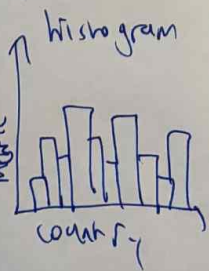
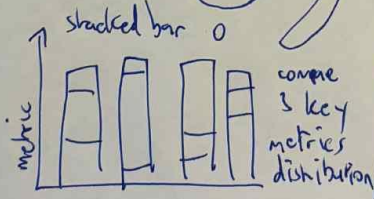


# SHEET 1

## Ideas

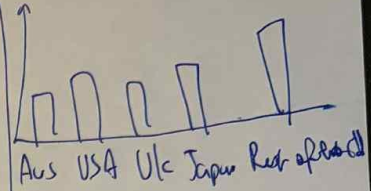
- UFC Fighters Australia vs World
- Compare key metrics

World Map - can show win rates, number of fighters  
compare key states e.g. striking accuracy  
takedowns etc.



## Categorise

- compare Aus with select countries and rest of world



## Combine & Refine

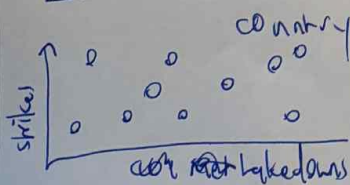
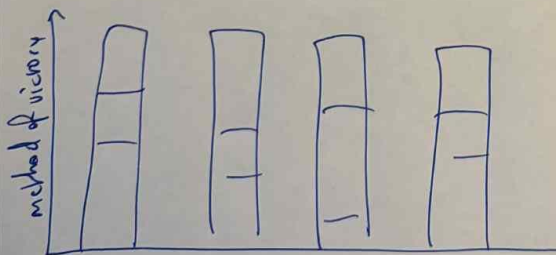
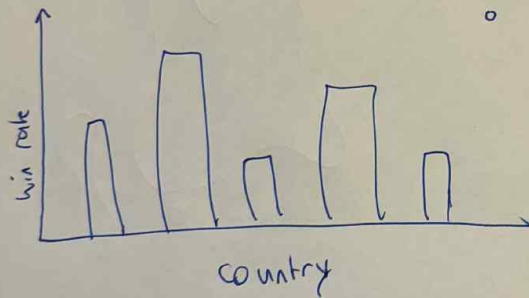
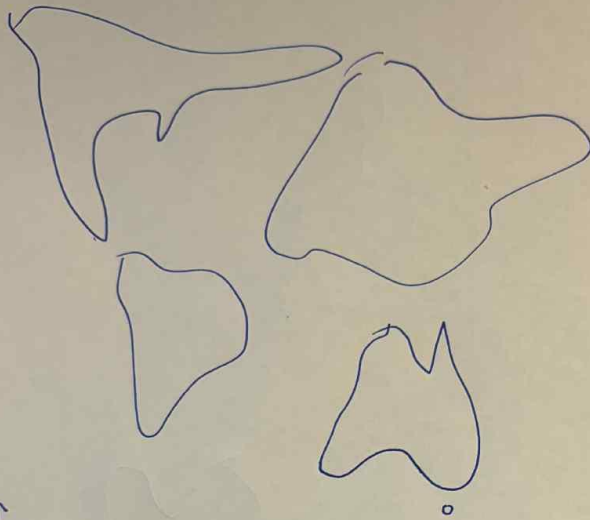
1. Map to show metric
2. Bar to show another
3. Stacked bar and scatter talk about related metrics

## Question

- Lets people compare different countries, especially focus of the sport

# SHEET 2

## Layout



Title: UFC Fighter Performance: Australia vs the World

Author: Aidan Kwok

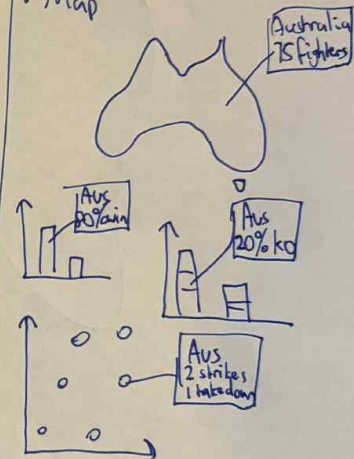
Date: 17/10/25

Sheet 2:

