

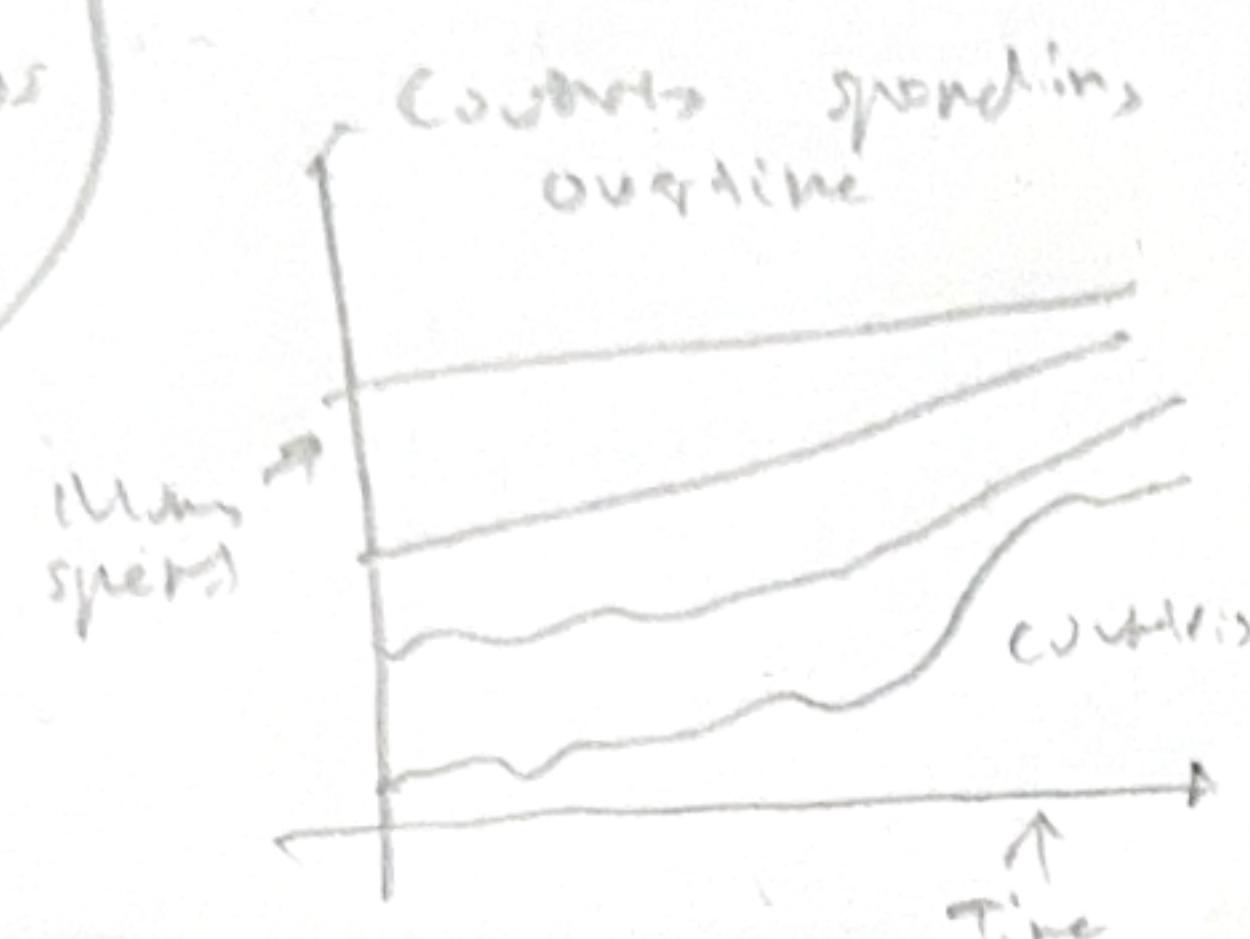
## 1. Ideas



World map, with gambling statistics



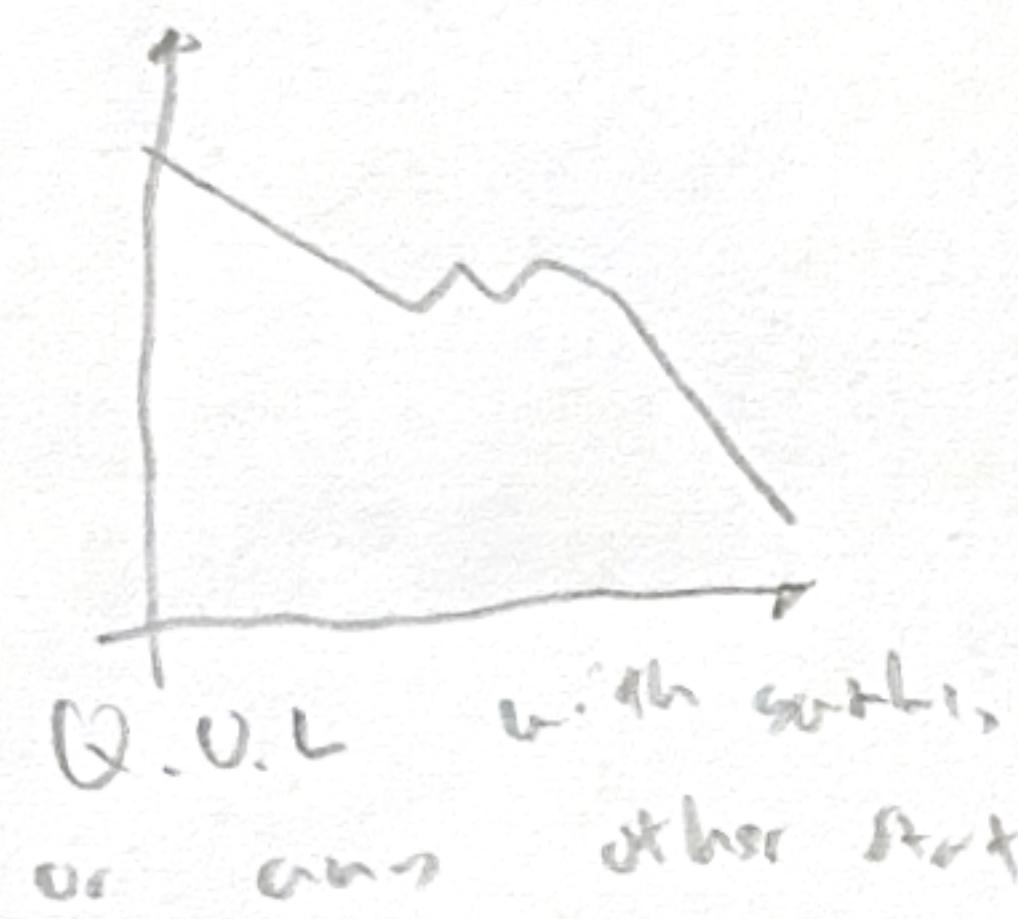
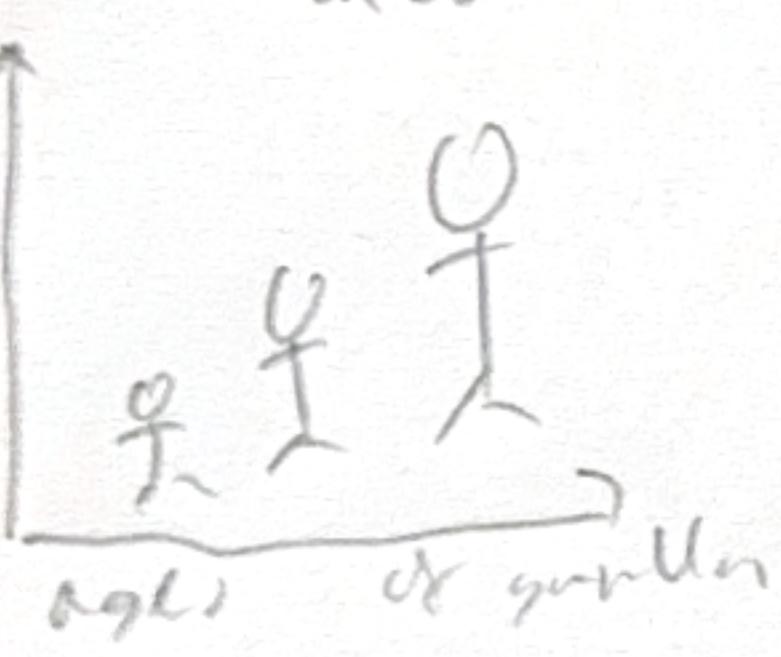
Portion of income spent on gambling



Or could be spending within gambling



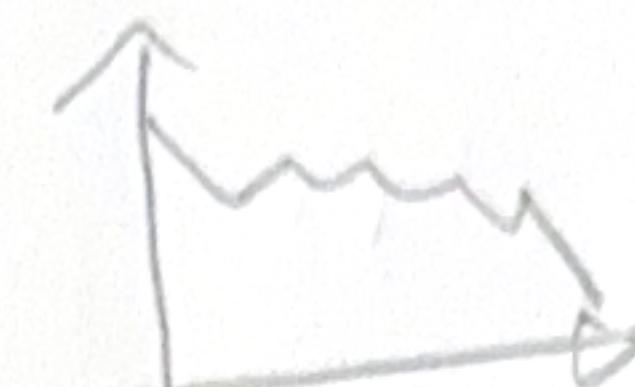
Effects on relationships, med, etc.



