

Assignment 1: Design Critique

Due: 01-24-2017, 11:59pm (midnight)

In this assignment, you will be looking for visualizations “in the wild” (in books, newspapers, magazines, on the internet, etc.). Specifically, you will be looking for two visualizations – one that you like, and one that you 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 for this Assignment:

1. Find two visualizations in the wild
 - a. One that you like
 - b. One that you dislike
2. For the visualization that you like, provide a description of what makes the visualization good.
3. For the visualization that you 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. Explain your design and what problem(s) your design addresses.

What is NOT Required:

1. The alternate visualization does that 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 via **Blackboard** by Tuesday January 24, 2017, 11:59pm (midnight). Use the naming convention: “FirstnameLastname_a1” (e.g., AlvittaOttley_a1).

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.