Task: DV2

## Operations

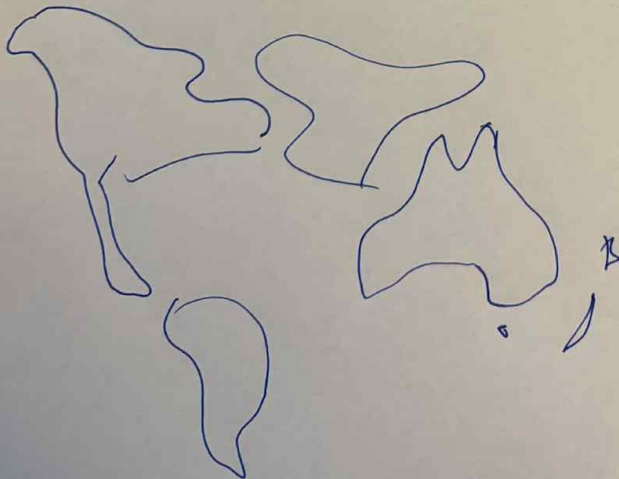
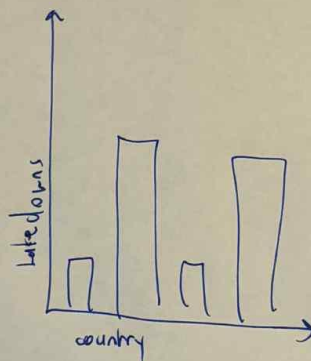
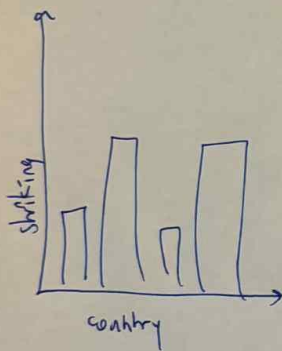
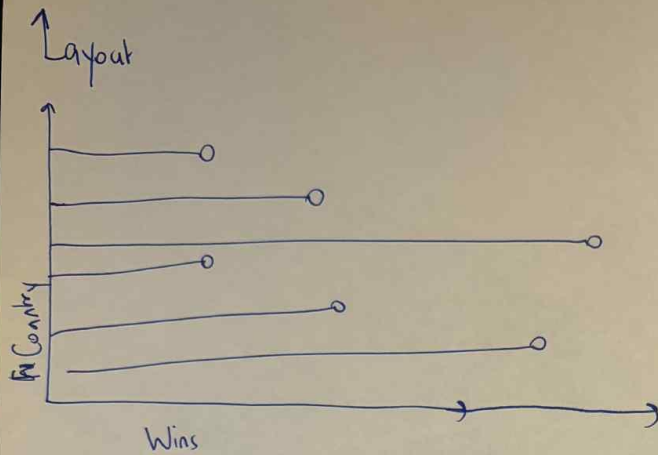
### Map



## Discussion

- Simple top to bottom layout easy to follow
- Use charts with high perceptual accuracy
- Harder to see distribution or spread of individual fighters

# SHEET 3



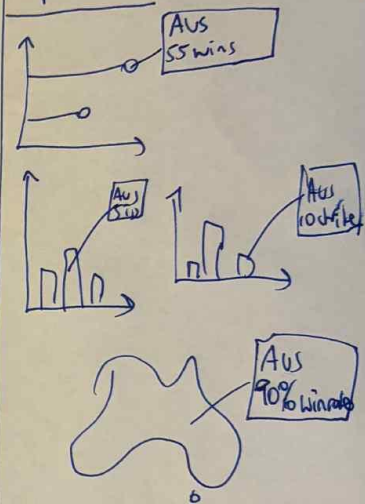
Title: Comparing  
Australian fighters with  
the rest of the world  
Author: Aidan Kuok

