



# More Visuals!

*"Visualization is daydreaming with a purpose."*

- Bo Benneett

## Introduction

The second module will serve to advance the students' skills of data visualization. Specifically, students will present their Chart.js visualizations, which they began to create in the last module, and learn more about graphic design through Canva.

## Objectives

1. Students will practice their public speaking skills by describing a data visualization made using JavaScript.
2. Students will use Canva to learn about the principles of graphic design, through a series of activities.

## Agenda

1. Present Charts.js Graphs
2. Logo Roulette
3. Company Logo Redesign

## Activities

### Present Charts.js Graphs (10 minutes) **SREYANSH**

#### **Purpose:**

Provide students with the opportunity to share their Chart.js visualizations.

#### **Materials:**

Computer

Instructions [Document](#)

[Padlet](#)

#### **Directions:**

1. Open the Padlet of the visualizations created by the students, and ask a few students to share their visualizations.
2. Facilitate a brief discussion about what features of the visualizations make them aesthetically pleasing and effective.
3. Make sure to provide some incentive for the students who make the most effective visualizations (co-host privileges, bonding time, etc.)

### Logo Roulette (20 minutes) **SHIRAZ**

#### **Purpose:**

Teach basics of graphic design and how to work with Canva

**Materials:**

Canva  
Random Word Generator  
[Padlet](#)

**Directions:**

1. Send students to Canva webpage
2. Sign in-> use IMSA google account-> Student-> Skip-> Type in Logo
3. Assign each student words from random generator privately through chat
4. Assign each student an individual breakout room (Canva is not cooperative with group collaboration)
5. Give students 10 minutes to create a logo for a [combination of their two random words](#)
6. Bring everyone back and show them how to take screenshots using Snipping Tool, then upload the screenshots to a padlet(make this beforehand, and make it a grid padlet so it is as orderly as possible).
7. Give the best looking logo co host privileges (with common sense)

## Company Logo Redesign (25 minutes) ROHIT

**Purpose:**

Give students a chance to experiment with graphic design.

**Materials:**

Computer  
Canva

**Directions:**

1. Ask students to choose a company logo they would like to redesign.
2. Give the students 15 minutes to create an alternate logo for that company.
3. After 15 minutes is over, every student will go to upload their design to a [padlet](#) separate from the previous one).
4. If there is time left, create a zoom poll and have people vote on whose design is the best. If there is no time, just choose whichever design looks the best.
5. Best design doesn't get a specific reward, unless the facilitator is feeling generous.

## Crowd-Sourced Survey

<https://forms.gle/vlgTHtjTMkUeoCkcZ>