# Data Visualization

# Overview

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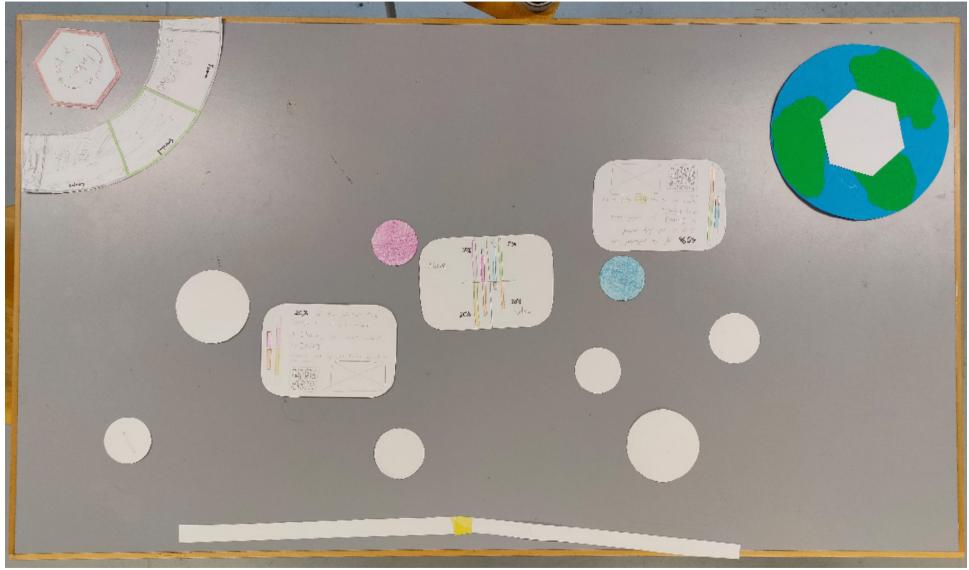
### Introduction

Humans have exploited the earths CO2 cycle for their own gain. Now we are all expirencing slowly the first consequences.

In resent years researchers have discovered how we could use CO2 stroarge in the ground in plants to restore a part of the balance of the CO2 in our atmosphere. This project aims to visulize the data that supports this claim and creates an interactive expiriences for the FocusTerra exibition. The data and the development is supported with the colaboration with the Crowther Lab of ETH.



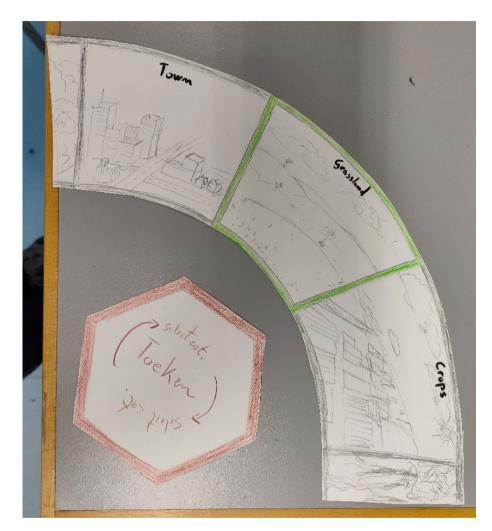
## First ideas



Paper prototype with information bubbles and selection wheel



Globe to select a continent...

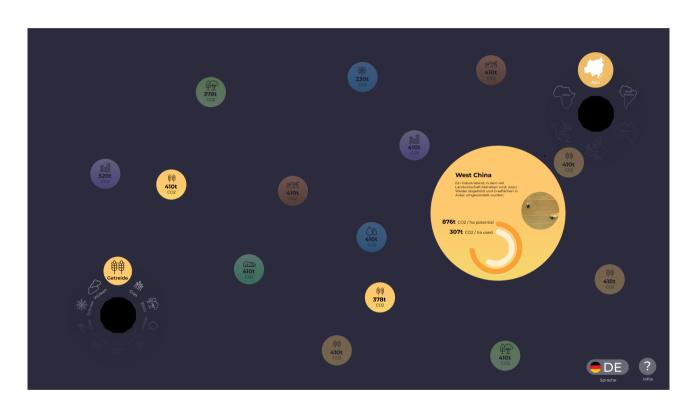


Land selection...

# Concept

On the main screen, the user is presented with a global screen, which contains data-bubbles, showing information about the CO2 storage in the earth at different land covers and places.

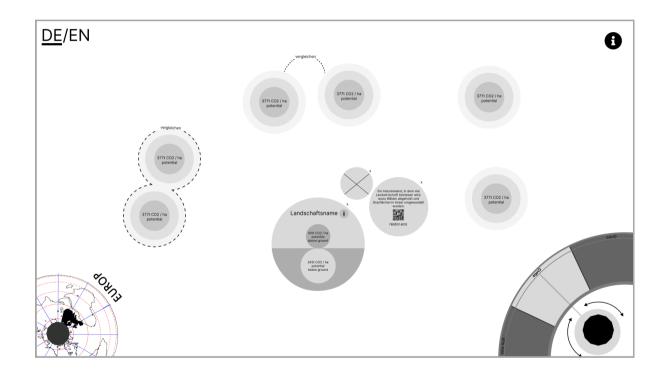
By using the selection wheel or the globe, the user should be able to select land cover and a continent.



