This isn't particularly useful - but these are the Processing keys and the script I use. So perhaps you get a sense of the narrative!

```
## DATA VIS - 201005 - R0<mark>3</mark>0TS
a - (quiet)
          _I built a robot class_
2 3
          _It means you can produce robots quite easily_
4 5 6 7 _And vary their characteristics_
    _I have programmed quite well behaved Robots_
a - _ATTENTION!_
j - _JUMP!_
### Let's interact to see what we have here ...
* - mouseover for names - _Ah, robot names_
* - click for long names - _Oh, they have long names too_
            _Can you see how they get their robot names?_
### But why are there only SEVEN?
m - _Oh, they have friends : one for everyone in BootCamp_
p - position
### OK - line yourselves up Robots!
m - off
p - _WHEELS DOWN!_
### Hang on - we have a hot robot, seems a little overworked ...
* - hot Robot - overheating! _understandable - very busy_
### Now - they all seem to have different characteristics ...
_can you work them out?_
* - Different characteristics
  - size **Can You Work It Out** *LONG NAMES**
  - shape - staff/student

    areal number, height, bobble

  - eye size, distance, blink speed
  - jump height
  - jump delay
  - speed of movement
g - _add colour_ - to see GROUP
### They also have behaviours - methods allow us to encode characteristics
j - **sons** _jump_
f - **daughters** _floss_
### OK ...
m - _LET'S MOVE!_
mp - _AND BACK!_
### I hope you can see that this is a **DATA MIRROR**
 _240 of us looking at (some aspects of) 240 of us_
_I'd like it to **inspire** you :_
 * _to use data in imaginative & revealing ways_
 * _and to build classes of things that will be useful in your sketches_
f - _one more floss_
h - _off you go!_
    _Robots and Students_
    **CLASS TIME - 3:10**
```