Project 4 Proposal
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Concept – We have acquired Google's copyright takedown data, which contains information on both successful and unsuccessful attempts to remove copyrighted content from Google's many services, as well as the intended target. We will create an interactive map of these requests, with the goal of identifying heavy abusers of copyright law; targets with many successful takedown requests against them, as well as requesters with many failed attempts. The actual format of this map may change as our visualization evolves, but will likely begin as a connected map of bubbles that shifts as different criteria are used for sorting.

Bokeh will be used to actually produce our visualization. At minimum, we will produce a graphic that can demonstrate the interconnections between requesters and targets, as well as identify those that are most heavily involved in copyright disputes. If time permits, we may be able to come up with an interesting way of visualizing the patterns of these heavyweights to determine whether they seem to be acting in good faith or intentionally abusing the copyright system.

Learning Goals –
-Learn to use Bokeh
-Theory behind data visualization: What makes an effective graphic?
-Data processing skills
-Text analysis

Mid-Project Check-In –
By the mid-project check-in, we should have at least the majority of our analysis done. This means that we should have the data organized in a meaningful way. In addition, we should have a more concrete concept of how our actual graphic will look.

Potential Obstacles –
We believe that the design of an effective and meaningful graphic will be the most difficult component. Turning data into a visualization is not tremendously challenging, but making sure that data means something is. This will require careful thought and planning on our part at all phases of the project.