UDACITY

PROJECT

Make Effective Data Visualization

A part of the Data Analyst Nanodegree Program

PROJECT REVIEW

CODE REVIEW

NOTES

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Meets Specifications

Code Structure and Functionality

The visualization renders and any interactions or animations work as the reader interacts with the visualization.

Large code chunks are commented and all complex code is adequately explained with comments. Comments are not overused to explain obvious code.

Excellent work commenting large functional chunks of your code This is really helpful for anybody reading the code but also for yourself if/when you revisit the project in the future.

The code uses formatting techniques in a consistent and effective manner to improve code readability.

I agree with the previous review that it would be good to divvy up the javascript code into task specific files. Organizing the code this way can be really helpful for debugging.

Visualization is Explanatory

The visualization centers on a specific, clear finding in the data.

This is the first time I've seen delays contextualized in terms of mergers, quite interesting!

You might consider revising the title of the visualization to make it clear from the beginning what is the explanatory message. It's nice that the story 'unfolds' as a viewer progresses from 1 -> 5, but I was a little unsure of the overall message at first. The first mention of delays is in paragraph 3. Because we aim for an explanatory visualization, giving some idea rather than having a viewer reach this conclusion by exploring the presentation would be best.

The selected finding is clearly communicated. Design choices foster communication between the reader and the visualization.

The x-axis seems to line up just fine when I render the visualization. It jumps a bit if I resize the window but this is more related to resizing and bootstrap so you've done a good job here.

Design

A reader's summary of the graphic would closely match the written summary in the README.md file, or a reader would identify at least 1 main point or relationship that the graphic attempts to convey.

You've done an incredible job with documentation in the README. My only critique is that the summary doesn't explicitly mention 'mergers' as a cause of flight delay. I would add this to the description as this wasn't completely clear to me until the 3rd paragraph in the visualization.

The visualization includes interaction or animation. The interaction or animation may be simple, such as a hover, tooltip, or transition. Interaction or animation enhances understanding of the data.

Really excellent work here, you've got loads of interaction! As a challenge it might be worthy to incorporate some additional interaction with buttons and the charts. For example, when I click the 'Explore Now!' button, I can't get back to the read the narrative for the visualization. Of course, I can always reload the page but it might be fun and challenging to see if you can get the same functionality as the 'Descriptions for Flight Delay Causes' button. Similarly, for the points on the map and corresponding lines on the chart, adding some double-click functionality to hide/show a line would be neat (I recognize this is pretty difficult so proceed with caution! 😉).

Initial design decisions such as chart type, visual encodings, layout, legends, or hierarchy are included at the beginning of the Design section in the README.md file.

Feedback and Iteration

Feedback has been collected from at least three people throughout the process of creating the data visualization. The feedback is documented in the Feedback section of the README.md file.

The project includes evidence that the visualization has been improved since the first sketch or the first coded version of the visualization. All of the feedback is listed in the Feedback section of the README.md file. Most design choices and changes are accounted for in the Design section of the README.md file. If no changes were made to the visualization after gathering feedback, this decision is explained.

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