# Information Visualization

# CHECKPOINT III: Visualization Sketch

G(X) - (A/T)

Ex.: G01-A

**1. Overview**

Overview of the visualization, including the different idioms, showing credibly how they are to work together..

Our visualization will be focused around a Choropleth Map and it will dictate what the other idioms display. This will be also be interactable by selecting a given area/country in the map or searching by a specific country name in a dropdown dedicated to it.

The idioms affected by the previous selection are:

1. Scatter plot;
2. Bar chart;

The first will display the unemployment or the urban population rates by the player earnings for the selected area or all the countries if nothing is selected in the Choropleth Map.

The second will show the player earnings in different ages within the selected area or all player if nothing is selected in the Choropleth Map.

The last idiom will be a Heat Map and it will have the possibility of filtering these tournaments data by teams or games.

**2. Visual Encoding**

Description of the visual encoding you have selected for each data type.

Choropleth Map will show the player earnings per country by using the hue of a given colour and highlight the selected area by applying an outline with a high contrast colour to it.

The scatter plot will use different colours for each ratio. Ex: Red for unemployment rate and blue for urban population rate. Each ball represents a different country.

The height of the bars in the Bar Chart represent the player earnings amount.

In the Heat Map the hue of a given colour is either the quantity of tournaments or the prize USD amount of those tournaments in a given year per month (we can select between both and each one with a different colour).

**3. Idiom and Tasks/Questions**

Description of:

* The idiom(s) you have selected and respective sketches
* How the idioms provide the means to answer to each of the questions.