

# Past Final Project Critiques

---

**DSC 106: Data Visualization**

Sam Lau (and special guest Ben Smarr!)

UC San Diego

# Announcements

Lab 8 due Friday.

Final Project Prototypes due next Tuesday.

## FAQs:

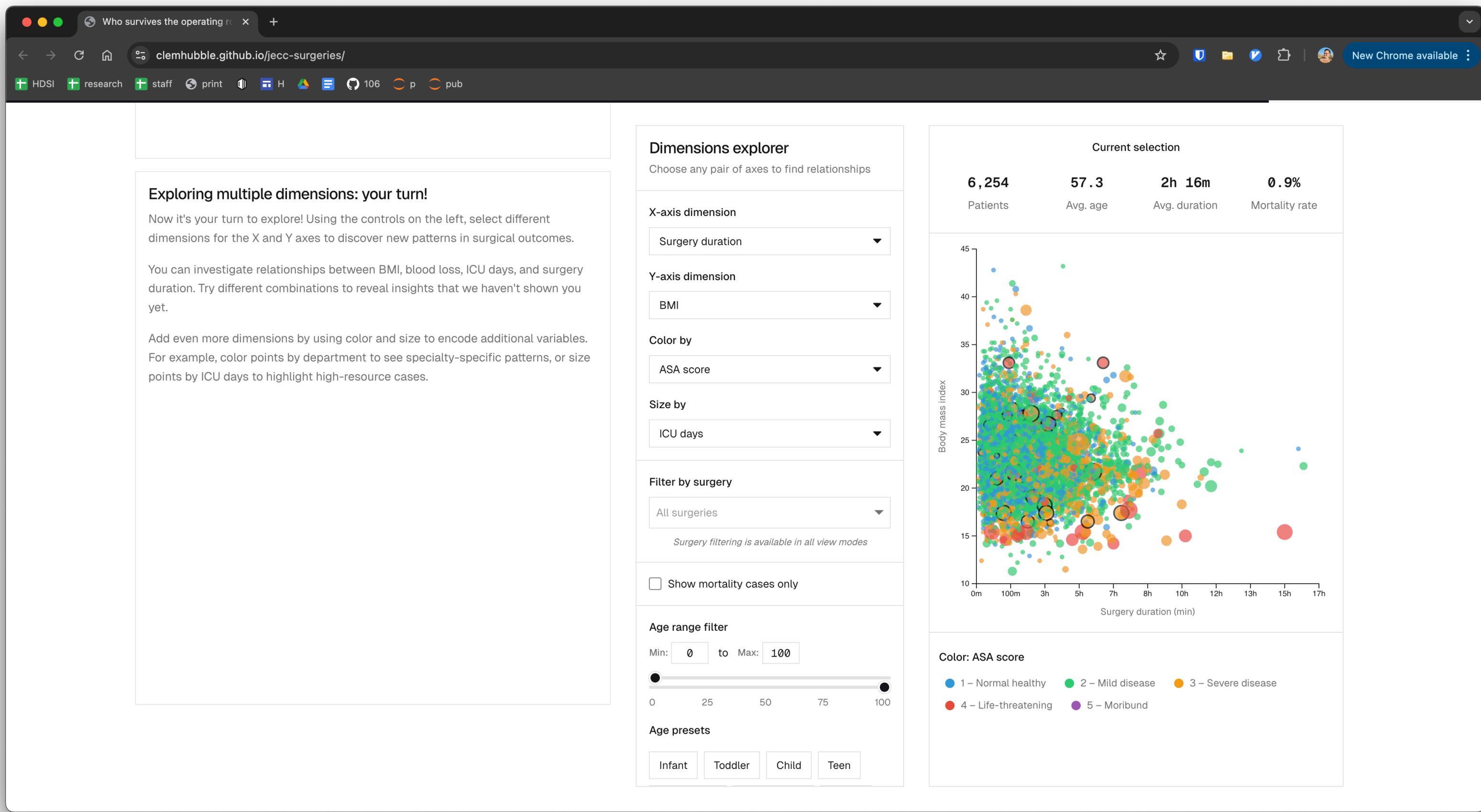
1.