## 2. Filter



World Aus



Lite other statistics

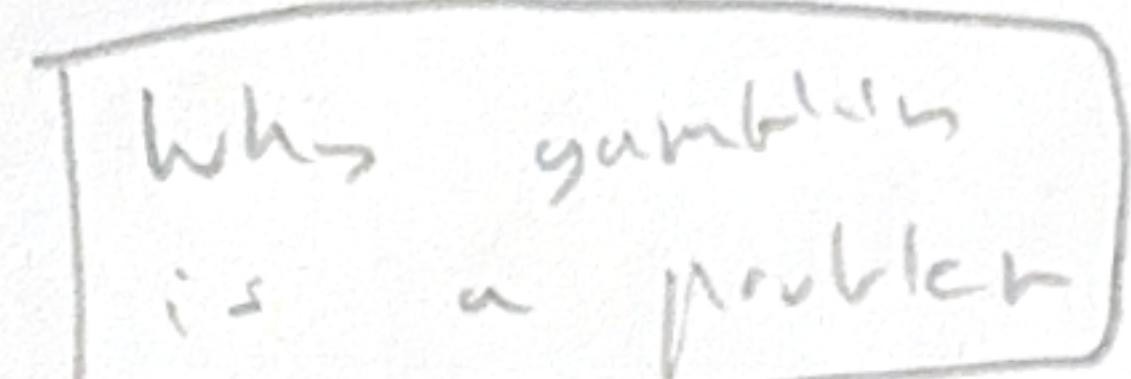


Portion of income



% of those in Aus

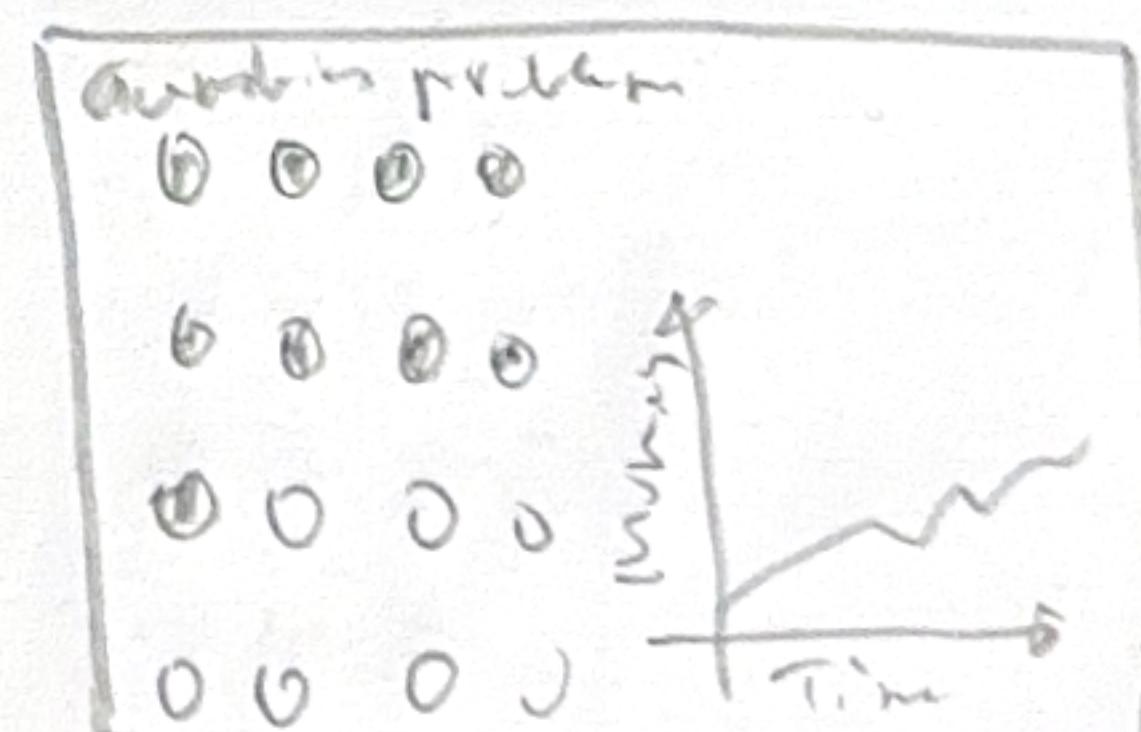
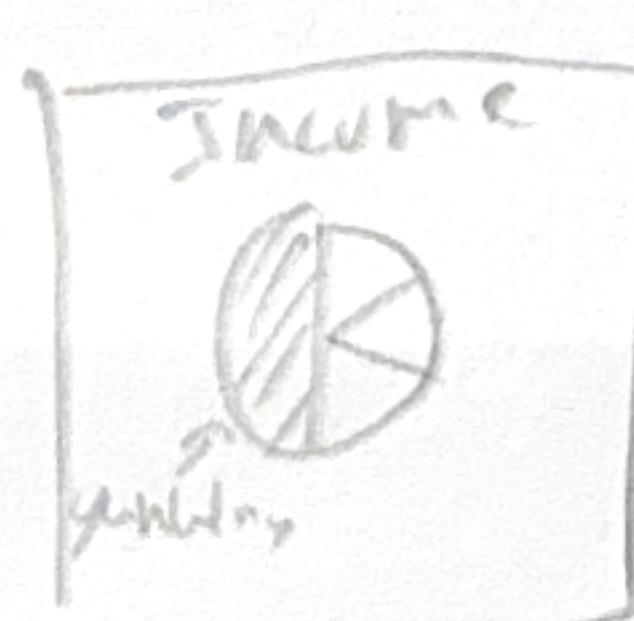
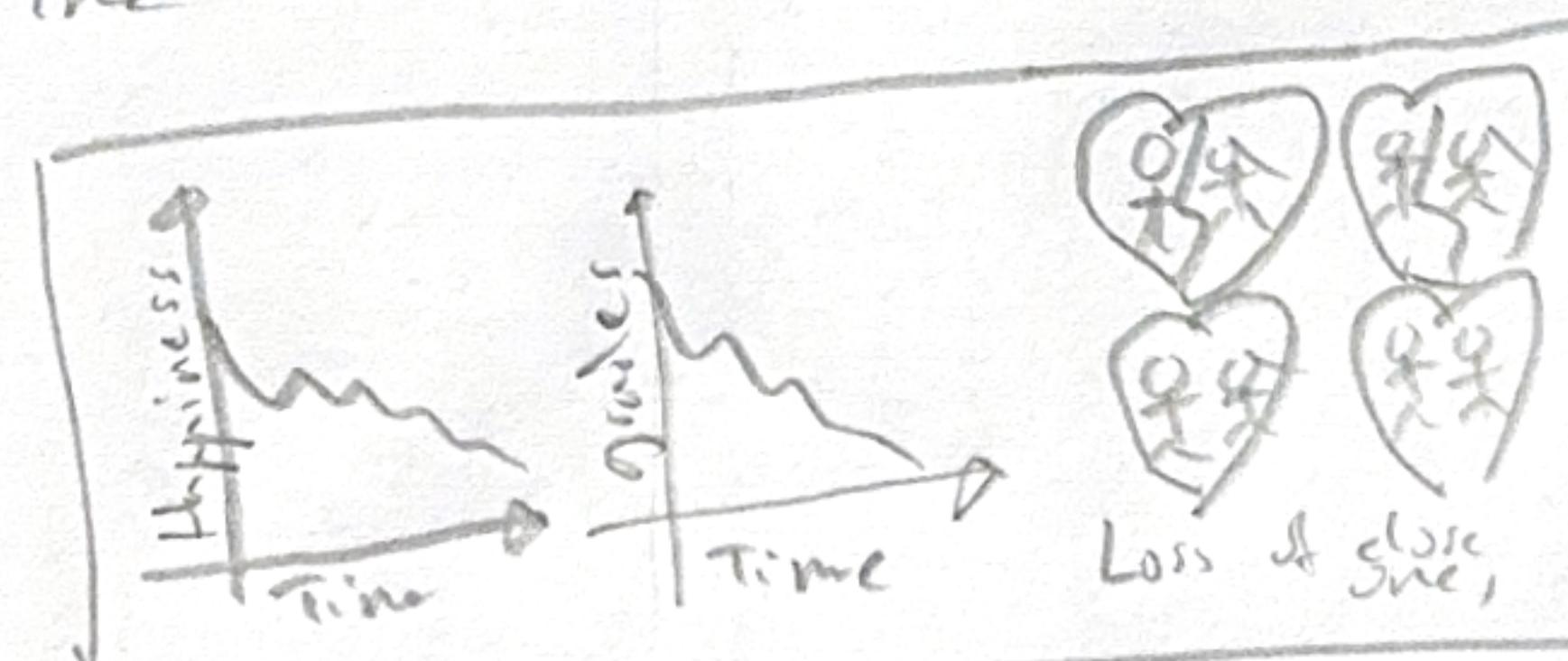
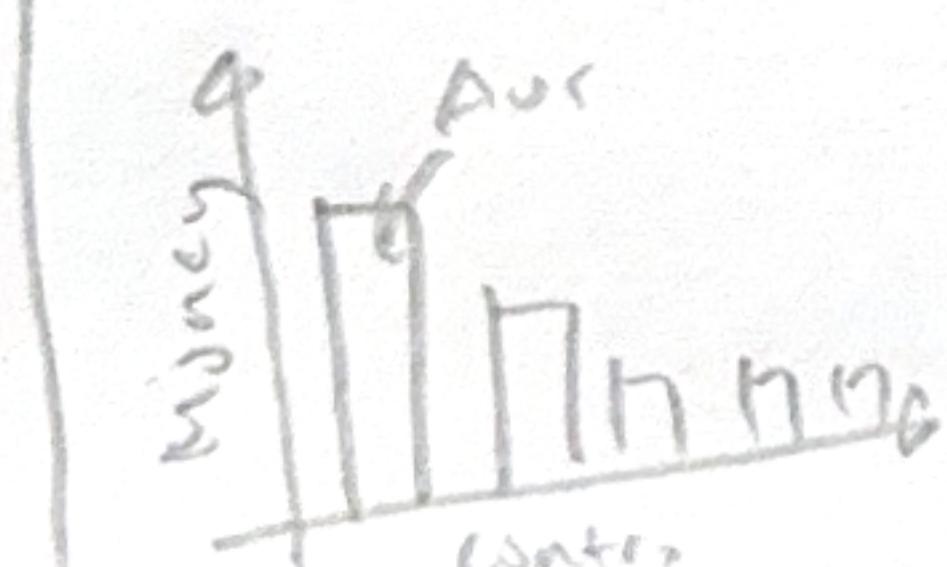
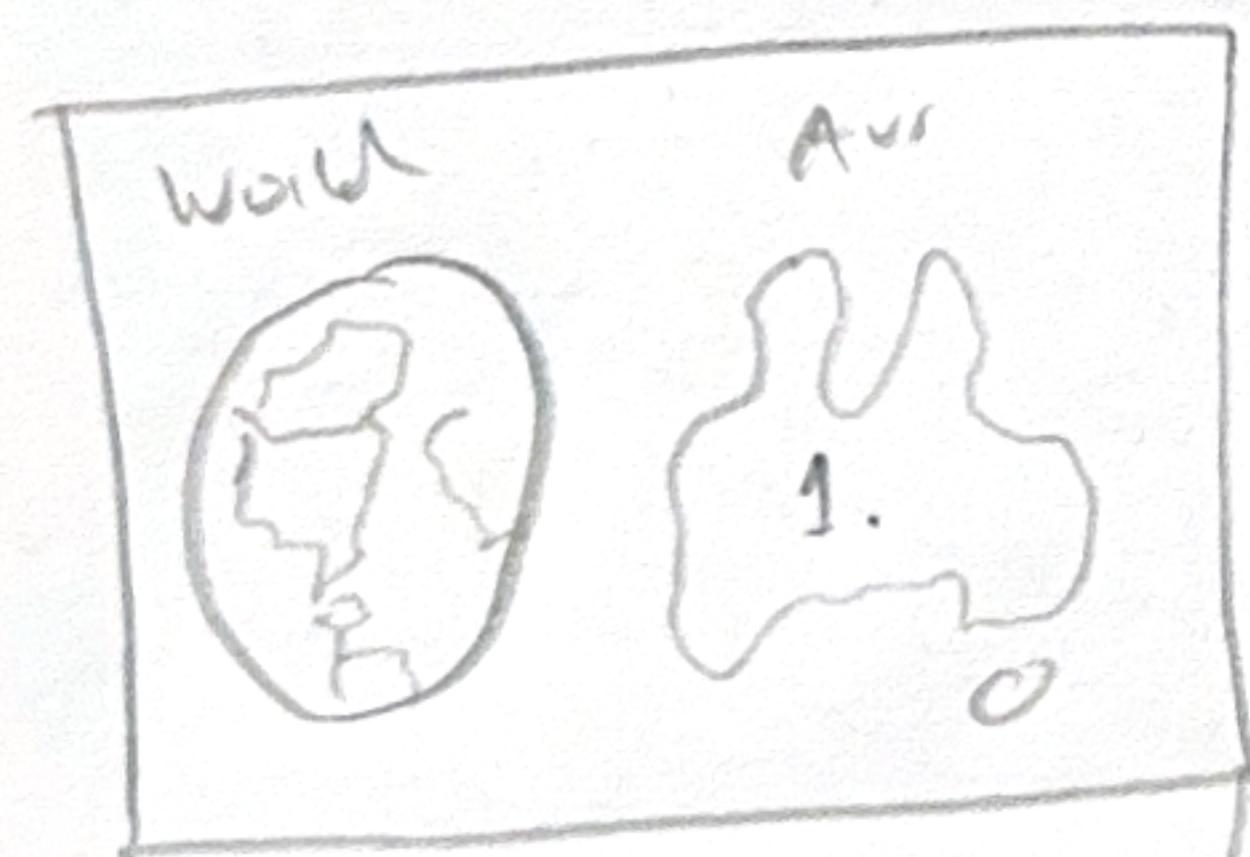
## 3. Categorise



