# Information Visualization

# CHECKPOINT III: Visualization Sketch

G01-A

**1. Visual Encoding**

For our visualizations, we opted for several visual encoding, depending on the nature of the purposes we were looking for. We divided them in 3 forms:

First - To represent rakings, we used length, colour and text labels. Length to represent the dimension of the winning rank, colour for the medal our quantity of medals in cause and text labels earlier of the length, to know the country, and afterword, to know the amount of medals.

Second - To represent the country’s amount of medals/population/coefficient, or even their identification, in a world map, we chose to use size/areas encoding symbols to symbolize the dimension of the medals/population/coefficient the country has, and inside of them, the amount of medals or population or even coefficient of a country represented by a simple text label.

Third – To know the differences between countries, we represented in the map, the countries in quest with two different colours in the area/size encoding and with different pattern textures, so it would be better distinguished. The ranks would still have the text labels to represent the amount off differences, but they wouldn’t have the countries name, because it had already been shown has a subtitle in the top. The length in this case would have the pattern texture of the corresponding country.

**2. Idiom and Tasks/Questions**

Description of:

* The idiom(s) you have selected and respective sketches
* How the idioms provide the means to answer to each of the questions.