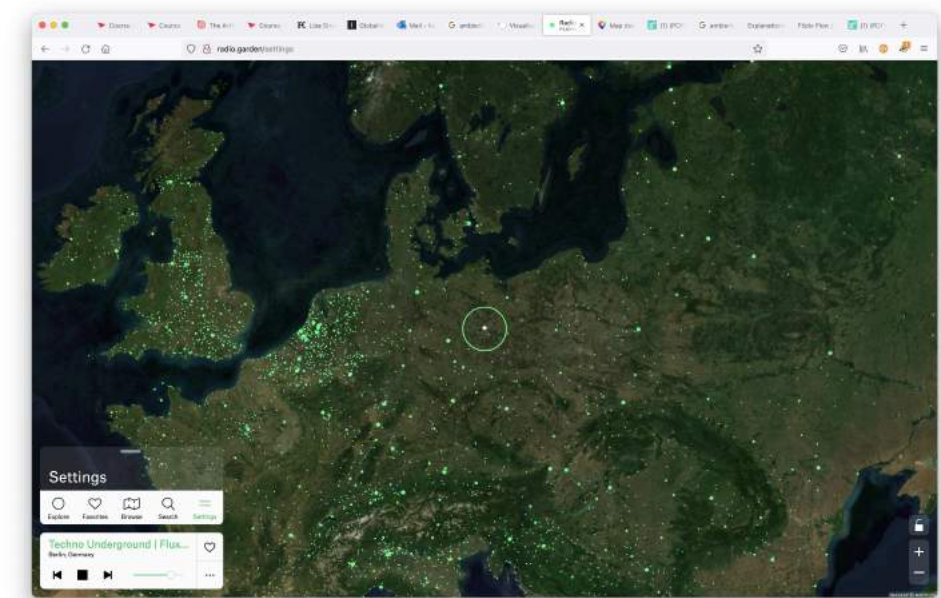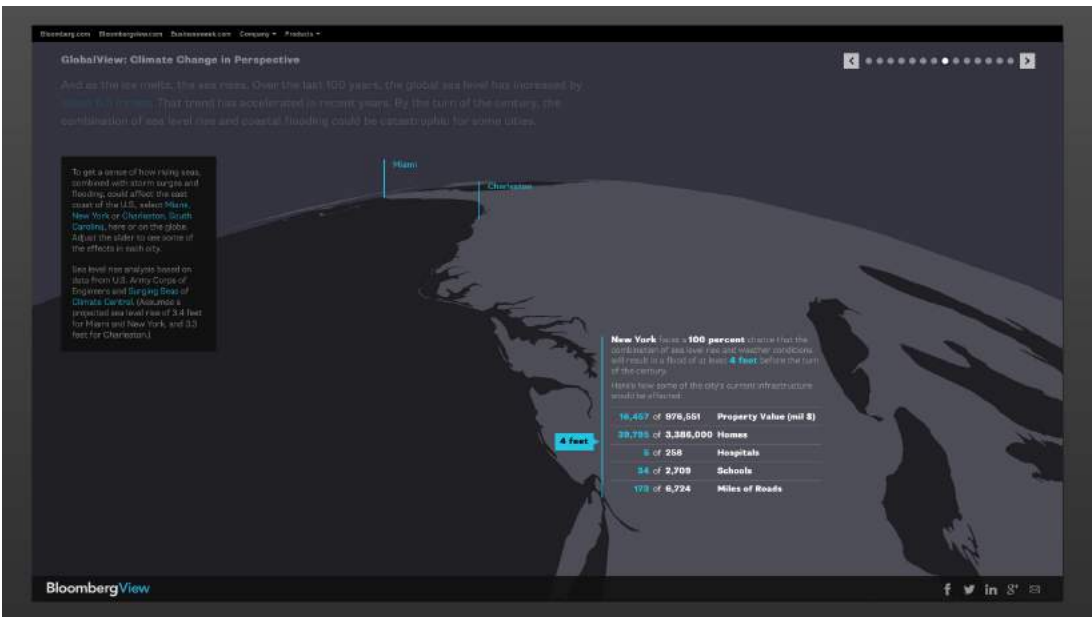