My narrative visualization is based on a dataset of the number of reported monkeypox cases in the United States, enumerated daily over the past couple months. The data shows the cases started off in small amounts, and in a span of just a few months, climbed up from zero cases to five hundred cases per day. Through this visualization, I am trying to convey the rapid spread of the virus and emphasize the importance of awareness of the situation and taking precautions by showing the growing number of cases of monkeypox across the United States.

I chose to utilize an interactive slide show for the narrative structure of my visualization. Since my data is essentially a timeline of the cases, I concluded that it would be easiest to do a slideshow in which the user can go back and forth between scenes and interact with the chart and the data in each scene. My narrative visualization follows the structure of an interactive slide show because the reader must follow an author directed path for the slide show- each scene is labeled “1”, “2”, or “3”, and the first scene is loaded in by default, allowing the user to click on the next scene as preferred. During each scene, the user can drill down into details by hovering over each bar in the bar chart, where it specifies the exact date and number of cases.

The visual structure of my narrative visualization was inspired by the example shown in lecture. Text that further explains the graphic is included in the left panel, and the chart showing the data is shown in the right panel. Input selections are right above the text and the visualization, and the title of the page remains the same regardless of which scene the user is currently at. The simplicity of the design of the visual structure ensures that the user understands the chart, and the text at the left is what urges the user to look at: the bigger picture. Because the formatting of the chart and the text is the same across scenes, the user is able to realize the scale of growth of cases across the span of these couple months.

There are three different scenes in my narrative visualization. Each scene shows a different part of the same dataset. The main thing changing between scenes is the timeline for the cases. In the first scene, we see the first couple weeks of the outbreak. In the second scene, we see the next couple weeks of the outbreak. In the last scene, we see the outbreak to the present. The scenes are ordered chronologically, because that made the most sense in order to convey the message of how the cases have grown over time.

Annotations for each scene include a small popup of appended text to each bar in the bar chart which appears when the user hovers over a bar on the chart. The reason for the appended text, over an annotation library, was so that the text would not take the user’s attention away from the graphic. The annotations support the messaging of the narrative visualization by helping the user understand exactly how many cases were reported in that specific day, allowed to user to gain deeper understanding of the trends in cases over time. The format for the graphics remains the same across scenes.

The parameters in my narrative visualization included 1) the scene number and 2) the range of the y-axis. With the scene number, we can choose which text and dataset to use in each scene, and the changing range of the y-axis allowed for clarity when comparing cases across scenes. The scene number was a key to displaying the correct scene for the user.

There are a couple of triggers connecting user actions to changes in the state of my narrative visualization. First and foremost, when a user clicks on the scene number, the scene changes accordingly. In my code, this is defined through a function called loadScene(), in which the scene number is given as a parameter and the scene number in turn defines which text to load, which dataset to load, and what range to use for the y-axis. Another trigger is when the user hovers over the bars in the bar chart. When this happens, I can change the opacity of the bar that the user is currently hovering over and display additional details. In order to hint to the user that such a trigger exists, I included a shadow over each scene number to indicate that the user can press the scene number. Furthermore, once the user hovers on the scene number, two arrows appear, indicating that the user should click on that scene number.