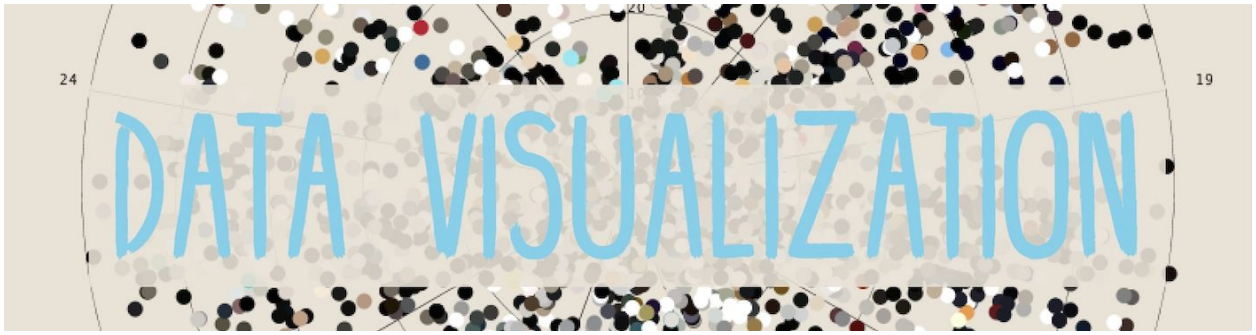


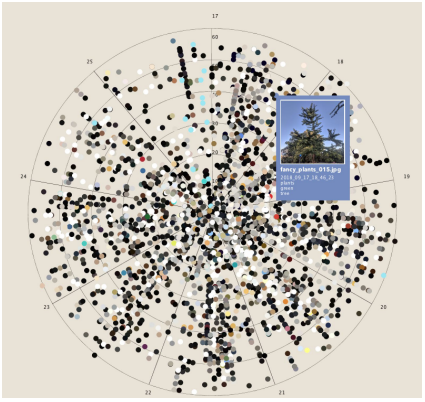
Morgan Gomez

The Data:

With over 3000 photos collected, defining the range of data can be quite difficult. Most of the data consisted of various physical media objects, such as notebooks, glasses, and water bottles. The variety of these objects produced led to a stunning collection of images that were able to be sorted based on their timestamp. By having all of these different types of images, it helped expand my definition of what a "media Artifact" could be.

Filtration & visualization:

Perhaps most difficult portion of the project, filtering the data into a cohesive dataset was a time consuming and stressful, but ultimately rewarding process. Because not everyone had timestamped their data in the same way, I had to adjust my code so that even images that were lacking certain aspects of the timestamp, such as minutes or seconds, would be included in the project. Because of this, I had to decide between the integrity of the data and the size of the dataset. I ultimately chose size, my reasoning being that since most photos included most of the timestamp, they maintained the majority of their accuracy.



The visualization shows small circles that correspond to each image, with each circle located within a larger clock-like structure depending on the date, hour, minute and second provided in the timestamp.With this data, it was interesting to see the most common times and dates that pictures were taken, as these were the places that had the most photos congregated in one place. Most evident was the lack of photos on the final day, as that segment of the circle is most bare, which supports the idea that most students were done collecting their data by this point.

Reflection:

This project seemed to act as a little window into my fellow classmates lives. While they were never present in any of the photos, they took pictures of objects or surroundings that had meaning to them, such as sketches or music selections. By these objects being related closely to the individual who took them, it also brings up concerns regarding privacy over how these photos are represented in my visualization. Because of the mass quantity of the photos provided, it is difficult to pinpoint all the images of one person, which helps distort the identity of the individual.

My Approach to Visualization:

While my visualization has aspects of all three of Hall's aspects of visualization, it mostly aligns to the artistic and technology attributes-. The Technological aspect of the visualization stems from the core idea of the project, which was to find a way to represent the data as a useful tool to see which photos were taken at what point in time by creating a giant clock-like structure. While I had to fill in the gaps for a few pieces of data, I was sure to avoid distortion of the visualization as a whole, even if it meant that my visualization wasn't as appealing as I'd like. However, I wanted to be creative and artistic in representing the dataset, which is why I chose for each circle representing the image to be filled in with the most dominant color in the image, and upon hovering over that circle, the image is presented as a paint swatch.