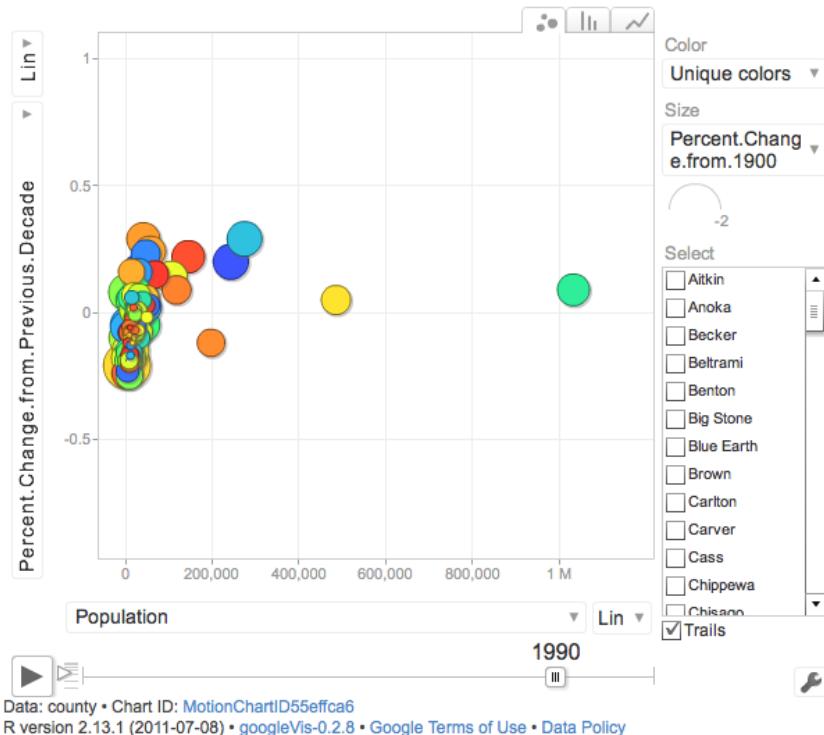
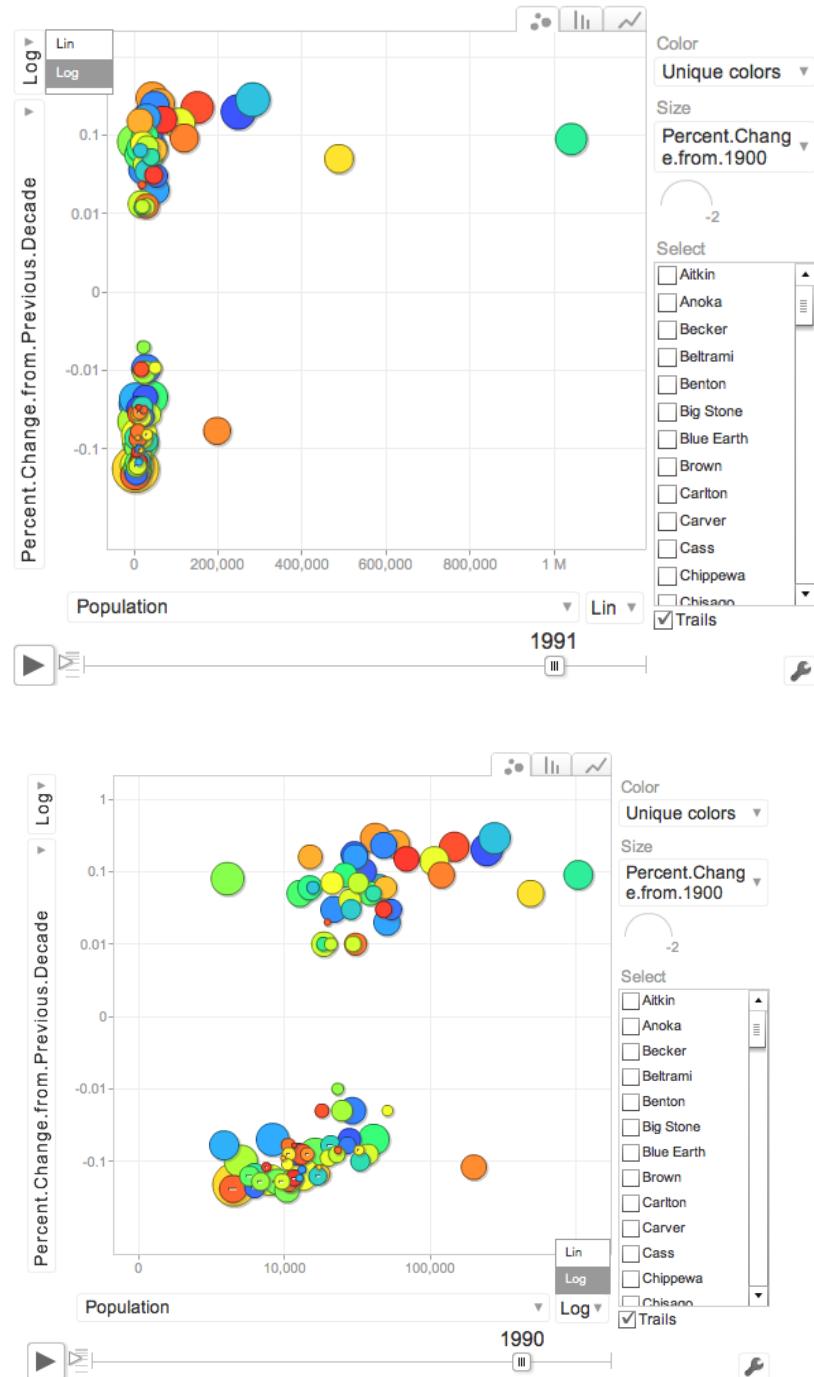