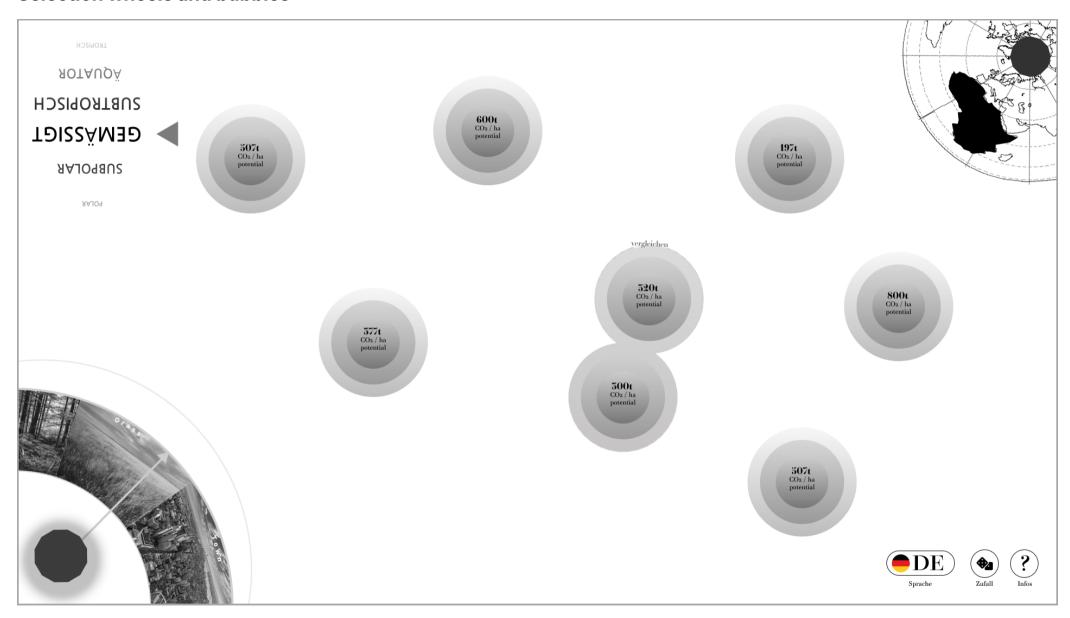
## Prototype & development

During our process, we iterated through a few wireframes, containing different layouts and arrangements of the selection tools.

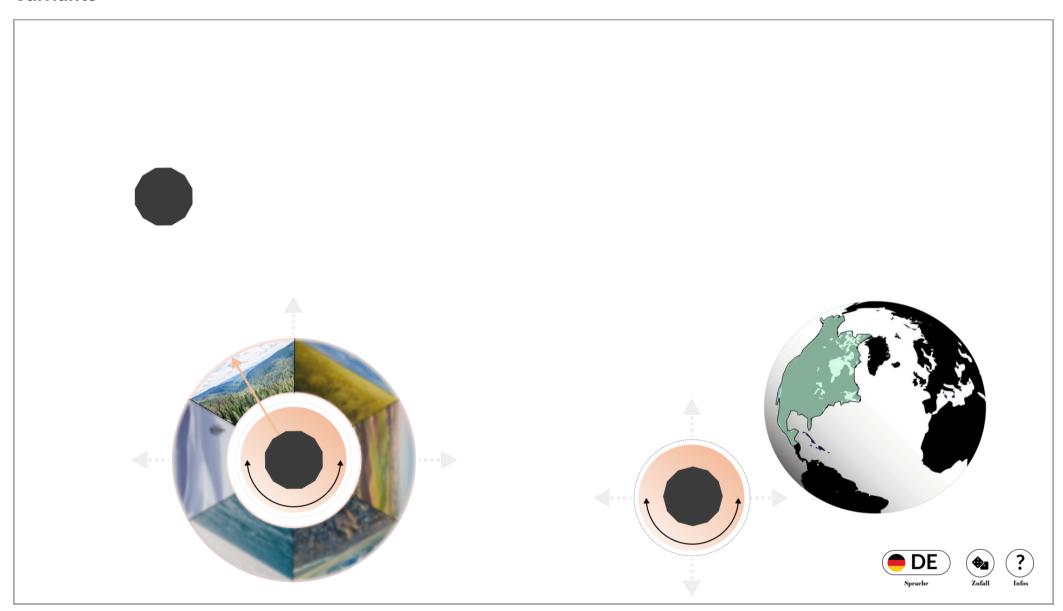
We faced several difficulties during the process. We were unsure at the beginning where the selection wheels should be placed and which information the bubbles should contain. At some point, we decided that the user should determine the location of the selection wheels by arranging the tokens accordingly on the display.

