VISUALIZATION TECHNOLOGIES

ARTG 5330

Instructor Dave Landry
Spring 2019 Semester
Thursdays 6:00–9:30
Ryder Hall 399

COURSE OVERVIEW

Building upon previously learned design fundamentals and information design concepts, this course aims to translate those skills into the interactive digital world through the use of the latest web technologies, focused around D3.

SCHEDULE

Each class in the first part of the semester will focus on the core shared concepts of creating an engaging interactive web visualization. Once that foundation is built, each student will embark on creating a unique interactive data visualization. From that point forward, class lectures will be structured around any additional concepts that each unique project might require, as well as in-class guided coding.

01.10 – Github, Servers, and HTML
01.17 – SVG and CSS
01.24 – Javascript
01.31 – Javascript Libraries and D3 Basics
02.07 – Data Formats
02.14 – Encoding Data in Visualization
02.21 – Narrative and User Interaction
02.28 – Making a Map
03.07 – SPRING BREAK
03.14 – Manipulating Data
03.21 – Guided Work in Class
03.28 – Guided Work in Class
04.04 – Guided Work in Class
04.11 – Final Critique
04.18 – READING DAY
04.25 – Final Projects Due

TECHNOLOGY

Students are expected to bring their own personal laptop to each class, which we will be setting up as their programming environment.

FINAL PROJECT

Students may use any dataset that contains at least 10 distinct data points to create an interactive visualization. Projects will be graded on implementation, design, and the overall narrative of the page.

GRADING

30% – Homework Assignments
70% – Final Project