Ideas

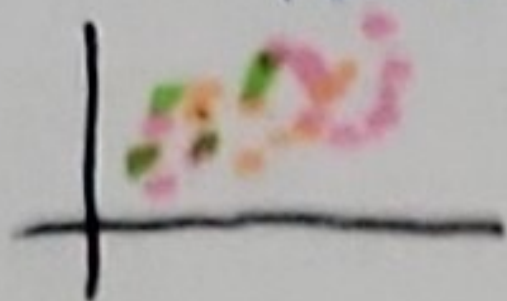① Aus Imports/Exp c) bubble chart b) Area chart ③ Tariffs and other info

a) Tree map

a) Dot strip plot

b) Map

② Category of trade c) bar stacked
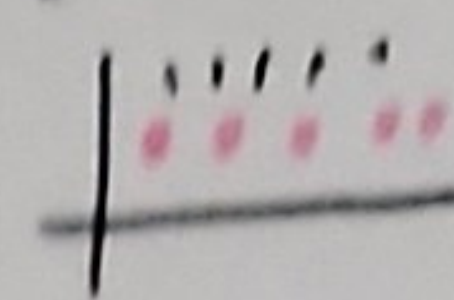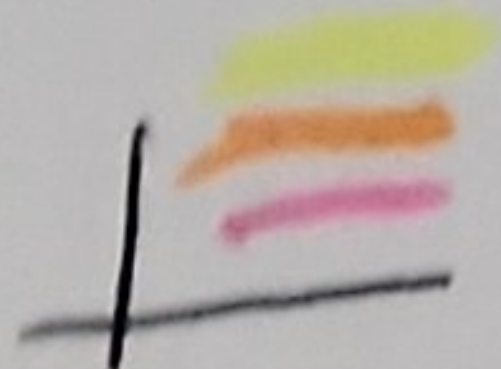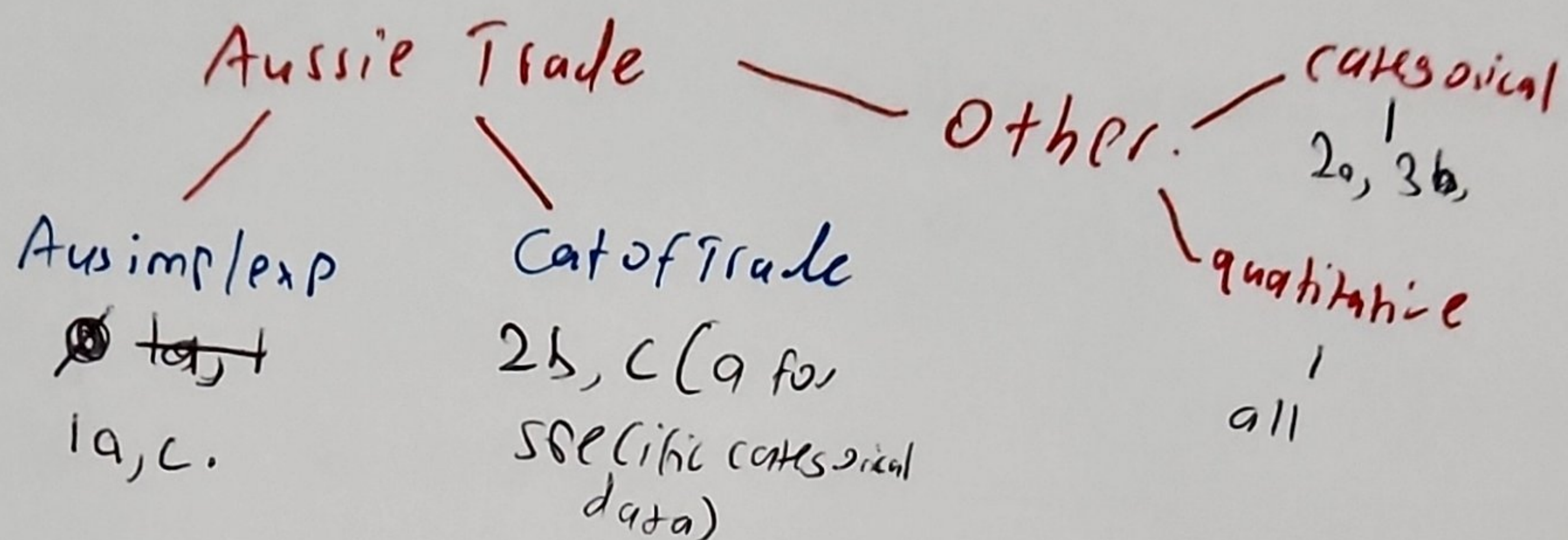
a) donut chart b) column range