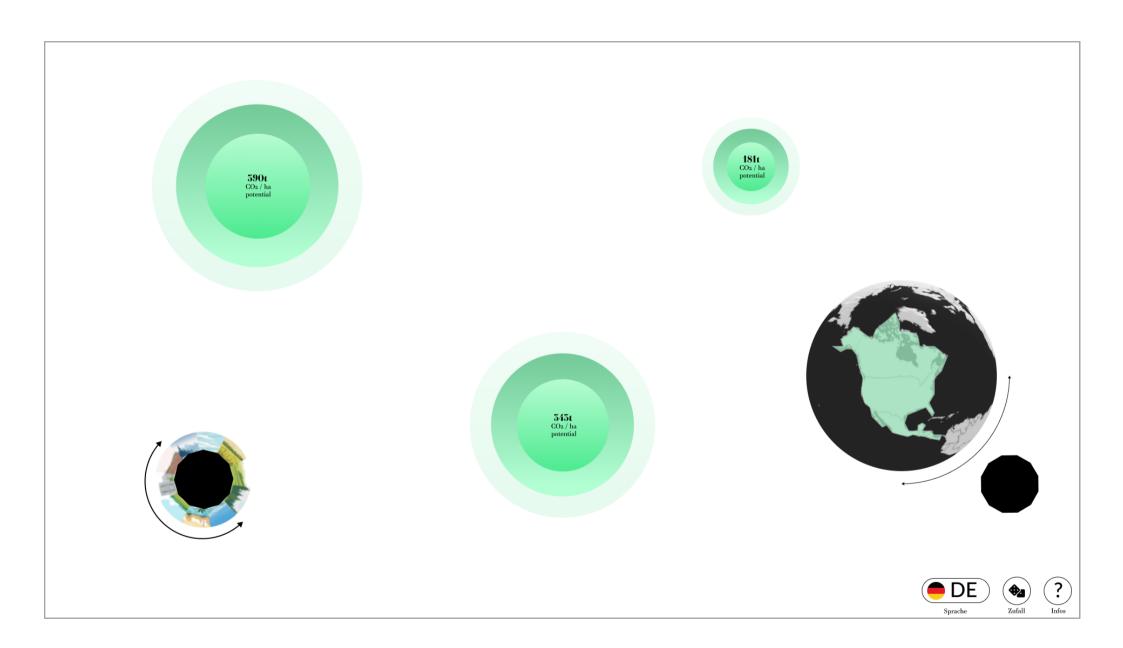


#### Selection wheels and bubbles

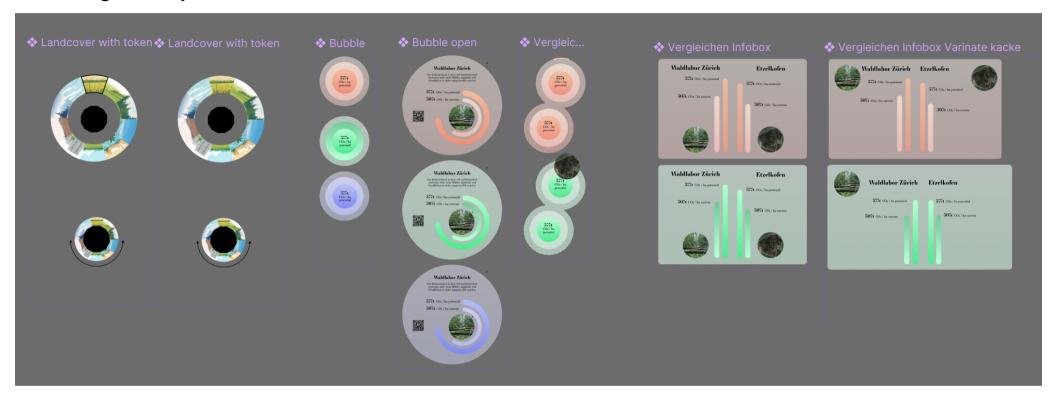


#### **Varriants**





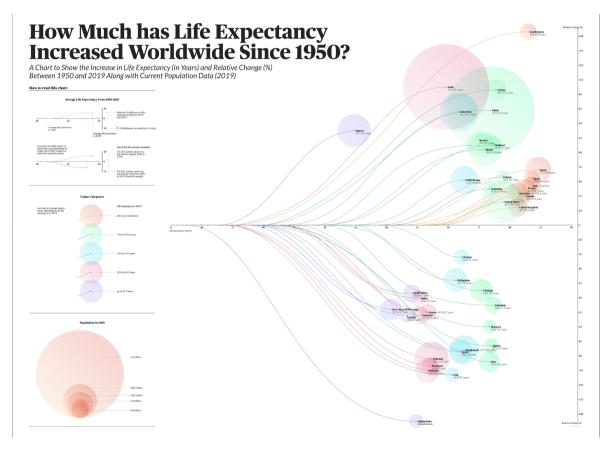
#### First design attampts

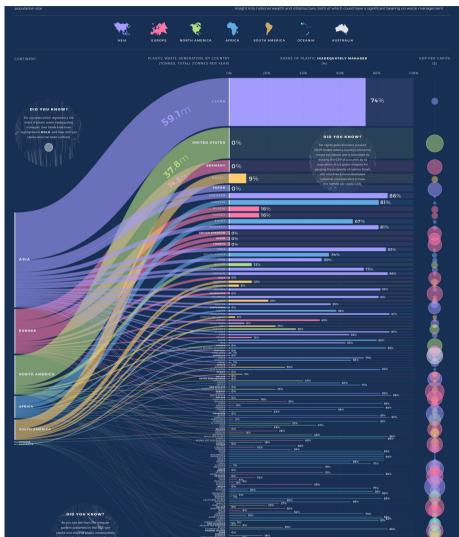