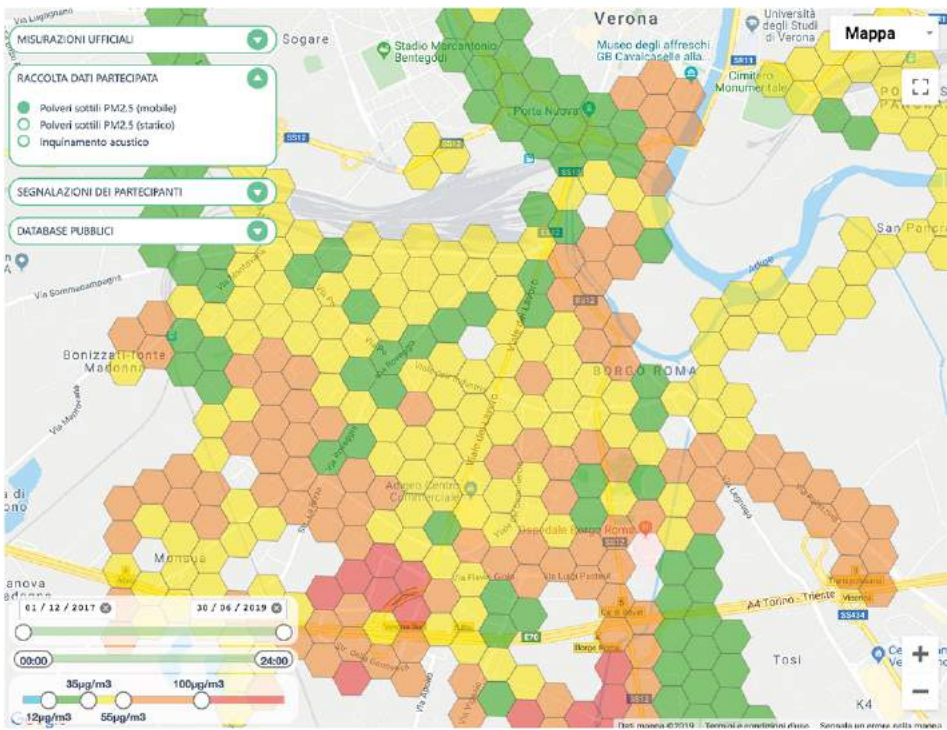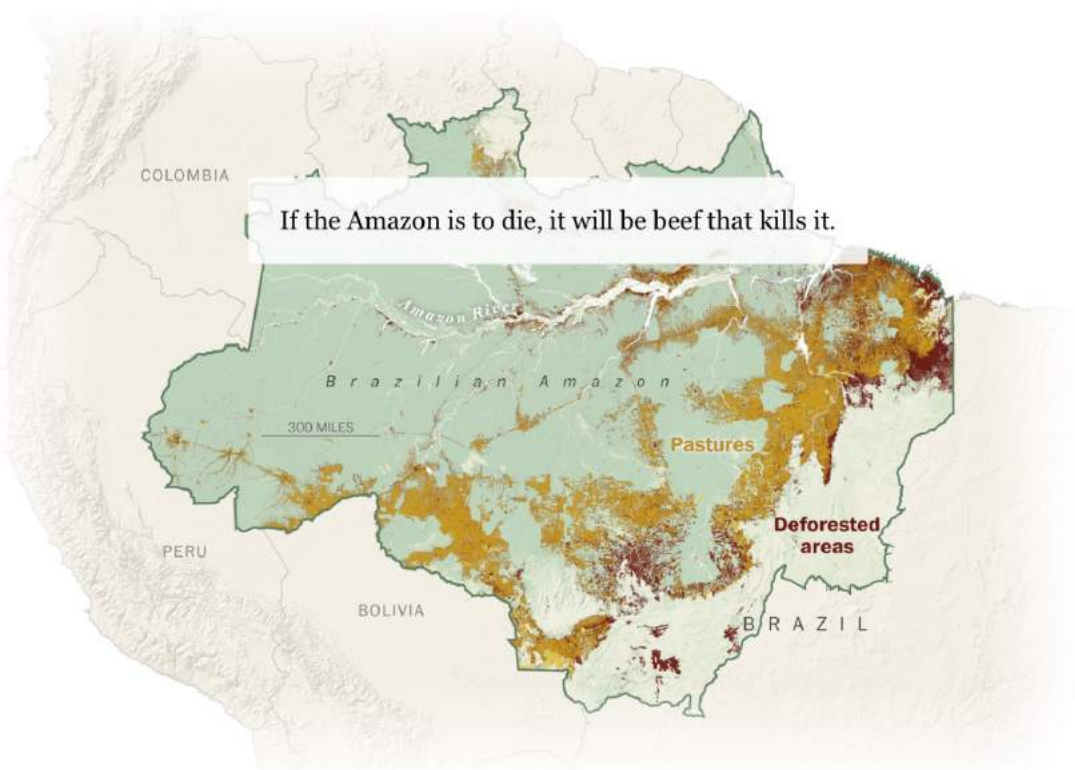# Geographic