Filter

3a) doesn't allow for capture of wide info (year, change etc)

1a) Although useful, may not be the best for a worldwide outlook as smaller values get overlooked.
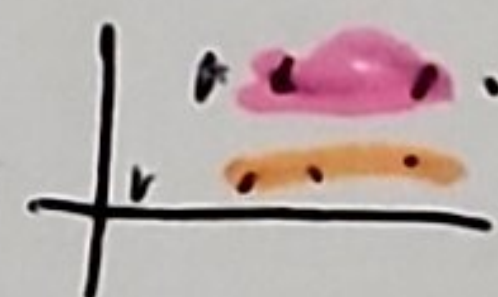
Categorise

Aussie Trade ——— Other — categorical
                                         2a, 3b,

Aus imp/exp   Cat of Trade   quantitative
~~tot~~   2b, c (a for   all
1a, c.   specific categorical
               data)

Combine & Refine

1c and 2a can be combined to have some similar entries (same continent) to be categorised.

3a and b may be combined to
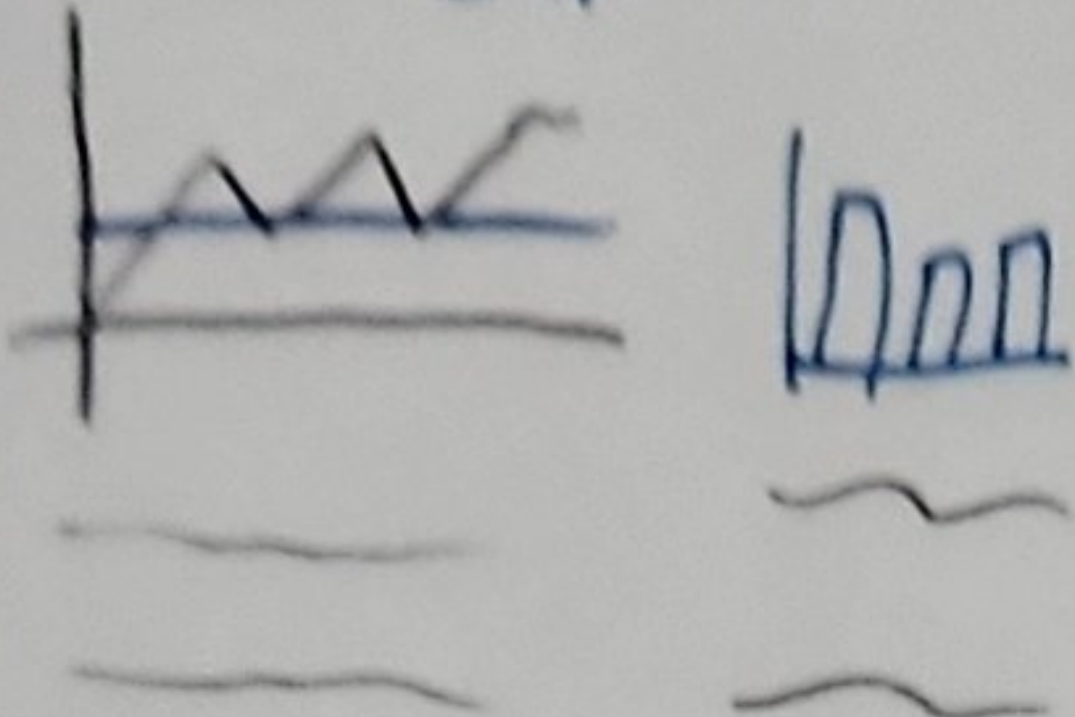
Summarise and question

