CS4241 Final Project README

Arthur Lockman, Isamu Nakagawa, Tucker Haydon December 15th, 08:00 AM

Project Description

The goal of this project was to design and demo a new possible design for the O2CM website. O2CM is a website used to display the results of ballroom competitions.

As of December 2016, the website is in need of a update. While the website was functional, it was neither intuitive nor did it use spacing and styling well (pictures shown in the appendix). Links in the website are displayed in simple lists, results are shown in basic HTML tables, and page space is used inefficiently. Moreover, the results of the competitions are a pain to interpret. Instead of listing couples' and judges' names, the table lists numbers that then must be referenced at the bottom of the page to look up names.

We recognized two things:

- 1. O2CM was in need of a visual update
- 2. O2CM was a trove of data waiting to be interpreted/visualized

With this in mind, we formulated our objectives:

- 1. Improve website navigation
- 2. Improve results displays
- 3. Visualize data

Frameworks, Technologies, & Achievements

User Surveys

As a preliminary step of our design, we put together a survey of eight questions to present to users of the O2CM website. The goal of this was to use user feedback to gauge what the good/bad parts of the website are and to tailor our design for users. We posted the survey on a number of ballroom facebook pages and subreddits and received 86 responses. The survey questions are included in the appendix; results are zipped in the repository.

Overall, users were upset with the look of the website and the amount of navigation it took to find their desired results. Navigation was composed of a cumbersome steps involving ctrl-f, clicking, search boxes, and drop down boxes. When results were finally found, users had to scroll up and down, matching numbers in the results table to number associated with couples. Lastly, users were upset by poor lack of space webpage usage; results and lists are displayed on the left quarter of a page, and the other three-quarters were left blank.

On the other hand, users did like the tabular display of the results. Once a user had matched numbers, it was easy to understand how many points they got in each round and whether or not they had advanced.

With these results in mind, we formulated the first two objectives: cleaning up navigation and improving results displays.

Data Scraper

We wanted to to use and display real data, but did not have access to the O2CM dataset. To circumvent this, we built a webscraper that scraped data off of the O2CM website. The webscraper navigated to every round, for every dance, at every skill level, for every competition of the website; pulled parsed the results of the round off of the page; and saved it as a JSON object to be loaded into our database.

This webscraper was built in javascript and run with node. We used the Request library to make the HTTP calls and the Cheerio library to navigate and scrape data off of each page. Since the requests were done asynchronously, we used ES6 promises to manage the callbacks. Not all webpages were scraped, but an order-of-magnitude approximation for the number of webpages on the site is as follows:

 10^3 competitions * 10^1 skill levels * 10^1 dances * 10^1 rounds = 10^6 webpages

If you listened closely enough, you could head a small webserver screaming in the distance every time this scraper was run.

Firebase

Firebase was used to store all of the parsed data. We chose to use Firebase for two reasons: the service was free (good for college students); Firebase stores JSON, which was convenient since the scraped data was output as JSON.

Restful API

A RESTful API was created as an intermediary between the Firebase database and the frontend. The frontend website queried the RESTful API to get data regarding the list of competitions, skill levels, competitors, dance names, points, etc.

React

The front end of the website was designed using Facebook's React library. Custom React components were created for each of the different states the frontend

could be in (main page, competition results, etc), as well as for displaying the competition results and data visualizations.

Contributions

Arthur Lockman

- 1. Set up Firebase database
- 2. Designed entire REST API

Isamu Nakagawa

- 1. Designed frontend using React
- 2. Connected frontend & backend. Utilized REST API to retrieve data from the server and display it on the client.

Tucker Haydon

- 1. Wrote O2CM data scraper/parser
- 2. Designed data-displaying tables and charts

Lessons Learned

Dirty Data

One of the lessons we learned throughout this process is that real-world data is 'dirty'. When parsing data off of the O2CM website, it was incredibly frustrating to extract precisely the data we wanted. Much of the scraping involved matching regex or specific words or patters, but occasionally the data displayed on the website did not match the regular pattern, and the scraper would break.

For example, on almost every single results page, the number associated with a couple is of length 3 and the number associated with a judge is of length two. The scraped we initially built looked for numbers of length 2/3 and associated them with judges/couples. On a few pages in the harvard competitions, a couple would occasionally have a number of length 1, breaking the rule. The result was that the number and name were both incorrectly parsed.

Situations like this occurred throughout the process and it was frustrating to have to go back and modify the parsing rules every time an exception was discovered.

Appendix

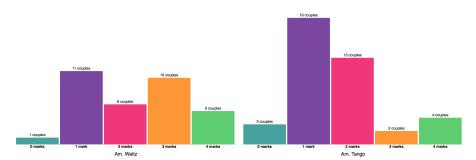
O2CM Photos

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New Website Photos



Survey Questions

- 1. How do you use O2CM? Select all that apply.
 - (a) Look up results for self
 - (b) Look up results for another
 - (c) Look up results for team
 - (d) Look up results for an unknown competitor
 - (e) Other (Please specify)
- 2. On a scale of 1-5, how easy is it to find your desired results?
 - (a) 1 Very Easy / Uncomplicated
 - (b) 2
 - (c) 3 Reasonable
 - (d) 4

- (e) 5 Very Difficult / Complicated
- 3. How would you *initially* prefer to filter results? Select up to three.
 - (a) By competition
 - (b) By name
 - (c) By style
 - (d) By skill (newcomer, bronze, etc)
 - (e) By age
 - (f) By division (amateur/pro)
 - (g) Other (Please specify)
- 4. On a scale of 1-5, how easy is it to recognize/understand the results?
 - (a) 1 Can immediately recognize/understand the results
 - (b) 2
 - (c) 3 Can reasonably recognize/understand results
 - (d) 4
 - (e) 5 Have difficulty recognizing/understanding the results
- 5. Do you have any suggestions for better displaying the results?
- 6. On a scale of 1-3, what is your interest in tracking results over time?
 - (a) 1 Very interested
 - (b) 2 Moderatly interested
 - (c) 3 Not interested
- 7. What other information would you like included on the website?
- 8. Do you have any other suggestions or comments about the website?