Collin Ryan

**Project 1 Write Up**

Original Visualization:

A screenshot of a football field

AI-generated content may be incorrect.

<https://nflpassinganalyzer.streamlit.app/>

<https://github.com/rj7002/NFLPassingAnalysis/tree/main>

Created by reddit/github user: RJ7002

My Remake:

A screenshot of a football field

AI-generated content may be incorrect.

My Remix:

A screenshot of a football game

AI-generated content may be incorrect.

I felt the original graphics were good but left out some key information, so I tried to incorporate more information to better display what a QB’s game was like. The changes include:

* Adding a yellow line of scrimmage; allows viewer to know how much air yardage a pass got easier.
* Colored the scatterplot points so it is clear whether a pass was incomplete, complete, a touchdown, or an interception.
* Split the original heatmap into 2 different KDE plots, one showing incompletions, one showing completions. It felt redundant that both were in the same graph.
* Added titles to all the plots
* Changed the field color and color mapping, this was primarily done because it made the line of scrimmage look better and I felt it was easier on the eyes.

Citations:

I used GitHub Copilot as a tool to write parts of my code, primarily in copying/retyping variables to save time.

I also referenced RJ7002’s GitHub repository in which his code for his visualizer was. I did not copy his code directly, but I did look at it to get the exact values for certain parts of the visualization (field size, color mapping, etc.)

I also used their csv file of the NFL passing data to make my visualizations, both the GitHub and their original website are linked here:

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