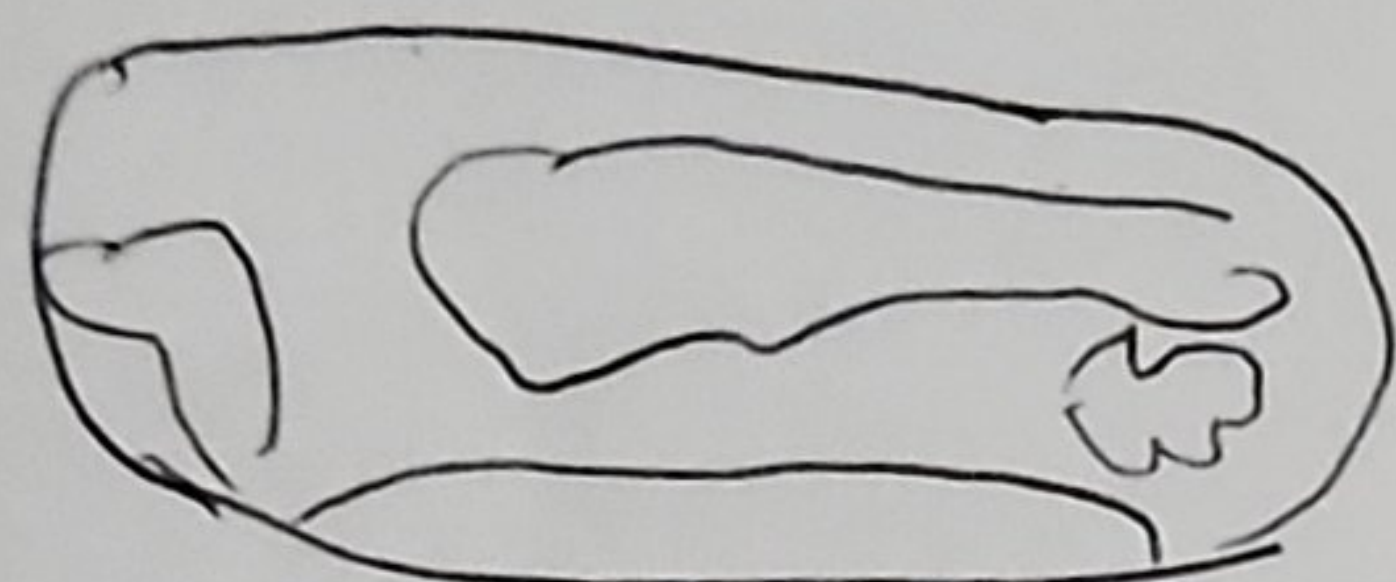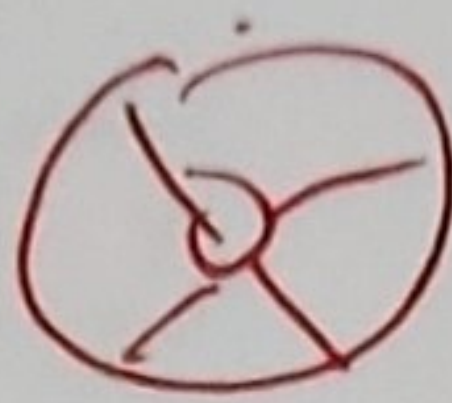• Is it better to show values as absolute or in a percentage form. Would this even be possible given the data?