How big of an issue

How prevalent the issue is

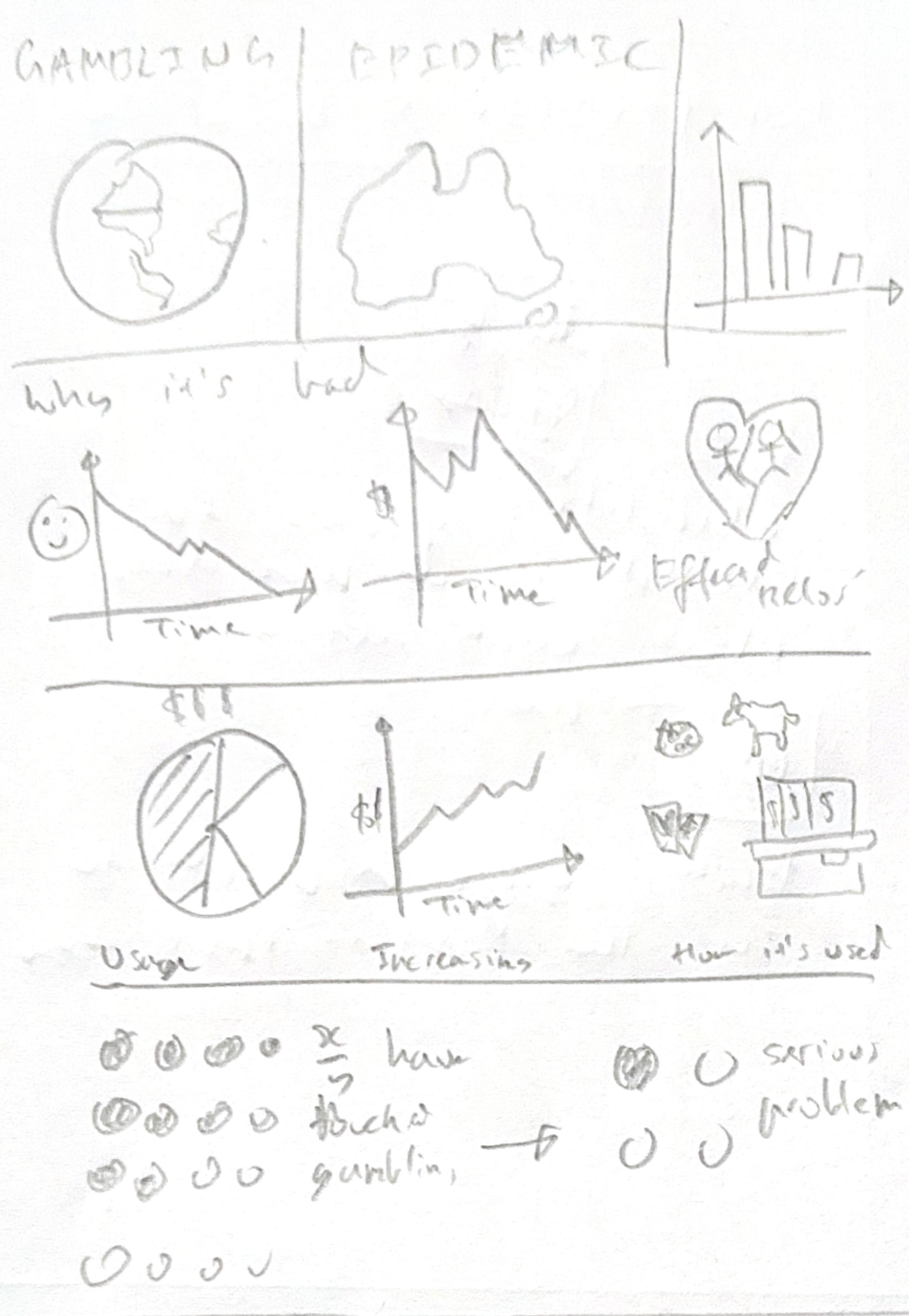
## 4. Combine & Refine



## 5. Question

- Does this demonstrate the problem at hand
- Is implementation viable
- Does it want the viewer to engage with it

