# Information Visualization

# CHECKPOINT IV: First Prototype

G01-A

**1. Layout**

Like we said, in the previous classes, we created 3 tabs in html. One with the standings of the countries, one with the coefficient medal/population, and the last one with a score compare of countries that the user previously declares. Besides that, we also made attributes like a range of years, the sport we want to filter and the medal that the user will want to know information of. In the Standings tab and in the Coefficient tab we have a “Search Country” box that has the function to locate a country in the rank and in the map, by changing is colour.

**2. Implemented Idioms**

For the Standings tab and the Coefficient tab, we made a Bar Chart, where each country was presented has a rank. It had the countries, and in the center, the bars that we’re complemented with a length that specifies the amount of medals or coefficient medals/population a country had in a particular year, or range of years. We also put it after the bars a text label representing the amount of medals/coefficient the corresponding country had. In the end, we had something like this:

Based on his simplicity, when the user puts the mouse on the top of a bar of a specific country, it would present to him the IOC code of the country. Also, in the search box that we referenced in the first paragraph, when a user looks for a country, the colour of that country bar chart changes to another colour; the intention is to highlight the difference and spot the differences of that country, and the other countries.

We have has the second idiom, a bubble chart in a world coordinated map. The idea was to make a chart in a map to reference the location of the country in the back, and bubbles that represent the amount of medals or coefficient medal/population in all countries. The bigger were the amount of medals or their coefficient, the bigger the bubbles would be; this way, was easier to know the countries that have more and less. We had to some bubbles (those who had more than 10 medals) a labbel

Description of:

* The idiom(s) you have already implemented (with images);
* The interactivity supported by such idioms.