Aussie Trade

Trade Exports | Imports
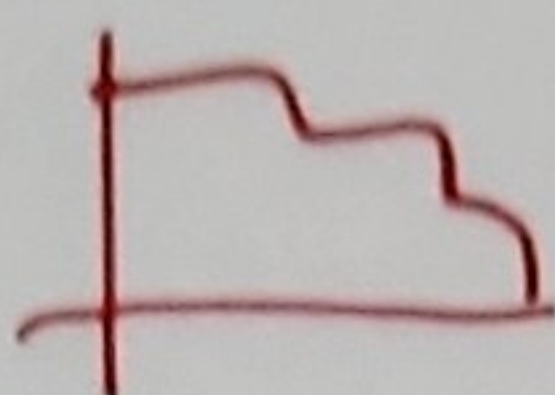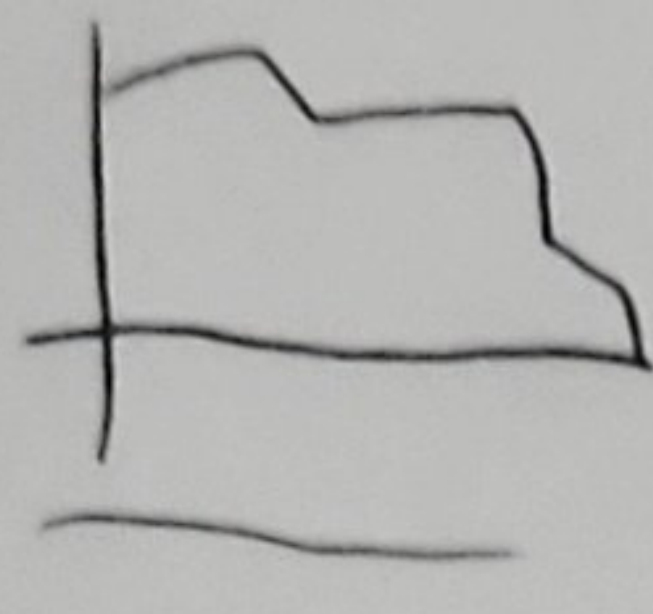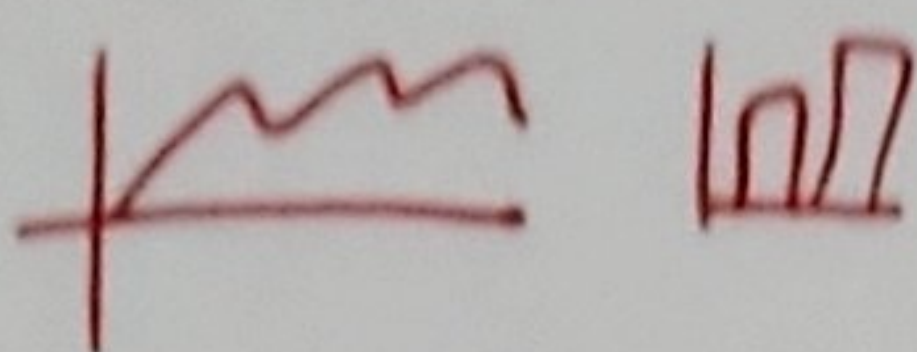
→ no main focus on graphs

