Happiness

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By looking at all the given data possibilities to choose from, the most appealing was the Happiness Planet Index. Who wouldn't want to know where the happiest people on the planet live?!?

The first problem I encountered was that there were a lot of variables with values differing with a crazy amount. Population count and wellbeing on a scale from one to ten just looks ugly next to each other on a line graph or bar graph.. So the first step after fixing all the data loading issues into d3, was to find a good way to visualise all the different variables to be able to give a full set of information to the people who really want to know "where them happy people at?!?".

After looking around for a while, there was one type of graph that looked like it had all the ingredients I needed for displaying all those sweet sweet variables. Eventually the parallel coordinated graph won the trophy. Especially since each country would have its own line representing all the data in the dataset, and combined with some function that could let specific countries stand out for comparison this was the way to go! So each country needed a way to stand out.. Why not write a function that selects a country and lets the parallel coordinated graph know which line (country) it needs to select, and update that for better contrast with its surroundings. Then a pop-up comes along and tells the user what country that specific line is. And as a bonus, when you click on the line, a function takes it to the front, so you always can clearly read where the line is going for better comparison. The order of all the axis can also be change by the user and a selection for each axis can be made (I have to admit, the awesome miracle of a man from http://bl.ocks.org/jasondavies/1341281 has already taken these lasts two functionalities (selecting and moving the axis) for his account).

So comparison between countries is fixed, hmm.. Then you want the world map to be a chloropleth map that shows all the different variables in a soothing and especially happy (cause that's our theme here!) colour. And what's happier then green?! Not much, I can tell you that! Than we pick to nice opposing light and dark green colors, using the colorbrewer and make a linear scale out of it. And upon hovering over the country you would want to see all the values of each variable of that specific country. Then make a legend underneath that shows a scale with the minimum and maximum values on both sides, and the variable name in the middle.

Then slap a happy and good looking background under all that (one that doesn't interfere with the information you want to convey), some text that tells the user to play around with your visualisation in order to find out where your happy people are and that's it!