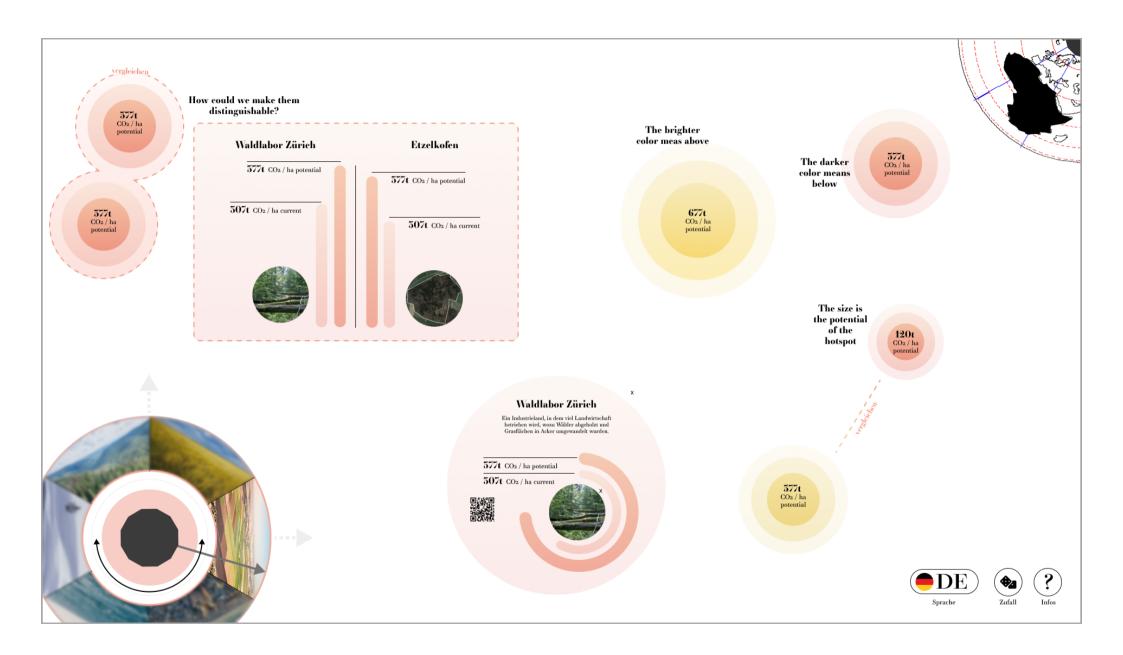
# Design & progress



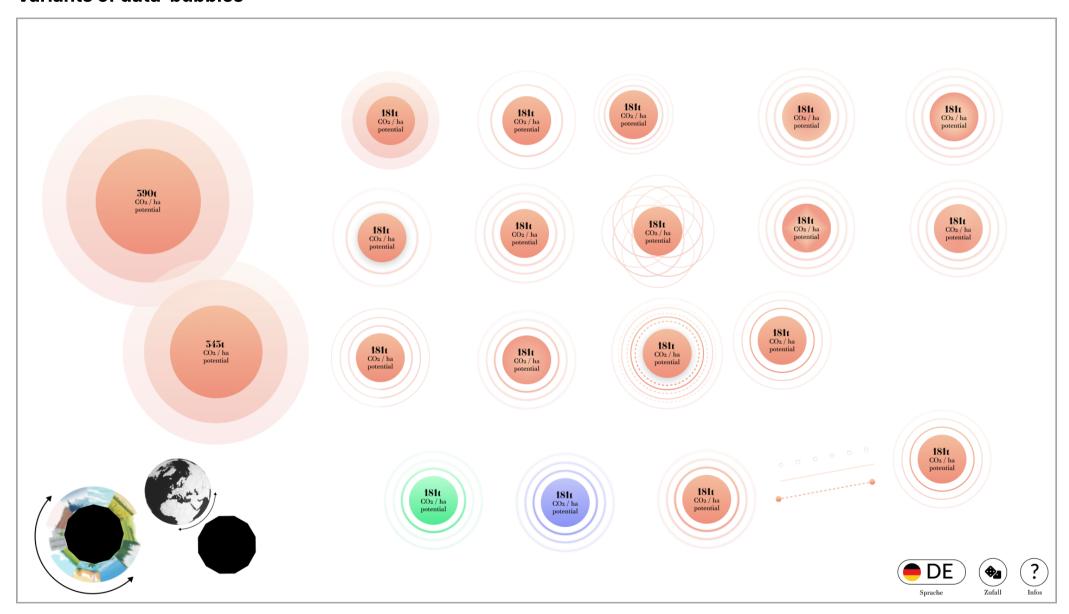
### Moodboard & inspiration

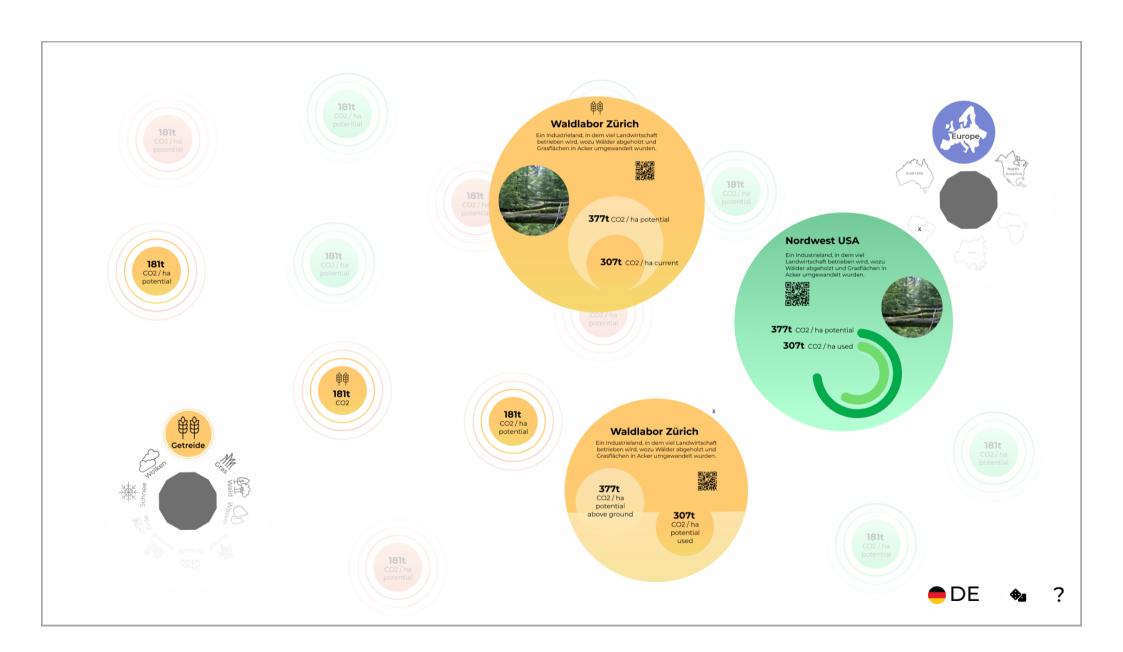




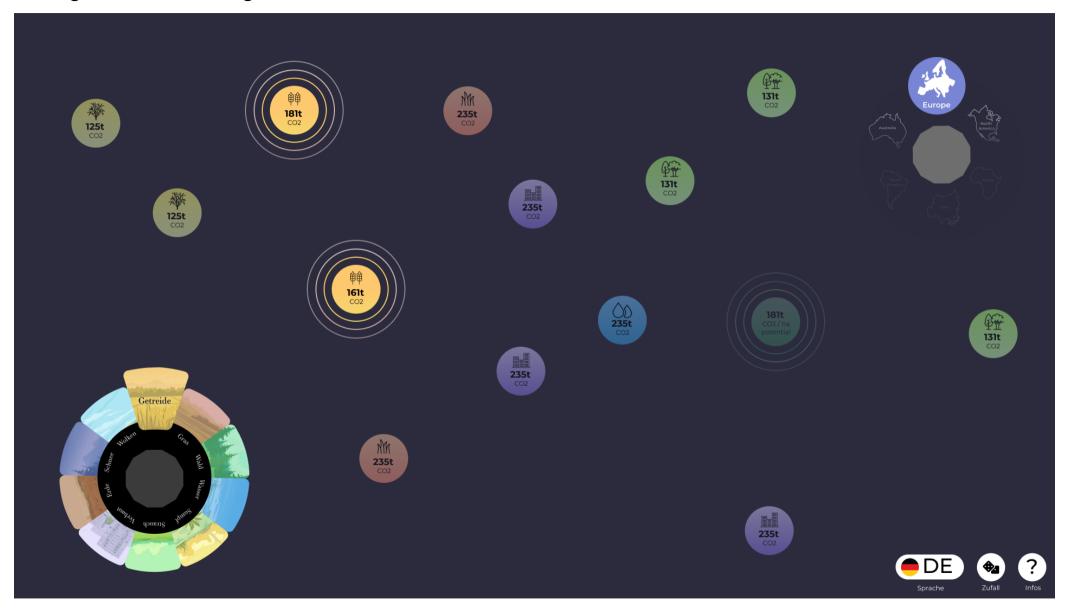


#### **Variants of data-bubbles**

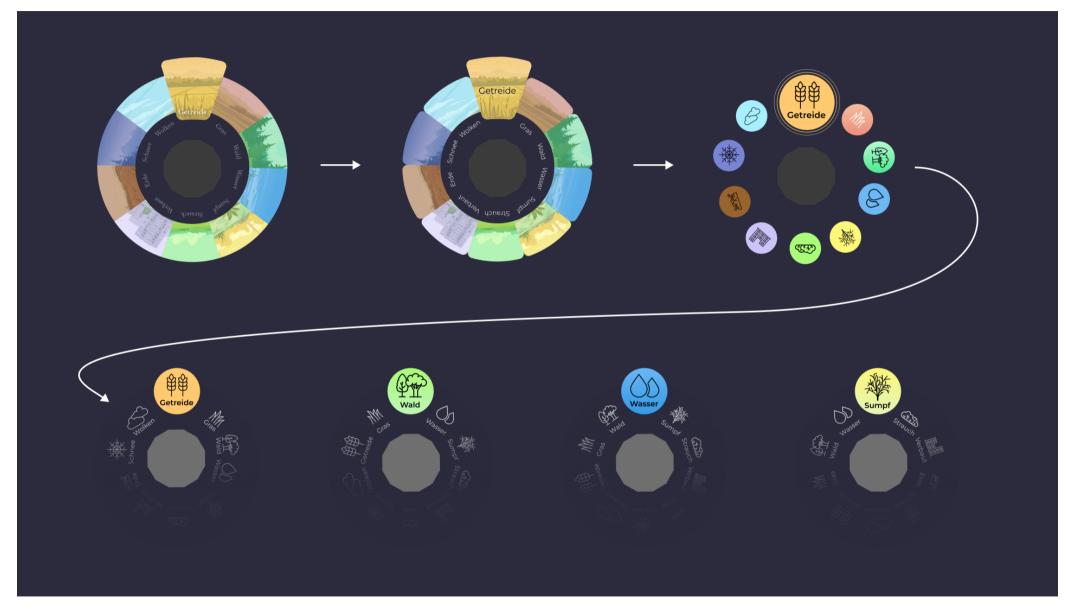




