# **General Questions**

# **Ethan Stanley - Peer Reviewer**

- Are the objectives interesting to the target audience?
  Yes, for the intended audience (climbers) it is interesting since there is a potential for a large impact on the climbing community in Salt Lake City.
- Is the scope of the project appropriate? If not, suggest improvements.
  Yes, the data is easy to obtain and the visualizations are all within the group's abilities.
  There seems to be plenty of elements to make the project interesting, but not too challenging.
- Is the split between optional and must-have features appropriate? Why?
  Yes, there are enough for each category to make the project effective, but also leaves good ways to expand. The must have features are still a great put together project, and the extra features add more storytelling and interactivity.
- Is the visualization innovative? Creative? Why? Yes, the visualization is innovative, as it is the only version of an interactive map regarding this issue. It is also creative since it is a new way to visualize this issue.
- Does the visualization scale to the used dataset? Could it handle larger but similar datasets?
  Yes, it could scale over the dataset of the boulders, if there are any more boulders that are affected, or with other types of construction plans etc.
- Is the project plan detailed enough? Is a path to the final project clear? Yes, the project has lots of extra details and tells the story well, so the path to the final product is well planned out, and clear.
- Is an interesting story told?

Yes, even though this is not an issue that necessarily targets every audience, for the intended audience, and even environmental minded people, it is a relevant and interesting story.

# Visual Encoding

- Does the visualization follow the principles used in class?
  Yes. The marks and channels used throughout the visualization are appropriate, and are as we learned in class. The visualization techniques are also following the correct principles that we learned in class.
- What is the primary visual encoding? Does it match the most important aspect of the data?
  - The primary encoding is the map, as it shows all of the gondola towers and the boulder in an easy to see format. It does match the most important aspect as it shows the boulders that will be directly affected by the gondola towers if they were to be built.

- What other visual variables are used? Are they effective?
  Aside from the map, there are many charts to help tell the story, which makes it a more effective visualization. There are bar charts, a table and other ideas that make this more effective.
- Is color sensibly used? If not, suggest improvements.
  Yes, a stark color (red) is used for the towers to show the greatest area of effect, and another color shows the boulders that will be directly affected. Aside from that, more colors are used for other visual encodings.

# **Interaction and Animation**

- Is the interaction meaningful? If not, suggest improvements.
  Yes. The user can select boulders and areas to see the effect on the areas by the gondola towers. This is a great storytelling interaction.
- If multiple views, are they coordinated? If not, would it be meaningful?
  Yes, the multiple views are coordinated, and bring more meaning to each other since they are both connected.
- Is there any animation planned? Is it clear? Is it intuitive? There is no animation planned.

# TA Feedback

"Overall very nice project proposal!

I wonder if you can think of ways to have interactions from the default charts to the map. Maybe add a scatterplot to show all the boulders by popularity that are affected, and by clicking a boulder name, it will highlight the location and gondola tower in the map."

After reading this TA feedback, we decided to add interactivity between the info card portion of our project, and the map. Before we just had interactivity between the map, and that would alter the info card. Now, we plan to have a drop down selection to find certain climbing areas, and then the map will change based on the dropdown selection. This then adds onto our project, bringing in even more user interaction, better telling our story.