Tune up & push out

Final considerations

ToDo

- Where your final projects will go
- What happens if we need to self host
- Maps and Choropleths
- Q&A

Where your final projects will go?

- Final visualizations will go on http://jlaurito.github.io/CUNY_IS608/
- If static, try to upload to github yourself! (If not, I can do it)
- Make sure that all your file directory references are relative!
- This will work for all static projects

What happens if we need to self host (dynamic websites)?

- If you are using Shiny or have >~2MB data, we need to self-host
- I will help you!

What happens if we need to self host?

1. Figure out the data-store for your project (csv, JSON, MySQL, BigQuery, etc)
2. Get your project working perfectly on your local environment
3. Make sure that all your file directory references are relative!
4. Send me your code & let me know what you're working with.

Maps and Choropleths

- Many of you are interested in showing data with a map
- This can be really difficult, but rewarding

Maps and Choropleths - Key Documents

- Google Charts: https://developers.google.com/chart/interactive/docs/gallery/geochart
- R ggmap: http://cran.r-project.org/web/packages/ggmap/ggmap.pdf
- D3 Example: http://bl.ocks.org/mbostock/4060606
- GEO data for D3 is tricky. Get some maps here:
  - World map: http://bl.ocks.org/mbostock/raw/4090846/world-110m.json
  - With names: http://bl.ocks.org/d/4090846/world-country-names.tsv
  - US States: https://bitbucket.org/john2x/d3test/src/2ce4dd511244/d3/examples/data/us-states.json
  - US Counties: http://jlaurito.github.io/us_bank_map/data/us-10m.json

Maps and Choropleths - Encoding Data

- Within the US: FIPS/ANSI standards https://www.census.gov/geo/reference/codes/cou.html
- Combine State & County for county FIPS (ie Autauga County, AL = 01001)
- BEWARE: leading zeroes!

Maps and Choropleths - Other concerns

- You can use colors to show discrete categories
- DO NOT USE DIFFERENT COLORS FOR QUANTITATIVE DATA UNDER ANY CIRCUMSTANCES
- Create your hue scale here: http://colorbrewer2.org/

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