Utilization of googleVis Motion Charts

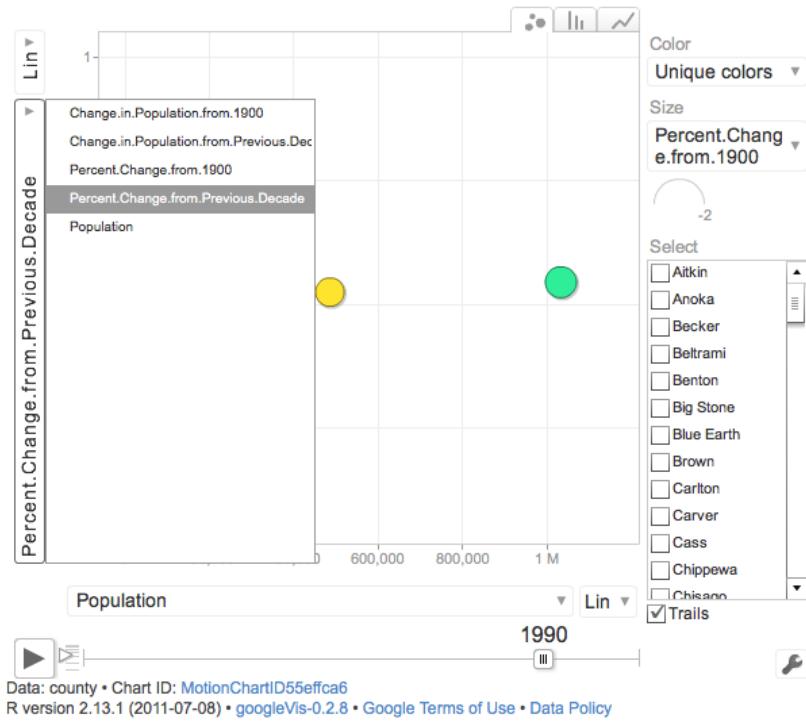
Here is an example of how the Motion Charts are displayed.



