

SUMMARY :

Overall, the proposal seems reasonable with the choice of users & tasks and also the type of visualization channels used to answer the user specific questions. The authors have proposed interesting visualizations for the suggested personas and for someone interested in video games. They've also leveraged multiple simple yet effective choices of visualizations to answer questions which use both qualitative and quantitative attributes.

CRITIQUE:

Dataset & Problem Selection:

1. Some more research about the dataset could have been performed so as to ensure it is from a reliable source and also will be suitable to analyse the task at hand. For example, the term "Metacritic ratings" has been used but has not been explained.
2. All the data attributes should have been explained in the proposal as they have been used in answering some of the proposed questions. For example: there is no explanation for "NA_Sales" and "EU_Sales". Also some of the explanations about the data attributes are not very clear. For eg. the difference between a publisher and a developer. Are they individuals or are we talking about companies is not clear.
3. Some more thoughts on the motivation behind addressing the main problem would be very useful.

Task Abstraction:

1. Some of the users tasks are not clear and do not convey what is being achieved. For eg. the question "What game is challenging for me?" is subjective.
2. No correlations between tasks and proposed visualization is made.

Other Feedback:

1. Some detailed reasoning about the kind of visualization chosen and why is it better compared to other choices could have been better.
2. Each visualization would benefit from having a title or short description to introduce the information.

VISUALIZATION SPECIFIC FEEDBACK:

Visualization 1.4.1 (Figure 2)

Strengths:

- Easy to see trends for a particular platform and to compare trends across different platforms over time
- Vertical lines aid with viewing the year a particular point
- Has potential to have more information extracted (for example: Area = total sales/releases over a 2 year period. Relevant to Game Designer and Youtuber in understanding most the popular platforms)

Weaknesses/Suggestions:

- Visualization may become messier as more platforms are selected (especially the number label)
- Add interactivity: in normal view, hide the numbers. When user's mouse hovers over a point of interest, the number is revealed

Visualization 1.4.2(Figure 3)

Strengths:

- Easier to compare genres within a platform (however, what about a genre over several platforms? See suggestions)
- Very clean and organized design
- Checkbox interactivity allows limiting views which aid comparisons
- Red/green colorblind-friendly

Weaknesses/Suggestions:

- Dark colors are too similar (ACT and RTS) : Adjust ACT or RTS color/brightness
- Add interactivity - when user's mouse hovers over a bar, the same genre in the other platforms are also highlighted (could aid Game Designer Q2 in considering whether a high or low popularity of genre is universal over all platforms or is it a Nintendo-specific occurrence)

Visualization 1.4.3 (Figure 4)

Strengths:

- The proposed visualization is not only good for comparison but also for figuring out the average rating from both users and critics
- One point regarding understanding the agreements and disagreements of users and critics makes sense. And how to use prior knowledge like one about shooter games, can help make conclusions for other types as well
- Overall the proposed visualization is good for finding correlations and contrasting the user and critics score and to make some conclusions.

Weaknesses/Suggestions:

- It is suggested that the comparison can be made on publisher and ratings as well, to help understand the factors impacting a user or critic score. I feel the proposed visualization won't solve this purpose efficiently and separate users and critics bar charts to get an understanding for this makes sense.
- Last point about combining the visualization with sales visualization to understand correlation between sales and popularity is not very clear. It is not clearly stated as to how the authors will achieve something like that.
- The authors could have proposed some interactions and questions that they are trying to answer through this visualization. Also the purpose of area chart over line chart or any other visualization is not stated.

Visualization 1.4.4 (Figure 5)

Strengths:

- The visualization gives a good idea about the changing trends over the years in terms of the numbers of games released.
- It is also effective in making comparisons between platforms.

Weaknesses/Suggestions:

- No discussion about why stacked area charts over parallel coordinates or line charts. What purpose is stacking helping to serve?
- Extra marks like text (exact number) has to be added to the visualization because of the nature of stacked area chart
- Idea of toggling between years and platforms should be used to focus on a given year or a platform will be useful for users tasks

Visualization 1.4.5 (Figure 6)

Strengths:

- This chart is good for comparison among different platforms as well as for figuring out the number of games made for specific platforms by different companies making those platforms.
- The point regarding showing the shares under companies rather than gaming platforms makes sense since game publishers usually stick with one type of platform.
- Overall, the visualization seems to be pretty useful for the game designer and youtuber personas as they will be able to understand what types of platforms are popular and estimate the kind of audience they should be targeting or which ones they should buy.

Weakness/Suggestions:

- The authors could have proposed some kind of interactivity in this chart rather than just a static image.
- More informational aspects could have been added because just the number of games might not be directly correlated to the popularity of a platform. For eg., number of top-10 downloaded games for each platform or say, number of active users for each platform.

Visualization 1.4.6(Figure 7)

Strengths:

- They've used a sequential color scheme which highlights the differences across genres as well as across platforms really well.
- It does help with the mentioned task of helping the publishers decide the right platform for a given genre of game.

Weaknesses/Suggestions:

- Do we need the toggle bar to highlight? Isn't the point of the heat map to highlight the differences?
- I don't see how this visualization can help answer the question: "why some genre of games are more popular in a certain gaming platform rather than others". It can help show which genre is more popular on which platform. But the task of deducing why can't be done using this graph.

Visualization 1.4.7 (Figure 8)

Strengths:

- This is a well thought out chart. It can help answer a multitude of questions for various personas due to its flexibility.
- The switch to scatter plot is a useful feature to adapt to quantitative values.

Weaknesses/Suggestions:

- I found the description of the chart to be insufficient. There are 4 drop downs and only 3 are explained.
- The purpose of the chart is unclear, apart from providing flexibility to answer multiple questions.