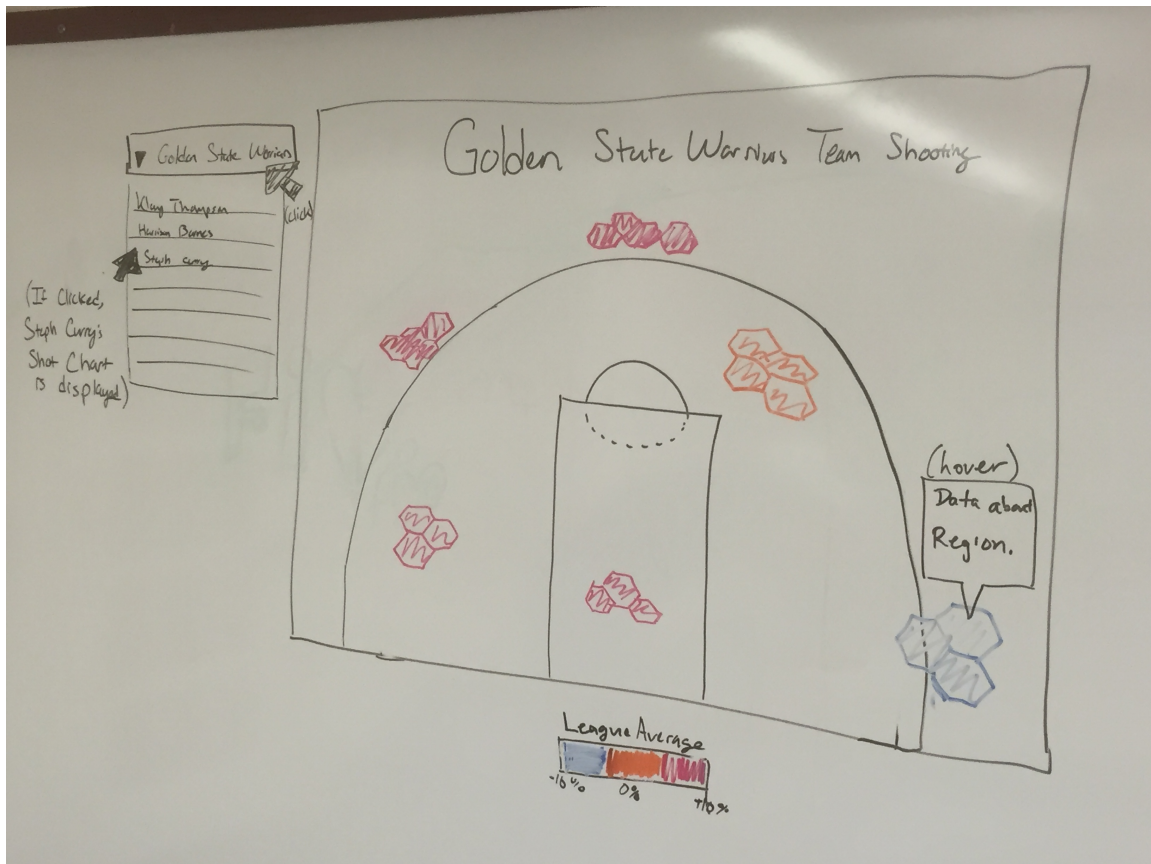


We made some key changes to the redesign for this visualization. The first thing we changed is we made the lines for Steph Curry and also the Warriors average in color so that they would be the easiest to see. In addition, we added grayed out lines for all the other teammates. Additionally, we also made it so clicking on a specific dot would show the true shooting percentage for just that selected season (the right hand side of the visualization). We decided to implement the mouse cursor changing into a pointer to signal to the user the dots were clickable and also having the dots animated to form the second graph.



We felt this design was innovative since we took the initial dot density map idea, but because we had the problem with figuring out how to partition the court so that the circles wouldn't overlap, we decided to use hexagons instead, to evenly aggregate where the shots were taken from in the court. We felt this visualization as innovative, not only because we are using a basketball court as our map instead of traditional geographical layouts, but we are also using these hexagons to partition the court and cluster shots together and visualize their field goal percentage relative to the league average.