# User Manual

The following section provides a guide for the main product of this project being the Melbourne Open Data Playground site.

## Home Page – Discovery Portal

Figure 3.1: Home Page - Discovery Portal

1. Graphical user interface, application

   Description automatically generated

The Melbourne Open Data Playground’s home page acts as a discovery portal. Showcasing a dynamic, user-friendly interface, this portal allows easy access to datasets, use-cases and project information.

In the top left of the page, users can see our project logo. Also visible are tabs to Home, About, FAQ and Contact pages. In the top right users can access the City of Melbourne Open Data portal and the project’s public GitHub which hosts the developed python notebooks from this project.

Central to the discovery portal is a newly enhanced search bar. Users can perform keyword searches on both use cases that are integrated onto the portal as well as direct access over 200 datasets from Melbourne Open Data.

The middle of the discovery portal is dominated by the project’s use cases. These tiles provide a general overview of the use cases.

## Example Use Case page

Figure 3.2 Use case example

Graphical user interface, text, application

Description automatically generated

Users can access these examples by clicking on the tile which will take them to the corresponding detailed use case page.

Consistent formatting, styling and integration frameworks provide the user with uniform toolkits to explore. This uniformity allows the user to easily identify the structure of the toolkits and aids in the learning experience.

The new format provides an improved educational experience. The adaption of a content hierarchy provides helpful information to the user and allows them to make an informed choice about which toolkit to explore regarding the business scenario, level of difficulty, estimated duration and pre-requisite skills needed to get the most out of the learning experience.

This is followed by a step-by-step guide to exploring and understanding the code and data that is being developed. Additionally, interactive widgets are embedded in the use-cases, where possible, to better demonstrate the example scenario.

Figure 3.3 Use case interactivity example from the New Business Location use case

Diagram, map

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## More examples

This trimester (T1/2022) three new use cases were developed and one was implemented within the live site. Over previous trimesters (T1/2021) we have developed three use-cases in addition to a prior use case developed in the previous trimester (T2/2021). Use case tiles, which appear on the home page of the discovery portal, provide users with a brief description of the use case, as well as an assumed difficulty level and the types of technology involved in the use-case. Metadata tags appear along the bottom of each use case tile and aid in the search for relevant use cases.

Figure 3.4 Use case tiles - Home Page

Graphical user interface, text, application, Word

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