radio.garden maps digital radio stations all over the world onto google earth, it's really fun.
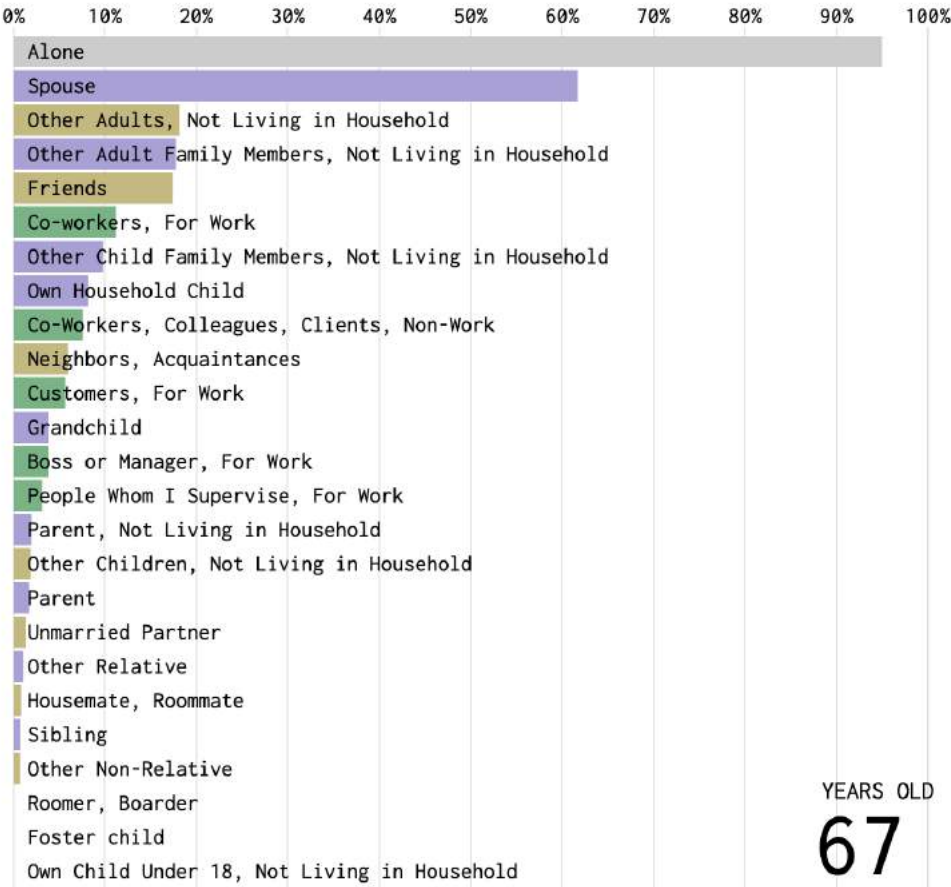
Statistical