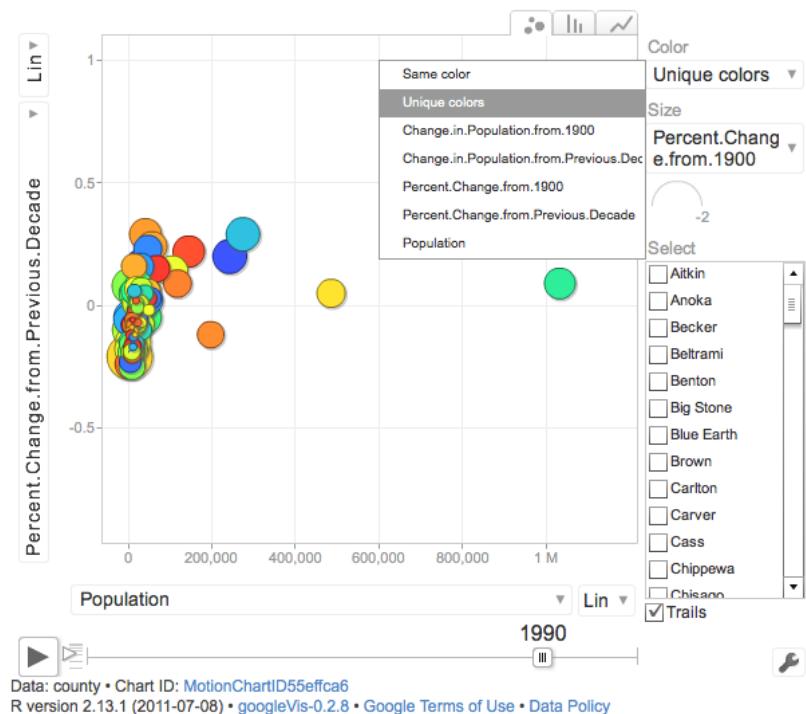
To account for the large differences in counties in relation to urban and rural counties, it is easier to view the data in the log-log scale. To change the display to the log-log scale, click on the lin arrow and select log for both the x and y- axes.

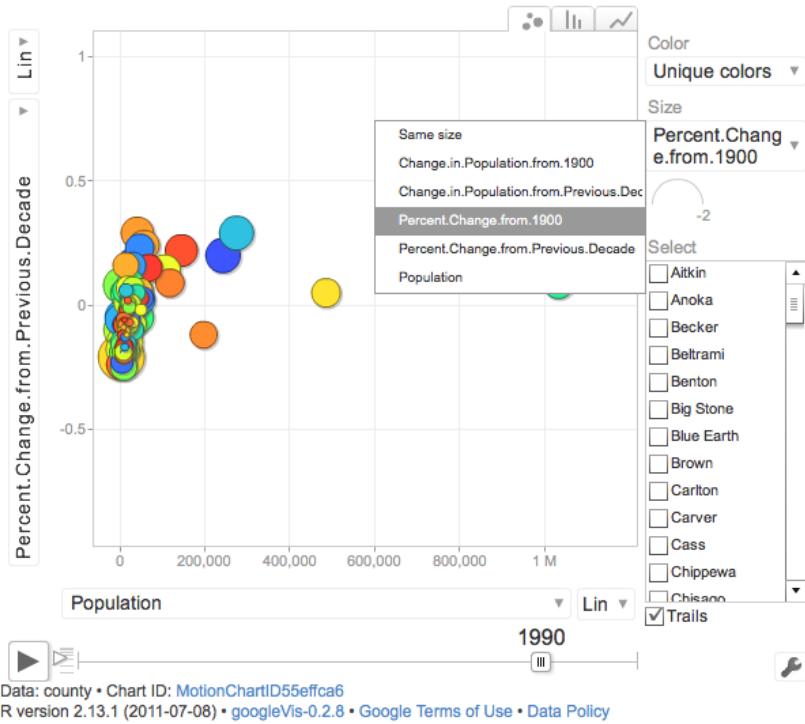


You can change the variables that are displayed on the x and y axes by clicking on the axis and selecting the variable you would like to be shown.



