PART I

Students will revisit *two of their presentations, charts, graphs, infographics from the previous two projects and improve upon them based upon their own self-reflection and comments/suggestions from class.
Students will also create one new piece to finish the class with nice and tidy bow.
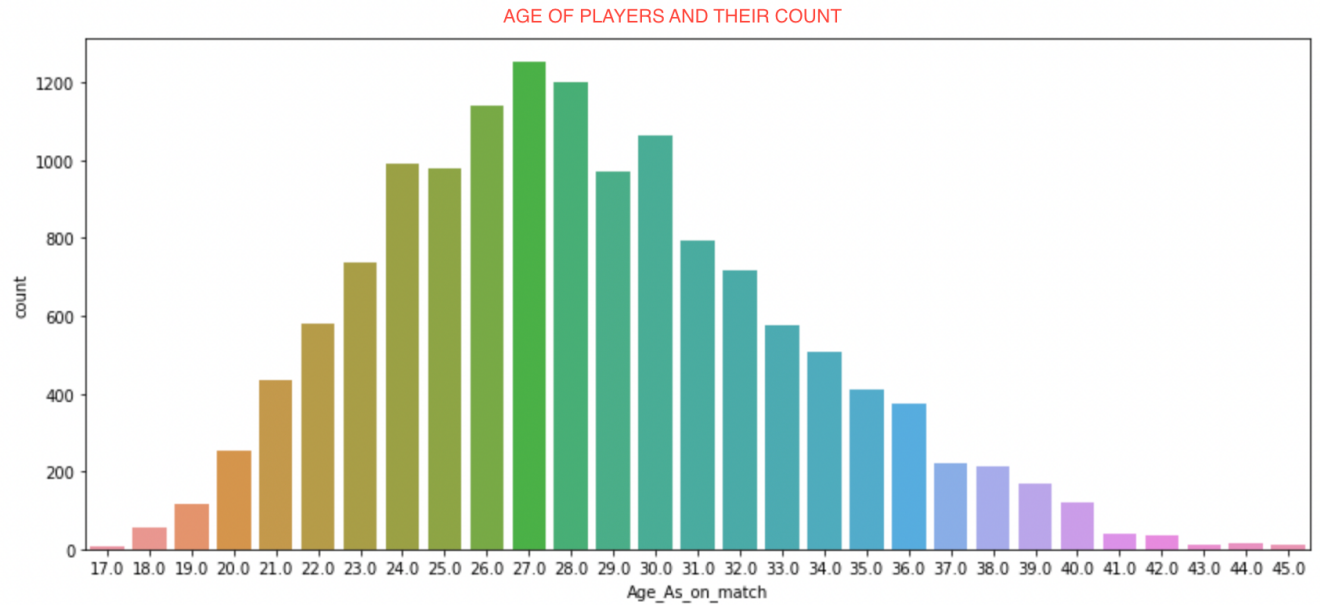**Students have the option of revisiting one piece and creating two new ones, if they would like to make more pieces and explore their creativity.*
Revisit two pieces that relate to your field of study, create one new one You may choose any aspect of your academic or professional life Use any medium, and creative expression.

