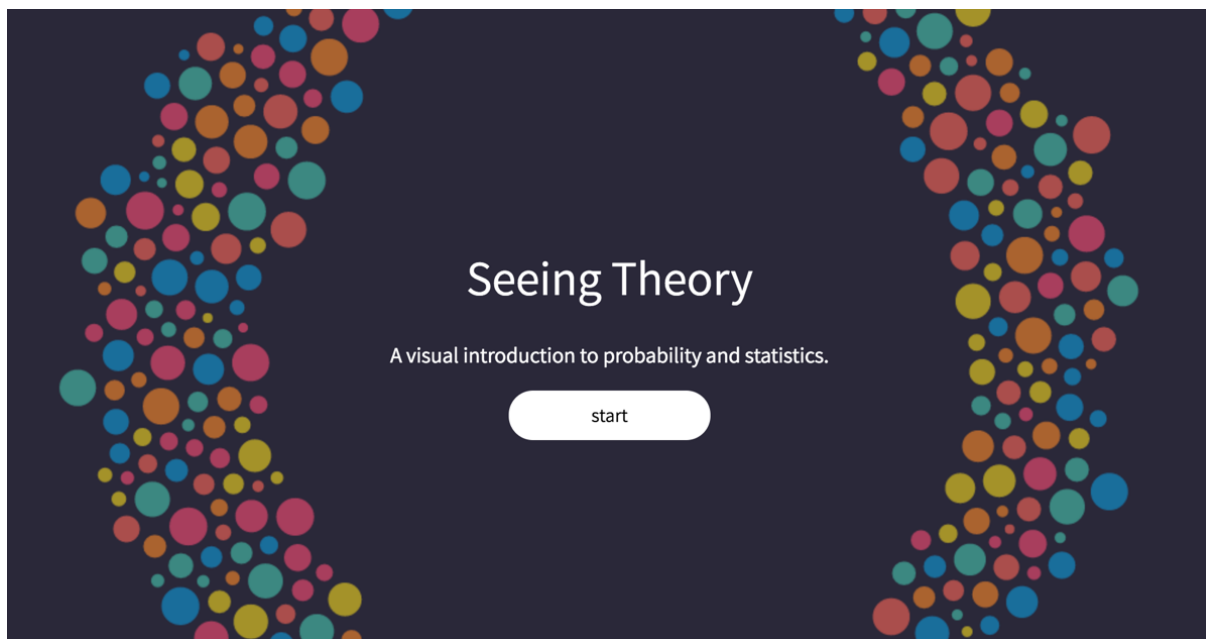


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## Seeing Theory

Seeing Theory is a project designed and created by Daniel Kunin with support from Brown University's Royce Fellowship Program. The goal of the project is to make statistics more accessible to a wider range of students through interactive visualizations.



### About

Statistics is quickly becoming the most important and multi-disciplinary field of mathematics. According to the American Statistical Association, statistician is one of the top ten fastest-growing occupations and statistics is one of the fastest-growing bachelor degrees. Statistical literacy is essential to our data driven society. Despite the increased importance and demand for statistical competence, the pedagogical approaches in statistics have barely changed. Using Mike Bostock's data visualization software, D3.js, Seeing Theory visualizes the fundamental concepts covered in an introductory college statistics or Advanced Placement statistics class. Students are encouraged to use Seeing Theory as an additional resource to their textbook, professor and peers.

### Awards

- 2018 Education Webby Award Winner
- 2018 SXSW Interactive Innovation Awards Finalist
- 2017 Kantar Information is Beautiful Award Silver
- 2017 Communication Arts Student Award

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## Articles

- Conduit Magazine
- The Brown Daily Herald
- WCAI
- The Next Web
- Fast Company Design

## 2019 Update

Seeing Theory is no longer being maintained. The site will continue to be hosted by Brown University, but the code will not be updated. Please contact us if you have any specific questions.

**Language Support** We are currently not supporting new language translations. At some point we hope to reorganize the code to more easily support the internationalization of the content. We are sorry for any inconvenience.

## Copyright and License

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