**SocialAlgorithmicMap**

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**Mobile Browser Compatibility**

**Challenge** –

Porting a map onto a mobile browser or application is difficult, as it is difficult to scale a D3 World Map to different screen sizes.

**Our Solution –**

We used the viewport, device-width and initial-scale elements to scale the map to the browser/application on a mobile. The default view, fit to the browser but it was extremely difficult to manage the interactions. As a result of this, we thought that dragging/scrolling the map to get to the required location on the map is a better option.

**Challenge –**

Our application originally had two interactions, a hover over to display the tweet and a click to start the transitions over the retweets. But, on mobiles there is no hover event. A click on the mobile screen is captured as a hover event in D3 on mobile phones.

**Our Solution –**

We chose a workaround for this problem. We created a timeout event on click for the tweet to be cleared off and the transitions if reweets to start.

The map is compatible with any mobile browser.

**Mobile Application**

We used a custom platform, called Telerik App Builder, to convert our web application to a mobile application package. We ported our code onto the application and uploaded the required files. The platform generated the required native packages to be installed on the phone. We used an android package and installed it.