

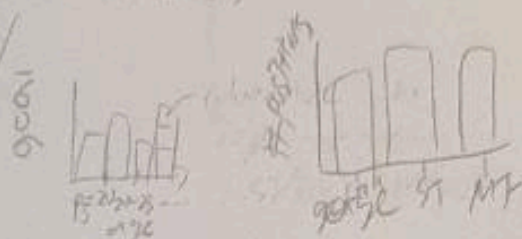
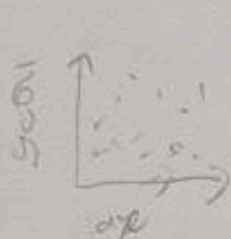
IDEAS

⇒ Team progression

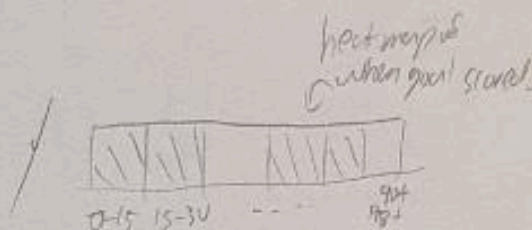
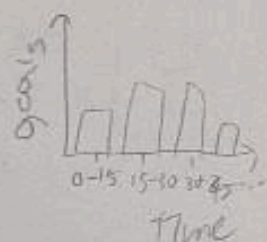
Map of astm
colour code by
stage they reached



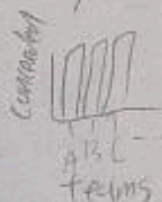
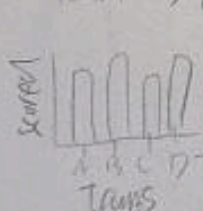
⇒ Age vs impact (goal + assist)



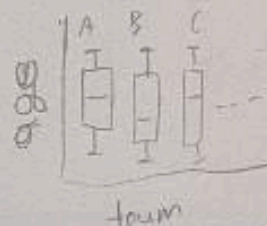
⇒ Goal by time



⇒ Team style comparison



⇒ Age distribution

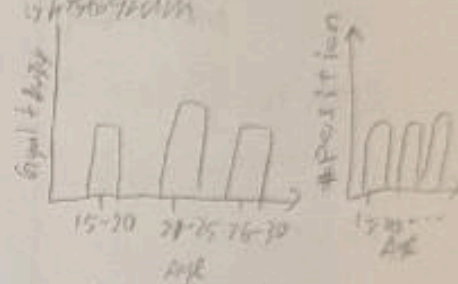


Filter

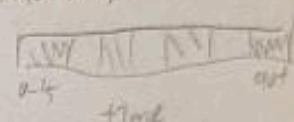
⇒ Team overall progression

↳ Map of Astm and use
colour hue to present
the level of stage each
team/country reach in tournament

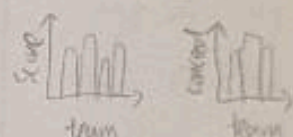
⇒ Age vs Impact
↳ histogram



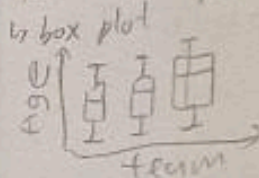
⇒ Goal by time
↳ heat map



⇒ Team style (goal vs conceded)



⇒ Age distribution per team
↳ box plot



Category SC

Overall tournament
result

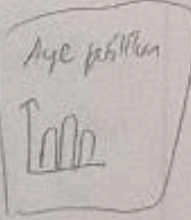
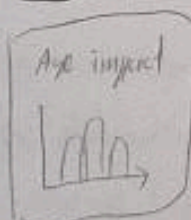
Team style

Goal-time

Age vs impact

Team age
distribution

Combine & refine



team style - Instead two
bar plot change to
scatter plot colour
code by their win amount

Question

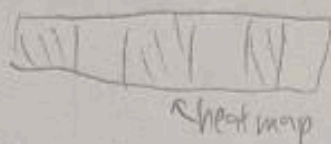
- Does all visualisation can be linked to a single story?
- Does all visualisation understandable?
- Does all visualisation computable on vector plot?

