VISUALIZATION TECHNOLOGIES

ARTG 5330

Instructor Dave Landry
Spring 2018 Semester
Mondays 6:00–9:40

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 project might require ("Guided Work in Class").

01.08 – Servers, Github, and HTML
01.15 – *NO CLASS*
01.22 – *NO CLASS*
01.29 – CSS, Javascript, and D3
02.05 – Data Collection and APIs
02.12 – Visualization Principles
02.19 – *NO CLASS*
02.26 – Project Pitches and Brainstorming
03.05 – *NO CLASS*
03.12 – *NO CLASS*
03.19 – Guided Work in Class
03.26 – Guided Work in Class
04.02 – Guided Work in Class
04.09 – Final Critique

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