The Classical World

Generating an interactive map of Ancient Greece
The problem

- **Task:** create a map-based representation of people and places in the Ancient Greek world that will let classicists generate hypotheses about change over time

- **Data:**
  - 3000 People from the Oxford Classical Dictionary
  - 1000 Places from the Hansen guide
  - Both sources accepted as standard reference works within Classics community
The problem

- Goal: Help users generate insights by interacting with these standard data sets

- Key issue: Data sets that classicists work with are always incomplete

- Design challenge: Come up with a way of representing data and making it useful without presupposing a complete data set
Existing solutions

Pleiades Project: large-scale data aggregation
Generating hypotheses through comparison

Solution: Focus on enabling users to rapidly generate hypotheses through comparison of multiple map views

- Core interactive map customizable via dynamic queries
- "Small multiples" idea -> one user generate many maps
- Compare maps to one another
Base map prototype
Small multiples storyboard

Concept: enable users to compare custom-filtered representations to one another to generate hypotheses within the data set.
Question

- We have too many data points! How can we reduce the visual clutter without undermining the user's ability to draw correlations across maps?