

Art 151 Project 3 Outline

- The first slide will be about the basic information of the data I chose. Which the data source I chose is on video games. I will explain how I came up with the sample data and why some games were not chosen.
 - First, I sorted the data by publishers in ascending order.
 - Second, I look for popular or common game names.
 - Third, games with the same name can only have 2 platforms.
 - Lastly, if the row has missing data then the game will not be counted.
- Then I let the audience know that they can pick the X-axis and Y-axis drop-down menus ahead of time. Below the drop-down menus is a legend to show what color each publisher is given.
- The second slide shows the scatter plot visual and how the user can interact with the drop-down menus. When both drop-down menus are selected, the data will appear. This provides visual while comparing the game's data and other publishers. Although there are many circles that will be hard to hover, which I will provide more data on the third slide.
 - I will show one example of how the scatter plot works.
 - Then I will ask the audience for two item names in the drop-down menu and present them the changes. Then show that hovering over specific circles in the scatter plot shows information on the side.
 - Ask the audience two or three times for different x and y axis.
- The third slide is the table of the sample data. I plan to only have the data affected by the X-axis drop down menu and sort by ascending order. Since the scatter plot has limited space to display, the table will show all the information and can easily compare the data with other games.
 - The Y-axis will have no affect towards the table.



