CACA - Course Adjusting Collision Avoider

Markus Felldin
felldin@kth.se

Max Roth
maxroth@kth.se

Information Visualization

DH 2321

2013/03/04

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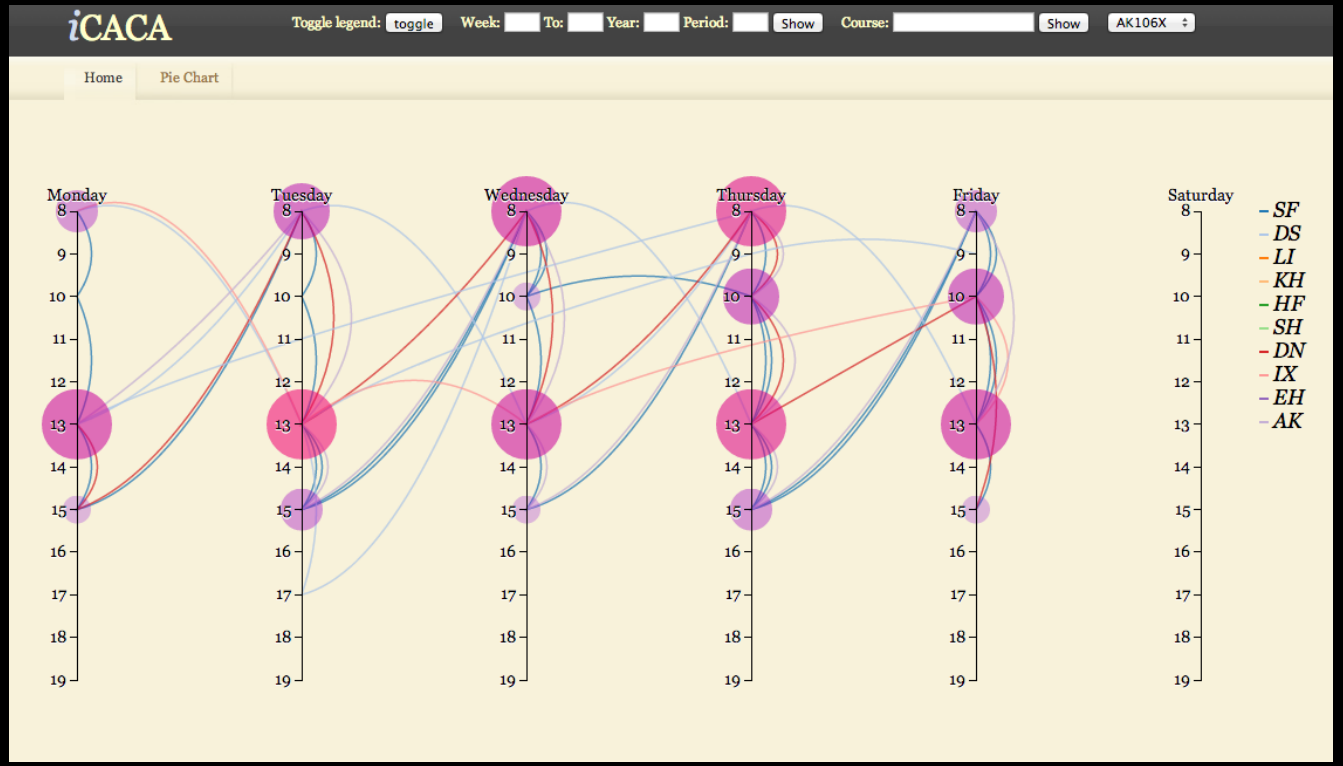


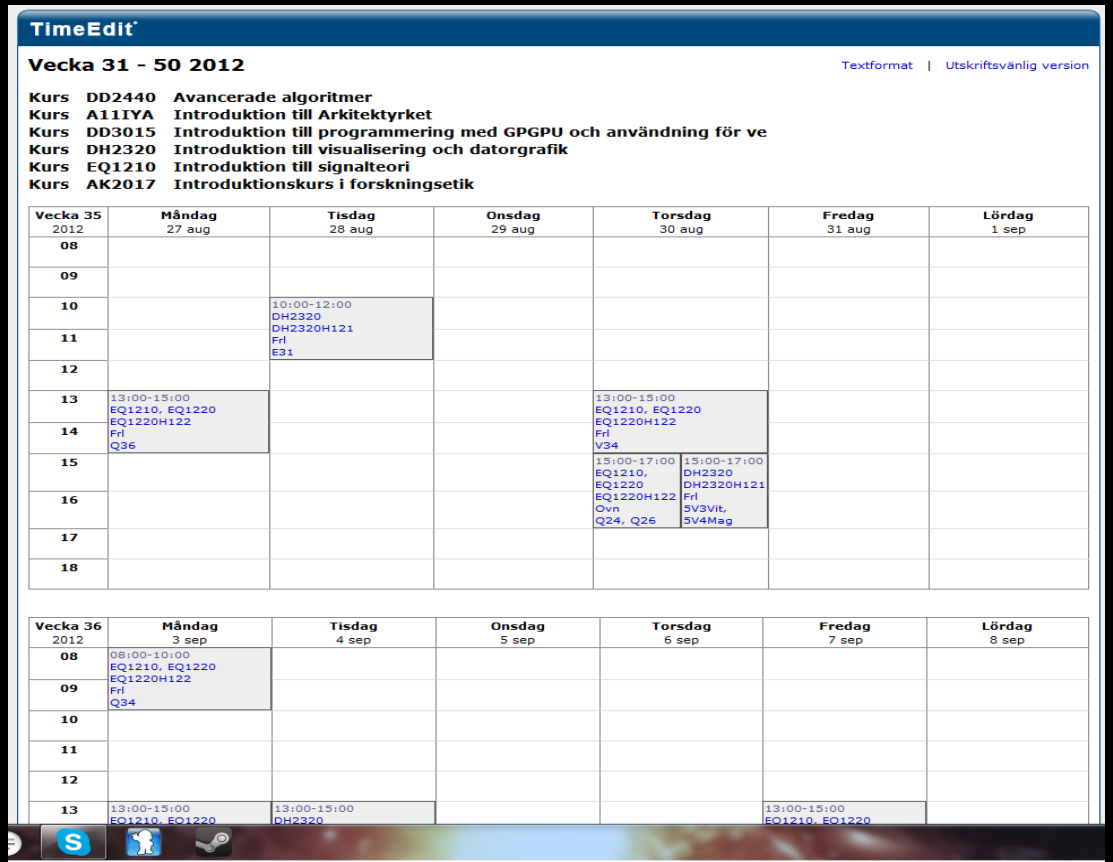
Motivation

- 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?

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



March 4, 2013

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?

Max Roth {maxroth@kth.se}
Markus Felldin {felldin@kth.se}

Mario Romero {marior@kth.se}

For more information go to: www.project1.se