# How today will work

1. First, you will critique a project from last quarter – ideally with someone in your project team, or with a neighbor.
2. Ben will give his critique. Sam and Ben will discuss.
3. We'll take questions from the audience.
4. Repeat until we run out of time!

# Who survives the operating room?

<https://clemhubble.github.io/jecc-surgeries/>



[tryclassbuzz.com](http://tryclassbuzz.com)  
Code: oper

# Is Your Heart Racing?

<https://r4tangucsd.github.io/isyourheartracing/>



[tryclassbuzz.com](http://tryclassbuzz.com)  
Code: racing

# The Effect of Parkinsons on Typing Ability

<https://matthewbudding.github.io/FinalProject-DSC106/>

The screenshot shows a web browser window with the title "Parkinsons and Typing Ability". The URL in the address bar is "matthewbudding.github.io/FinalProject-DSC106/". The page content includes a main heading "The Effect of Parkinsons on Typing Ability" with a subtitle "Investigating the impact of Parkinson's disease on dexterity and fine motor control through the visualization of typing." Below this are two buttons: "Data" and "Explore more". To the right is a large, stylized graphic of a hand wearing a red glove, set against a purple background with icons for AI, PS, and a keyboard. At the bottom, there is a footer with four names and their roles: Eric Cheng (Designer), Jerric Jiang (Scatter Plot/Script), Omid Alamdar (Typing Speed/Video), and Matthew Budding (Statistics/Aggregate Keystroke). A "Key Statistics" section is visible at the bottom left, and a "Typing Speed Comparison" section is at the bottom right.

[tryclassbuzz.com](https://tryclassbuzz.com)  
Code: park

# Gamify Unplugged: How Gamifying Surveys can Reduce Cognitive Load

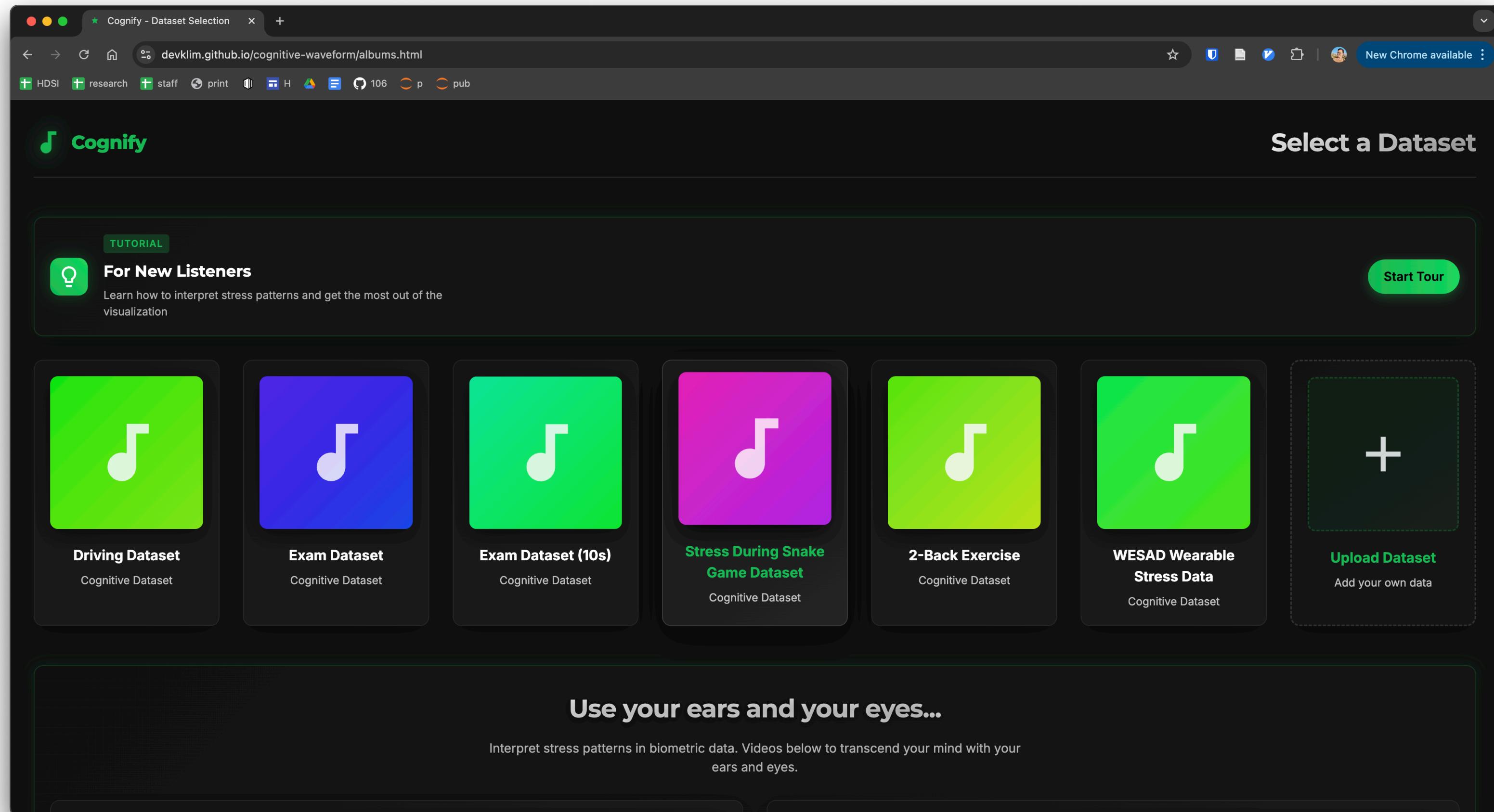
<https://nglyry.github.io/Final-Proj-Dsc106/>