WHO WE SPEND TIME WITH WHEN WE ARE 67 YEARS OLD (animated)

During waking hours, the percentage of people who spent time with others or were alone during a day.

Play

| 0% | 10% | 20% | 30% | 40% | 50% | 60% | 70% | 80% | 90% | 100% |

- Alone
- Spouse
- Other Adults, Not Living in Household
- Other Adult Family Members, Not Living in Household
- Friends
- Co-workers, For Work
- Other Child Family Members, Not Living in Household
- Own Household Child
- Co-Workers, Colleagues, Clients, Non-Work
- Neighbors, Acquaintances
- Customers, For Work
- Grandchild
- Boss or Manager, For Work
- People Whom I Supervise, For Work
- Parent, Not Living in Household
- Other Children, Not Living in Household
- Parent
- Unmarried Partner
- Other Relative
- Housemate, Roommate
- Sibling
- Other Non-Relative
- Roomer, Boarder
- Foster child
- Own Child Under 18, Not Living in Household

YEARS OLD
67

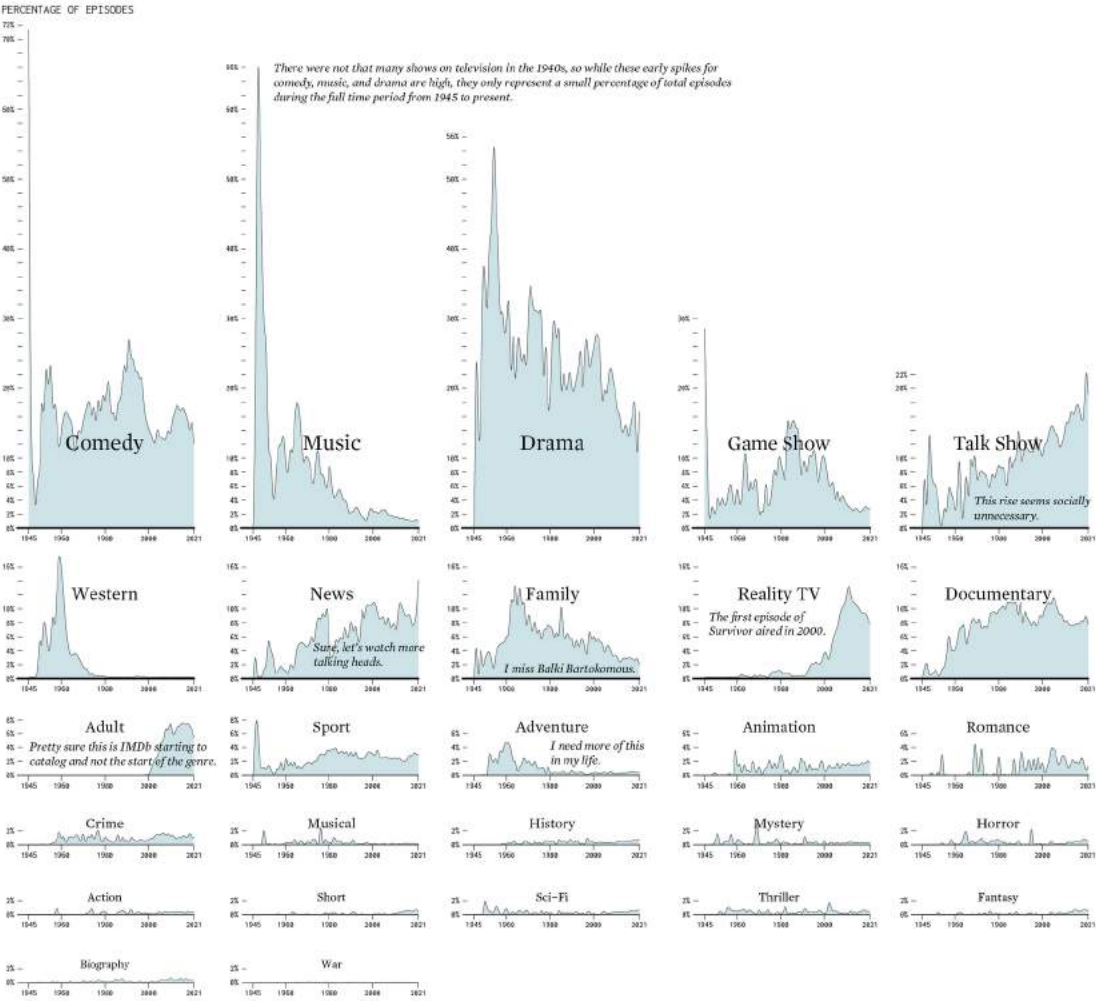## Television Genres Over Time

By Nathan Yau

IMDb catalogs television episodes with up to three genres. Here's how the distribution of genres has changed since 1945, when there were only a few shows available, up to present day, when there are more shows any human could ever need.

PERCENTAGE OF EPISODES

Television Genres
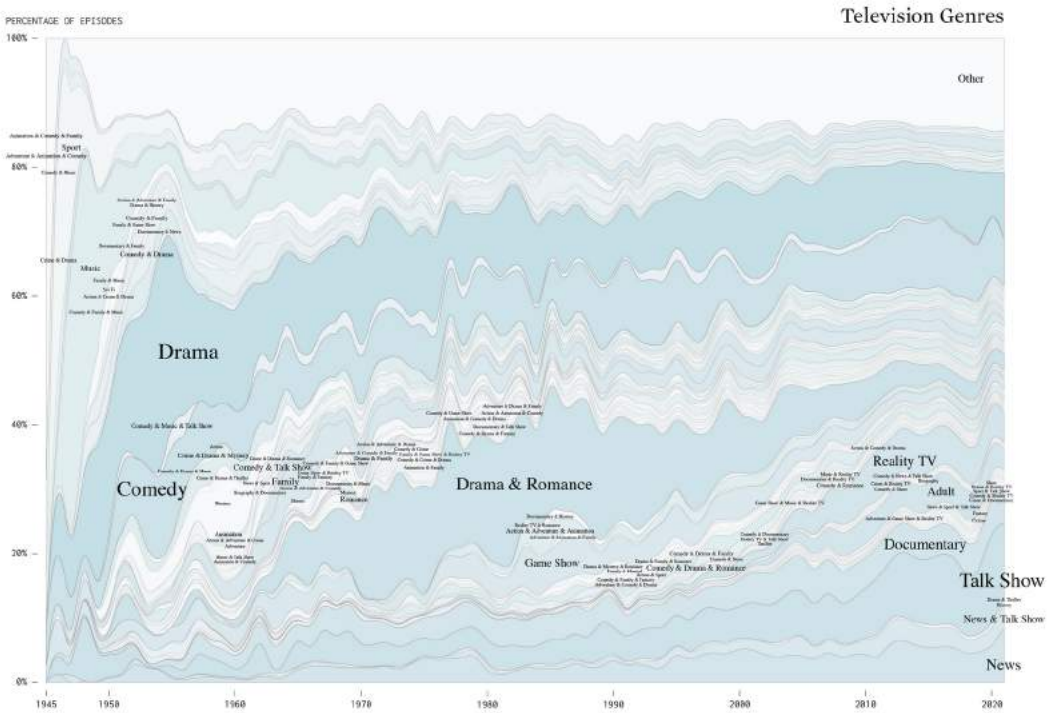
Prints are available for a limited time in the FlowingData Shop.

Comedy and drama (and combinations including them) still set the foundation, but reality TV, news, and talk shows make up a larger share than they used to.

Below are the individual genres split up, which makes it easier to see rising and falling patterns. Again, television episodes can have more than one genre, so the sum of the values below won't sum to 100 percent.