#### Moving into the final design

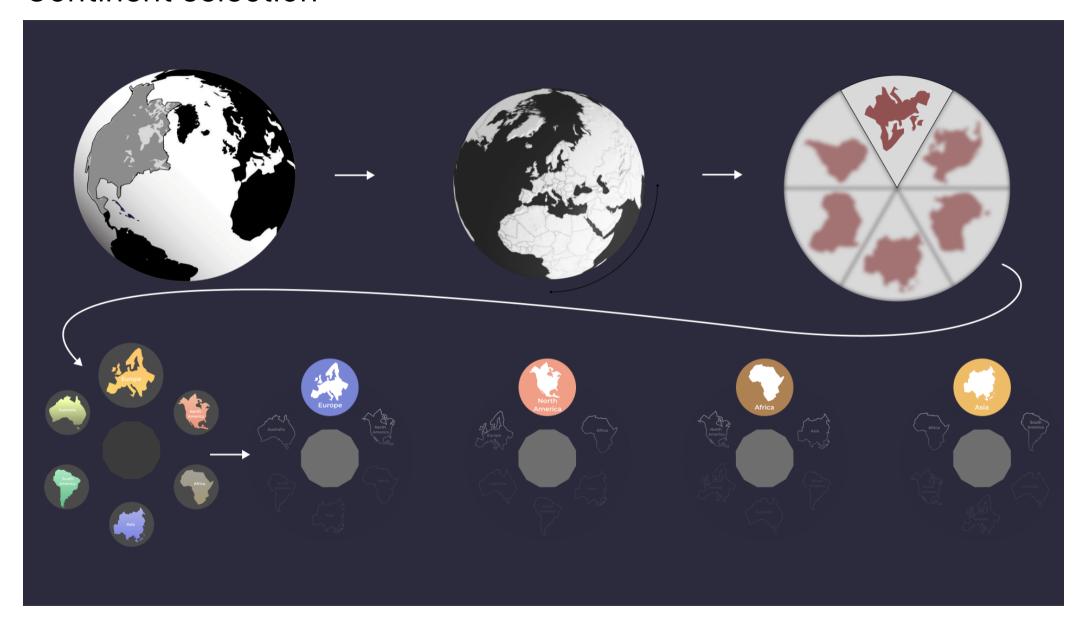


### Category selection



**Design development ...** 

### Continent selection



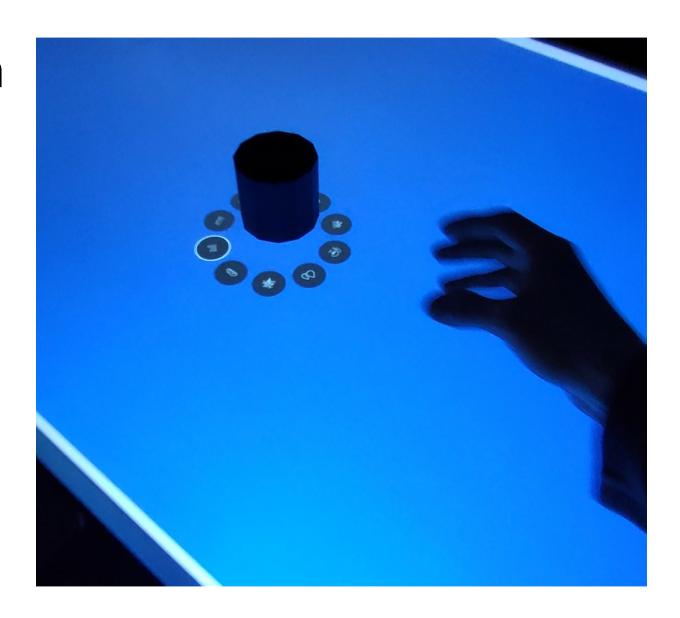
