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Intro to Computational Media
LMC 2700
Project 3

FOOTBALL OVER TIME

STATEMENT

When thinking of what data to visualize, I knew I wanted something that I was passionate about and could simply enjoy looking at. I came across the subject of "sports" in the DPLA, but the data set was extremely large, so I narrowed it down through including the subjects "football" and "athletics." I grew up watching/playing sports and football was a perfect subject to look at for me. I immediately decided I wanted to visualize the data as a timeline so any patterns or times of popularity could be seen. This truly interested me because sports have continued to become popular over the years, and I wanted to see if the data in the DPLA reflected this. I came up with the idea of creating the timeline as a football field, and the objects in my data set would be represented with hash marks between the yard markers that would be separated by 10 years. This created a clear representation of the data and made it easy for the user to look at the data in a creative way.

My data visualization is straightforward and easy to use. The data from the DPLA is separated in a timeline by decades, with each individual object being a hash mark. When hovering over an individual hash mark it turns gray, and when clicked on the user will be sent to the internet where all the information on the object will appear. I mark off the end zones as 1900 and 2000, which are the highest and lowest dates I decided to stop my data collections at. There were many ways to go about representing the data from the DPLA, but I found the way I did it to be the most efficient and understandable for the viewer.

One surprising pattern I discovered when looking at my data is the progression of increasing/decreasing objects in the DPLA up to the spike between the years 1970 and 1980. There was no clear consistency in data within the DPLA up to that decade, but it quickly shot up and then dropped significantly in the following decade. There was no true pattern to the data collection within the timeline and may be because of the submissions to the DPLA didn't follow trends throughout each time period. Even though this may be the case, the DPLA provided interesting objects to look closely at and understand the documentation of sports throughout each decade.

In the end, I am pleased by the data I collected and the way my visualization of the data turned out. I hope it is interesting to anyone that views it and gives information on the development of all sports over time.