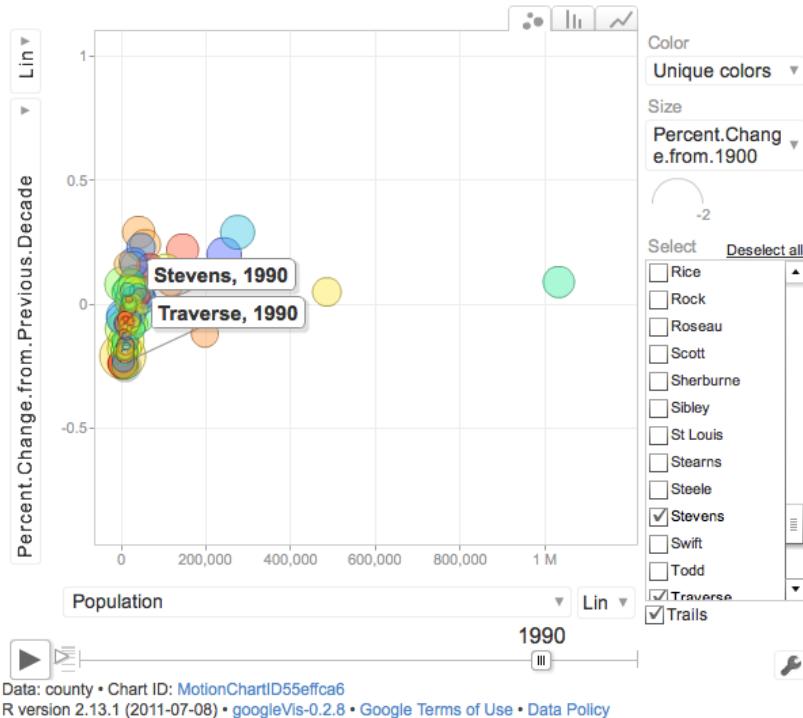
You can also choose a variable to be displayed in the color of the bubbles and also the size of the bubbles.





Once you have selected the variables you wish to view, click the arrow button in the bottom left hand corner to watch your data move through time. You can stop the movement at any time and can also use the slider to move to a specific time.

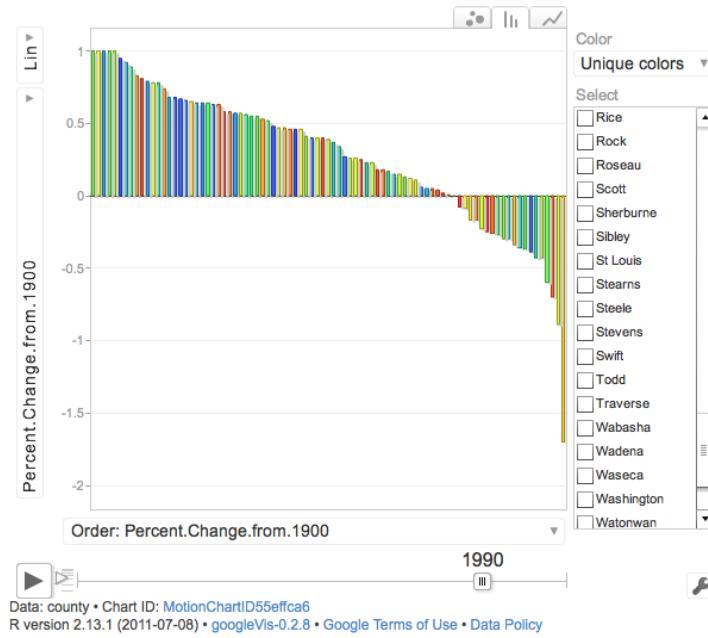
By moving your cursor over the bubbles, you will be able to see the name of the identifying variable, in this example, the county name. You can also select a county by selecting them from the list on the right hand side. You can select as many counties as you wish.



If you play the motion chart with counties selected, you will be able to see the path they take through time.

Notice the three tabs in the upper right hand corner of the motion chart. There are three options for viewing the data: the classic bubble plot, a bar graph, and a time line. Click on the tab to view the different kinds of displays.

Below is an example of the bar graph. This graph functions in the same way as the bubble chart: you have your choice of variables for the axes, color, and size and you can also select certain counties again.



The third tab shows a time line of the data. While this display does not have a play button, you can still see the changes in each county through time by moving your cursor over the display or by selecting counties from the list.