The screenshot shows a web browser window with the title bar "Gamify Unplugged". The address bar contains the URL "nglyry.github.io/Final-Proj-Dsc106/". The browser's toolbar includes icons for HDSI, research, staff, print, and various system functions. Below the toolbar, there are three buttons: "Survey" (highlighted in white), "Writeup", and "Gamified Survey". The main content area features a large, bold, blue title: "Gamify Unplugged: How Gamifying Surveys can Reduce Cognitive Load". Below the title, a paragraph explains the importance of understanding cognitive load and its relationship to productivity. It states: "In today's digital age, it is important for both users and developers to understand the relationship between cognitive load and productivity. Cognitive load refers to the amount of mental energy required to interpret and complete a task. Learning how to reduce cognitive load can improve user productivity, help deal with short attention spans, and encourage the retention of information—essential for new technology and the completion of day-to-day tasks." A horizontal line separates this text from the next section. Below the line, a note reads: "One way to minimize cognitive load is through gamification—the act of incorporating game-like elements into non-game settings. To further understand this idea, please take the survey below!" A callout box labeled "Question 1" contains the question: "New ideas and projects sometimes distract me from previous ones." with three response options: "Very Much Like Me", "Mostly Like Me", and "Somewhat Like Me", each preceded by an empty checkbox.