# Layour



Title: Australia's Gambling Epidemic

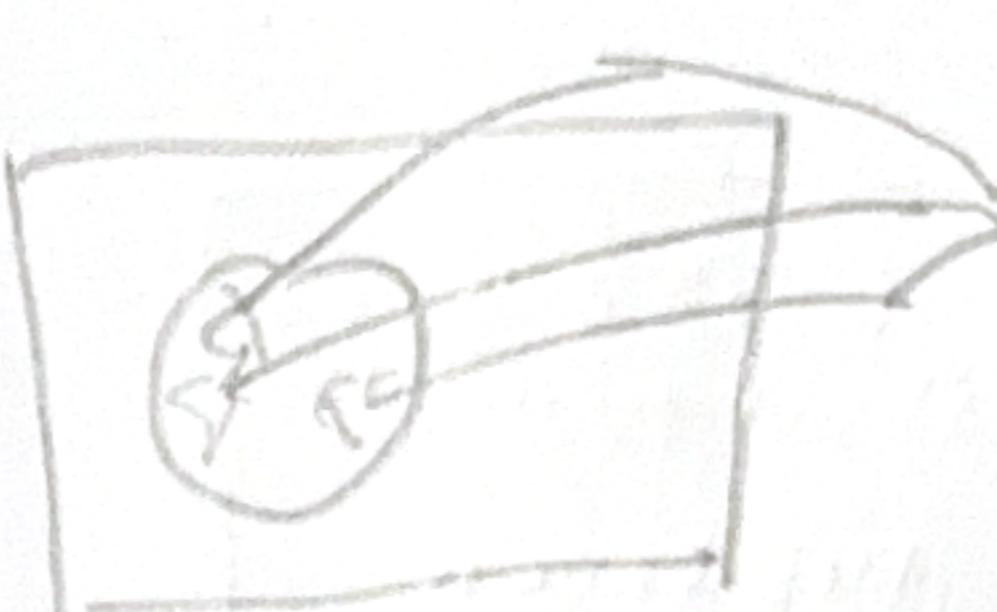
Author: Alexander Jason Wang

Date: 22/08/2025

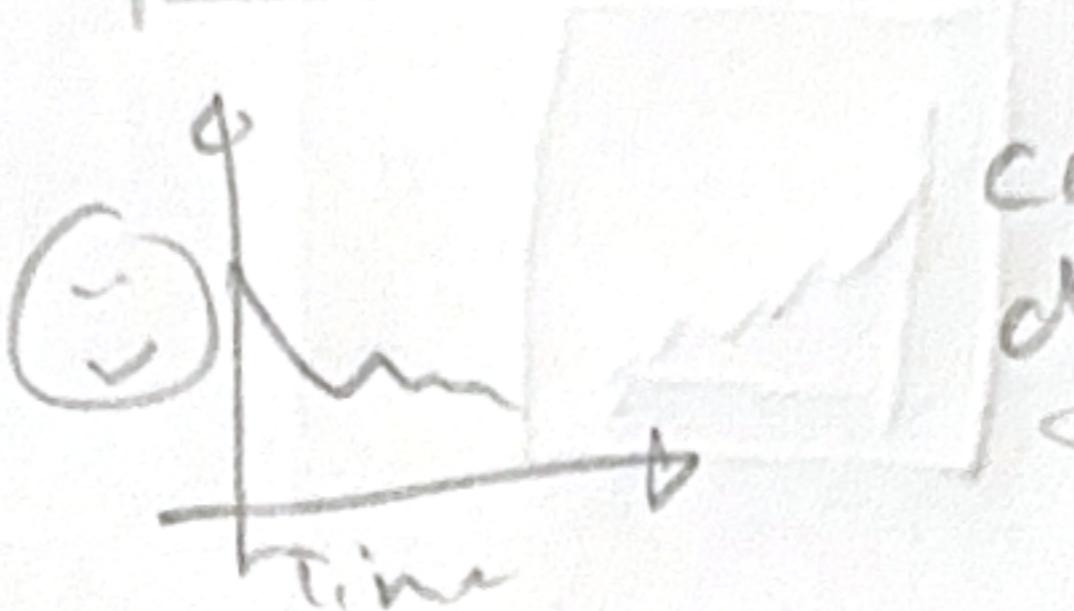
Sheet: 7

Task: FIT3179 - Design Sheets

## Operations



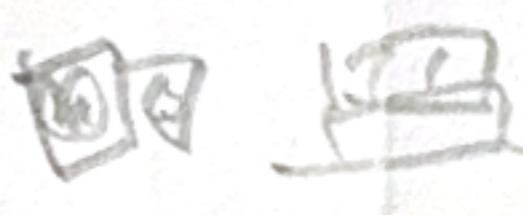
Click here to  
view spending



can change  
different G.U.L  
statistics

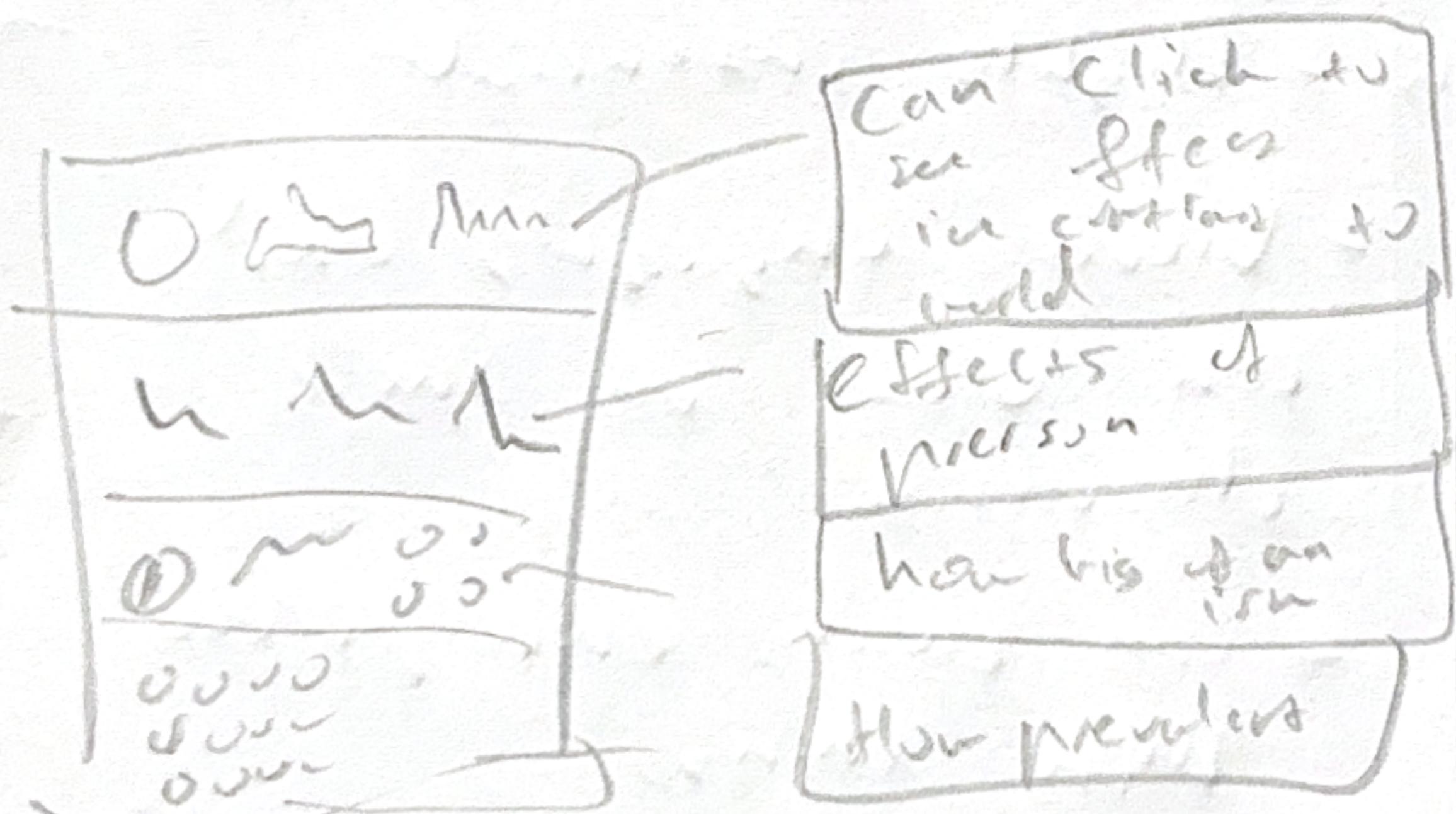


Can click here to  
see more  
stats



- ① ② ③
- Click here to see how  
serious problem
- Click here to see how  
effects a certain region  
is

## Focus



Each section has interaction

buttons to learn more info

This ensures it is accessible,  
due to low ink on page,  
less static information