PERCENTAGE OF EPISODES

Stephen Curry

GOLDEN STATE WARRIORS
POINT GUARD
27 YEARS OLD

WEIGHTED AVERAGE OF PAST THREE SEASONS

● BAD ○ AVG. ● GOOD

PERCENTILE
50TH

VITALS

Height	6'3"	
Weight	185	
Draft position	7	

SCORING

True shooting %	62%	
Free throw %	90%	
Usage %	28%	

TENDENCIES

3 pt. frequency	47%	
FT frequency	25%	

PASSING/BALL HANDLING

Assist %	38%	
Turnover %	15%	

DEFENSE/REBOUNDING

Rebound %	7%	
Block %	0.4%	
Steal %	2.7%	
Defensive +/-	+0.5	

WINS ABOVE REPLACEMENT PROJECTION

90TH / 10TH — CONFIDENCE INTERVAL
········· PROJECTION

CATEGORY: MVP CANDIDATE

11.2 13.9 16.8 14.7 13.5 12.4 10.0 7.8 7.0 6.2

2013 '14 '15 '16 '17 '18 '19 '20 '21 '22

PERFORMANCE OF THE 10 MOST COMPARABLE PLAYERS

1	Chris Paul	YEAR: 2013 SIMILARITY: 41	6	Terry Porter	YEAR: 1991 SIMILARITY: 31
2	Terrell Brandon	YEAR: 1998 SIMILARITY: 34	7	Clyde Drexler	YEAR: 1990 SIMILARITY: 29
3	Ray Allen	YEAR: 2003 SIMILARITY: 34	8	Chris Mullin	YEAR: 1991 SIMILARITY: 27
4	Michael Jordan	YEAR: 1991 SIMILARITY: 33	9	Paul Westphal	YEAR: 1979 SIMILARITY: 27
5	Deron Williams	YEAR: 2012 SIMILARITY: 31	10	Kobe Bryant	YEAR: 2006 SIMILARITY: 27

Television genre small multiples

There were not that many shows on television in the 1940s, so while these early spikes for comedy, music, and drama are high, they only represent a small percentage of total episodes during the full time period from 1945 to present.

Comedy · Music · Drama · Game Show · Talk Show

Western · News · Family · Reality TV · Documentary

Sure, let's watch more talking heads.

I miss Balki Bartokomous.

The first episode of Survivor aired in 2000.

This rise seems socially unnecessary.

Adult · Sport · Adventure · Animation · Romance

Pretty sure this is IMDb starting to catalog and not the start of the genre.

I need more of this in my life.

Crime · Musical · History · Mystery · Horror

Action · Short · Sci-Fi · Thriller · Fantasy

Biography · War

8:54am

SLOW **MEDIUM** FAST

	MANAGEMENT, BUSINESS	PROFESSIONAL	SERVICES	SALES	ADMINISTRATIVE	FARMING	CONSTRUCTION	MAINTENANCE, REPAIR	PRODUCTION	TRANSPORTATION
	63% Working	61%	45%	41%	61%	65%	77%	65%	67%	56%
AT WORKPLACE										
SOMEWHERE ELSE										
HOME OR SLEEPING										

Lisa Strausfeld/ Immersive Visualisation

This is a navigable 3D environment built in the video game engine Unity, which maps out the collected womens autobiographies of Mary Hays. Strausfeld wrote about the use of digital 3d environments in the mid 90's and now personal technology is advanced enough that it's becoming a possibility to distribute information this way to a large audience. This project is intended for use in Virtual Reality but runs with a mouse/keyboard and screen too (if I remember correctly from seeing her talk at Motyf 2018).

