

### Links to Maps:

First Map: <https://amelmer.github.io/web-mapping/lab7/>

Proportional Symbols Map: <https://amelmer.github.io/web-mapping/lab7-2/>

### Question 1: What data field in our layer is being used for color info and how do you know? 5 points.

The field DIFF is being used, which is the difference between predicted vote share for Biden to predicted vote share for Trump. When the function to assign a color is called the input value is data.properties.DIFF.

### Question 2: How would you rewrite the top part of the getColorFor function so that there is an intermediate, light-blue tier with a break at 3? 5 points.

```
function getColorFor(value) {  
    return value >= 9 ? '#2166ac':  
           value >= 6 ? '#549ec9':  
           value >= 3 ? '#9ACEEB':  
           value >= 2 ? '#bedaea':  
           value >= -2 ? '#ffffbf':  
           value >= -6 ? '#fddbc7':  
           value >= -9 ? '#ef8a62':  
           '#b2182b';  
}
```

### Question 3: Reflect briefly on what elements work well here and which might confuse audiences. How might you improve this map? 5 points.

I think generally the meaning of the map is very clear. I think something that might confuse audiences is what the colors mean, specifically the yellow versus gray colors and the specific size of difference associated with each shade of red and blue. Currently to figure out the size of the difference you have to hover over the state and do the math yourself. You could improve the map by adding a legend indicating the range of difference associated with each color. The time frame of the map also was not initially clear to me. This could be improved by increasing the font size or adding a title to the map. I think it would be important to make clear that at no point in the timeline do the predicted vote shares refer to the actual election results. A final element of this map that might confuse audiences is that this represents electoral votes as all or nothing when some states assign them proportionally based on vote share. Adding a note to the hover pop up or a subtitle to the map indicating this simplification could improve the map.

### Question 4: Is scaling radius by a direct value bad for symbol mapping? Why/why not? Will resulting symbols be proportional to their values? 5 points.

Scaling the radius by a direct value is bad for symbol mapping because it is easy to misread the relative size of symbols in a group. Scaling by something like Flannery's Compensation helps by scaling the symbols by apparent scale, not true scale, which makes the differences in size more obvious to the viewer.