## Discussion

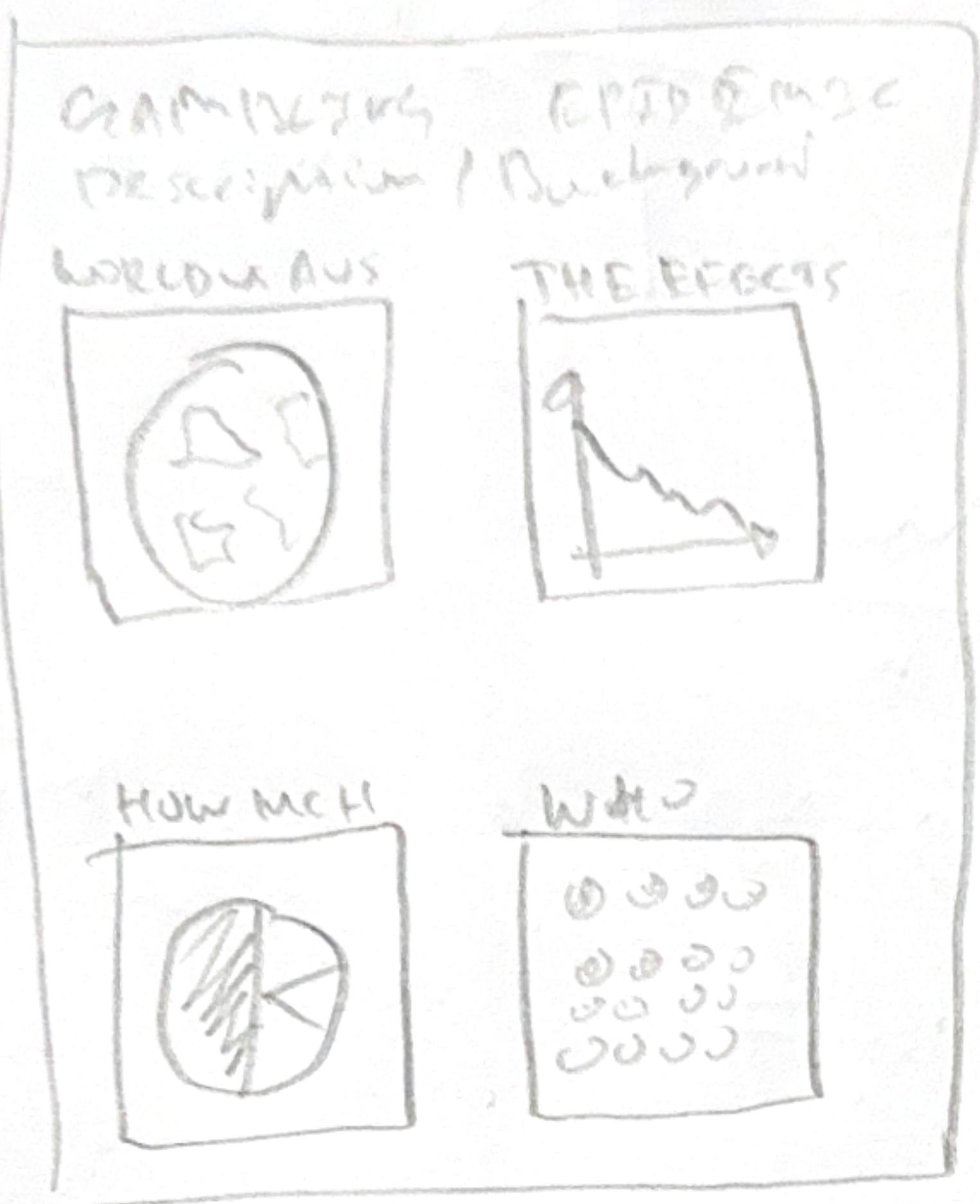
### Pros

- Very balanced, holistic
- Shows causes,
- Interactive to engage
- Minimal text

### Cons

- May not provide enough detail / stats
- Could use more powerful visualisation?
- More interactivity?

## Layout

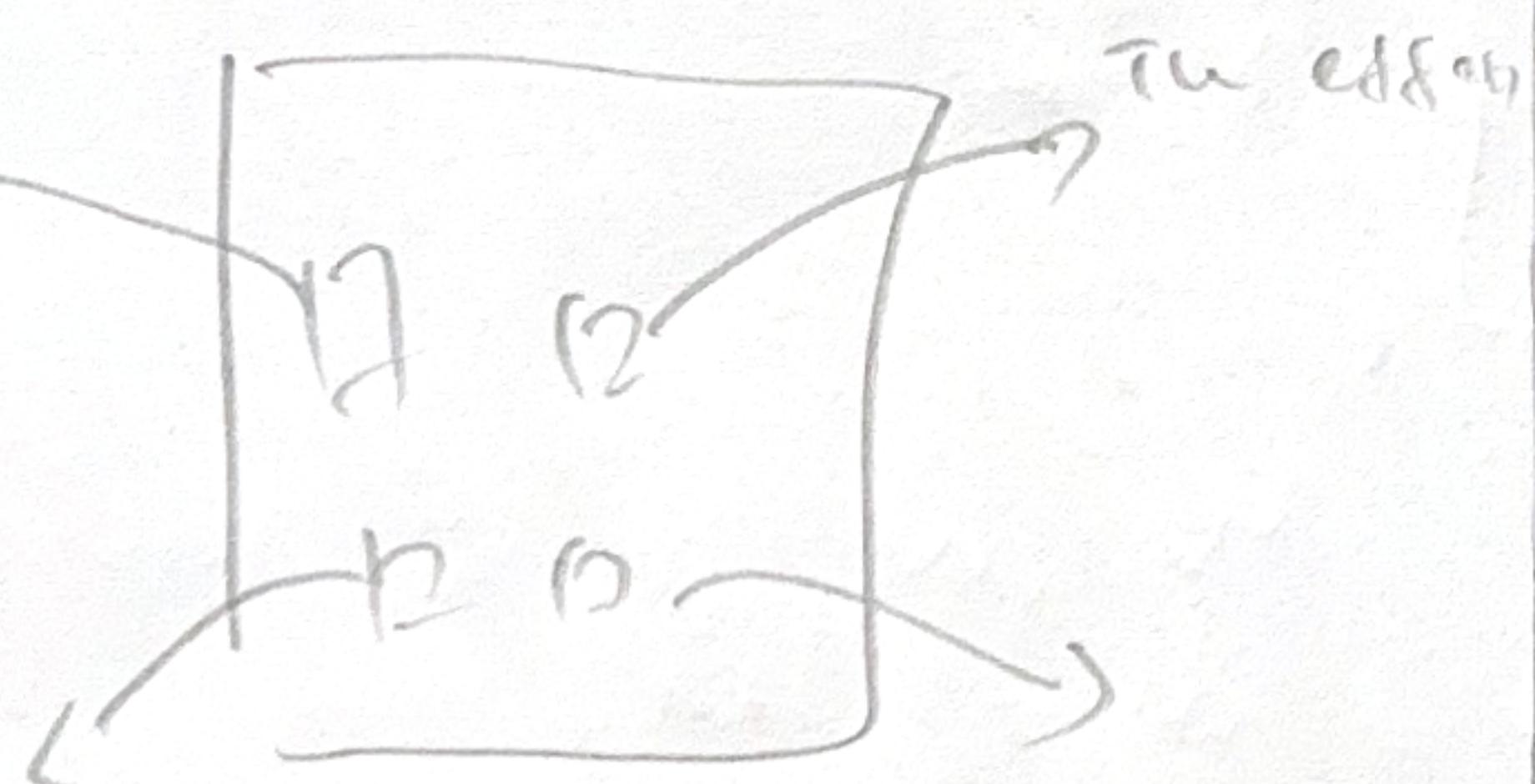


Simple visualisation that  
explodes upon clicking each  
subsection

## Focus

Can compare & contrast each  
section to how it's own highlight

Australian  
vs  
Global



How  
much  
spreads,

How often  
the issue  
is

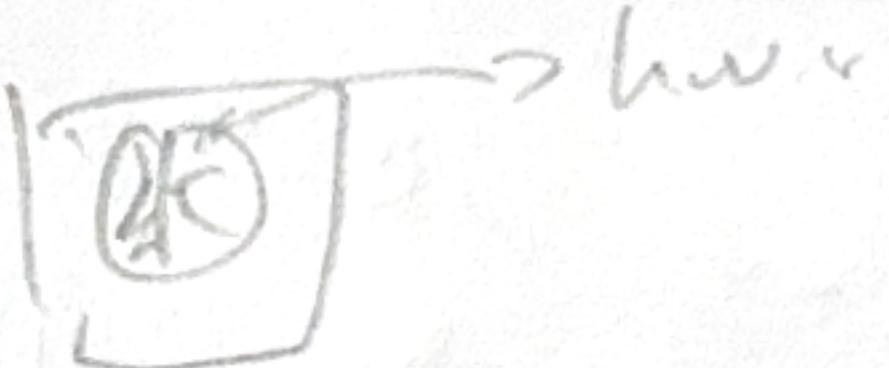
Makes so that reader can  
engage with how they want

Title : Australia's Gamblins Epidemic  
Author : Adrianto Syarif Wungs  
Date : 22/08/2021  
Sheet : 3  
Task : F257129 5 Design Sheets

## Operations



Clickable squares & box  
exploded. Provide more detail  
above each section.



