

Assignment 0: Design Critique

Due: 09-06-2015, 11:59pm (midnight)

In this assignment, you are going to find interesting visualizations “in the wild” (in books, newspapers, magazines, on the internet, etc.). Specifically, you will be looking for two visualizations – one that you really like, and one that you really dislike. For the visualization that you like, you need to express why you like the visualization (what is it that makes the visualization good). For the visualization that you dislike, you need to provide a critique, as well as design a better alternate visualization.

Basic Requirements:

1. Find two visualizations in the wild
 - a. One that you really like
 - b. One that you really dislike
2. For the visualization that you really like, provide a description of what makes the visualization good.
3. For the visualization that you really dislike, explain why you dislike it.
4. In addition, for the visualization that you dislike, design an alternate visualization that is better than the original.
5. Give an explanation for your design and what problem(s) your design addresses.

What is NOT Required:

1. The alternate visualization does not need to be generated using a computer. You are free to draw the visualization by hand. However, if you choose to draw the visualization by hand, you are required to scan it into a computer and submit the drawing digitally.

Submission:

Submit your work using **Blackboard** by Tuesday September 6, 2016, 11:59pm (midnight). The assignment is called “a0”.

Need Help?

If you have questions about this assignment:

1. First, check Piazza to see if others have had a similar problem.
2. If not, post your question on Piazza.
3. If the question is sensitive, please email the instructors privately.
4. Note that you are NOT allowed to post code or solutions on Piazza – I will monitor the forum and delete any inappropriate posts. Fishing for programming solutions could result in a penalty toward your grade.

Additional Information

1. A visualization can be good (or bad) due to a myriad of different reasons. You are free to examine the goodness from any angle including (but are not limited to) issues such as clarity, ease-of-use, appropriateness, graphic design principles, color choices, interactivity, etc.
2. A visualization can be defined in many ways as well. It is not limited to statistical line graphs or bar charts. For this class, any visual representation that is created from mapping data to a visual form is considered a visualization. A visualization can be generated by hand or by a computer.