Date: 17/10/25

Sheet: 3

Task: DV2

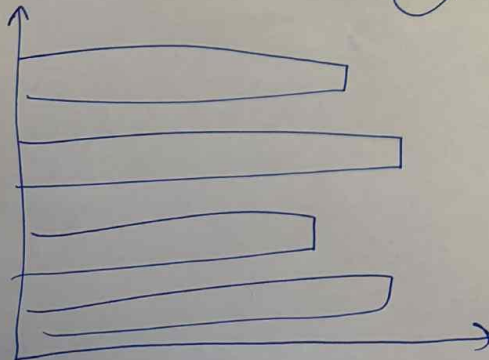
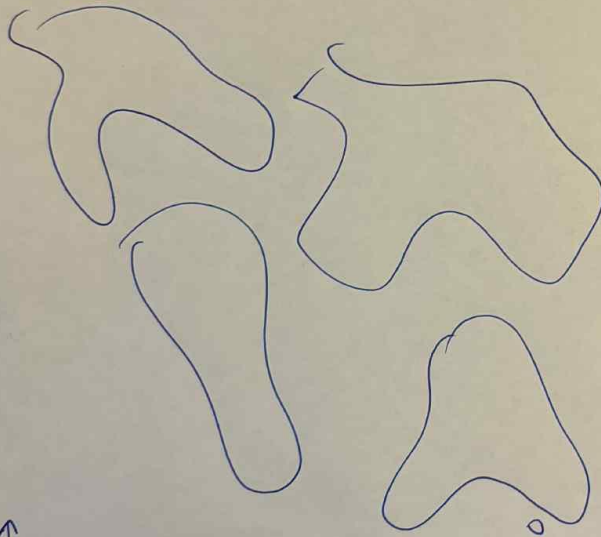
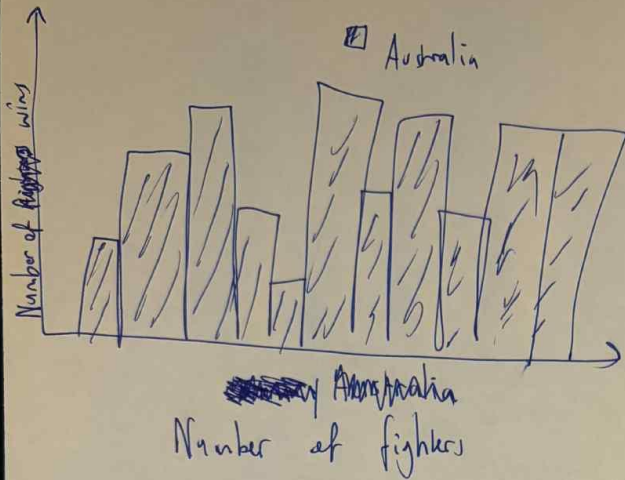
## Operations



## Discussion

- Can be very easy to tell differences
- Cannot see spread or outliers

SHEET 9



Title: UFC Fighters:

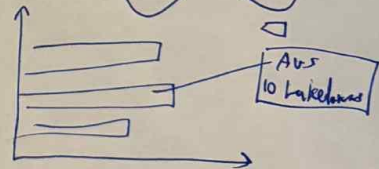
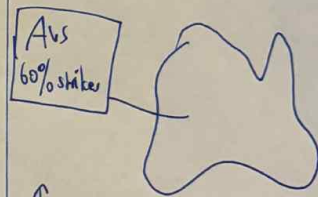
Australia Vs other  
top countries and  
the world

Author: Aidan Kwok

Date: 17/10/2015

Sheet: 4

Task: DVZ



Discussion

- Top to bottom
- Less obvious however



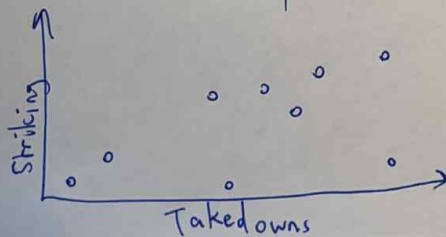
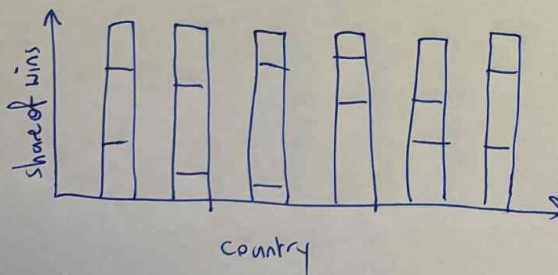
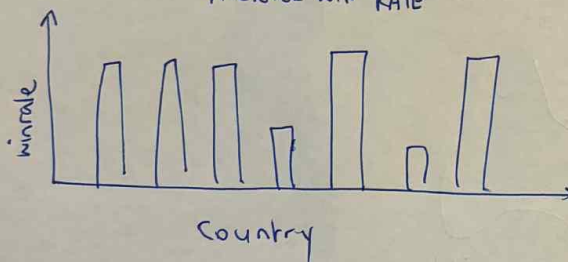
SHEET 5

TITLE

## UFC FIGHTERS BY COUNTRY



## AVERAGE WIN RATE



Title: UFC Fighter

Performance:

Australia vs  
the World

Author: Aidan Kook

Date: 17/10/23

Sheet: 5

Task DV2

## Dependencies

- Data sets
- Kaggle
- Giga sheet

## Software

- vegu lite
- html
- css
- json files

## Detail

- Clear comparison across multiple metrics
- Uses accurate channels (position and length) for quantitative data
- Same colour scheme throughout
- Non-standard type face
- Top to bottom flow
- Hover tooltips used