[tryclassbuzz.com](http://tryclassbuzz.com)  
Code: game

# Cognify

<https://devklim.github.io/cognitive-waveform/>

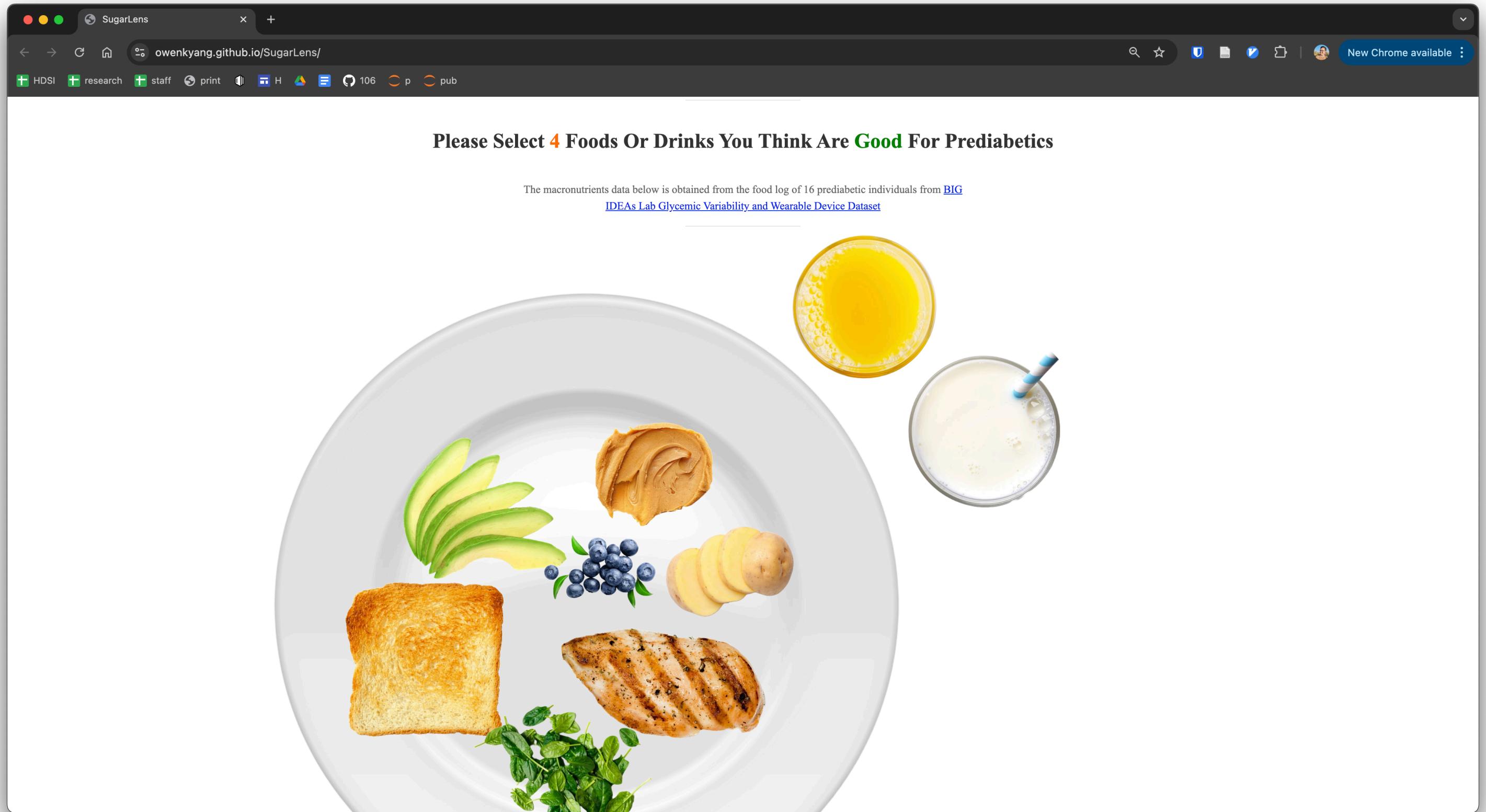


[tryclassbuzz.com](http://tryclassbuzz.com)  
