

Info424 Viz4All**Due Tuesday, November 27, 1pm**

The goal of this assignment is to collect examples of good interactive visualizations, such as those shown on the University of Maryland Viz4All website, and also examples of bad visualizations to create a Hall of Shame.

For this assignment, you will find an example of a good interactive visualization on the web, and write a concise paragraph explaining what it is and why it is effective. We will construct a web page like the Viz4All page with everyone's contributions.

Specifically, we want:

- A title and link to the visualization
- A thumbnail image
- A concise description of what the visualization shows and why it is effective.

Alternatively, you can contribute to the Info424 Visualization Hall of Shame. Same information as above, except explain why the visualization is bad.

You will get the full 25 points for any fully completed assignment, assuming your judgment is sound and well-justified. Be sure to review Few's and Tufte's principles, the perceptual principles we discussed in class, and Shneiderman's infovis tasks. We want real insight, not just "it's useful or "it's confusing."

We will offer up to 25 more extra credit points for exceptional cases, good or bad. Only 3 visualizations will get extra credit. If we can work out the logistics, we may include voting by the class (anonymous on both sides, of course).