Project 2

Write up 1

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For our project, we have chosen to visualize books. We majorly want to explore the popularity they amass and the influence they have on the human psyche. We have chosen upto 50 books that are freely available online through Project Gutenberg. Most of the books we have chosen are classics by authors such as Jane Austen, Mark Twain, Jules Verne and Leo Tolstoy to name a few.

The first aspect we want to work on is to find the overall sentiment of the book. We want to separate out the book into either a positive or a negative sentiment. We were partly inspired by Stefanie Posavec’s ‘Literary Organism’ while creating the structure. Although Ms. Posavec manually designed the sketch. We want to incorporate computing using NLP ([An Example](http://innovis.cpsc.ucalgary.ca/innovis/uploads/Publications/Publications/Collins_Docuburst_TR_2007.pdf)) and visualize the same. Another example of manually extracting meta data and then visualizing it into a tree was done by University of Calgary; their work can be found [here](http://ieeexplore.ieee.org.proxy.cc.uic.edu/stamp/stamp.jsp?arnumber=7192666). We want to capture the interativity that we saw in the *Speculative Practices: Utilizing InfoVis to Explore Untapped Literary Collections* and include it in our design.