Code: **cognify**

# SugarLens

[tryclassbuzz.com](https://tryclassbuzz.com)  
Code: sugar

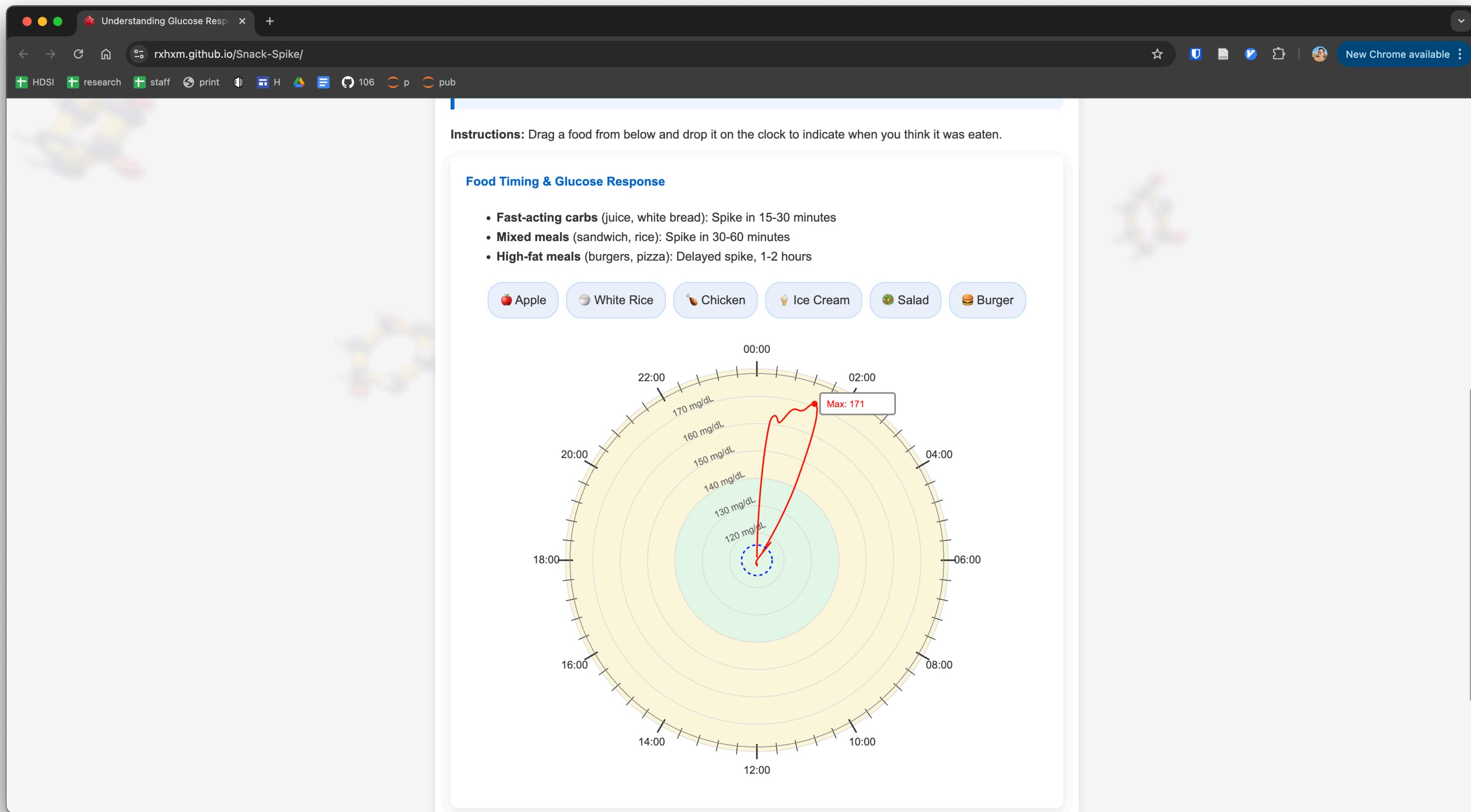
<https://owenkyang.github.io/SugarLens/>



