CACA - Course Adjusting Collision Avoider

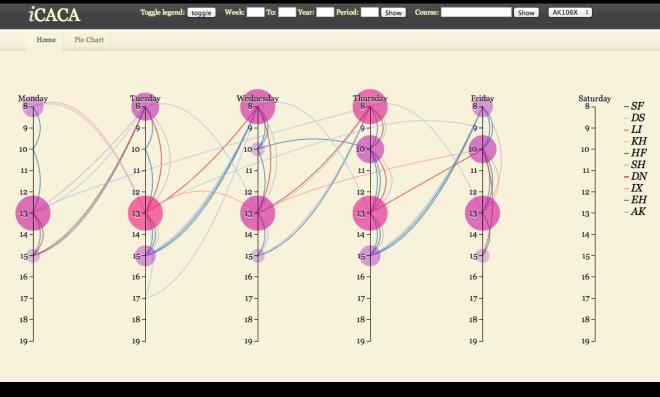




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Information Visualization DH 2321 2013/03/04

CACA - Course Adjusting Collision Avoider



March 4, 2013

Motivation

- Parallel coordinates in a new light using new techniques
 - Time vs. Time
 - Interaction with several live API's
 - Potentially a very useful planner
- A new take on a known tool to reinvent a classical visualization
 - The calendar is perhaps one of the oldest visualizations
 - Is there a better way to view certain aspects?
- Thinking outside the box and learning to use trending tools in a live environment
- How a known tool can be applied in a non-traditional way and the power of D3.js
 - Perhaps what to do/not to do
- Lack of time and tight deadlines mean that quick information is crucial
- How does this project make the world a better place?

March 4, 2013

Goals and Challenges

• Goals

- Rethink an age-old visualization
- Utilize the KTH API and its data
- Some practice with javascript

• Challenges

- Lack of time and in some aspects, our own limitations
- How do we use the API?
- Code and hack, code and hack!

TimeEdit

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March 4, 2013

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Methods and Techniques

- This project was coded using D3.js (and some ordinary Javascript)
- The development was performed on Mac's and PC's
 - The project is accessible from almost all platforms with a browser (even mobile)
- The D3.js library is used as an online source
- Html, CSS and Javascript to bind everything together
- The import functions used, a new view of an old problem and some of the filtering implemented
- Details on Demand, filtering, live selections, highlighting, searching, and visual cues
- Several new algorithms for solving Time vs. Time plotting issues and collision visualizations

Live DEMO

Our experience of this project

Difficulties

- D3.js and its usage
- Javascript can be deceptive
- Plugin compatibility

Solutions

Cowboy coding (the one true way)

Conclusion

- We created a visualization of the courses in a smaller space than anticipated
- We used the KTH API (although not to its fullest potential).
- We learned D3.js and its magical abilities
- In the future: more practice!

Thank you!

Questions?

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