Potter Plots

During the peer feedback exercise, we met with Tyler and Spencer (members of the team working on the Disneyland waiting times visualization), and they gave us some good feedback on our design. Their major concern with our project was that it was going to take a lot of time and effort to get all of the data that we needed. We acknowledged this to them, and it has turned into being our biggest struggle with this project.

They were not completely sure of the purpose of showing general word counts for each book and chapter. They suggested possibly having specific words and tracking how often those words appear in each book. For example, we could see often the word "Herbology" was mentioned across the series or seeing how often two words appear in the same chapter together. While this would be interesting, we figured this would take more data wrangling than already planned. This could be something we could add in the future, if we desired though.

Many questions were asked about the battle view and I think it helped us get a better idea of what we wanted to show. In particular, they asked how we were going to track time, seeing as sometimes we find out about other pieces of the battle after they have occurred. Through this conversation, we decided the timeline would just be by page so it would be less work for us. They also suggested possibly showing this data like the commit visualization that was shown in class. Using nodes over time we could see the battle. We decided to stick with our twice sided design because we felt we could better show the relation and spells cast between people.

They suggested another view to us that would be very interesting, but very time consuming data wise. Seeing as a major question throughout the

series is what side Snape is on, we could track his movements throughout each book and classify them. This could be another view we could add in the future, but we felt that we would need to do a lot of manual data analysis that we just didn't have time for.

Overall, they were excited about our project and the possibilities it could lend to users. One of the members of the other team had only seen a few of the movies, so he was surprised by the amount of things that were present in the books that we would like to visualize. Talking with them helped us narrow down some of our ideas and give us some exciting ideas for the future.