LAYOUT

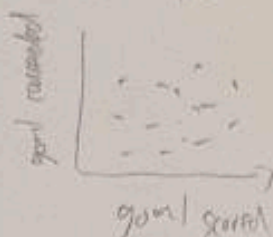
Success in Asian Cup 2023
 → Team overall progression

Map of Asia and use colourhue to present the level of stage the team has reached

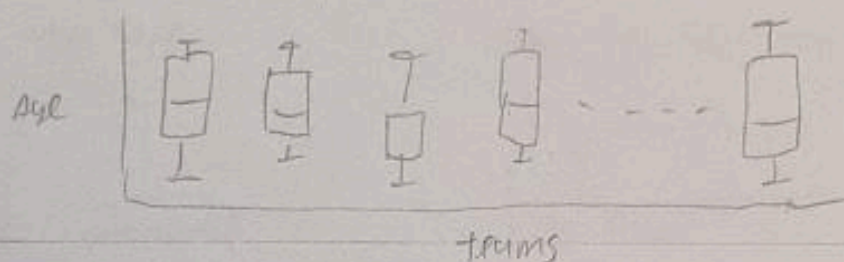
→ goal by time



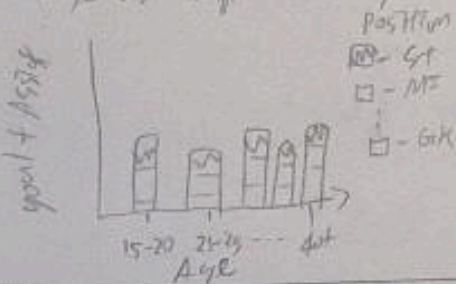
→ Team style



Age distribution per team



Age vs Impact on game



Explanation text

Title: Success in

Asian Cup 2023

Author: Gary/Alan

Date: 18/04/2025

sheet: 2

Task: T1 31PM A2

Operation

• Tool Flip on map.

Ref

Match = A
 Stage = 1st
 Game week = 1

• Able to filter by position on Age vs Impact for easier comparison between same positions.

Focus.

* This visualisation focus on team level. Start, the overall result, Age distribution, etc. then in to player level, Age vs Impact, for natural flow

* The map is at very first for eye catching element to grab audience's attention

Discussion

pros:

* flows naturally from team
 → player analysis
 * used all spaces, no useless space

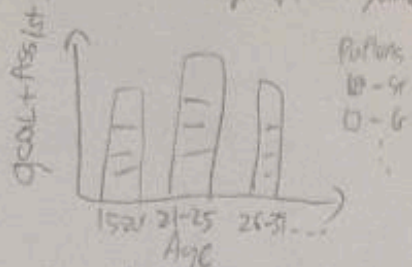
cons:

* only explanation at end, too hard to mention the vis and explain
 * maybe map take too much space so maybe we lost their interest

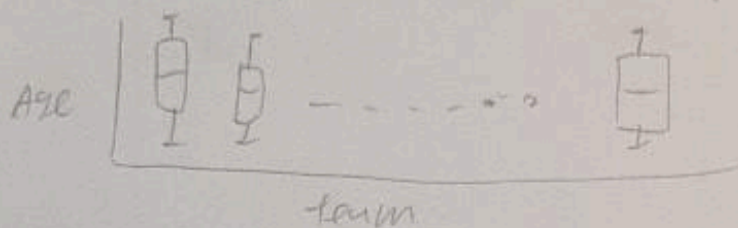
Layart

Scores in Asiacup 2023

Age vs impact on game



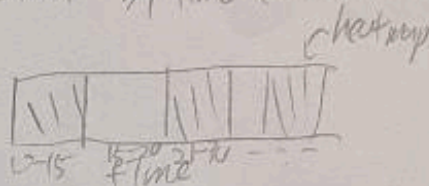
Age distribution per team



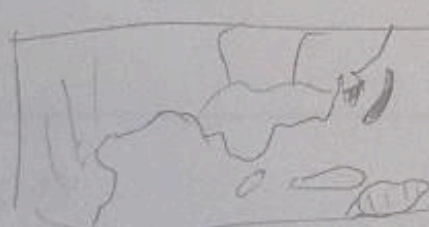
Team style



Goal by time (overall)



Overall progression



map of Asia + Au coloured by How far they reached

- - Winner
- - 2nd
- - group stage

Title = Success in Asiacup 2023

Author: Sampson Kuan

Date: 20/04/2025

Sheet: 3

Task = TH 31/04 AZ

operations

- * Add filter to select overall / any team for Goal by time heatmap
- = Tool tip on map like such

Name: A
Stage: Final
Goal scored: X
Goal conceded: Y
Average Age: Z

Focus.

