

## Design Process

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For this assignment I was quickly interested in creating a colored world map. Browsing around for data led to the World Bank, which provided excellent datasets. Two popular data topics were GDP per capita and Urbanization (percentage of population living in urban areas). It turns out these two subjects have been frequently related to each other in articles that speculate how one influences the other. It therefore seemed interesting to show global data for both these topics on a map. For showing the relation between the two, a scatterplot seemed like the logical choice.

I chose to scale the map in such a way that it covers most of the screen on page load, with two buttons on the bottom of the screen that allow the user to toggle between urbanization data and GDP data. The user can click on any country, which then automatically scrolls the page down towards the scatterplot, highlighting and upscaling the corresponding dot for that country. Hovering on both a country and their corresponding dot shows the desired data. When a different dot is clicked, the page scrolls back up to the map, now highlighting the country corresponding to that dot. This way of going back and forth depending on whether you click on a country or a dot seemed like a convenient way to navigate the page. The page is also programmed to reset the map and scatterplot when one of the two main buttons is pressed.