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      The project that my group is working on is a web application designed to increase the spread of data across the world. It is a sports and data-focused social media app. This app is specifically for people who care about statistics in sports, but the uses of this technology can go far beyond sports. Examples of this could include politics, economics, or healthcare. Our app is called "Fanalyzer." The feature that makes our app useful for the average user is a visualization tool that can take in data and create charts, graphs, and other 2-D visualizations.

      Since our app targets people that care about sports analytics, the positive societal impacts of our app mainly apply to sports bettors and those that play fantasy football. Having as much information as possible is very important to sports handicappers and daily fantasy players specifically. Season-long fantasy participants could use the app to help with their lineup decisions. CSV files will be uploaded by users into the visualization tool to help create and post their visualizations. Friends will be able to follow each other like any other social media app. It's easier for raw data to be misinterpreted, and these visualization tools will hopefully help people make the correct observations/determinations regarding specific data. For example, a screenshot that a friend sent featuring game performances from Justin Jefferson is helpful. But it's not as helpful as a graph of receiving yards in each game with the average yards per game per week plotted as well. Using this app will help key data and information get to those that need it. Friends that send each other gambling data and picks will be able to follow each other and use the app to streamline the research process.

      Of course, there are always some potential issues that come with powerful tools provided to users. Data visualizations could be misused to antagonize rival fanbases. For example, users that are Kansas City fans could input phony data to create a scatterplot to troll Eagles fans after they lost the Super Bowl. While this would be funny, this is not the point of the app. If the actual data they use in their visualization is legitimate, then it is okay to shine a negative light on a player or team. But figuring out how to prevent users from using the app's tools to aggravate other users is a potential downfall. To prevent this type of behavior, a reporting/punishment system will probably have to be implemented. This type of behavior is extremely predictable given the nature of sports fans. It is a competitive environment that can become toxic at times. Toxic behavior is what Twitter is designed for. This is why posting text will be relatively limited compared to other social media platforms. The user's freedom is found in the visualization tools implemented.

      In conclusion, this concept could become a focal point for sports handicappers when it comes to research. Communities of sports gamblers have already come together online. Message boards are where they used to take place, primarily. Now, a variety of different platforms are used such as Twitter, Facebook, and Discord. Bleacher Report is a sports-specific news website / social media hybrid concept that is owned by CNN. This app helps streamline the sharing of sports news articles. Similarly, "Fanalyzer" will help facilitate the spread of real data insights.

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