→ focus applied on the relo and changes from exports vs imports

```
Title
EXP.        Imp
      compare
```
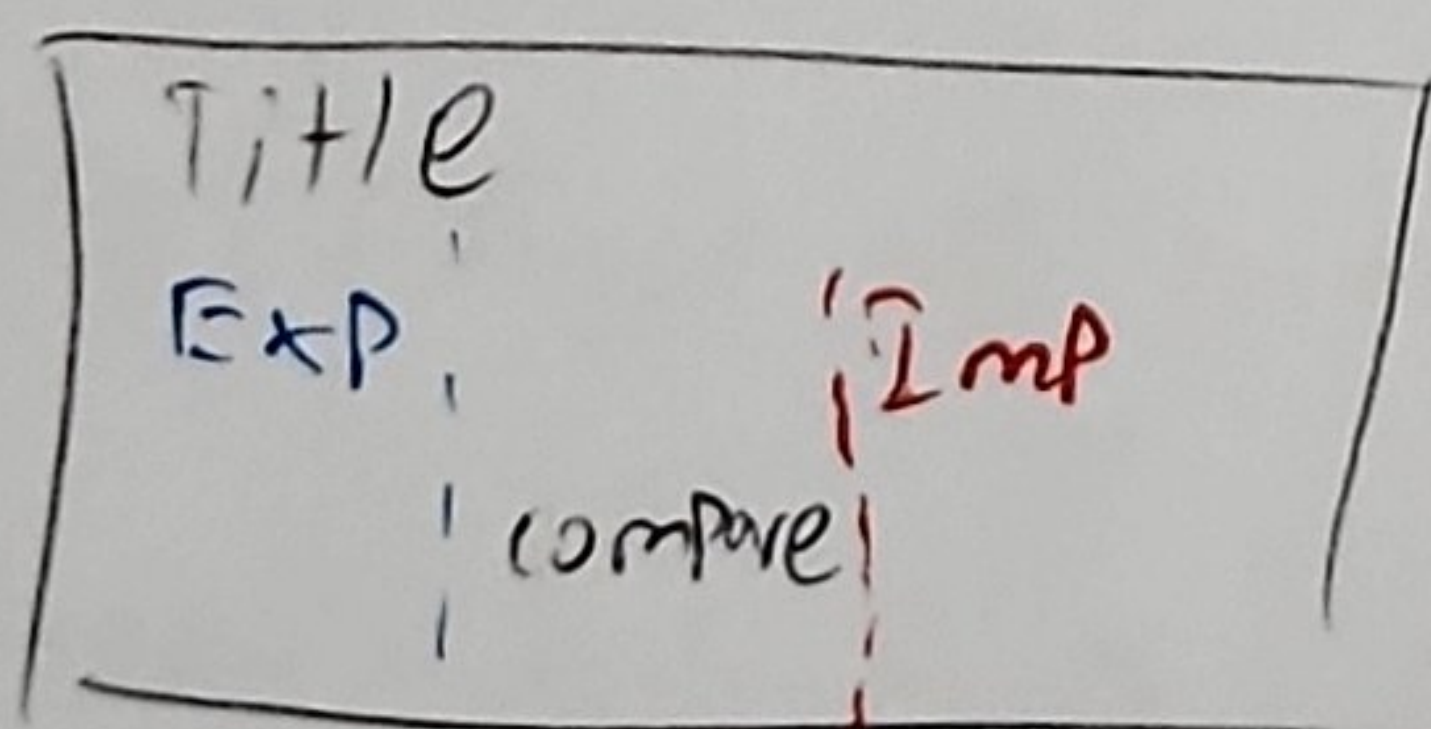
Name 2enubbabel Griem
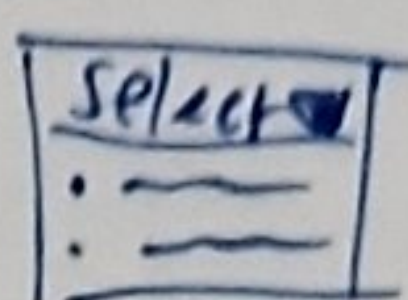Date 12/12/24
Title Aussie Trade
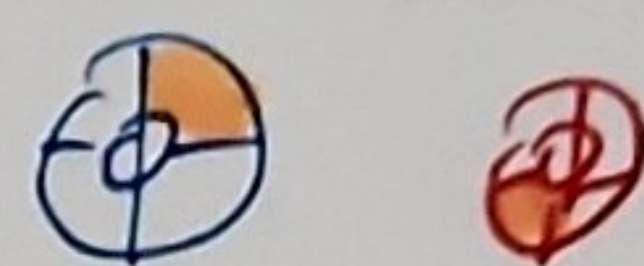Description