### Bubble development



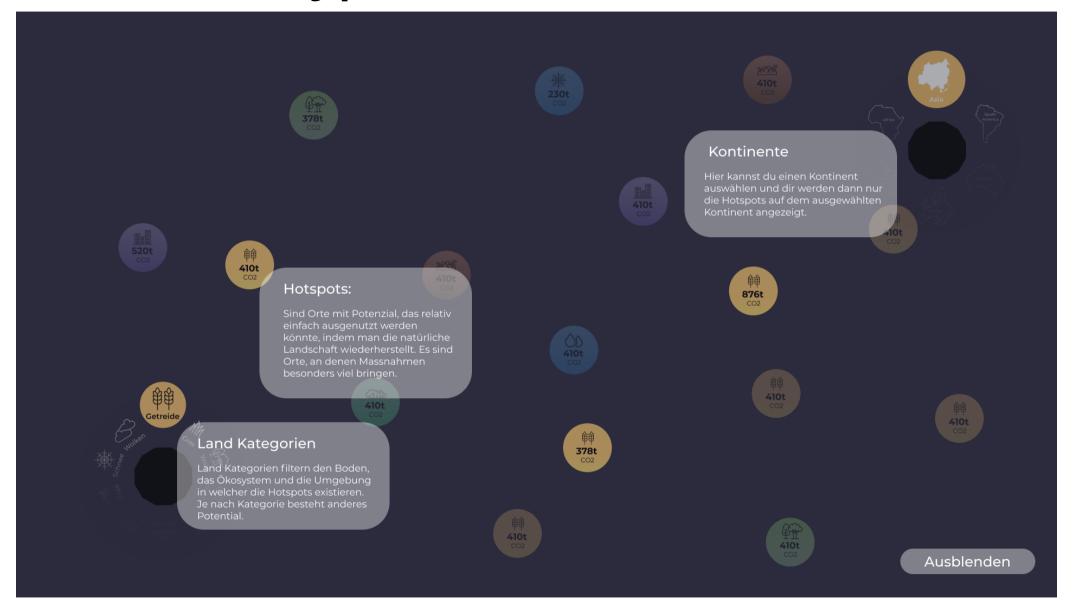
### Token interaction

The selection of the landcover categories.

As the token interaction on the table was not possible to integrate into the figma prototype. We decided to implement it with javascript in separate