**Questions of the VISUALISATION CONTEXT**

1. **WHO? KNOW YOUR AUDIENCE(First question is answered for you)**
2. List the primary groups or individuals to whom you’ll be communicating.

**Students from 10 Top Sports colleges in India**

1. If you had to narrow that to a single person, who would that be?

**A student who is interested in acquiring insights for skills required to play a new sport and exploring the best alternative sport to excel with his current skills.**

1. What does your audience care about?

**The audience cares about assessing their performance by identifying and analysing their acquired skills and to improve them in order to improve their overall sport performance.**

1. What action does your audience need to take?

**The audience needs to identify the skills which are required by a sport and work on them to improve their overall performance for their respective sport and compare their skills with other sports to explore their career and outshine in other sports as well.**

1. What is at stake? What is the benefit if the audience acts in the way you want them to? What are the risks if they don’t?

**Improvement in performance of an individual athlete is at stake. If a sport student already has some number of skills; he/she can identify the skills which are required to play a particular sport and find more about the skills on which he/she can work on. Also, he/she can compare it with other sports to identify all the skills on which he/she needs to improve in order to play another sport. It will also give insights on their toughness to learn new skills with respect to another sport. If they dont take action, they may not be able to identify the skills on which they need to work on to improve which in return can hinder or stagnate their overall performance.**

1. **WHAT?**

* What are you trying to communicate? What questions are you trying to answer/display in your visualizations? Write these as specific questions. You need to come up with 3 questions at least, each of which will be answered using one Viz.

**We are communicating regarding the way to identify skills required to play a sport. Questions we are trying to answer are:**

1. **What are the top sports which are having high skill value of selected skills in bi-variate analysis?**
2. **What is the percentage share of skills required to play a sport?**
3. **Which sport is tougher between the selected two sports on the basis of their skill score?**

* Data preparation needed to answer the specific queries must be done.

**We pivoted the data by using Tableau Prep to prepare the data for visualisation so that we can transform columns from the original dataset into rows, which make it more conducive for visualising on Tableau Desktop Viz.**

1. **Present the BIG IDEA**.

* It should:

(1) articulate your point of view,

(2) convey what’s at stake, and

(3) be a complete (and single!) sentence.

**The Big Idea is:**

**What Does It Take To Play a Sport?**

1. **HOW?**
   1. Chart 1: What type of viz did you create? Why did you select the viz that you did?

**We created a Scatter Plot for getting Top Sports with a high value of skills which are selected. As this was bi-variate analysis, therefore we used Scatter plot for this viz.**

* 1. Chart 2: What type of viz did you create? Why did you select the viz that you did?

**We created a Bar Chart for identifying the percentage of skill required to play a particular sport and at the same time we are comparing it with another sport’s requirement. Two Bar charts were created in the form of a butterfly chart; we chose this form so that we can get a comparison of both sports requirements with respect to their required skill.**

* 1. Chart 3: What type of viz did you create? Why did you select the viz that you did?

**We created a dumble chart for identifying the difference between the skill score of respective sports and identifying whether a sport is tougher than or easier than the other. The chart incorporates gantt chart and bubble chart on the synchronised axis to identify the differences between the two sports. We chose this so that we can get a bar for each skill which signifies how large is the difference between the selected sports’ skill.**

* 1. For each of the Visualisation, identify at least 3 Gestalt principles employed.

**Viz 1:**

**– Gestalt Law of Prägnanz(Simplicity)**

**– Gestalt Law of Focal Point**

**– Gestalt Law of Proximity**

**Viz 2:**

**– Gestalt Law of Prägnanz(Simplicity)**

**– Gestalt Law of Figure**

**– Gestalt Law of Similarity**

**Viz 3:**

**– Gestalt Law of Prägnanz(Simplicity)**

**– Gestalt Law of Figure**

**– Gestalt Law of Similarity**

* 1. For each of the Visualisation, mention how you strategically used pre-attentive attributes to draw the audience's attention.

**Viz 1:**

**We used colour, spatial position and motion as preattentive attributes to draw the audience's attention. Colour and position highlights the points representing high value data points in a scatter plot of two selected skills. Motion is used to draw attention when we change/select skill as an axis in a scatter plot.**

**Viz 2:**

**We used colour, bar length and highlighting hue on selection of a skill to draw the audience's attention. We used colour to strategically identify the two separate selected sports. Skill sequence and alignment is done in such a way that it will be in order with Viz 3 so that it is visible to the user at the same time. On the selection of a skill, highlighting hue is used to get user’s attention in Viz 2 and 3 simultaneously. Bar length indicates a high percentage of share of a skill in one particular sport.**

**Viz 3:**

**We used colour, line length, data point positioning, motion and highlighting hue on selection of a skill to draw the audience's attention. We used colour to strategically identify the two separate selected sports. Bar line length and bar color to signify tougher skill between the selected sports to acquire. Data point position on the bar end indicates the point of selected sport. Skill sequence and alignment is done in such a way that it will be in order with Viz 2 so that it is visible to the user at the same time. On the selection of a skill, highlighting hue is used to get user’s attention in Viz 2 and 3 simultaneously. On selecting a new skill from the dropdown, motion is used to highlights or signifies difference in skill score of selected sports.**