Colin Conn

CS 5002

Self-Assessment

4/15/2023

My individual contribution to SNACE involved data processing as well as designing the layout and some of the components of the final tool. In the fall I completed a d3.js tutorial with the intention of continuing to build my understanding of the library. I more than achieved that over the course of the spring semester. Using d3 I was able to create a novel visualization that acted as the centerpiece of our final product. Using what I learned throughout the semester I designed a useful way to view a player’s positions over the course of an Overwatch 2 match.

Personally, I think that the project was a success. I was able to create a product that I already think is more useful than I had imagined. Additionally, I have a great jumping off point for my master’s thesis and I can’t wait to take the tool even further. As for obstacles, the most important on my own part was time management. I often went several weeks without making much progress and then others I put in a ton of time. I wish I had been more consistent with the work that I did because it could have reduced the stress that I felt over the course of the semester, but I was limited by the workload from other classes.

(Team Assessment Submitted on canvas)