project to show how it works. The selection follows the token on the table abd by turning the token the selected category changes.



# **Final Prototype**



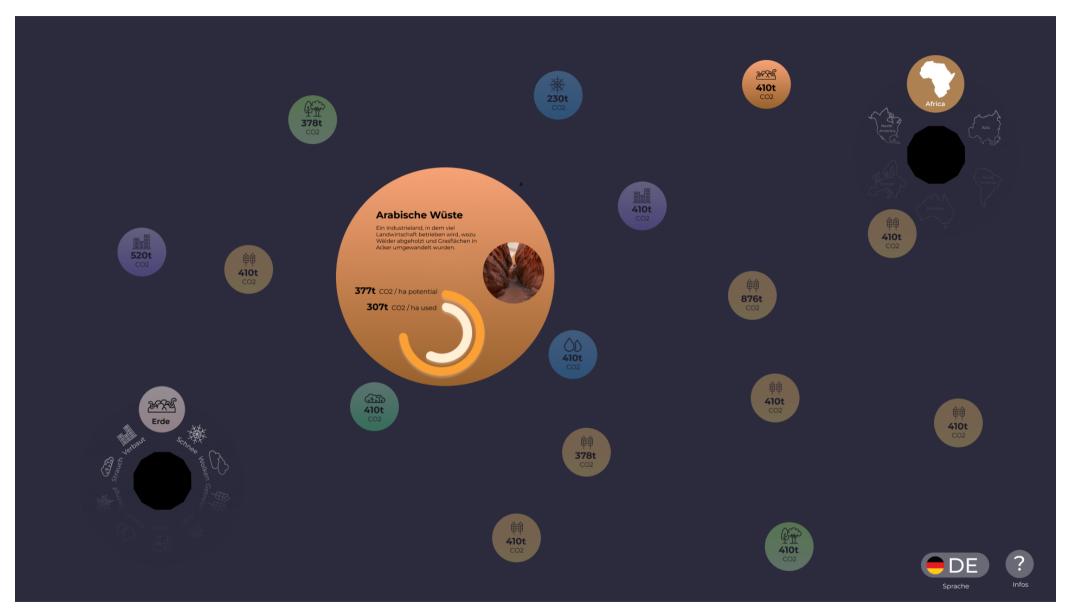
#### Final prototype at main screen, set at grain and Asia

