Baseball Story

Project: Data visualization of Baseball Players through Tableau

By Poonam, March 2018

Introduction

I have attempted to create an explanatory data visualization from a baseball data set. Through the visualization that has been created with the help of Tableau I am trying to communicate the findings about the relationships or patterns in the provided data. I have learnt new insights about the performance of the baseball players based on the handedness weight, height etc.

First Visualization :- First Visualization

Final Visualization :-Final Visualization

Summary

During the course of making this data visualization various Tableau techniques were used to represent Baseball data. Many relationships have been explored within the factors such as Handedness, Height and Weight.

A new variable BMI was used to explore new insights. The formula is BMI = kg/m2 where kg is a person's weight in kilograms and m2 is their height in meters squared. A BMI of 25.0 or more is overweight, while the healthy range is 18.5 to 24.9. For weight in Lbs and height in inches, we can calculate it as (Weight/SquaredHeight)*703.

BMI is used as a good health indicator by most of the practicing doctors. Its nice to see that most of the players fall into a healthy BMI range of 18-25. There are very few above 25. There is none under 18.

In conclusion, it was found that a player with left handedness had a better average score and average home run count. At the beginning I was expecting that right handed players would be doing better in terms of scoring. Also players with BMI of around 25 that is with slightly higher body weight have better scores compared to other players.

Design

The X and Y axis headers were used in both the designs and some new variables were introduced in the final design.

Initial Design

Initially the chart was drawn with given data points.
Player average score and home runs were plotted against player's handedness, height and weight.
X and Y axis of all plots were shown with no color encoding being done as it wasn't felt needed.

Final Design

New variable 'BMI' (Body Mass Index), was created as a column in the dataset. Although most of the players lie between the healthy BMI range, still the performance is best in the center of the player's BMI range.

Handedness, Height, Weight and Number of Records were used as filters.

Feedback

1. The story title was not given properly.
2. X and Y axis title did not include the unit of measurement.

3. Use filters

References

1. Udacity Tableau videos
2. https://community.tableau.com
3. https://www.tableau.com/learn/training