This data narrative focused on a public dataset with the stats of the Pokemon game from Kaggle. This report is trying to visualize the fun information of different battle stats for different types of Pokemon. The idea is to bring useful game information to the game players. The usage of the information should not be limited to the Pokemon game only, it could also be extended into game balancing study or game playability study. Hence, the audience of this report could also be the game industry analytics people.

By reading the story, I hope the audience could get a general understanding of how do the key components in the game build to work, how would the stats that could be used in understanding the Pokemons, and how would the player gain more fun by knowing all the information provided from the visualization.

In the report, I used different visualization methods from both visual and narrative perspectives. A list of the technics that I used in the slides is as below:

Visual Narrative	**Narrative Structures**
Visual Structuring: Consistent Visual Platform	Ordering: User Directed Path
Highlighting: Close-ups Feature Distinction Motion	Interactivity: Very Limited Interactivity Explicit Instruction
Transition Guidance: Object Continuity Animated Transitions	Messaging: Captions / Headlines Accompanying Article Multi-Messaging Introductory Text Summary / Synthesis

Compared with the visualization projects that the lecturers shared, my report has less interactivity with my audience. I did the report based on the above technics due to several reasons: 1. My dataset visualization technics are limited. Based on the given dataset, I did the best I can from maximizing my learnings of Python in class. 2. My knowledge of the original Pokemon game is limited. I am quite familiar with Pokemon Go, but that game is very different from the original one. I organized the report based on a structure that could be easily understood by the audience. One good example I found in my previous experience was always starting a slide with a question. I did that in several slides, and I hope I could use them to create empathy and grab more attention from the audience.

I also gave the instructional message/text according to the content in the slides. For example, I highlighted the highly correlated stats from the heatmap in the text box right next to it. I believe it would be helpful for people to quickly gain the most important information from reading this page. Finally, I added some animations in some of the slides. In that way, I could highlight the transitions from the previous content, and help my audience get ready for the next part of the story.

The process of my storytelling started to find the dataset. Because there was no limitation on the topic, I decided to work with something fun. Finally, I found the Pokemon dataset and figured out the story I wanted to tell. The audience could either be game players, game industry people, or just normal people who are interested in knowing this game. I used Python language to build the visualization according to the in-class learning and online examples. Then, I found the slides template in Google Slides. After putting all the visualizations and the images, I finished the report by writing the key messages.

The challenges during making this study were: 1. Dealing with irrelevant variables without losing too much information 2. Formatting the visualization in Python 3. Color coding of the swarm plot. For the next time, it would be more interesting to study the Pokemon Go dataset if that could be available somewhere. I should also explore other visualization technics like Tableau or Vega-Lite, which could bring more interactions into the report.

In conclusion, I had a lot of fun working with this study. I think working on the topic that you could be interested in is the best motivation to learn new things.