Each graph linkable to  
see the contents (more info)

## Discussion

### Pros

- highlights interactivity
- viewer engaged, and can view at their discretion
- can easily encapsulate more things

### Cons

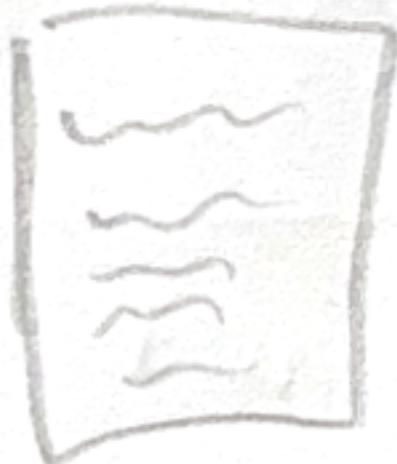
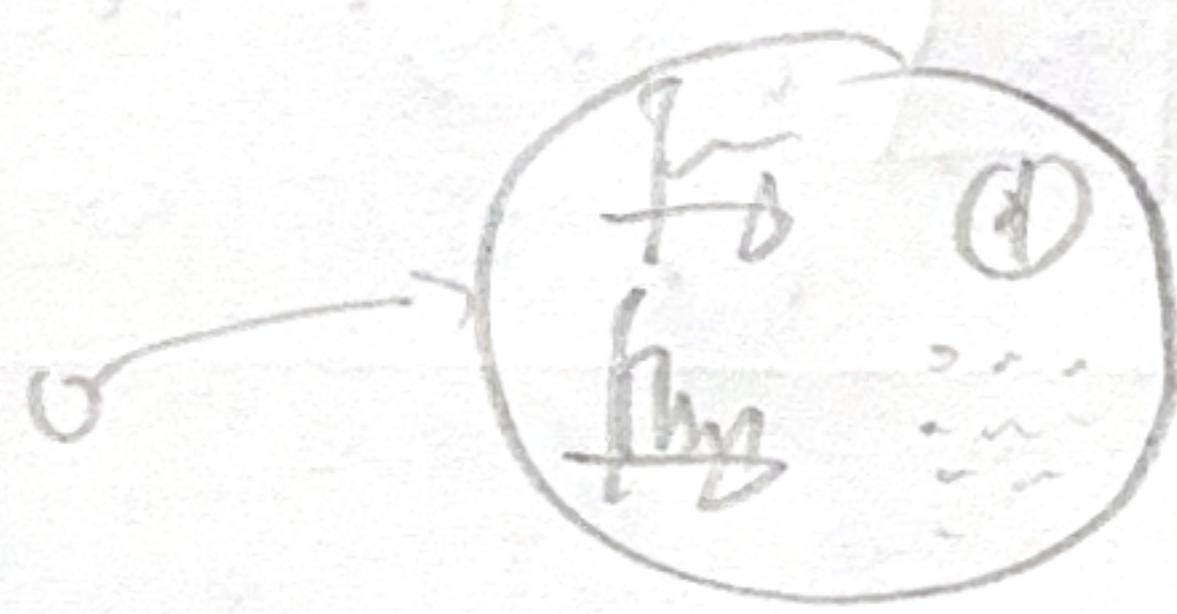
- may not have enough detail for individual large sections
- not lots to see initially

## Layout

Bubble formats when when  
they have subnodes



When clicking in the  
bar area information

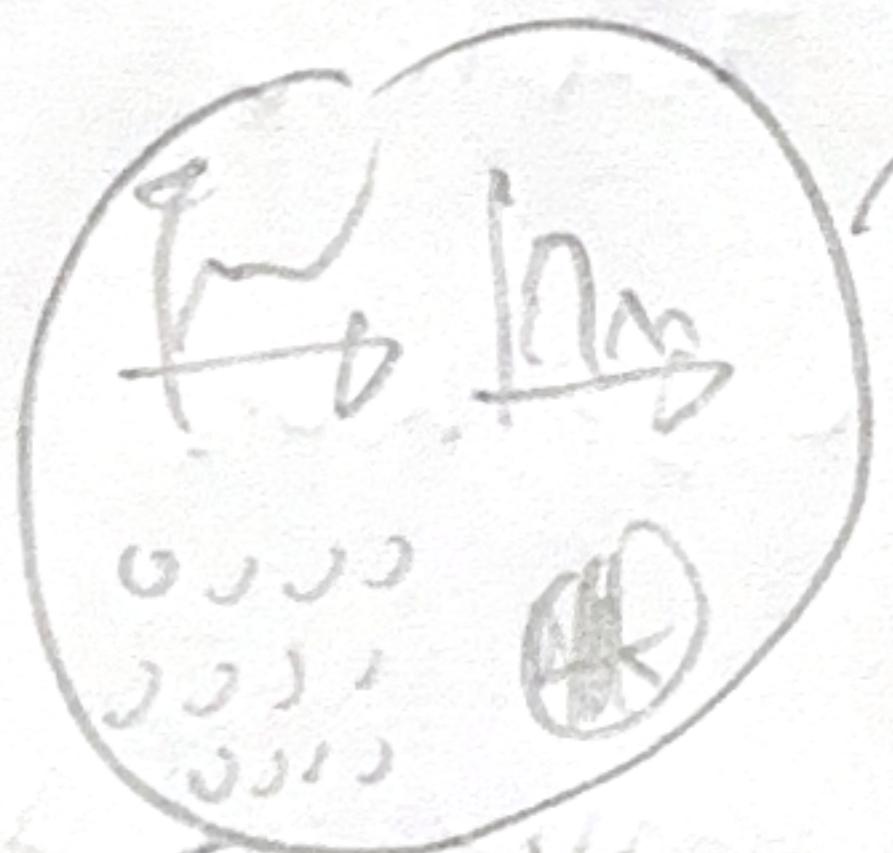


## Focus

Diggger bubble

Will be primary  
viewing, and  
other bubbles

Can be selected  
to be the main  
view



Impact's

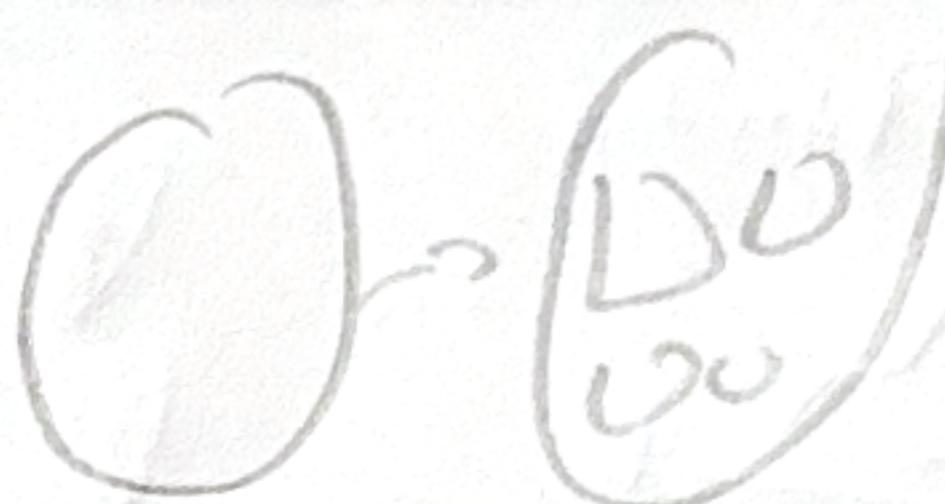
Others can provide  
extra info

Title: Australia's Bumble Bee Crisis  
Author: Alexander Brown Weiss  
Date: 22/08/2020  
Share: 41  
Topic: FIT3320 S Design Sketches

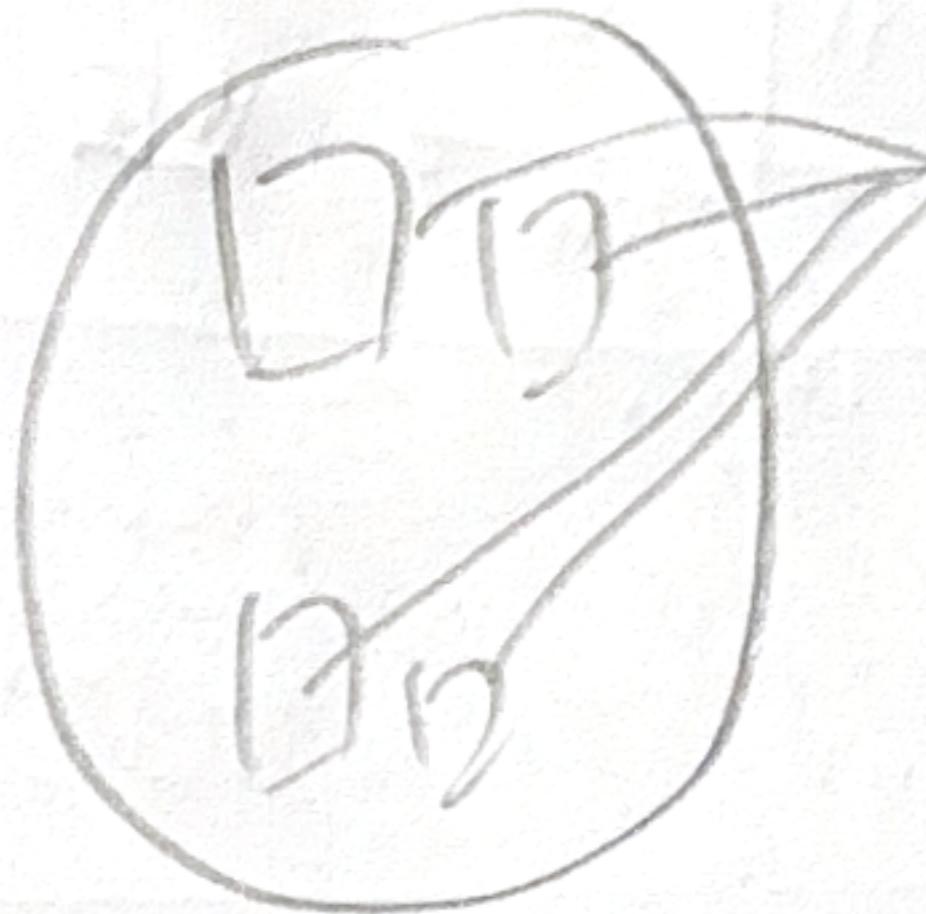
Operations in flight



Bubble expand  
over time



On click, expand to  
show more information



Each  
graph  
interactive

## Discussion

### Pros

- Integrable
- Lots of info per  
bubble
- Can have both words,  
data, and visualization