informationart.com/projects/the-new-historia
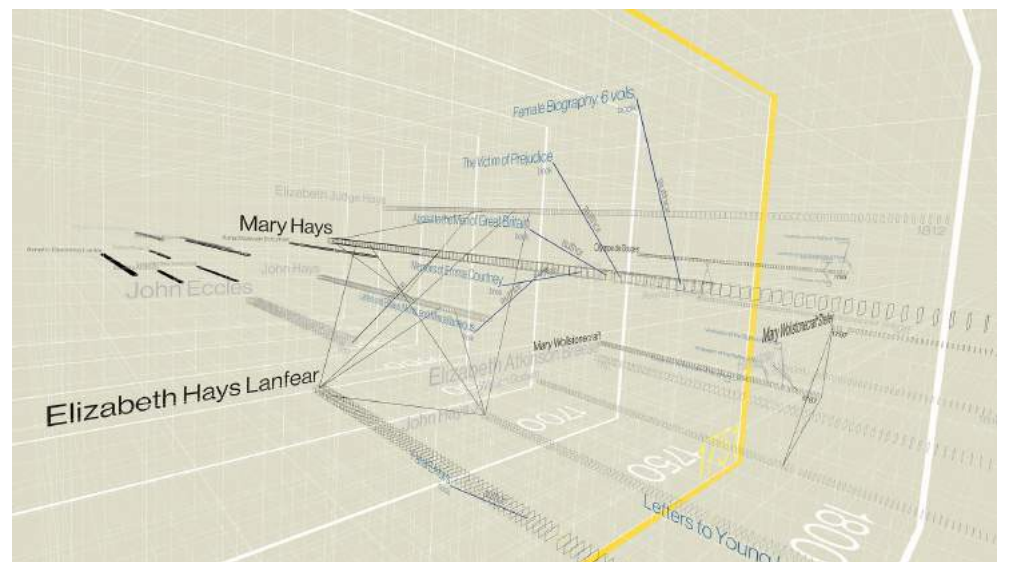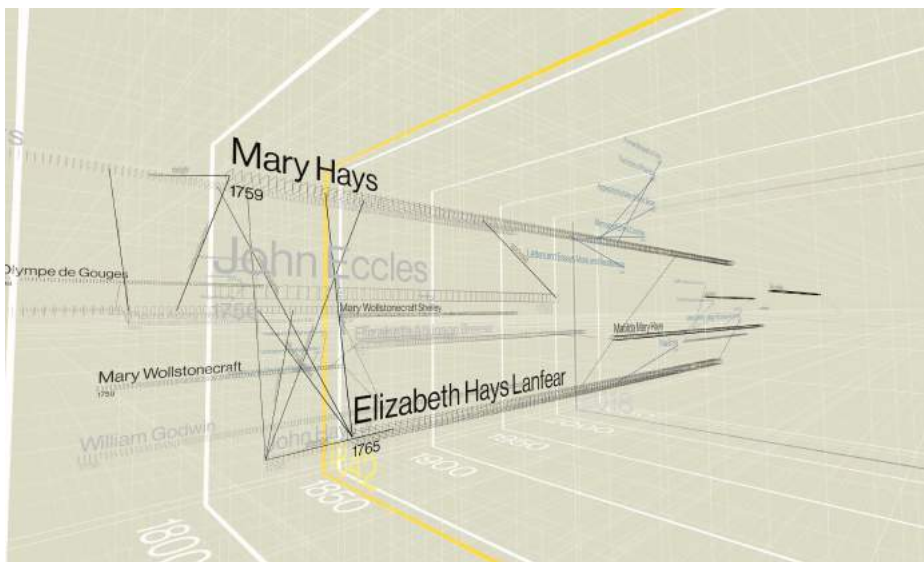
Ambient Visualisation

Prototype display for ambient visualisation, shows how diverse displays can be. Gijs Huisman's Lab

Seasonal colours of Boston Common derived from an algorithm scanning Flickr images

Ambient Visualization is the use of an abstract encoding (a non-specific, perhaps non-textual) display to convey information that doesn't necessarily need specific numbers or textual explanations in order to be useful to an observer.

This is easily confused with ambient displays which are usually infographics of some variety posted in public or work spaces and which are used to convey information intended to ensure smooth operation in the function of the space.

I would hope to be able to combine the two into public facing ambient displays that allow users the opportunity to make decisions in the blink of an eye about whether they would want to enter a space, based on ambient visualisation of the pathogenic risk in that space.

I believe that Motion Graphics provides an opportunity in this field because of the way it can draw people in and give an immediate aesthetic reaction to the public.