4. At the bottom of the scene is a summary of the trend on the weight and happiness level, and a conclusion around the weight/happiness level change. This gives a good recap of the scene.

The highlights:

1. The graphs are situated in the center of the webpage. At each graph:
   1. The data points are highlighted circles, which color and shape stand out from the background and invite the users to hover over to explore further.
   2. The first data point and the last data point are bigger circles with annotation. Making the first and last data point stand out makes it easier to compare them to better analyze the trend.
   3. The data points connect through trend lines, making the trend more obvious.

The transition between the scenes:

1. The instructions at the top of the webpages give clear instruction on how to navigate from one scene to another.
2. The scenes share the same graph layout – the same title, header, and axis, making it easy to compare the data cross scenes.
3. The annotation and tooltip template are consistent cross different scenes – making it easy for user to explore the data cross scenes (as the way to explore the data is consistent cross the scenes)
4. The navigation is easy – one just needs to click the button to transition to/from the other scenes.

* **Scenes**

There are three candidates – Pika, Wendy, and Yudu, from whom I collected the data on weight and happiness level. Correspondingly, there are three scenes, each has two graphs – one for weight and the other for the happiness level, both plotted in a time series – for one candidate.

Wendy’s and Pika’s scenes are before Yudu’s, to put the similar patterns together for better illustration. For Wendy and Pika, the data shows the weight again and happiness gain; vs for Yudu, there was a weight loss and a happiness again.

* **Annotations.**

On each graph, for the first and last data point, there is an annotation that notes the weight/happiness level. The annotation uses a line that starts from the data point’s circle, and ends with the annotation text, making it clear which data point the annotation is associated with. The text is in the format of <the data point’s nature (i.e., weight/happiness>: <the value>.

Highlighting the first and the last data point makes the trend analysis easier – one can easily tell if the weight/happiness increased or decreased by reviewing the trend supported by the annotation.

The annotation’s template is consistent across scenes and between graphs as well. The annotation text does change in the single scene, mainly due to the below two reasons:

* 1. For each scene, the first graph shows weight vs the second graph is for the happiness level. The annotation text changes to indicate the nature of the graph.
  2. The first data point differs from the last data point – the annotation text value changes to appropriately support the data point.
* **Parameters.**

The parameters are the candidates – Wendy, Pika or Yudu. These variables determine what data (i.e., which candidate’s data) to show in the graphs, and the summary and conclusions at the bottom of the graphs are based on this filtered data as well.

* **Triggers.** What are the triggers that connect user actions to changes of state in the narrative visualization? What affordances are provided to the user to communicate to them what options are available to them in the narrative visualization