

Milestone2: ESports Earnings Visualization

Shanci Li, Ruizhi Luo, Aibin Yu

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1 Introduction

Our website's main purpose is to display the earnings of eSports players and teams from various nations in 10 prominent games such as Dota2, Fortnite, League of Legends, and so on. We believe that our website will provide a comprehensive overview of the subject while also delighting the audience through engaging interactions. We will specifically depict which games are popular, which players and teams earn the most, and which regions are more prospective for eSports development.

2 Minimal Viable Product

2.1 Navigator scene

The first section will work as the home page. There is a navigator that we can use to move to the next section of our visualization by clicking on it. The title of our project and an image are located beneath the navigator like in Figure.1.

Required knowledge: HTML, CSS, Java Script.

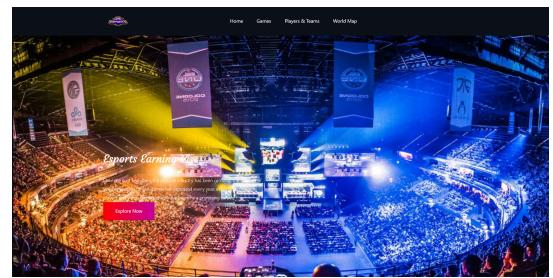


Figure.1 Navigator scene

2.2 Game scene

This scene in Figure.2 is an interactive part focused on all 10 games. When the audience enters the second scene, logos of 10 video games will emerge in a line. The audience can drag the icon to view all the games and get a brief introduction of the game by double-clicking its logo.

Required knowledge: D3.js, Interactions.

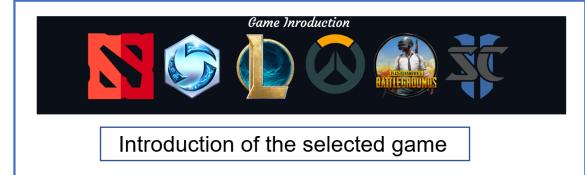


Figure.2 Game scene

2.3 Player scene

The goal of this section, Figure.3 is to show the individual and team who earn the most money in the five most popular games. On the right, there will be a logo bar for each of the five games. When the audience clicks on the game logo, the player and team with the highest points in this game will appear in the left zone.

Required knowledge: Tabular data, D3.js, Interactions

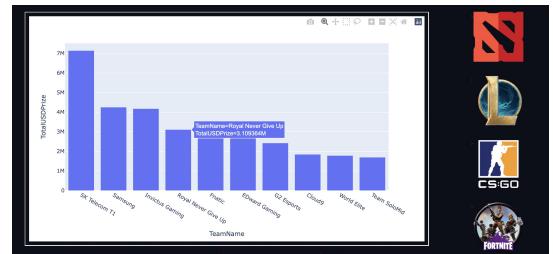


Figure.3 Team scene

2.4 Map scene

There is a representation of a globe map like Figure.4 in the last scene. By selecting a region, the average salary for that continent and country will be displayed. We can infer the global earnings distribution from the color of each region.

Required knowledge: Choropleth maps, D3.js, Interactions



Figure.4 Map scene

3 Creative Ideas

In order to provide the users with more interactivity and creativity, more efforts will be made on website design. If we have time, we would like to make the following changes:

- Add more interactive elements on the website. For example, in the second scene, when you click the game logo, the theme tune of the associated game is played.
- Implement a visualization of monthly earnings and tournaments for each game, which updates with time while users scroll the button.
- Add a part that allows users to find corresponding players and teams, and users can compare the data of teams and players.
- Improve the display of the map, for example, when you click on a country on the map, a corresponding window can pop up to display some star teams or players corresponding to that country (based on the number of tournament participation and income)
- Make the interaction between the webpage and the mouse more gamified. For example, when the mouse moves to certain elements, some effects related to the game elements are triggered, and some easter eggs can be added to make the page more interesting.

4 Tools and related lectures

The text visualisations (semantic zooming, word clouds, etc) will be implemented in D3.js and require the materials from lecture 5 (Interactions), lecture 6 (Marks, Channels) and, most importantly, lectured 9 (Text Viz).

Maps will also be implemented in D3.js, and we will need lecture 8 on maps. We also refer to chapter 14, Geomapping, from the "Interactive Data Visualization for the Web" book.

The entire project requires knowledge from the first 4 lectures about HTML, CSS, Java Script and D3.js to build upon, as well as lecture 7 (Designing Viz) which aided our design decisions.