• Potentially have bars, dropdowns and sliders to filter data

Select

• Tooltips + legend filtering
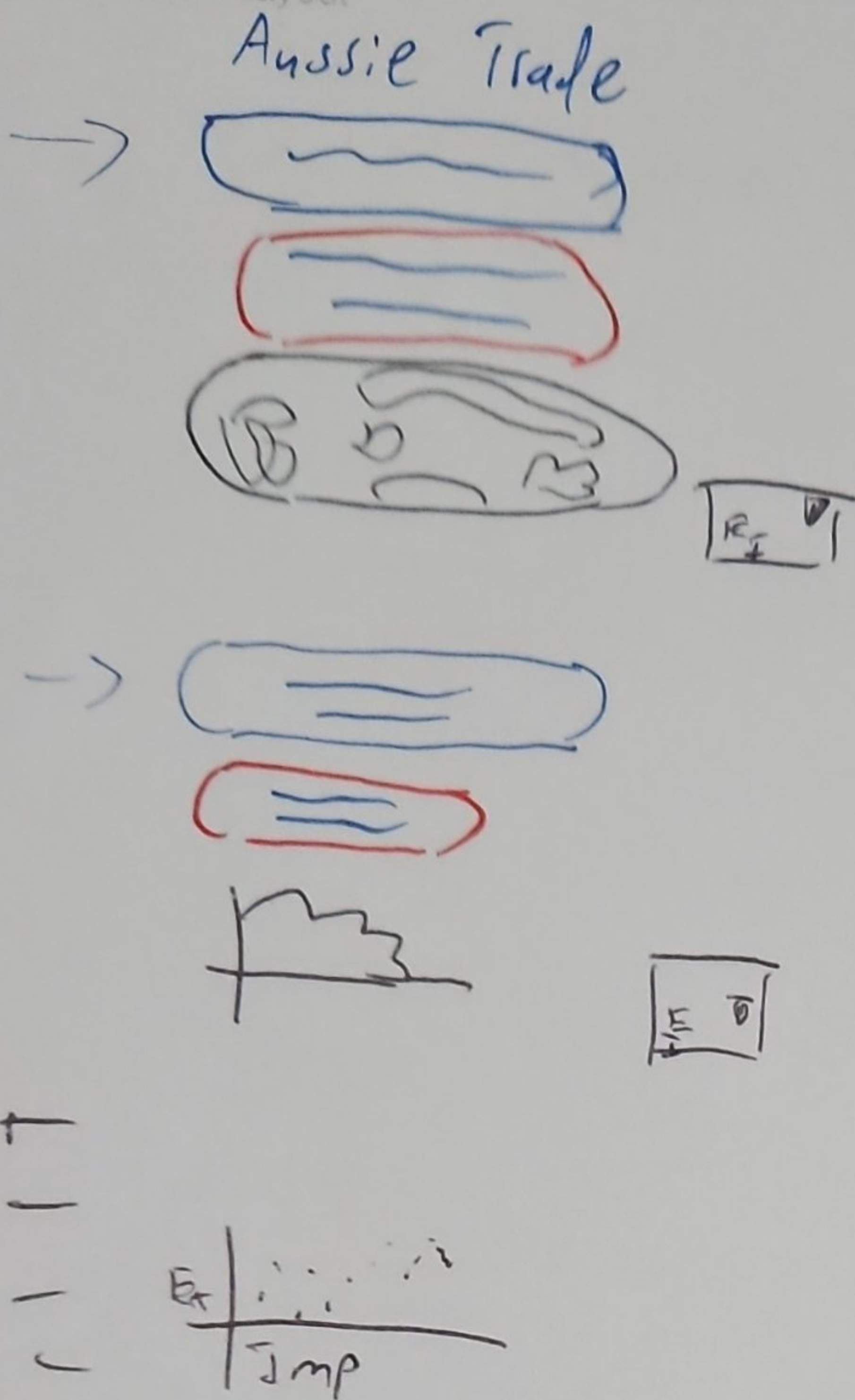
• Symetry between import vs export.

Pros

• Relo between E vs I clearly established
• High Interactivity

Cons

• Harder to explore other relos in Australian trade

Aussie Trade

→ indicates an animation for text, sliding for title appearing for paragraphs.

● dropdown filters and sliders can change the graph into a fading animation

3 focuses: Map, area charts, bubble chart.

Map: Trade exports vs Imports

Area: EoType of trade (Exp vs Imp)

Bubble: I vs E tx + size for other info.

Animations draw users attention on the text before looking at visualization

Pro
· Visual hierarchy is good
· Variety of info can be shown
· clear structure.

Con
· layout is basic (top down)
· some info can get ignored the lower you go.

Big Picture / Layout

Aussie Trade

Top exports

Each region has its own segment in the vis.

