

D3 Powersnack – GeoJSON with D3

From the Powersnack[©] tutorial series
(name subject to change)

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What we won't talk about today

Relevant subjects, but not in today's scope:

- Theory about earth maps
- Map licensing
- Intricacies by working with maps and (historical) data
- Details about GeoJSON, TopoJSON



What we'll do today

- Where to get map materials for D3?
- Examples on <https://sandbox.iwi.unibe.ch>
- Live coding a small example

Where to get map materials for D3?

World:

- <https://github.com/mbostock/world-atlas>

Switzerland:

- <https://github.com/interactivethings/swiss-maps>



These sources require you to generate the GeoJSON out of the sources from Natural Earth or SwissTopo

➔ Precompiled GeoJSON maps are on [ILIAS](#)

Examples on <https://sandbox.iwi.unibe.ch>

Welcome to the IWI sandbox

Tran, Khôi (IWI)

Ready to deploy your application?

Help?

Advanced users

Sample applications:

- [d3-beatbox.zip](#)
- [d3-jeopardy.zip](#)
- [d3-switzerland.zip](#)
- [d3-worldmap-with-metadata.zip](#)
- [d3-worldmap.zip](#)
- [swissparliament.zip](#)

Examples on <https://sandbox.iwi.unibe.ch>

Simple D3 web applications:

- **d3-jeopardy.zip**
CSV data, Charts, axes, data nesting
- **swissparliament.zip**
JSON data, Force layout, physics
- **d3-beatbox.zip**
Combine D3 with other libraries (drum sequencer and synthesizer)

GeoJSON web applications:

- **d3-worldmap.zip**
Basic world map
- **d3-worldmap-with-metadata.zip**
Basic world map with beer statistics (CSV)
- **d3-switzerland.zip**
Basic map of Switzerland with random data (CSV)

Steps to make an interactive map

1. Load GeoJSON map data
→ *Those from ILIAS should be ready to use.*
2. Load YOUR data
→ *They must somehow stand in relation to the GeoJSON map*
3. Alter / modify data to your needs
→ *e.g. remove unneeded countries or other irrelevant stuff*
4. Combine both data sets
5. Draw the map
6. Add interactions and fancy stuff
→ *e.g. gimmicks, colors, cosmetics*



Live coding



That's it... questions?