### Cons

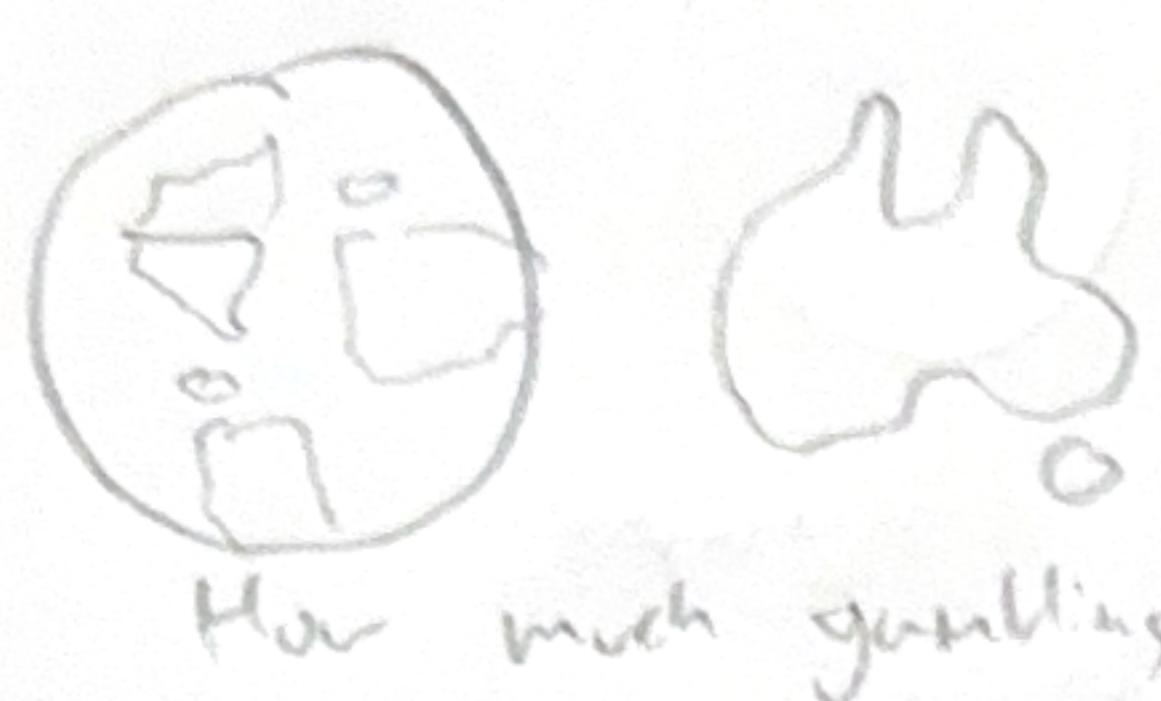
- May be too simple of  
a main view
- May be cluttered
- Bubbles less fluid in  
shape?

Title: Australia's Gambling Epidemic  
Author: Alexander Tieren Lyons  
Date: 27/09/2011  
Skills: S

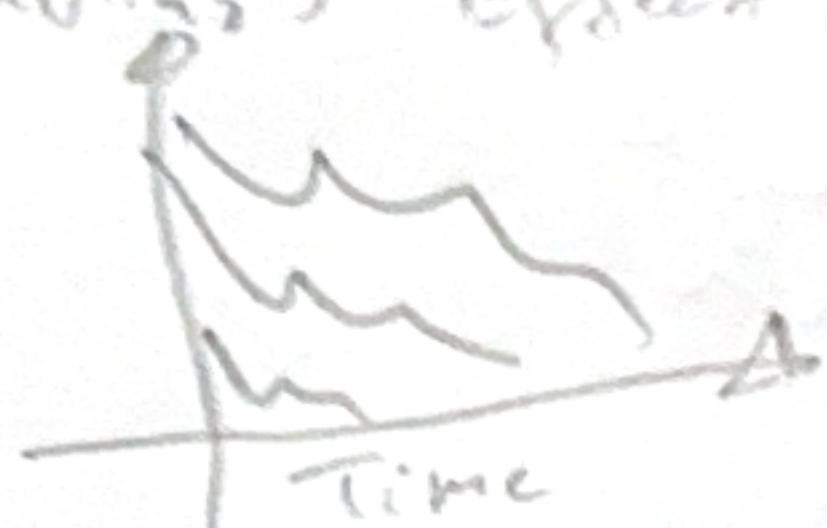
Task: F273174 S Design Sheets

## AUSTRALIA'S GAMBLING EPIDEMIC

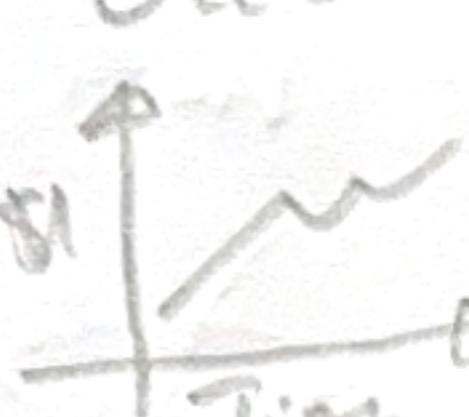
As we World



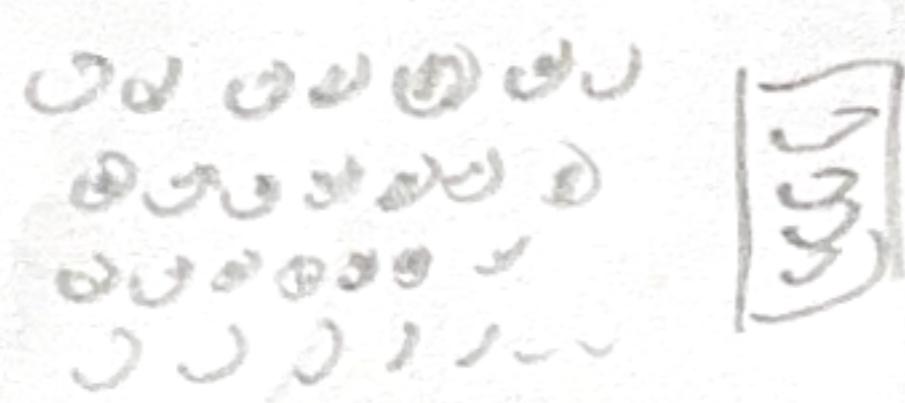
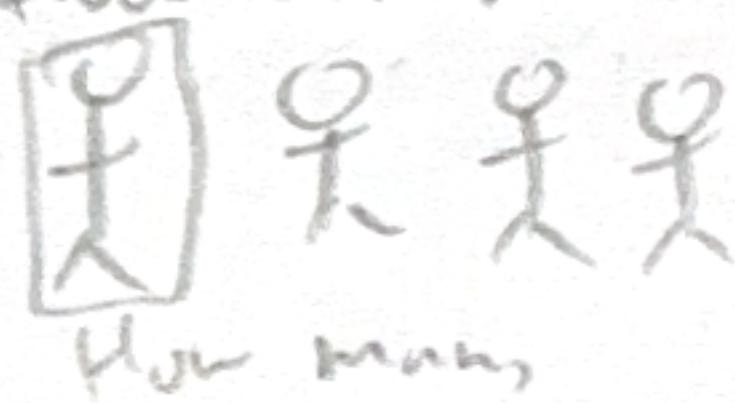
Gambling's Effects