 For this project, I have taken IPL data set, and used Python Visualization Libraries to create graphs.
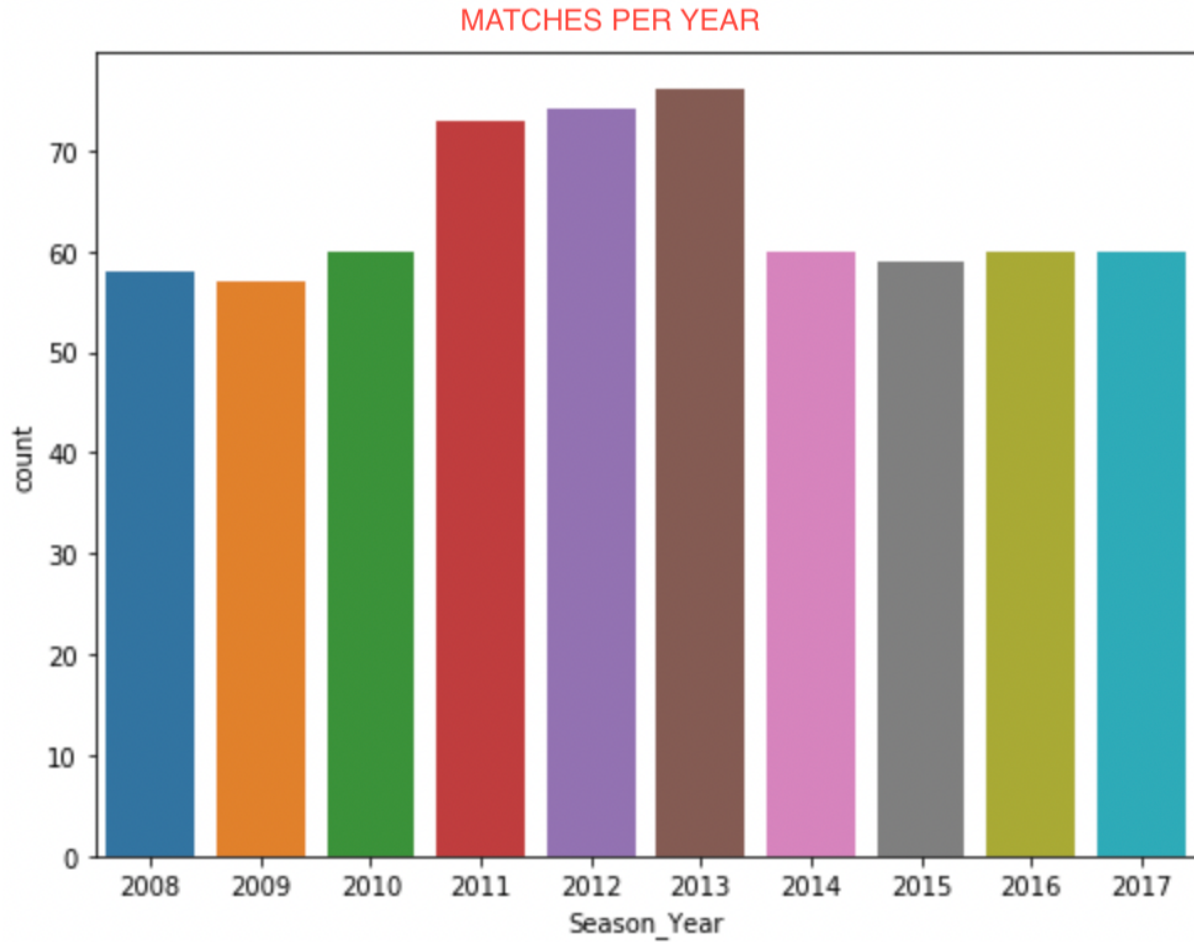
The Indian Premier League (IPL) is a professional Twenty20 cricket league in India some states. The league was founded by the Board of Control for Cricket in India (BCCI) in 2008. The IPL is the most-attended cricket league in the world and in 2014 ranked sixth by average attendance among all sports leagues. It is usually held between March and May of every year and has an exclusive window in the ICC Future Tours Programme.
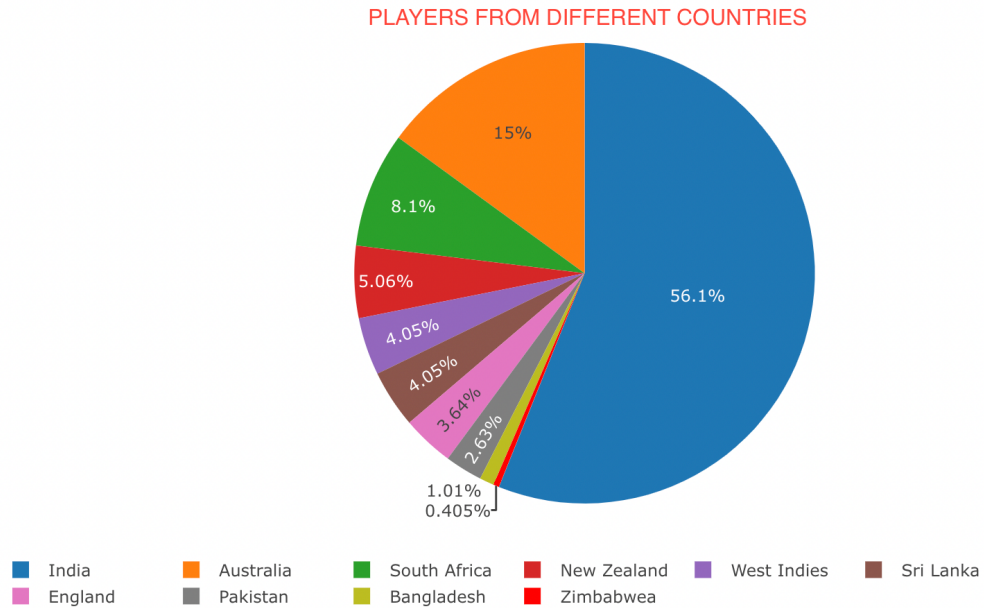
#First Graph

Age is normally distributed starting from late teen to mid-forties. There are some young players, probably talented enough to start playing early. We also observe some older players, well into their 40's, still playing in the IPL.

