

## Notes from Other Team Presentation

- The project is about the statistics of the League of Legends world championship over the years
- The idea behind the project is that there are a lot of changes in the meta around worlds and how that changes how much a champion is played
- There is a data from 2019-2022 that is already created with a lot of good data
- For data processing it there is not much work to be done
- Two visualizations, one over time and one for the champions themselves
- Sorting visualizations by the columns of the data, such as the statistics that are happening in the games

## Feedback from Other Team

- The objectives are interesting
- The scope is appropriate for the project as there are a lot of connected chart
- The split between must-have and optional features is good as there is enough in each of the categories
- The visualization is innovative as there are a lot of things that can be analyzed and changed
- The visualization can scale but there could be problems with seeing the data set over multiple seasons
- The project is plan is detailed enough
- An interesting story is being told about betting and vegas odds
- It follows the principles that were used in class
- It follows the primary visual encoding with the different marks and channels
- The chord diagram is nice and the use of green and red. Maybe add a color blind option
- The colors are sensible but they may need to be more color blind friendly (not green and red for if Vegas is right or wrong)
- The interaction is meaningful as you can use it to compare many things at once
- The multiple views are all nicely coordinated and connected. They allow for meaningful data to be extracted from each team
- Some animations are planned for the chord diagram and some other small improvements