

CART 351 - EXERCISE IV: Response to Project 2

Music Data Visualizer - Michael Vlamis

<https://github.com/mvlamis/cart351/tree/main/project2-datavis>

What stood out with this project was how Michael was able to transform data which feel impersonal and sterile into something that feels human and organic, even though it's based on numbers, APIs, and math. It felt like a visual fingerprint of someone's listening habits. It felt more like art than data and code. I also really like that when you first login, before starting the visualizer, it shows you all the stats from your last 40 songs, showing you the data the code uses to then create the image. Seeing the stats before, make the image feel more meaningful because you know exactly which songs the code is using for their data.

It was also really impressive how he was able to work with multiple APIs, especially when Spotify stopped supporting the audio features he originally planned to use. Michael was able to combine Spotify, Last.fm and Reccobeats in order to make it work the way he planned. The visualization itself was layered, using different types of data to create unique images that resemble little galaxies of personal soundwaves. It reminds me of those old iTunes visualizers too, this version feels like a static version of that, but it also feels more meaningful because it is based one history instead of live sound. Even though it is not interactive, it still feels alive, like a smaller cosmic snapshot of Spotify Wrapped.

The Grand Hall of Infinite Encounters - Sean Verba

<https://github.com/SeanHub-13/CART351-WEBSITE/tree/main/CART-351-Project2>

What I really liked about the project was the idea of what the project could become. Sean created a solid tool with the character creator itself and the NPC stat generator. It is an early foundation of a larger project that could be really interesting if he chooses to continue. I appreciated how the project used JSON to save each player's character information, and then made that data visible again alongside the NPC data. It made the system feel like it had memory, instead of just being a temporary experience.

I also thought it was a smart approach to prioritize the structure before the storytelling. Instead of jumping straight to combat or social interactions, he built the foundation that would make those features meaningful later, because the system would already know who the player is, what stats they have, and what stats the NPCs have to compare them

to the player's. This focus on storing, retrieving, and presenting this information shows a clear understanding of how data drives interaction.

The project feels like an early framework for something that could become a more dynamic RPG-style system in future stages, where stored data shapes dialogue, encounters, or choices. It doesn't need to be fully interactive yet, because the intention is clearly about building the logic and memory system first, which I found to be a strong and practical direction.

The Collective Adventure - Hubert Sia

https://github.com/HubertSia/cart351/tree/main/hubertsia_project2

What I found most interesting about your project was how it combines a simple choose-your-own-adventure format with tracking and displaying collective player data. Each choice a player makes is recorded in a JSON file, and the story shows how many other players made the same choice. I liked how this gives a sense of connection between players without directly changing the story itself. It's a simple but effective way of making the experience feel shared.

The story was really fun and light, and I found it genuinely amusing to play through. The interface is very clear visually, which makes it easy to follow both the story and the data feedback. I think this clarity helps the player focus on the choices and enjoy the narrative, while still being aware of the collective aspect.

One thing I wish the project included is a percentage of how many players made each choice, either alongside or instead of the raw number. That would make it easier to compare choices meaningfully, since we don't know how many people have played in total. Even without that, I thought the combination of playful storytelling and data visualization worked really well. Overall, it was engaging, straightforward, and cleverly uses simple tracking to make the narrative feel interactive in a social sense.