#Second Graph

MATCHES PER YEAR

Here the Bar Chart represents the Number of matches per year from 2008-2017. We can see from 2011-2013, there were maximum number of matches played.
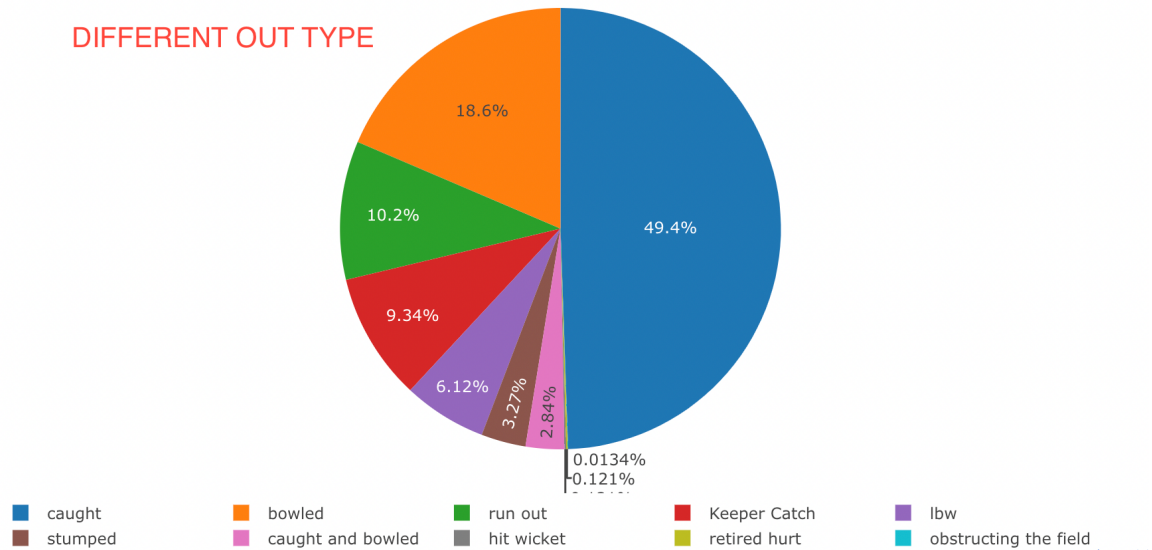
#Third Graph

PLAYERS FROM DIFFERENT COUNTRIES

15%

8.1%

5.06%

4.05%

4.05%

3.64%

2.63%

56.1%

1.01%
0.405%

| India | Australia | South Africa | New Zealand | West Indies | Sri Lanka |
| England | Pakistan | Bangladesh | Zimbabwea | | |

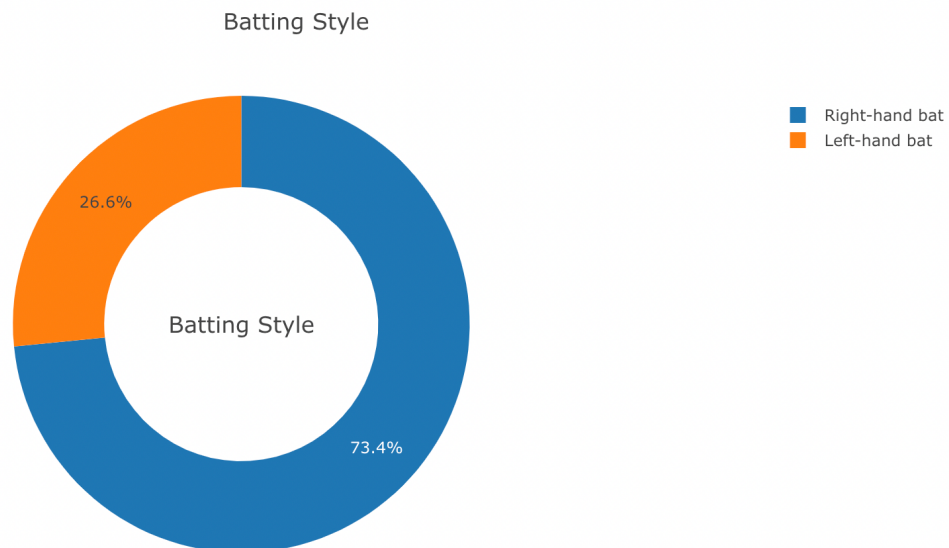Most players are from India followed by Australia and South Africa

