This week we will be making our flow maps from last week into interactive graphics. The goal will be to use your Flash skills you learned earlier this semester to make a map where your user can roll over or click on the flow lines to find out the data value for each line.

This time I will not give you specific direction on exactly how to portray your data to your user, but remember that the goal of cartography especially interactive cartography is to make everything as intuitive to your reader as possible. I expect that with everything you know about cartography already, you will have no problem creating a very intuitive map for your users.

Remember: You have a proof-reader for a reason and this time they will be especially important to your assignment. User testing is always necessary for any online tool. You can automatically tell when a website has not been tested (e.g. buttons don’t work, links are broken, etc), don’t make your interactive map fall into that category.

**Grading Criteria (10 points):**
1. Easily readable type
2. Well designed interactive graphic
3. Good design
4. Intuitive portrayal of raw data for each flow line
5. Good use of Flash skills

Due at the end of lab TODAY.