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Project #1

The collection that will be highlighted for this endeavor is that of my game collection. This collection is naturally separated into the following groups: PlayStation, Xbox, and PC games. All of these are examples of games, but PC are not considered Console based so there will be no comparison on that level. Then each of these categories and be further broken down into their subcategories which consist of genre of game such as Roleplaying games (RPG), First-Person Shooters (FPS), and more. There may be some miscellaneous categories included as well.

By simplifying this design, the time to sort can be reduced while still retaining a sense of hierarchy. However, this also makes it harder to find something more specific such as an RPG game that is available on the PlayStation. This layout and method were chosen because as Stephen Fortune notes “In this way every record (or book) was categorized broadly by topic, each of which were enumerated; those topics could then be further partitioned.” (Fortune, Stephen) While this categorization doesn’t enumerate these topics nor further partition them it does cover the broad topics as well as show a further sense of categorization that will be illustrated later.

How would this affect the time to organize your collection and your ability to find things using this system? Support your infographic with a page of writing describing your thinking and decisions in creating this more complex organizational structure.

By creating a very complex system there is considerably more prominent search methods that can be implemented. For example, if one was to say search for a mature rated game, that is on the PlayStation and is in the Horror genre this could be completed easily. However, the more complex the hierarchy is the more time it takes to find these specific items. According to William Craig “In the interest of (1) making your data more user-friendly and (2) not boring the eyes out of anyone who sees your work, picking a trusty data visualization tool is a must.” (Craig, William) There is more to these decisions than just making them more efficient, they should also add some level of aesthetic and usability that can be achieved via hierarchies in infographics.

Works Cited

Craig, William. “13 Free Data Visualization Tools.” *FX Blog*, WebFX, 8 Aug. 2019, [www.webfx.com/blog/web-design/free-data-visualization-tools/](http://www.webfx.com/blog/web-design/free-data-visualization-tools/).

Fortune, Stephen. A Brief History of Databases. Avant, 27 Feb. 2014, avant.org/project/history-of-databases/.