Midterm Project

This document contains the detailed instructions for your project.

The basic requirements for the project are:

- uses at least one interactive visualization (e.g., Plotly, Altair),
- app built in Streamlit,
- all visualizations use good visualization practice (e.g., Tufte),
- there must be a point to the app beyond EDA,
- operational in Streamlit with a URL/link.

I would like to share these URLs/links with a few other faculty members; if you do not want me to include your project for some reason, please let me know in a comment when you submit your project to D2L.

You will turn in your code (to D2L), a link to your Streamlit app and give a live presentation to a group of students on Oct. 18th (presented at random order). Put the Streamlit link in a comment at the top of your code with a comment if you don't want me to share it.

Here is how you should understand the point of your project and how you will present it to the class. Imagine that you are working for a data science consulting company that uses data to help others make policy decisions. You are hired to build datasets and make them explorable to your customers with a policy goal in mind. Every few weeks is a new project that you need to learn, build the app and deliver it to the customer. To do this, you need to:

1. start with the dataset, which you will choose for this project,
2. determine what the policy goal is: this is the point of the app - the customer wants to use your app to convince people to make a certain policy decision,
3. the app should be "fun" to use by others; this means it retains their interest in the data and they want to explore it and draw interesting new conclusions.
4. you might want to provide text to guide the user moving through different segments of the app, or explain the purpose of the visualizations.