Feedback for Project Number 5

## Instructions

Use the program below (beginning line 13) to figure out who you will be critiquing. You will critique two of your colleagues’ work and provide feedback for them to produce their best work. Make sure you use *your number as it aligns with the Google Document’s Position Number column* in the program below (line 16). Remember this is to help them out so do not be mean, but also do not hold back. Be sure to highlight areas of success as equally as areas of failure. Use the template below the code to provide them this feedback. You can find the [project links here](https://docs.google.com/spreadsheets/d/1o4NtUGopupH2H-3QN1Vg6LbokfASbryqELlAodm4wAY/edit?usp=sharing)

**Be sure to change the name of the project in the title above and in the document title.** This is the project number you are critiquing and should be included in the output file so that the document name reads ‘Critique\_of\_Project##.docx’. Once you are finished, e-mail me both documents (one document per critique) and I will upload them to the ‘Peer\_Reviewed\_Work’ folder so that your peers can view them. Do not e-mail me the .Rmd file. These reviews are due by **Sunday, May 9th at 11:59pm CST**. For ease you can use this markdown file to fill out your responses and knit which will produce a word document for you.

## Feedback Below

**What did you first notice about this project?**

The first thing I noticed is that there are many variables that be can changed/selected by the viewer and that the topic was of a video game, Counter-Strike: Global Offensive.

**What was this project’s main story?**

Characteristics of the video game Counter-Strike: Global Offensive such are brands of peripherals, pro CS:GO players popularity on social media sites, pro CS:GO players to the country’s population, estimate of concurrent players in the 10 primary countries, the popularity of pro players on social media, and what percentage of each country's population was playing concurrently on may 7th 2021

**What were some areas of improvement?**

The selected variables do not interact with every chart. If the user changes the chart the variables you can use/ change should be indicated. The pie chart has a lot of areas and there is no distinct difference between each area.

**What elements would you add to this project?**

I would separate the charts and corresponding variables that could be adjusted into separate areas so that the user isn’t confused when the chart doesn’t change when adjusting the variable. For example, changing ‘Resolution’ doesn’t effect the chart: what percentage of each country's population was playing concurrently on may 7th 2021.

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**What were some successful elements of this project?**

Making shiny apps is quite difficult and I think that a lot of time and testing went into this app. The amount of interactivity and elements to add more time and instead of going the simple route, the creator decided to be challenged. The color scheme was also consistent.

**Any other thoughts you would like to convey to your peer?**

Shiny apps are not easy to build for us beginners and I believe you did a great job! There are some areas of improvement, instead of using a pie chart maybe use a heat man. Pie charts are great for maybe 3 different areas. Also separate the charts into different areas/sections since not all changes to the variables effect every chart.