RShiny App Proposal

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App Name

App Purpose

Data Source

App Functions

Programming Challenges

Work Schedule

Division of Labor

DATE: March 28, 2019

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PREPARED FOR: PUBH 7462 (001) ADVANCED PROGRAMMING AND DATA ANALYSIS IN R

(SPRING 2019)

App Name

Olympic Games

App Purpose

This app will be designed to use RShiny to present modern **Olympic Games** (from Athens 1896 to Rio 2016). And highlight factors or features that determine the performance of medal owners compared with other athletes.

Data Source

Data scraped from <u>Sports-Reference</u> that contains 271116 rows and 15 features. Each row corresponds to an individual athlete compete in an individual Olympic event. These features are:

- 1. ID Unique number for each athlete;
- 2. Name Athlete's name:
- 3. Sex M or F;
- 4. Age Integer;
- 5. Height In centimeters;
- 6. Weight In kilograms;
- 7. Team Team name;
- 8. NOC National Olympic Committee 3-letter code;

- 9. Games Year and season;
- 10. Year Integer;
- 11. Season Summer or Winter;
- 12. City Host city;
- 13. Sport Sport;
- 14. Event Event;
- 15. Medal Gold, Silver, Bronze, or NA.

App Functions

- Show distributions of players' age, height, weight, etc
- Multiple comparison between countries, events, nations, ages, etc
- By using heat geo map show medals distribution among countries
- Show multiple visualization by different events, gender, players, height, weight, countries, etc
- By using some machine learning algorithms predict futures medals owners' weight and height
- By using word cloud to see the common medal winners' name
- Dig out some interesting **truth** behind the data
- Animation shows medals distribution among countries by year

Programming Challenges

Programming challenges involves:

- Need a while to be familiar with rshiny
- May need CSS to beautify this shiny app
- It may need more time to debug than accomplishing
- Need to learn how rshiny support multiple pages

Work Schedule

Stage 1 - Preparation (approximately 2 days)

- 1. Scrape required datasets
- 2. Initial designing layout of shiny app (by hand)

Stage 2 - Development (approximately 2 weeks)

- 1. Build draft shiny app to match app functions planning
- 2. Build CSS style and adjust each visualizations
- 3. Build out optional inclusions

Stage 3 - Review & Testing (approximately 2 weeks)

- 1. Deliver shiny app to classmates and friends for inspection/testing
- 2. Address any concern or change through inspection
- 3. Populate needed content to match approved structure

Division of Labor

Lin Deng will be the only member in this project. He will be responsible for every coding work and UI.