

# Feedback Summary

**Feedback from team:** Sheetal Krishna, Chanchal Kariwala

## **General Questions:**

### **Objectives:**

The Objectives are clearly stated and are interesting insights into the soccer statistics. Also they are not the details that someone would know straightaway by heart. The visualizations planned to be done are in fact a good choice of insights.

Feedback : Objectives are well defined

### **Scope:**

The scope of the project is well defined in terms of the project milestones and well laid out weekly targets

Feedback : the scope is well bounded.

### **Optional and Must-Have features:**

The Must-have features provide a wholesome insights of the data set. The Optional features chosen are ambitious which is a good reason for categorizing them as optional in the first place. At the same time if time permits, these features are a great addition to the project

Feedback : good choice to keep ambitious visualizations as optional

### **Innovative / Creative :**

The visualizations, when put together make a good combination, in the way the details are shown by different interactions.

Suggestions included usage of brushes, and more select drop-downs for the user to be able to switch between multiple player/club choices.

Feedback : Can add elements that would have more functionality.

### **Scalability :**

The visualization would scale in a fair way to the used dataset. The dataset planned to visualize has the necessary details and columns. The dataset can be manipulated in different combinations to give the data required for planned visualizations.

The visualization would be able to handle larger datasets as the restriction on the size of the dataset is nowhere seen in the planned implementation. As long as the format is adhered to, the visualization would be able to handle larger but similar datasets.

Feedback : the visualization would be scalable going by the description

#### **Detail of the project plan :**

The details and datasets required for the visualizations are in place. The path is laid out in a layered manner, including data processing and retrieval of relevant data needed for the visualizations.

The plan is to use Python and R languages to retrieve relevant data, and then there are laid out deadlines for the visualizations to be finished including the optional features and bug fixes.

Feedback : the detail of the attributes planned to show are good .

#### **Story being told:**

The insights are not trivial on the first glance and the planned visualizations of performance of players/clubs over a timeline with interesting metrics and interactions is a good choice of a story to tell from a cluttered unorganized data to begin with.

Feedback : suggested addition of different players and different attributes increasing the details of the information being shown.

#### **Visual Encodings :**

##### **Visualization principles:**

The choice of visualizations are apt for the data sets chosen for specific visualizations. The progression of time is honored wherever necessary. The usage of bars for comparison and line charts for progress over a timeline are good choice of visualizations.

Feedback : visual principles are honored.

##### **Primary visual encodings:**

The most important aspect of the data is to show player/club summary and detail them to show pattern/performance over years. The choice of encodings, length in places of comparison and line charts in places of progress over years are a good choice of encodings.

A combination of encodings would help give even furthermore details wherever needed.

Feedback : The choice of primary encodings is meaningful.

##### **Visual Variables used:**

The variables used as the user progresses through the visualization make sense to the picture as a whole. When the player is selected, his attributes are shown by default in a summary .The radar chart summarizes the attributes of the player and gives a glimpse of whether the player is an attacker / defender / goal keeper . This being the first story told with the initial landing visualization. The additional visualizations showcase the progression of the player over years. This explains the story of rise/fall of the player over the years. While this explains the story of a player over years, it can be tough to make out the difference between players per a year. A third visualization used to compare players per year helps in this case.

Feedback : the visual variables used are a good fit for the story being told.

### **Color Usage :**

The highlighting of line charts on hover and the color coding planned to use for club performances highlight the information that we intend to insist upon.

Feedback : can increase the usage of color in multiple areas of visualizations.

### **Interaction and animation:**

The interaction planned to be put in place is meaningful. The user initially has the choice of picking a player whose statistics he is interested in. Then he would be guided towards the progression of this player over time. He then has the choice of adding other players to compare this player with. He can see the progress comparisons over the years. To highlight the differences between players over particular years, the user can brush over the line chart and select particular years. The visualization adds respective bar charts per year and highlight differences between players .

Feedback : interactions and animations are meaningful and complete the story.

### **Multiple views coordinated :**

The selection of player triggers the line chart showing his progress over year.

The selection of additional players adds their respective line charts to the visualization.

The selection from the brush trigger change is the third visualization highlighting the comparison between players for those years.

The coordination between the visualizations is a crucial element in the whole design and it is placed meaningfully to tell the story.

Feedback : coordination between views is well layed out.

### **Animation:**

The animations and transitions planned are intuitive and make the visualization look more appealing.

Both the animations and transitions are place where they make good sense and don't clutter the interaction.

Feeback : The animation of the charts would enhance the whole visualization.