PART II

Students will seek out three more charts, infographics, or any other form of data representation within their field and provide feedback on its effectiveness at conveying information using information design principles Interpret and analyze three more graphical examples from your field How well do your chosen examples convey information or tell a story? Does the research design match the graphically design? Comment on their design choices and how would you improve them

#Graph1:

DIFFERENT OUT TYPE

49.4%
18.6%
10.2%
9.34%
6.12%
3.27%
2.84%
0.0134%
0.121%

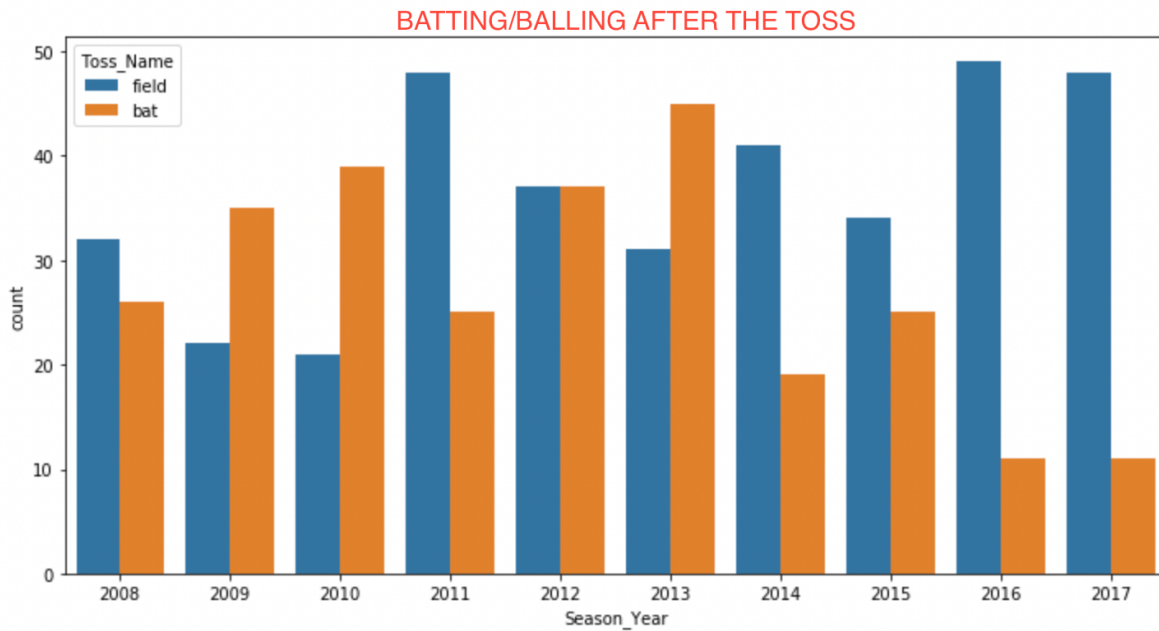| caught | bowled | run out | Keeper Catch | lbw |
| stumped | caught and bowled | hit wicket | retired hurt | obstructing the field |

This pie chart shows different ways a person can get out while playing cricket. I feel that the information can be displayed more better on a bar chart, which will look more presentable.

#Graph2:

Batting Style

This pie chart shows the batting style of the players playing cricket.
I find this graph good, as there are just two variables, and it shows both clearly.
If the variable names as Right-hand bat or left-Hand bat can be written inside it, it would be easier to interpret the graph.

#Graph3

BATTING/BALLING AFTER THE TOSS

Teams used to bat first after winning the toss during initial years of IPL. But we see there's a clear change in this pattern, especially last couple of years.
The bar graph is best to show the limited information, and here we have two variables, according to year. But here it's little difficult to understand how many teams were each year which chose batting over fielding or vice Versa.
Does not show the clear picture.