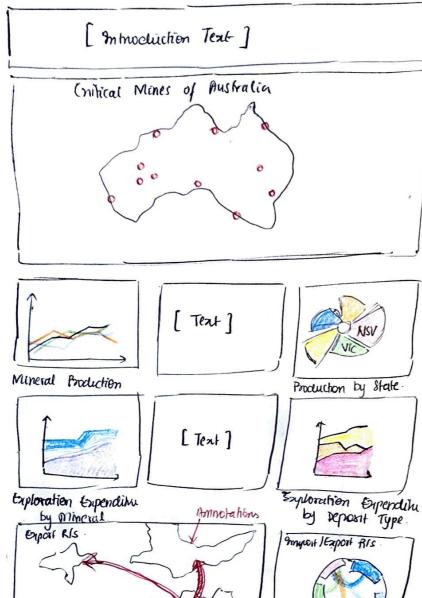
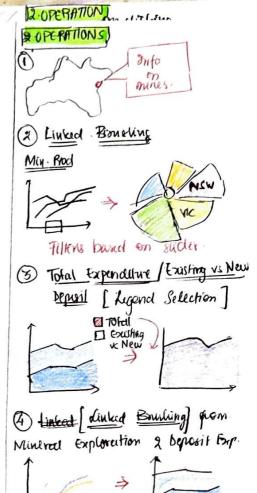




1 LAYOUT







# 3: FOCUS

- D Layout-Principles: Most imp chart in visual centre.

  Ay visualizations are arranged in columns
- Sehnerderman's rules used to provide context thous (using intercactivity)
- 3 high Data-9nk Ratio
- 4) Information Dense

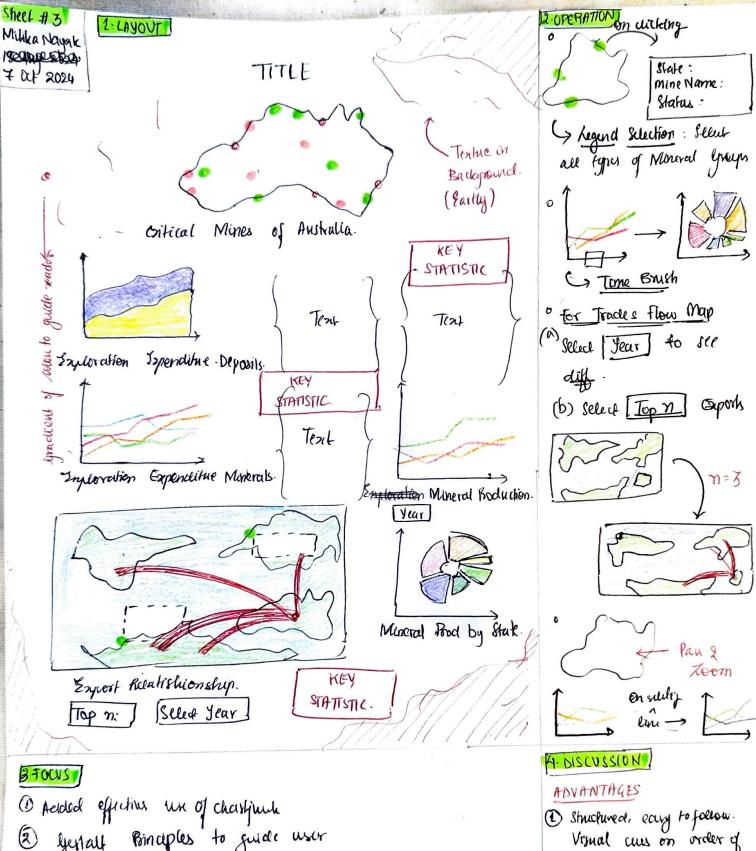
## 4-DISCUSCION)

#### ADVANTAGES

- 1 shudum presentation of info
- 2) Look clean 2 aesthetic W a set order of viewing
- 1 Buicks can effective namative

