



The data I am using comes from a survey I conducted for my other class, Statistic for the Sciences, that was to explore possible correlations between people who play Dungeons and Dragons and their favorite character they've ever made and played. The survey received 458 responses.

Everything can work as an interactive chart, but not every interactive ability adds value to a chart. In this case, I believe the interactivity adds accuracy to a very clean looking charge. Upon hovering over a given bar, the viewer gets the exact age. Zooming in on a bar's end allows the viewer to compare two different ages of either gender more easily. The interactivity adds more accessibility and allows the graph to remain visually clean without losing any data integrity.

The distribution of women is limited from age 19 to age 32 whereas the distribution of men ranges from 15 to 41. The highest spike of the entire chart exists within the female group of age 23 at a count of 27. There are multiple other age groups within the small female age range that outnumber the highest male age group of 39 years old at a count of only 16. It is clear that a more targeted group of women were reached, whether that was by accident or not. In fact, the number of female responses were nearly 150% of the male responses overall. The age-and-gender-specific results would be better observed using the female responses whereas just the gender-specific results would be better observed using the male responses.