- This visualization focus from Age of players to team level results linked by age of team in middle.
- By placing map on the last, users can focus on other visualization than map, which

Discussion

pros

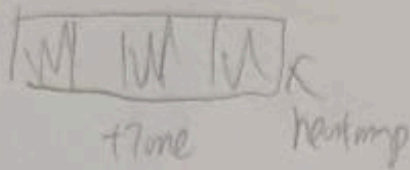
- ↳ naturally flow of story
- Age → team performance
- ↳ using all space wisely

cons

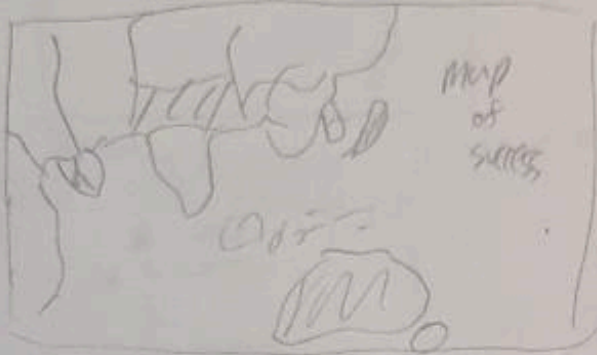
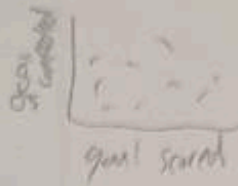
- ↳ Map should used to eye catching element, now no eye catching element
- ↳ Maybe title doesn't fit since looks like more focusing on age.

Performance 7th Asian Cup 2023

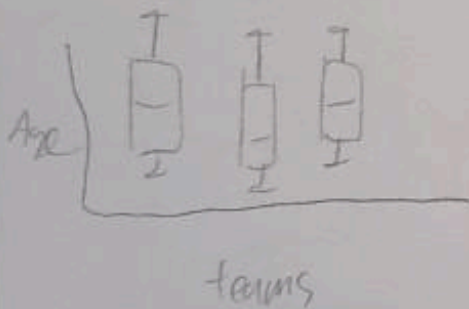
Goal by time



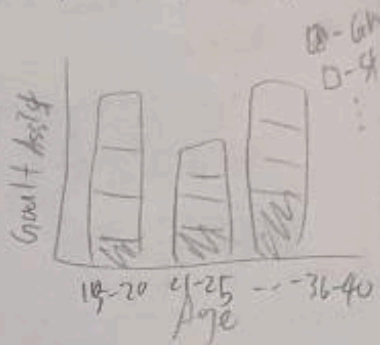
team style



Age distribution (team)



Age vs impact on game



Title: Performance 7th Asian Cup 2023

Author: Sanjiv K. K.

Date: 23/04/2025

Sheet: 4

Task: F# 3174 A 2

operation

- ↳ Able to select which teams to view on box plot, max 7 maps
- ↳ Teams for easier and clearer view
- ↳ Select the teams to team style by using filter

Focus

- * This visualisation placed map in middle to use it as for eye catching component surrounded by small information which build ups toward team's success in Asian Cup 2023
- * User can look around to get small piece of information which builds up to visualisation in middle

Discussion

pros

- * Strong eye catching component to grab user's attention
- * not much waste of space

cons

- * Age vs impact feels like it's outlying
- * Also the map feels like splitting the visualisations into two part

Success in Asian Cup 2023

Short intro



■ - Winner ■ - Runner-up ○ - not qualified

goal conceded

Team's style (Attacking / Defensive)

■ - Winner
■ - Runner-up
○ - not qualified
○ - not qualified

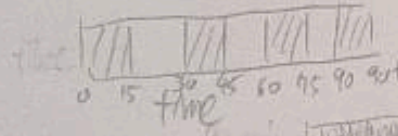


Explanation

goal scored

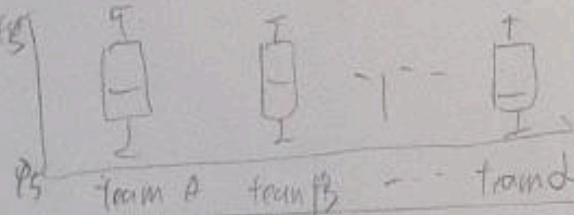
goal scored by time

All



Age distribution of team

Age



Age vs Impact



Focus

- Main focus is map, large on the to to grab audience's attention
- All the rest are equally important
- Audiences starts to explore with progression of teams and how team succeeded in competition by different features
- Main goal is to present audience that the team goal differences and ages of team related to success in Asian Cup 2023

Title: Success in Asian Cup 2023

Author: Sanghyeon Kim

Date: 25/09/2023

Sheet: 5

Task: Fit 31/09/23

Operation

- Filter for goal scored by time to able to filter by team
- Detailed tooltip for map e.g. Include win, loss, goals etc
- Filter by position in Age vs Impact for clearer comparison between same position

Detail

- Dependencies
 - VS Code for creating VTS
 - HTML to put all VTS together
 - GitHub to upload HTML page
 - Python to clean data is needed
- Estimated time & effort
 - 1 day for data cleaning
 - 2-3 days to create all VTS
 - 1-2 days to put all together in HTML page + explanation text
 - 8-12 hrs (2 hrs/day)
- Specification requirement
 - Minimum 1080 resolution
 - Small laptop to test size of HTML page
 - Desktop PC or laptop to create the VTS