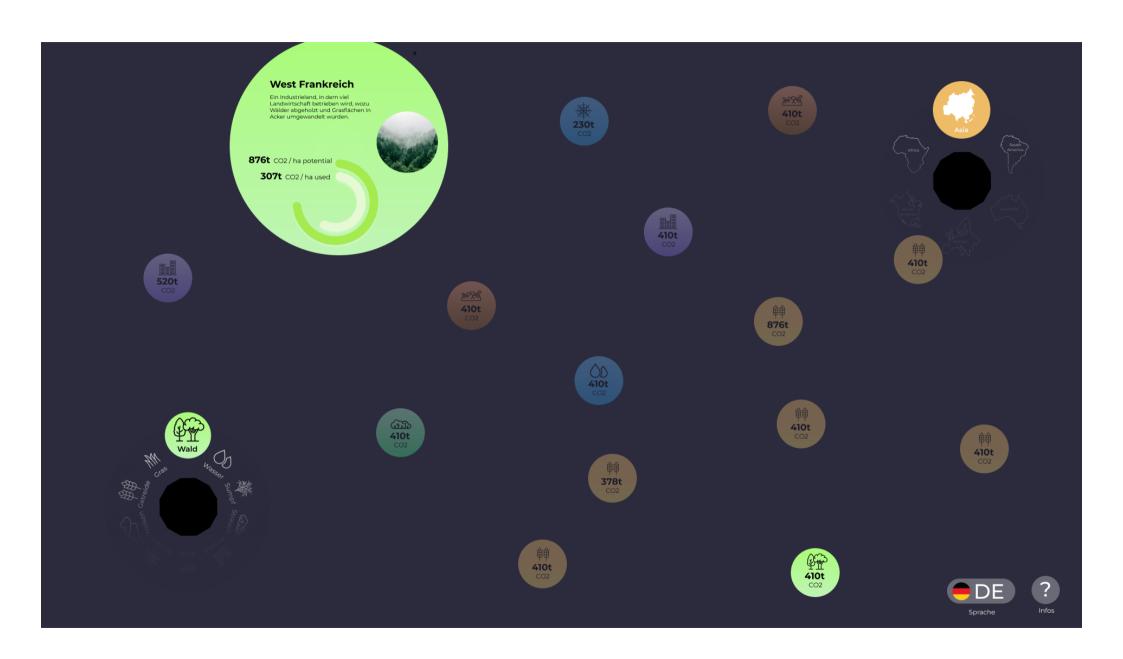


#### **Opening different bubbles**

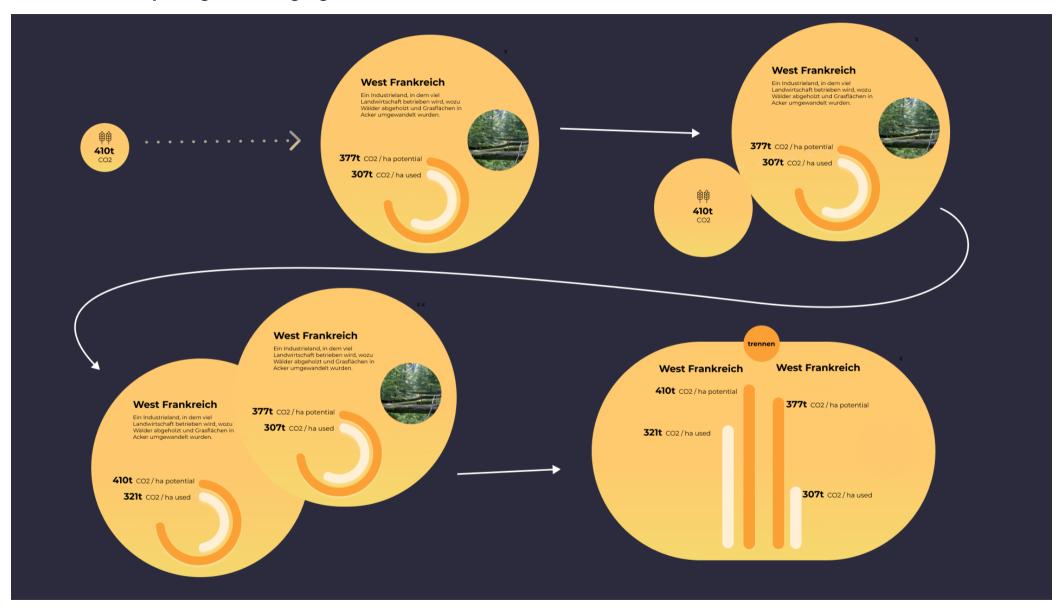


#### Dirt and Africa selected...





#### **Process of comparing and merging**



Final prototype displayed on the touch table with the tokens