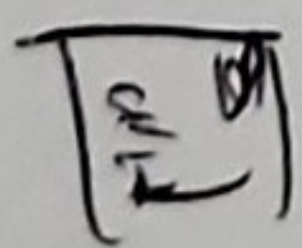Clicking on ~~any~~ region in map takes user straigh t to spot.
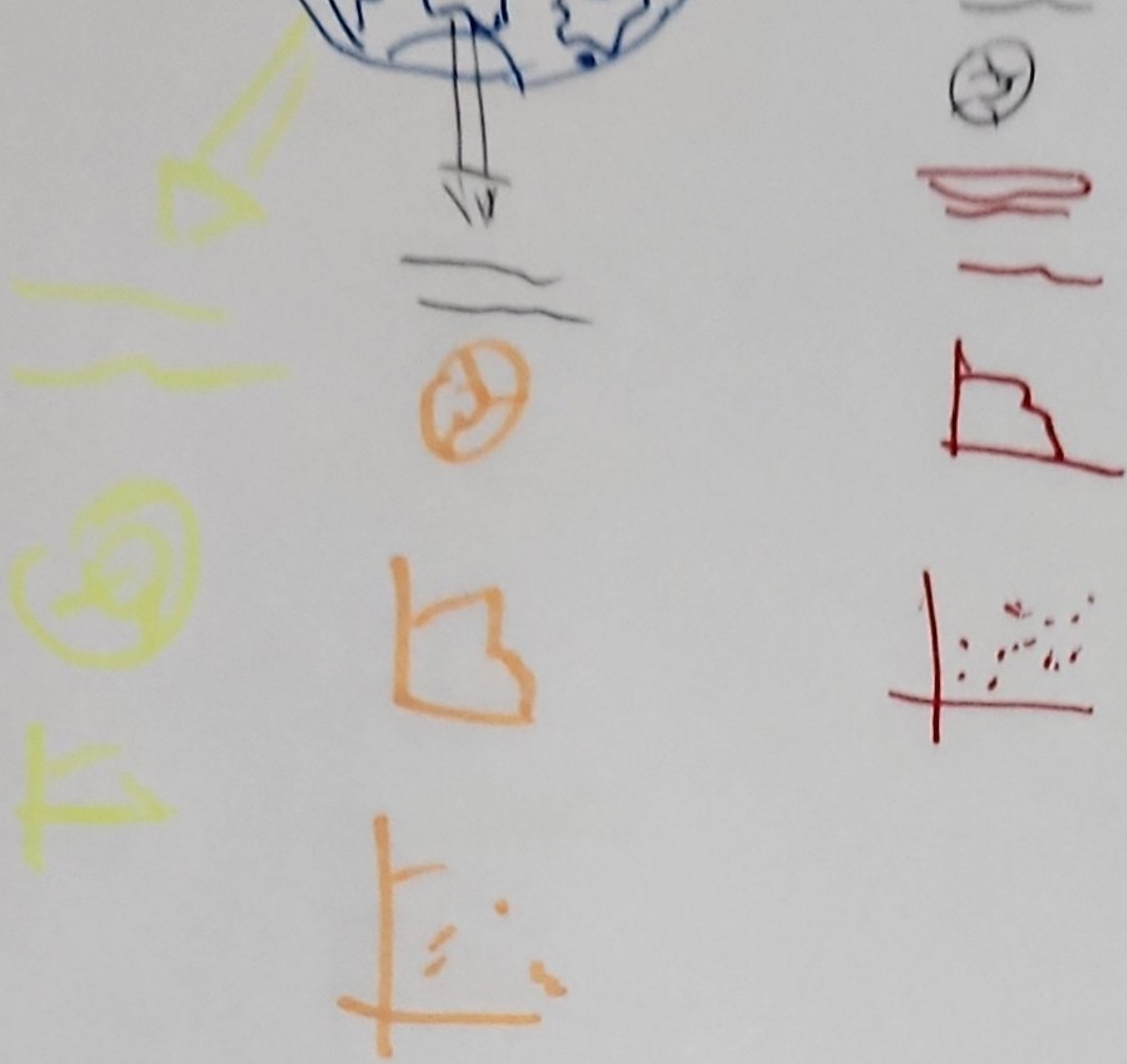
Part / Focus

Map is main focus.