### DICADVANTAGES

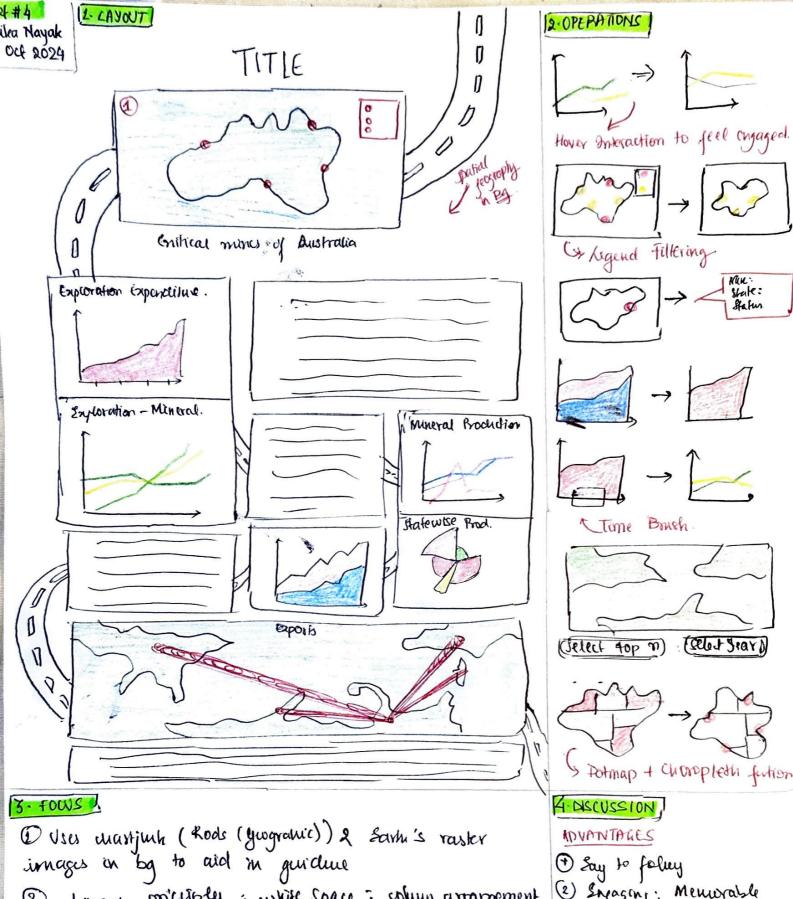
- 1) Too rigid
- 2) and use potential elagate
- 3) To plain; Doesn't capture afternion.



- gestall Binaples to guide user
- Toolfips for "Fours + content".
- rolow a visual hierarchy to guide user to.
- Layour Principles.
- 6. Thorough Implementation of : Churcification of data, rolour scales of data classes (In Export map + Stake minual prod)
- Visual cues on order of reaceng
- (2) Lots of toutips + Interactivity

### DIENDVANTAGES

- (1) charges would be distracting?
- 2-Tro shudured.

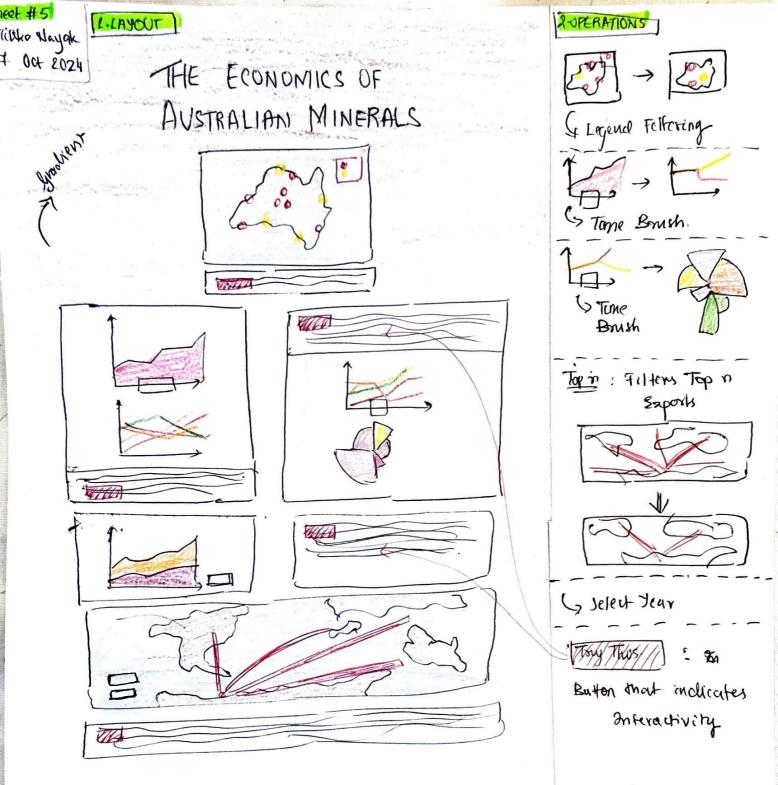


- Lajour prictiples; white space; column arrangement
- (3) Nameriu.; Colour schew

- (2) Snyaginj; Menwrable
- 3) Signilinus optimused

# DISADVANTAGES

- 1 Too much charginal?
- (2) Changlet + Dotmap 5 Too complex?



#### 3-FOWS

- 1 Layout ruses column arrangement
- 2) All sharp are arranged using sightlines I demarcated using white space.
- 3 Coluine colour sheme of "Ruit Red", "Orage" to comy hume of rizualisation
- (3) Phueiderman's mantra. (Interactivity)

#### 4: DETAILS

Time ~ 5 weeky

- -Sefort : high. "(Need to all data processy, having curve for voya Lite.
- Ryfun/R wel for
  - May chards not consud in Example library (Radial chart, Flow map)