How Gambling Occurs

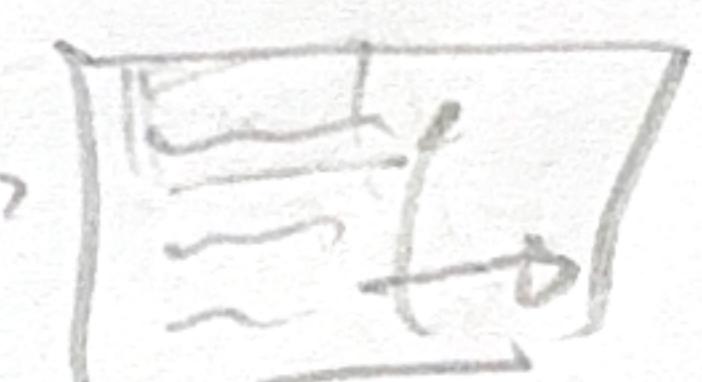
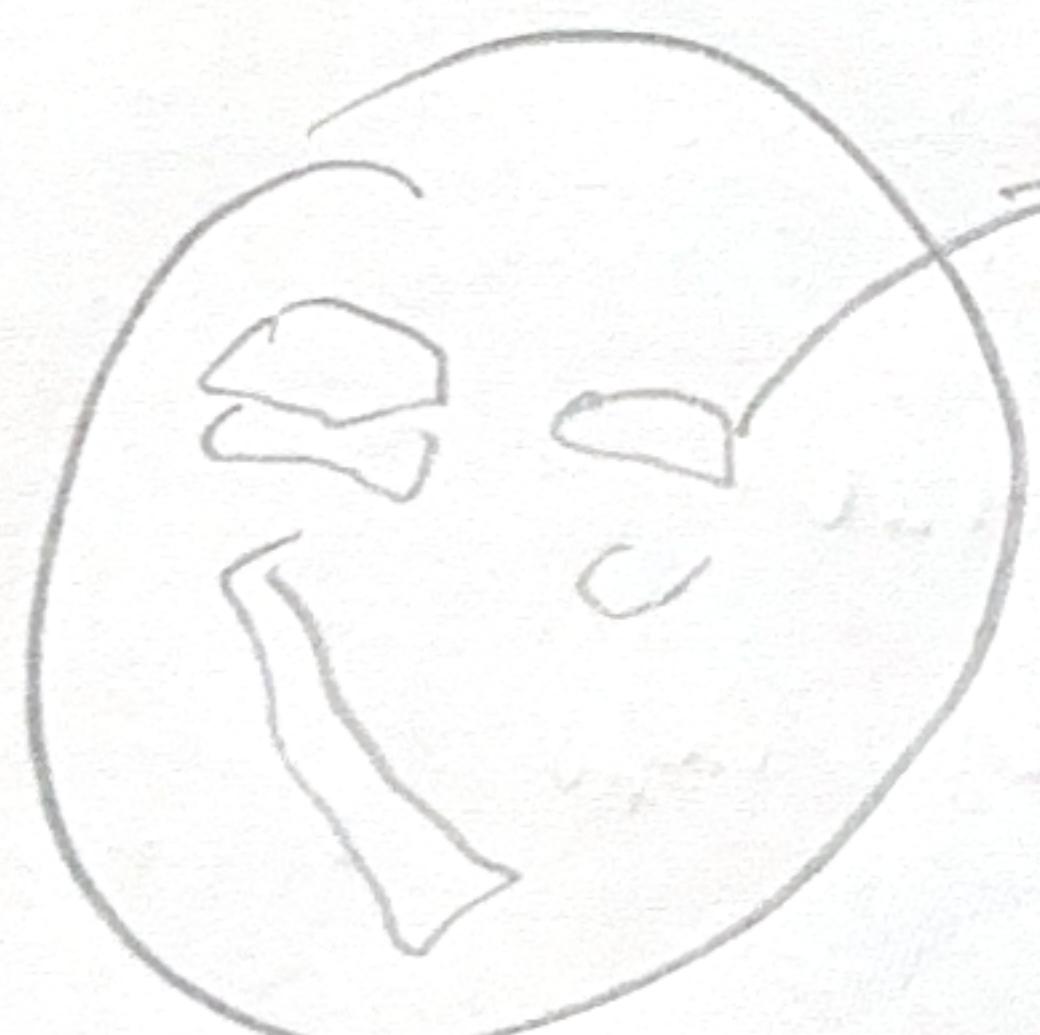


How common it is

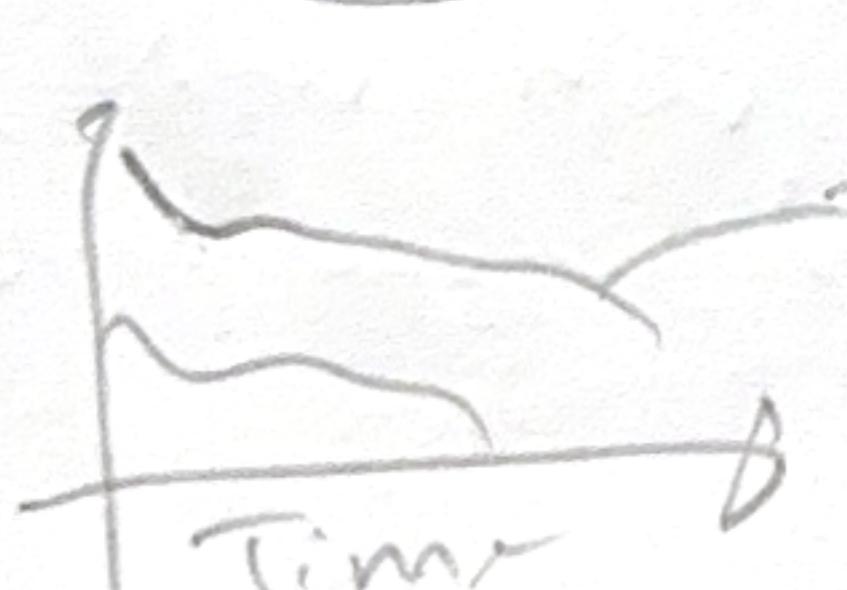


Focus

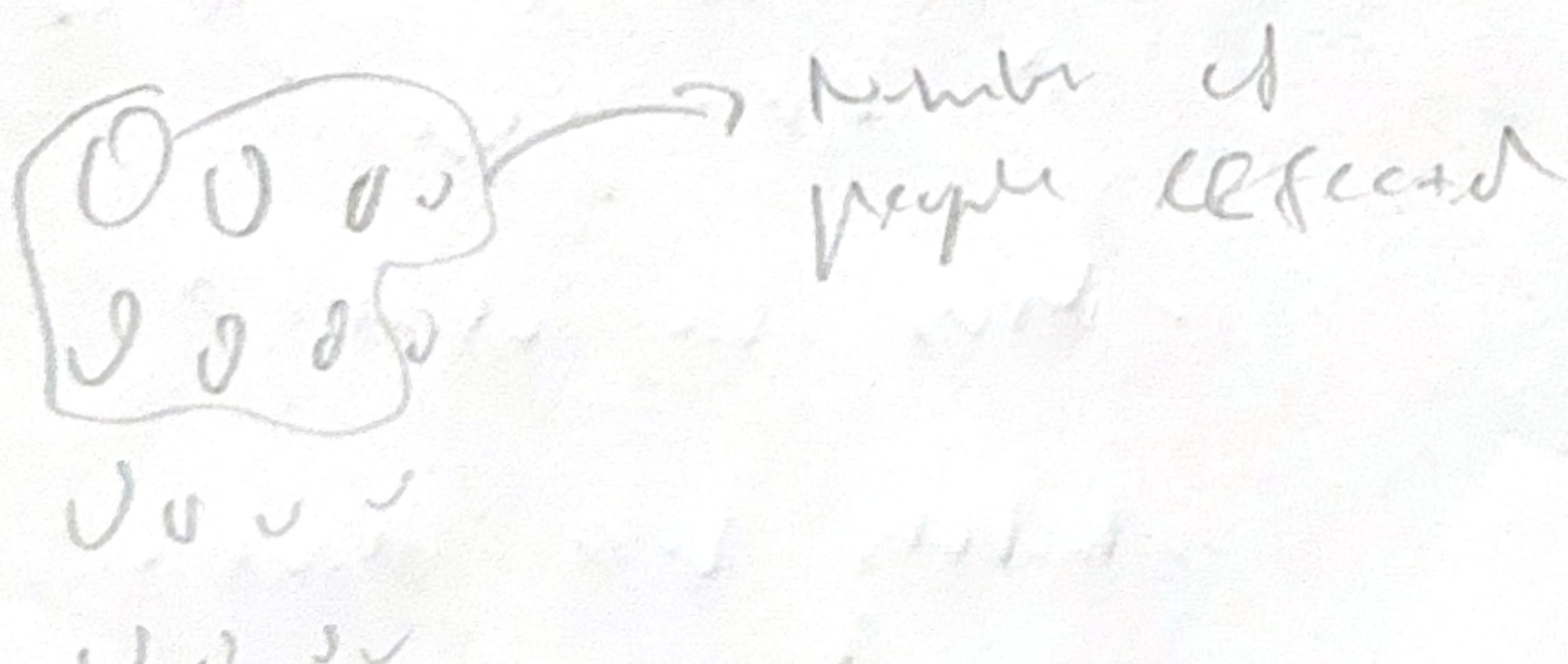
Each section has interactivity



Each user's stats can be read



Info about effects of gambling



Number of people affected

Opinions



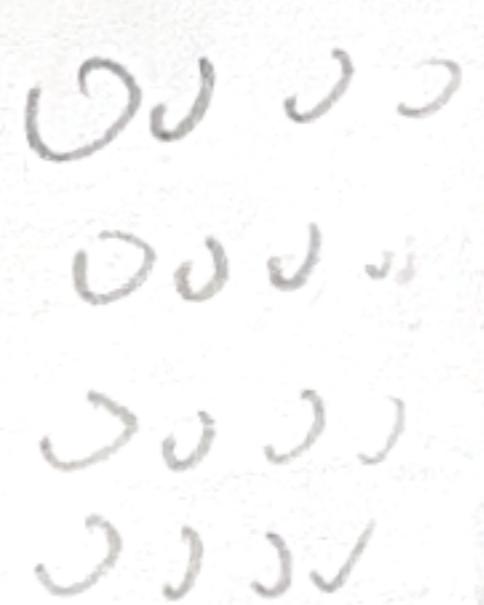
Each icon has to see gambling spending.



Each line has to show increase over time.



Each icon can be used to see what it means.



Each button pair to highlight different population factors

Detail

Croshes down, and relevant visualisations

- form on Tablets

- ETA: ~30 hours

- creates graphs so they interact in section over no time.