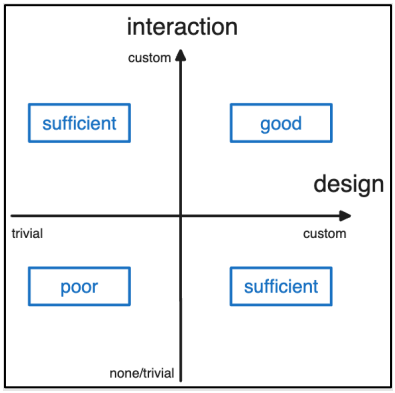
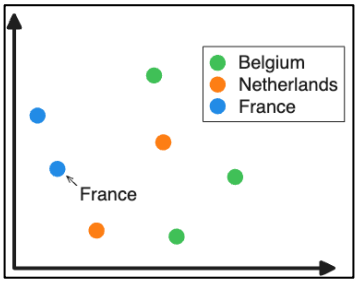
[G0R72A] Data Visualisation in Data Science - Project Scoresheet 2: Implementation

1. Are the visualisations non-trivially custom or interactive?





- Poor = Only trivial designs (e.g. scatterplot, line chart, bar chart, ..., as e.g. created in R) were used, and only trivial interaction (e.g. link to another view, trivial hover (see second figure), ...). To evaluate the interaction, think about what it brings to the table: does it facilitate interpretation?
- Sufficient = At least one of the visualisations is either non-trivial design OR non-trivial interaction.
- Good = Both non-trivial design(s) AND non-trivial interaction(s).

2. Are the *intended* (not: eventually implemented) designs a good fit for answering the questions mentioned in the data description? *(refers to report template Part 4, point 1)*

- Poor = The intended designs and interactions do not have any relation to the question posed by the data provider.
- Sufficient = The intended designs and interactions are relevant for the question posed by the data provider.
- Good = The designs and/or interactions are crucial in exploring possible answers to the questions posed by the data provider.

3. Are the visual encodings of the actual implementations well-explained? *(refers to report template Part 4, point 2)*

- Poor = No explanation of the visual encoding is provided.
- Sufficient = Explanation of the visual encodings (marks and channels) is provided but limited. They are not enough for you to understand how the visual should be interpreted.
- Good = The explanation is very clear and makes it easy for you to understand how to interpret the image.

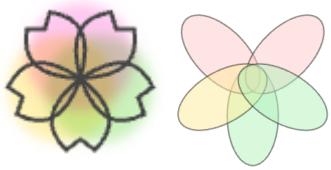
4. Are the interactions of the actual implementations well-explained? *(refers to report template Part 4, point 3)*

- Poor = No explanation of the interactions is provided.
- Sufficient = Explanation of the interactions is provided but limited. They are not enough for you to understand how the visual should be interpreted.

- Good = The explanation is very clear and makes it easy for you to understand how to use the interactions.

5. How well is the "path forward" explained? If the *actual* implementation does not completely reach the *intended* implementation: do the authors explain how to get from one to the other? E.g. based on the image below: "the ellipses have to be replaced with SVG paths, using quadratic bezier curves to ..." *(refers to report template Part 4, point 4)*

Intended design (left) vs actual implementation (right). Taken from shirleywu.studio/filmflowers



- Poor = No explanation is provided.
- Sufficient = The authors describe the features that are missing.
- Good = The authors describe the features that are missing, and how these could be implemented conceptually (e.g. "change the underlying data structure in this and this way", "extract the functionality in a separate component", ...)

6. Were the authors able to identify patterns and (for the SunCharge project) make recommendations?

- Poor = No patterns were identified.
- Sufficient = The authors describe certain patterns in the data and/or errors and anomalies, but these are trivial.
- Good = The authors describe certain patterns in the data and/or errors and anomalies for which you really need the visuals that they created.

7. Is the screencast informative?

- Poor = No screencast is provided.
- Sufficient = The screencast showcases the visualisations (types of visuals used, functionality, interaction techniques, interpretation of the visual, ...), but does not explain how these help in answering the questions OR vice versa.
- Good = The screencast showcases the visualisations (types of visuals used, functionality, interaction techniques, interpretation of the visual, ...), AND explains how these help in answering the questions.