→ conveys central site of info and is hour user mainly interacts

→ Subgraphs for each area will all start with top exports / imports with tossle for both
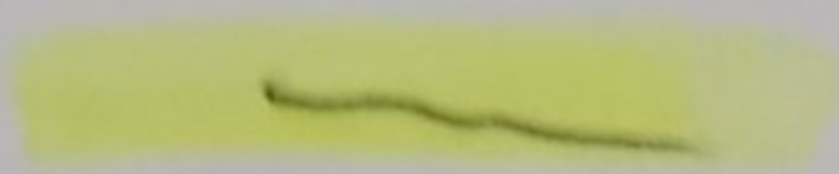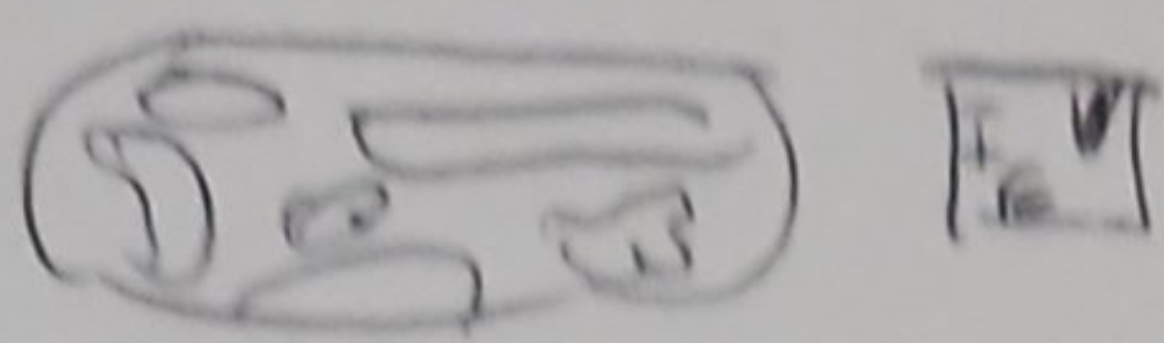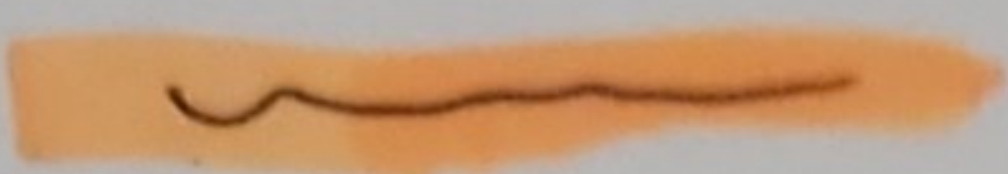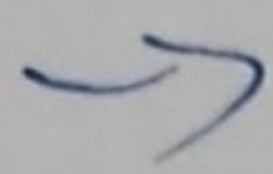
Pro & Cons

Pros
• Largely Interactive

Cons
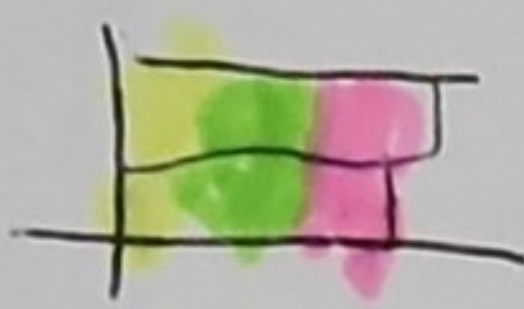• hard to implement
• plenty of graphs but similar idioms.

Australia Trade

Imp

Exp

- Animations for text
- dropdowns and sliding filters for E vs I and other info.
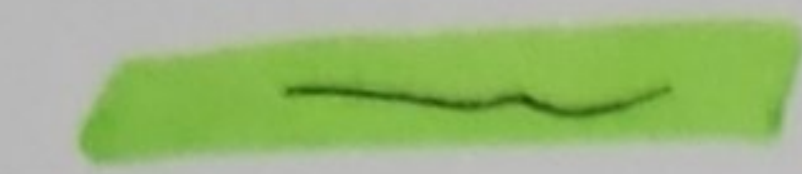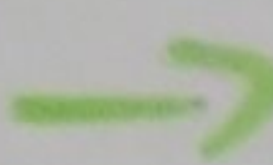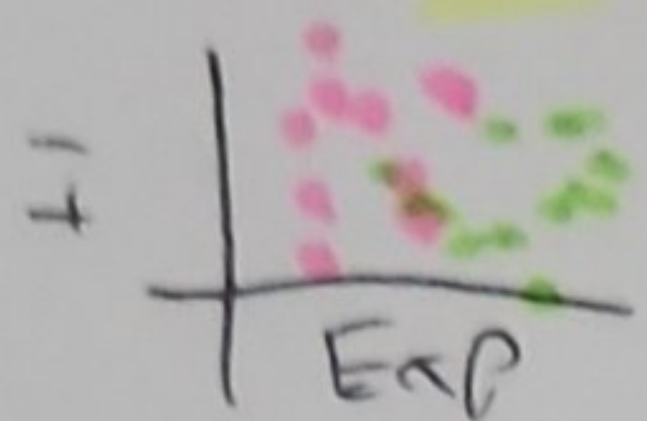
3 focus : World, balance, Categories.

World: Map with I vs E

balance: balance of I vs E and other factors

Categories: Types of I and E, then the Top of both with further analysis.

Dependencies:
- All avail info in ideal format

Time and Effort
- unknown due to animations, likely 5 days

Specific requirements.
- Processing power to potentially load everything