# Snack & Spike

[tryclassbuzz.com](https://tryclassbuzz.com)  
Code: snack

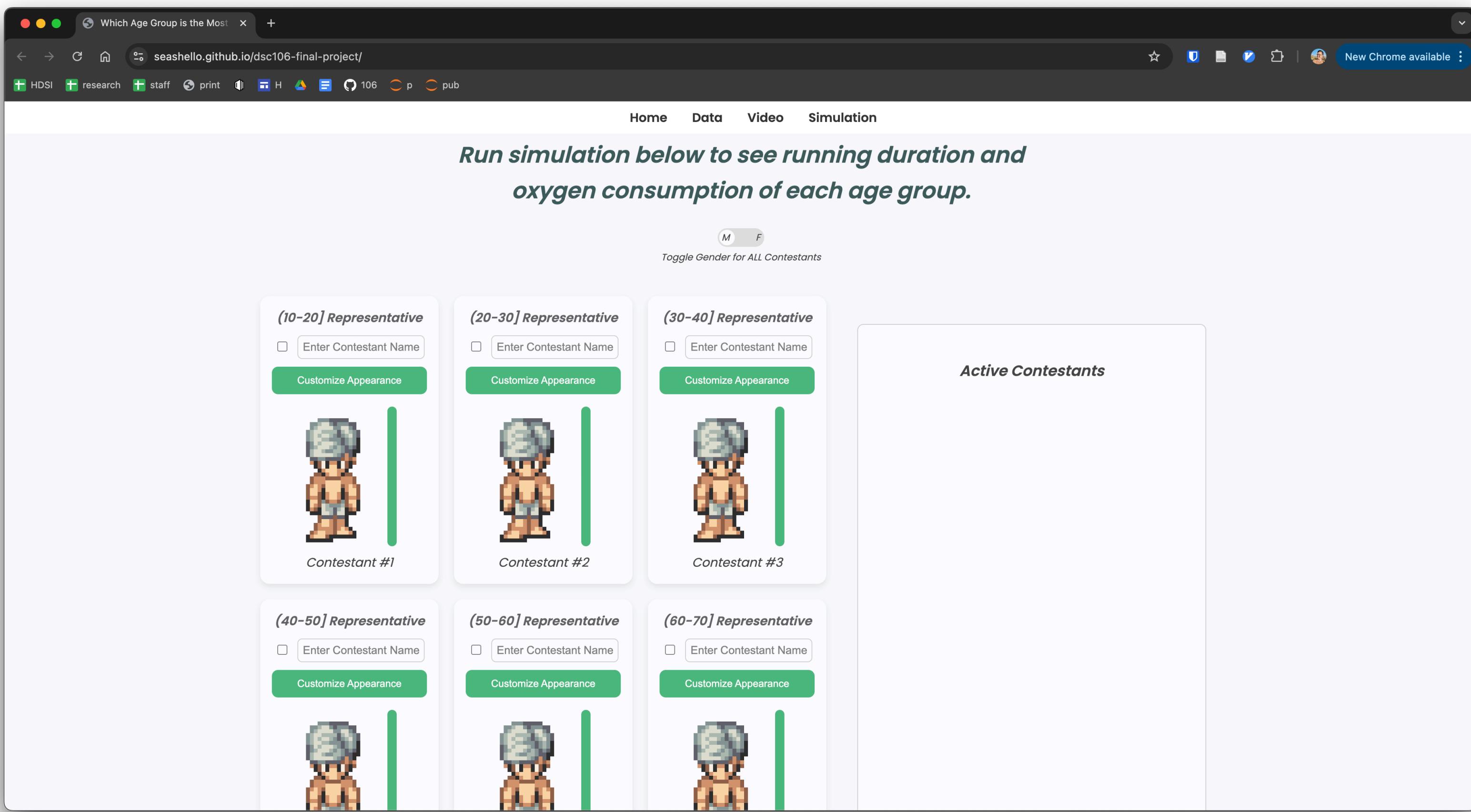
<https://rxhxm.github.io/Snack-Spike/>



# Which Age Group is the Most Fit?

<https://seashello.github.io/dsc106-final-project/>

[tryclassbuzz.com](http://tryclassbuzz.com)  
Code: fits



**See all projects from last  
quarter:**

**<https://dsc-courses.github.io/dsc106-2025-wi/showcase/>**